

GAME RULES



Don't Shake the Tree Game!

Develops 3 Essentials:

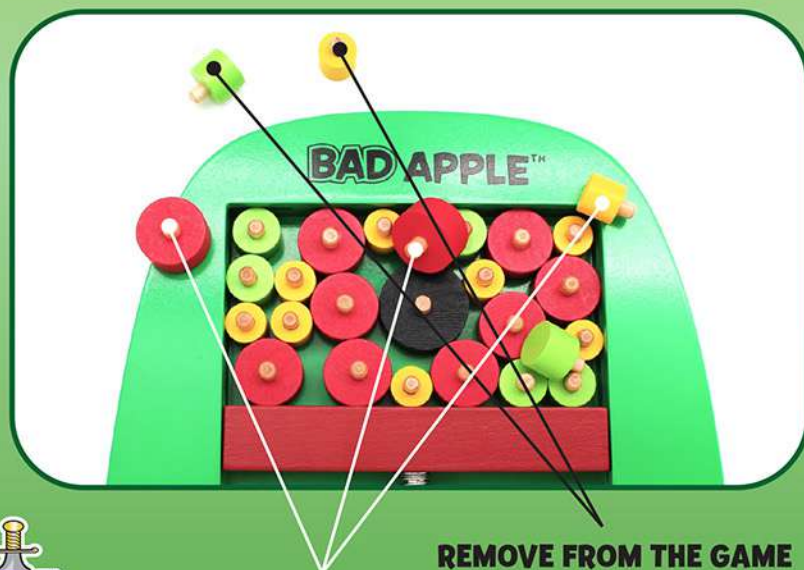
- FINE MOTOR SKILLS
- HAND-EYE COORDINATION
- CAUSE AND EFFECT THINKING

Pick apples without shaking the tree and score points. The player with the most points wins the game!

Contents: Wooden tree (game board), 34 wooden apples (11 yellow, 11 red, 1 black) and game rules.

NOTE!

- 1 You are not allowed to touch the horizontal crossbar or the spring-loaded tree trunk.
- 2 As soon as you touch an apple you must pick it. You are not allowed to touch the apples to check whether they are stuck.
- 3 If you shake the tree when it is your turn to play and apples fall from the tree, leave in play all the apples still on the tree. They can be picked by the next players. However, any apples that fall from the tree are removed from the game.



KEEP IN THE GAME

REMOVE FROM THE GAME



SETUP



- 1** Pull back on the spring-loaded tree trunk.



- 2** Place all the apples in the tree at random.



- 3** Make sure that all the stems are up. Carefully release the tree trunk and get ready to pick the apples!



LET'S PLAY

The youngest player goes first and tries to pick an apple without shaking the tree (the horizontal crossbar must not move).

→ If successful, the player keeps the apple and the next player takes a turn.

→ If unsuccessful, the player's apple does not count and is removed from the game. Then the next player takes a turn.

The game is played clockwise.

NOTE

The bigger the apple, the more points it is worth. Keep an eye on the bad apple (black apple) because it is worth 25 points!



END OF THE GAME

The game ends when as many apples remain in the tree as there are players.

Players each count their points, adding up the points allotted for each colour of apple picked successfully.

The player with the most points wins!

Have fun picking!

POINTS



Yellow apples are worth **5 points** each.



Green apples are worth **10 points** each.



Red apples are worth **15 points** each.



The bad (black) apple is worth **25 points**.