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MaydayGames.com

CHEAPASS Games

Cheapass Games is a small but mighty tabletop game publisher. They've been designing quirky, in-expensive games for 20 years. Look for deluxe games, cheap games, and free games at their double-secret website Cheapass.com.

Cheapass.com

STRATUS GAMES

Stratus Games publishes quality casual games for bright minds! Their fun line of games includes the award-winning *Gold Mine* and *Eruption*, the hilarious improv party game *Off Your Rocker*, and more.

StratusGames.com

GREEN COUCH GAMES

Green Couch Games, founded by game designer Jason Kotarski, makes great little games that make great big connections; specializing in easy-to-learn card games for families, gamers, and families of gamers.

GreenCouchGames.com

Best Treehouse Ever

Sometimes a game comes along that not only has great mechanics, beautiful artwork, and fun gameplay, but also helps bring to life a fantasy — be it delving dungeons, commanding spaceships or, as in the case of *Best Treehouse Ever,* building the ultimate clubhouse you always wanted as a kid.

In this card game, players are building treehouses. They all take their turns simultaneously. You each start with a hand of six cards. Each card belongs to one of six color sets and depicts a fantastical room for your treehouse such as a waterslide, a pirate ship, or a movie theater. When adding a room, you have to make sure it's properly balanced by rooms underneath and that your treehouse isn't unbalanced on one side. You also have to keep in mind that once you've built a room of a particular color, all future rooms of that color must be built touching it. If any color gets blocked off by non-matching room colors, you won't be able to build that color anymore and you could be losing out on a lot of points.

After each player has added a room onto their tree, everyone passes their hand to the player on their left and you once again choose a room for your house. This continues until each player only has two cards to choose from. You then play one of the two rooms and discard the second. Finally, players take turns choosing and playing Game Changer cards, which affect which colored rooms will score double this round, and which ones won't score at all. After the points are tallied, players are dealt another six cards and play continues as before. At the end of three rounds, additional points are scored for the players with the most rooms in each color, and the player with the highest score wins. An optional ruleset also allows you to score extra points for playing colors in a particular pattern.

MSRP: $24
Designer: Scott Almes
Publisher: Green Couch Games
2-4 players, ages 10+, 20-30 mins.

Between the colorful artwork and the fantastic rooms, you really do feel like you're eight again and planning your dream clubhouse. But there's a lot more to the game than just nostalgia, as you really have to think both about your own plans and what cards you are handing over to the next player each turn.

For a creative, imaginative, and strategic card game, you need look no further than *Best Treehouse Ever.* Just be sure to have a lot of table space when you break this game out, because your dream treehouse takes up a lot of room!