UNDER THE MANGO TREE

Don't feel like reading the rules? Watch the video explanation:

mangotree.deep-print-games.com

A game by **Karl Lange** for 2 to 4 players, ages 7 and up

Object of the game

You stand before a small slice of Australian wilderness, entrusted to your care and brimming with potential. Heaps of litter mar the landscape, waiting to be cleared. A once-majestic mango tree yearns to bear fruit again, its branches aching for the playful chatter of animals in its shade.

Your mission is to breathe new life into this patch of nature through a competitive card drafting game. On each turn, you and your fellow players simultaneously select a card from your individual hands, then pass the rest to the next player. The twist: each card you choose has two halves. You'll tuck one half under your board, removing it from the game, while the other remains visible to score points. This adds a layer of strategy, as you must consider not only which halves to use for yourself, but also which to deny your opponents.

When all cards have been played, the player who has created the most vibrant and point-rich ecosystem around their mango tree wins.
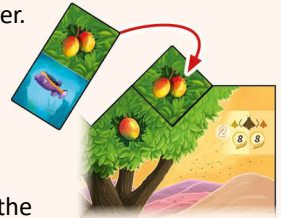
Components

4 boards

Before your first game:
a) Dispose of the **X**-pieces.
b) Fold the side panels onto the back and affix them with their adhesive strips.

4 storage tiles

— *Night edge*
— *Day edge*

60 cards

Front

Back

4 garbage tiles

Front (for 2 and 3 players)

Back (for 4 players)

Additionally in 4-player games:

4 lorikeet covering tokens

4 animal covering tokens

Setup

Black line

▶ Shuffle the **cards** into a face-down *deck* and place it in the middle of the table. *In 2-player games*, first return to the game box the 20 cards whose halves are divided by a *black line* (instead of a *white line*) and only use the remaining 40 cards. With 3 or 4 players, use all 60 cards.

White line

Then, each player does the following:

▶ Take a **board** and place it in front of you.

Deck

Bench

▶ Take a **garbage tile** and flip the side for your player count face up. Then, place it onto your board covering the backrest of its *bench* (and the family of quokkas), so that the *garbage heap* is to the left of the bench. *In 4-player games*, also cover the mango in the tree with a **lorikeet covering token** and the animal scoring with an **animal covering token**.

Garbage heap

Notch

▶ Beside your board, place a **storage tile** with the *notch* of its *day edge* facing you. Leave a hand's breadth between the tile and your board.
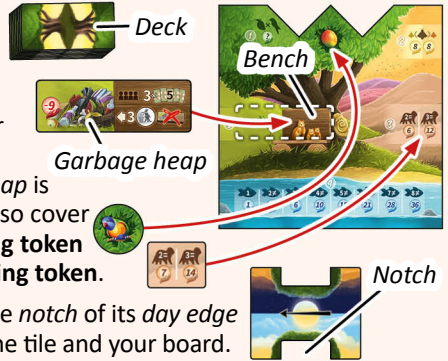
Playing the game

The game lasts a fixed number of rounds: • 2 and 3 players play 5 rounds, • 4 players play 3 rounds.

Each **round** is comprised of 3 phases:

Phase 1: Deal cards

Deal face down to each player as many cards from the *deck* as shown on the *bench* on the boards: • in 2- and 3-player games, deal 4 cards each, • in 4-player games, deal 5 cards each.

Then, each player takes their cards into their hand, keeping them hidden from their opponents.

Phase 2: Play cards

In this phase, you all simultaneously choose a card in your hand (*Step 1*), add it to your board (*Step 2*), and then pass your remaining hand of cards to your neighbor (*Step 3*). Repeat these steps until all of this round's cards have been played.
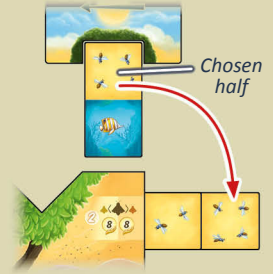
Step 1:

Choose a card in your hand. Each card has two halves, each half belonging to one of the 5 areas of your board (*see bottom of page 3*). Secretly decide on one of the two halves (**a**) and place the card **face down** in front of you, so that the chosen half is in the *notch* of your storage tile that is facing you (**b**). Then, place your remaining hand of cards face down above your storage tile as a *pass-on stack* (**c**).
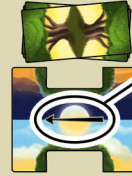
Pass-on stack

Chosen half

2
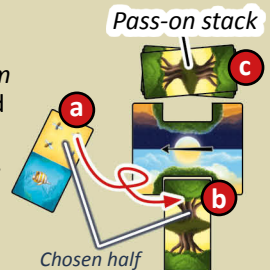
Step 2:

Once everyone has chosen a face-down card and placed it in the *notch* of their storage tile, all players simultaneously reveal their chosen card. When revealing your card, make sure the chosen half remains in the *notch* so that it's clear which half you've chosen.

Then, take the card and tuck it **under** your game board in the corresponding area (or the cards already there), so that only the chosen half is visible.

Chosen half

Step 3:

Pass your *pass-on stack* to your neighbor in the direction of the arrow on your storage tile (giving them their next hand of cards for the following Step 1).

Example: If the arrow is pointing left, pass the pass-on stack to the player to your left.

Once a single card is passed to you, carry out the usual Steps 1 and 2 with it. After that, Phase 3 takes place.

Phase 3: Rotate your storage tile

Rotate your storage tile 180 degrees so that the arrow now points in the other direction. Make sure that the new orientation is the same for all players (the same edge must face each player).

In 2-player games, you can skip this phase, as you always pass the cards back and forth to each other. Then a new round begins.

180°
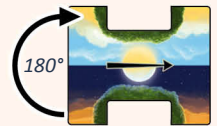
End of the game

If at the beginning of Phase 3 the **deck** is empty, the game ends and **scoring** takes place. Each player scores their board by going through its 5 areas and adding up their points (*see last page*). The player with the most points wins. If tied, all tied players win.

To tally your scores, we recommend the **Deep Print Games App**. Here, you can find virtual scoring pads for this and many more of our games. Get it for free on the App Store and on Google Play.

The 5 areas of your board

① Mango tree
② Beehive
③ Animal reserve
④ Coast
⑤ Garbage removal
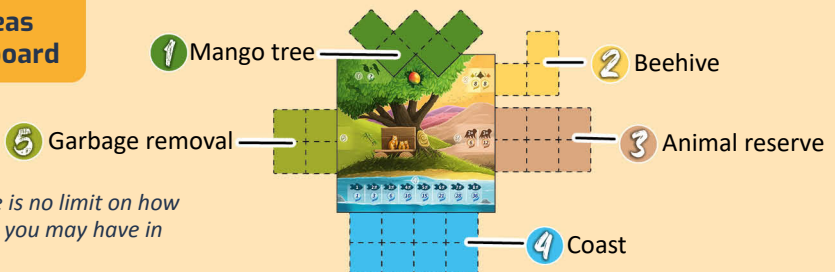
Note: There is no limit on how many cards you may have in each area.

3

1 **Mango tree:** Here you collect mangoes and lorikeets (a type of parrot). To score, multiply the number of your visible mangoes by the number of your visible lorikeets and get the result as points. (Make sure to include the mango or lorikeet that has been on your board from the beginning.)

4 mangoes x 2 lorikeets = **8**

2 **Beehive:** Here you collect bees. To score, count the bees on your visible cards (there are cards with 2, 3, or 4 bees). If you have **more** bees than the player to your left, you get 8 points. If you have **more** bees than the player to your right, you get 8 points as well. Thus, you can get up to 16 points from bees. *Note:* In 2-player games, you can get a maximum of 8 points, as the same player sits to your left and right.

6 bees = **8**

(You gain 8 points, because the player to your right has fewer bees than you. The player to your left has 6 bees, like you, so you don't get points through them.)

3 **Animal reserve:** Here you collect animals. There are 6 animal species: kangaroo, wombat, echidna, lizard, frog, platypus. (*Note*: lorikeets, bees, fish, and quokkas don't count for this area.) To score, gain 6 points (or 7 points in 4-player games) for each species of which you have exactly two animals. For each species of which you have at least three animals, you gain 12 points (or 14 points in 4-player games). Single animals are worth nothing.

3 wombats = **12**

1 kangaroo = **0**

4 **Coast:** Here you collect fish. To score, gain points for sets of **unique** fish (there are 8 types in total). The more types of fish a set includes, the more points you get for it (*see table on the board*). You can collect multiple sets.

Set of 5 = **15**

Set of 1 = **1**

5 **Garbage removal:** Here you collect garbage bins that resemble koalas. To score, check if you have at least as many bins as is shown in the bottom right of your garbage tile (4 with two or three players, 3 with four players). If you do, remove your garbage tile from your board to avoid losing points (and rejoice over the return of the quokka family). If you have fewer bins than required, the *garbage heap* remains on your board and you lose the points shown next to it (-13 with two or three players, -9 with four players).

4 garbage bins = no points lost

total = **44 points**