

Andrew J. Smith

# PALM TREES

RULEBOOK

## Components:

### 78 Cards

x3 each of 12  
coconut cards  
x3 each of 14  
frond cards

6 Trunk Tattoo  
Sleeves

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## Overview of Palm Trees

Use cards to grow a tree in your hand! All of the cards have rules telling you the crazy ways you have to hold them. Pick challenging cards for your opponents and hope that they drop cards! The best tree wins!

Doublesided cards show points value and placement rules in opposite corners.



Opposite side of a card shows left/right limitations for convenience.

## Setup

Separate the 42 frond and 36 coconut cards. Shuffle each group separately and remove the indicated number of cards from each group according to the number of players. Set the cards you removed aside, out of the game.

Players	2	3	4	5	6
Cards removed per group	31	27	23	19	15
Frond/Coconut cards in play	11/5	15/9	19/13	23/17	27/21

Place the remaining coconut cards in a stack on the table. Place the remaining frond cards on top of the coconut cards. This is the draw deck. Draw two cards and place them next to the draw deck. These two cards and the one on top of the draw deck are available to take.

**Decide in which hand you want to grow your tree and put your corresponding elbow on the table. You may not lift this elbow from the table for the remainder of the game.**

*Note: To add to the fun, place your arm into a trunk-printed sleeve, leaving your palms and fingers free.*

The person who most recently visited the beach goes first.



Separate the frond and coconut cards into two decks. Shuffle and remove the indicated number of cards from each deck (see chart on Page 2.)



Place the deck of frond cards on top of the deck of coconut cards.



Deal two cards to the right of the deck. The three cards are the available cards to choose from as the game begins.



## Gameplay

On your turn, select one of the three available cards and choose an opponent. They must successfully add it to the “palm tree” that they are growing in their hand. If one of the two cards near the draw deck is chosen, draw a new card and place it as one of the three available cards.

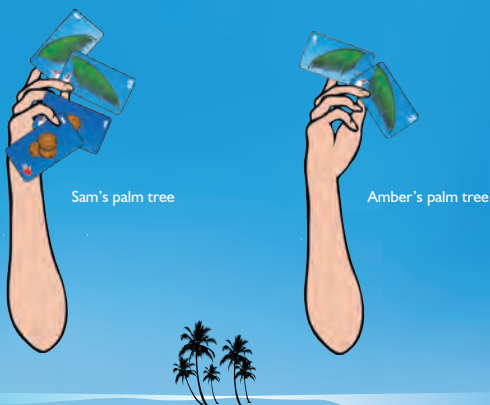
### ***If a card is given to you:***

The card will present a limitation on placing it in your hand. You must successfully add the card to your palm tree by following the rule on the card. Once you successfully place a card into your palm tree, the only way it may be adjusted or moved is by using only the hand that the card is held in. If doing so causes any cards in your tree to break their placement rules, you are considered to have dropped a card. Once you successfully add the card to your palm tree, you then choose a card for an opponent to add to their palm tree.

### ***Not so fast!***

When selecting an opponent to add a card to their palm tree, you may not give cards to any player that would cause them to have more than 2 cards in excess of any other player.

Example: If Sam has 4 cards in his palm tree and Amber only has 2, Sam may not be given another card until Amber has at least 3 cards in her palm tree.



## Game End & Scoring

Once all cards have been played and added to players' trees, or a player drops a card from their palm tree, or a player determines they can't place a card, the game ends.

If the game ends because all cards have been placed in trees, all players will total up the points on their cards within their respective palm trees.

If the game ends with a dropped card or the inability to place a card, the player that triggered that end game condition will score zero points and all other players score the cards in their trees.

The player with the most points wins!

If there is a tie, the player with the most cards in their palm tree amongst the tied players wins.

Scoring example:

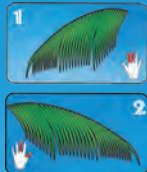
a) if both Sam and Amber could not add any more cards without dropping any existing ones, the game would end and Sam would win 7 points to 3.

b) if Sam had dropped a 5th card, the game would end and Amber would win 3 points to 0.

Sam's cards



Amber's cards





## Alternate Ways of Playing

For a longer game experience, pick a target score before the game begins. Instead of ending the game after the first play through, keep track of your scores. If a player triggers the end of the round by either dropping a card or determining they can't place a card, they score zero points for that round.

Continue playing rounds until a player reaches the target score. The game ends and the person with the highest score is declared the winner.

**Easier game play:** Go around the table clockwise choosing your own card from the three available cards.

### ***You can also play Palm Trees in teams of two!***

One team member will place both elbows on the table forming two palm trees, while the other places the cards. Teams will race to get at least 6 cards into each of their palm trees. Both trees must not touch each other!

Separate the frond and coconut cards. Shuffle each group separately and remove the indicated number of cards from each group according to the number of teams. Set the cards you removed aside, out of the game.

Number of Teams (2 players each)	2	3
Cards removed per group	24	15
Frond/Coconut cards in play	18/12	27/21

Evenly deal out the coconut cards to each team. Then evenly deal out the frond cards to each team. Shuffle each deck separately and place the frond cards on top of the coconut cards. Each team will have their own deck comprised of frond cards on top of coconut cards.

Select a team member (Player A) who will be holding the cards. They should place both elbows on the table and may not move them from the table until the end of the game.



Pick a player to say, "On your mark, get set, GROW!"

All teams then simultaneously begin to grow their palm trees, with Player B on each team drawing a card from their team's deck and placing it into one of Player A's hands according to the limitations on the card. Each card must be successfully placed into one of your team's "palm trees" before drawing a new card. Once a card is placed into one of Player A's palm trees, the only way it may be adjusted or moved is if Player A does so using only the hand that the card is held in. If doing so causes any cards in your tree to break their placement rules, you are considered to have dropped a card.

If your team drops a card from either one of your palm trees at any time, or if you determine that you can't successfully place a card into either of your palm trees, your trees are considered "fully grown" and you may immediately score them (remove your elbows from the table and tally the points on your cards).

The game continues until all trees are "fully grown" or a team places at least 6 cards in each of their palm trees.

The first team to successfully place at least 6 cards into each of their palm trees wins (other players may check to make sure limitations on the cards placed were met).

In the case of all teams having "fully grown" trees, total the points on all of the cards within your team's palm trees. Most points wins! In case of a tie, the team with the most cards in their palm trees amongst tied teams wins.

## **PALM TREES**

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# Icon Guide



card must be held  
by both short corners



card must be held  
by the middle and little  
fingers



card cannot touch  
another card



card must be held  
by both long sides



card must be held  
by the index and ring  
fingers



card cannot touch  
another frond card



card must be held  
by both short sides



card must be held  
by the ring finger and  
thumb



card cannot touch  
your hand (only  
other cards)



card must be held  
by both long corners



card must be held  
by the ring and little  
fingers



card must touch exactly  
1 other card



card must be held  
by two opposite corners



card must be held  
by the index and little  
fingers



card must touch exactly  
2 other cards



card must be held  
by the thumb and index  
fingers



card must be held  
by the palm and little  
finger



card must touch your  
hand and your head



card must be held  
by the middle and index  
fingers



card must be held  
by the palm and ring  
finger



card must be held  
by the middle and ring  
fingers



card must be held  
by the palm and middle  
finger



card must be held  
by the middle finger  
and thumb



card must be held  
by the palm and index  
finger



card must be held  
by the little finger  
and thumb



card must be held  
by the palm and thumb