

### Tree Deck cards:

Each tree requires a number of chops to be reached before it can be moved to your cut pile. The required number of chops is marked in the axe blade at the bottom of the card.

Each tree is worth the number of points marked in the tree symbol at the bottom of the card.



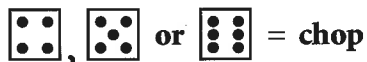
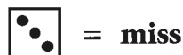
### Chopping Roll:

If you have an Axe or Long Saw & Partner card in play you may roll the appropriate number of dice for your chopping roll. Dice may be added or reduced by Plus/Minus cards.

One or two: 3 of these dice equal an axe break

Three: the axe misses completely

Four, five or six: the axe makes a chop



If 3 dice show breaks (ones or twos) in any one chopping roll, your axe breaks and is discarded. Help card rolls are separate and do not contribute to an axe break.

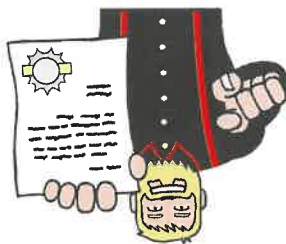
Place one chop token on your tree card for each successful chop (4, 5, or 6).

If you do not have an Axe or Long Saw & Partner card in play you cannot roll a chopping roll and play moves to the next player on your left.



Welcome to the Great White North.  
Grab your axe and gloves as you and your friends  
try to be the first to chop your way to the top.

## Rules



2-8 Players • Ages 8 & Up



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## Side of Bacon Expansion Deck (optional)



This expansion set features unique cards  
for more challenging game play!

**Axe Throw:** You and an opponent roll one die. The higher roll gets 2 extra dice on the next chopping roll.

**Babe:** Babe is a Help card that allows you to roll 2 dice separate from your chopping roll. Plus/Minus cards do not apply to Babe. No other Help cards can be used with Babe. When a Sasquatch card is played, Babe must be discarded. Lure Help has no affect on Babe.



**Babe Biscuit:** Take control of Babe from an opponent.

**Beavers:** Discard any one player's tree card currently in play. Any chop tokens on it are also discarded.

**Chainsaw Carving:** The player who wins this card discards any axe and/or Long Saw and Partner card and now has a chainsaw that allows you to roll 5 dice for your chopping roll. Any card that affects an axe card may also be used on the chainsaw. If four breaks are rolled, then the chainsaw must be discarded.

**Double Bladed Axe:** Roll four dice during your chopping roll. If 3 dice show breaks, this axe card must be discarded.

**Give me a hand:** On an opponent's next chopping roll, one chopping die must be used to chop your tree. This chop does not contribute to any breaks.

**Log Rolling:** You and an opponent roll one die. The lower dice roller loses next turn.

**Northern Justice:** Prevents Steal Axe and Steal Equipment cards immediately. The player attempting to steal is not allowed a chopping roll this turn. Both cards are discarded. Immediately draw another card to replace Northern Justice.

**Sasquatch Rampage:** All players discard their hands and draw a new hand at the beginning of their next turn.

**Side of Bacon:** Add one die to your next chopping roll (can be played with Flapjacks and Shortstack).

**Speed Climb:** The higher roller wins this card and places it in the winning roller's cut pile. This card is not a tree card and cannot be exchanged with the Switch Tags card.



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161 playing cards  
5 six-sided dice  
25 chop tokens  
Rules sheet



Tree Deck



Jack Deck

## SETUP

Separate the Tree Deck from the Jack Deck and place them face down in the center of the table. Deal each player three cards from the Jack Deck face down. The player with the most facial hair goes first (or you can roll for who starts).

## PLAYING THE GAME

1. Draw a Tree card (if you don't have one) and place it face up in front of you.
2. Draw a card from the Jack Deck.
3. Play one card from your hand.
4. Roll your chopping roll (if you can).
5. Mark your tree with a chop token for each successful chop.
6. Play continues to the left.

## SCORING

When you have reached or exceeded the required number of chops for your tree, marked in the axe blade at the bottom of the card, place the tree face up in your cut pile.

You have now earned the points for that tree marked in the tree symbol at the bottom of the card. Tree points should be visible to all players.



## WINNING THE GAME

The first player to have 21 points worth of trees in their cut pile wins the game.

**Playing a card:** You can play a card either in front of yourself or on another player. If you cannot play any cards in your hand, you must discard one card to the discard pile. Each player may only have one of any unique card in play at any time. (Example: You may not have more than one Apprentice or Axe in play. If you play a second axe, the first axe is discarded.)

**Equipment cards:** Equipment cards are played and remain in play until someone takes them or a card discards them.

**Axe cards:** Allow you to roll 3 dice for your chopping roll. Exceptions are...

**Titanium Axe:** Allows you to roll 4 dice for your chopping roll. Titanium Axes do not break. They can only be stolen or replaced.

**Dull Axe:** Allows you to roll only 2 dice for your chopping roll. May be played on another player to replace their axe.



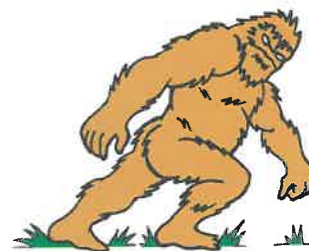
**Plus/Minus cards:** These cards give you more or fewer dice for your chopping roll. Add or subtract dice equal to the number on these cards. All Plus/Minus cards (except Blisters) remain in play only until you are able to make a chopping roll and are discarded after that chopping roll. (Blisters remains in play until the player has Gloves.)

**Help cards:** Once played, these cards remain in play until another card discards them. Help cards can be taken from another player by playing the Lure Help card.

**Apprentice:** Gives you one bonus die. You do not need an axe to use an Apprentice. The Apprentice die is rolled separately from your chopping roll and does not contribute to a break. Plus/Minus cards do not apply to an Apprentice roll.

**Long Saw & Partner:** Set your axe in play aside. Roll 5 dice for your chopping roll. If any four of the dice come up as breaks and/or misses the Long Saw & Partner card is passed to the player to your right.

**Sasquatch cards:** Any Sasquatch card played discards all Help cards in play unless it is Debunked.



### Sasquatch Sighting:

All players, except the player who played the card, roll one die. On a roll of 1, 2 or 3, that player loses their next turn; rolls of 4, 5, or 6 do not lose a turn.

**Sasquatch Mating Season:** The player this card is played on loses their next turn. You may take their tree in play for your own (chop tokens stay with the tree). If you take that player's tree you must discard your own tree and any chop tokens on it.

**That Darn Sasquatch:** Discards all Equipment cards in play.

### Other cards:

**Debunk:** Stops any Sasquatch card. Any player may play Debunk even if they are not the target of the Sasquatch card. Both cards are discarded. Immediately draw another card to replace Debunk.

**Switch Tags:** Allows you to switch one of your cut down trees with a cut down tree from another player.

**Tree Hugger:** Makes whomever it is played on lose one turn.

**Paperwork:** Stops Tree Hugger and Switch Tags. Any player may play Paperwork even if they are not the target of the Tree Hugger or Switch Tags card. Both cards are discarded. Immediately draw another card to replace Paperwork.

**Axe Break:** Discards another player's axe. Cannot be played on a Titanium Axe.

**Paul Bunyan:** Chops down every tree in play. Each player moves their tree into their cut pile.

**Forest Fire:** Discards all trees and any chop tokens in play.

