

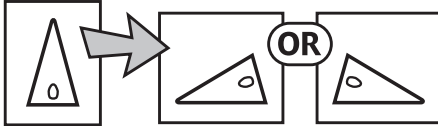


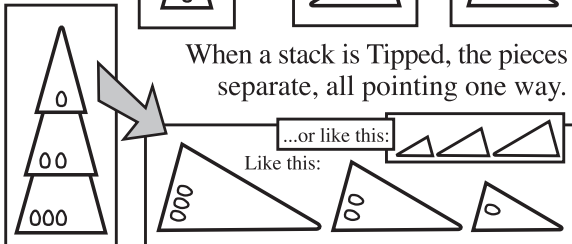
# TREEHOUSE ACTIONS

**TIP**  or  Knock over a stack or an upright piece.

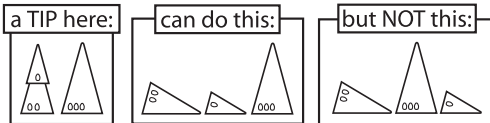
Tipped pieces can only be pointed in 1 of 2 directions.





When a stack is Tipped, the pieces separate, all pointing one way.



Stacked pieces separate after Tipping:



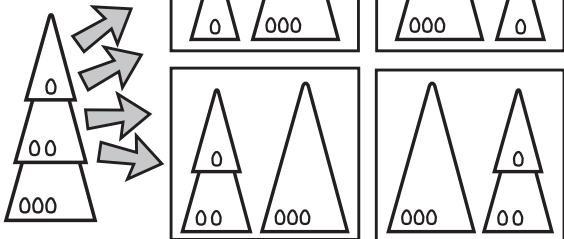
**HOP**  or  An upright piece jumps up, then lands upright.

Hopped pieces land upright in any other spot along the line.

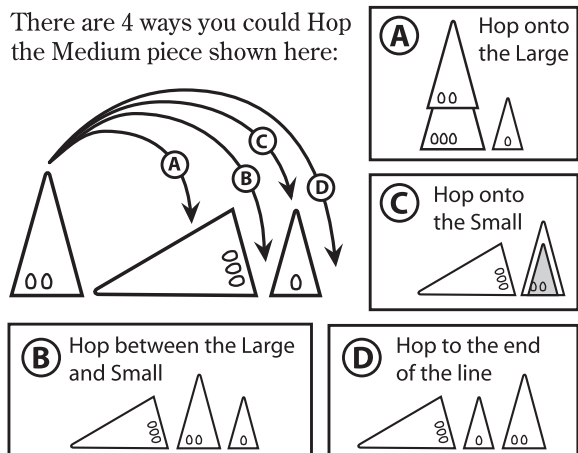
If a Hopped piece lands on a sideways piece, that piece is automatically turned upright.

If the Hopping piece wasn't on top, the top piece goes along for the ride.

There are 4 ways you can Hop when your pieces are still in a Tree:



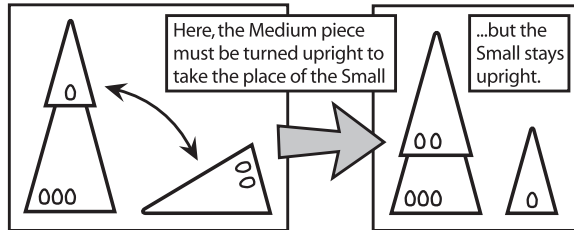
There are 4 ways you could Hop the Medium piece shown here:



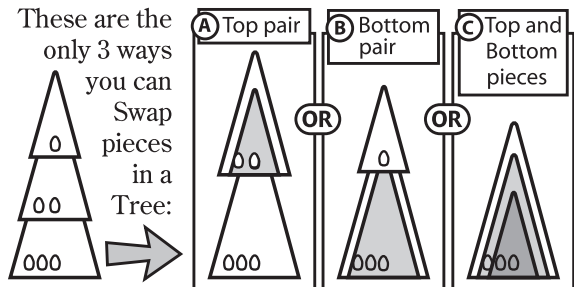
**SWAP** <sup>any</sup> <sub>two</sub>

Choose two pieces. They switch places.

Pieces are reoriented *only* if entering a stack.



These are the only 3 ways you can Swap pieces in a Tree:



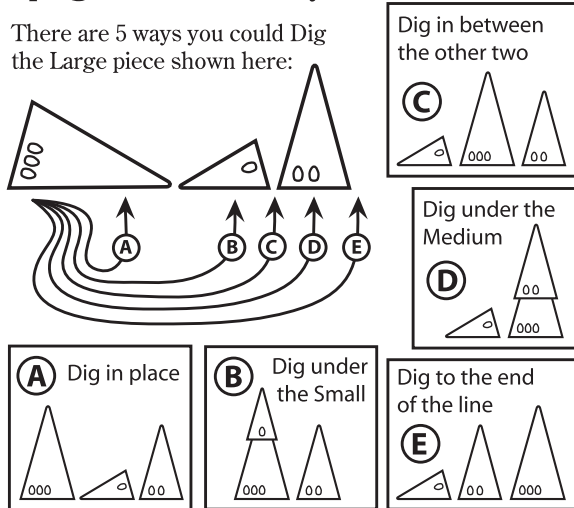
**DIG**  only

A sideways piece tunnels down, surfacing upright.

A piece that Digs may appear upright in place or at any spot along the line in the direction it was pointing in.

If a Digging piece rises underneath a sideways piece, that piece is turned upright automatically.

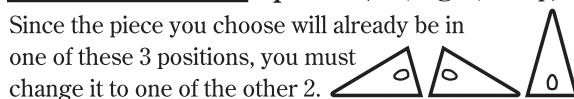
There are 5 ways you could Dig the Large piece shown here:



**AIM**  or 

Re-orient a solitary piece (left, right, or up).

Since the piece you choose will already be in one of these 3 positions, you must change it to one of the other 2.



**WILD** <sup>You or</sup> <sub>House</sub>

Choose one of the other five actions.

Perform the chosen action on either the House, or your own trio.