



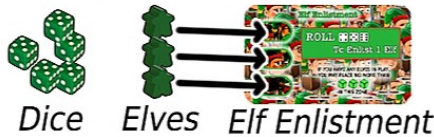
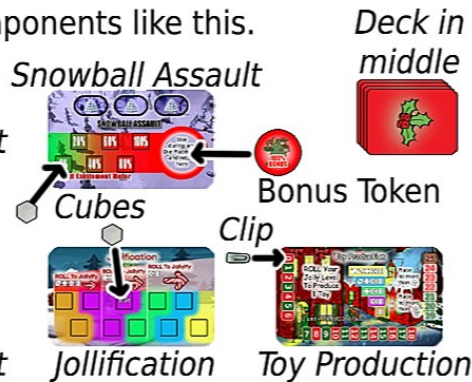
**The Goal**

Be the first player with 25 Toys.

**Setup**

Place your 4 boards and components like this.

The other player does the same across the table.  
 Start with the clip at 0. (Start at 5 for a 3-player game, & at 7 for a 4-player game.)



**How To Play**

Each round has 4 phases. Dice Placement, Dice Rolling, Snowball Assault, and Presents.

**1. Placement** For the first round, roll to see who is the first player to place their dice. Then go in clockwise order.

Players take turns placing their dice in the “zone” below the boards of Elf Enlistment, Jollification, and Toy Production. Divide your 5 dice however you want between the 3 zones.

**2. Rolling** The dice for each zone are rolled in this order: Elf Enlistment, then Jollification, then Toy Production. Players roll all of their dice in each zone simultaneously and adjust their boards like this:

Elf Enlistment puts Elves on your Snowball Assault board.

Jollification increases your odds of producing Toys.

Toy Production produces Toys that are the points to win.

You get Toys by rolling dice that score in the Toy Production zone. The dice that score depends on your Jolly Level.

Your Jolly Level is shown on your Jollification board. You start in purple, so you score 1 Toy for every die that you roll that is a 5 or a 6.



If your Jolly level was in green, you would score for every die that you rolled a 4, 5, or 6. So, to have better chances of producing Toys, you want a higher Jolly Level.



You can increase your Jolly Level when you roll “Roll To Jollyify” dice in the Jollification zone.





Dice in the Toy Production zone can give you Toys (points); dice in the Jollification zone can improve your odds of getting points, and the other zone that you can place dice in is the Elf Enlistment zone.

For each 4, 5, or 6 that you roll in the Elf Enlistment zone, move an Elf to the Snowball Assault board.



After all of the dice are rolled, the Snowball Assault phase begins.

### 3. Snowball Assault

Each Elf on your Snowball Assault board blocks an opponent's Elf.



If one player has more elves than the other player, those Elves are unblocked

For every unblocked Elf that you have, your opponent's Jolly goes down 1 and your Elf Excitement Meter goes up 1(20%).



Green player's Jolly goes down 1



Red player's Elf Excitement goes up 1

Then the blocked Elves retreat to their respective Elf Enlistment Boards and the unblocked elves stay.



### 4. Presents

For every  $\square \square$  that you have between your 5 dice, draw a Present card. After you use it, put it under the deck.

The top part of the card is what to do, the bottom part is when to do it, and the # is irrelevant for play.

### The Round Ends.

The first player to place their dice in the next round is:

The player with the most Toys. If a tie:

The player with the most Jolly. If a tie:

The player with the most Elf Excitement. If a tie:

The oldest player.



### Elf Excitement Meter

When your Elf Excitement Meter reaches or exceeds 100%, flip the Bonus Token and move your cube back to 0%. The Bonus Token counts as  $\square \square \square$ . You may place it in any round during Dice Placement just as you would place dice.

### 3 or 4 Player Snowball Assault (must have 2 games)

Each player blocks the player with the most Elves. The player with the most Elves blocks the player with the next most.

(ex: Jessica has the most. Nick and Rachel are tied for 2nd.)

Jessica blocks Nick, or Rachel.

Her Excitement goes up 1 and 2 of her Elves retreat.



Nick blocks Jessica.

His Jolly goes down 1 and both Elves retreat.

Rachel blocks Jessica. Her Jolly goes down 1 and both Elves retreat.

Matt blocks Jessica.

His Jolly goes down 2 and his Elf retreats.

### Winning

The first player to have 25 Toys wins. If there is a tie, then the player with the most Jolly wins. If there is still a tie, then the player with the most Elf Excitement wins.

If there is still a tie, then there is no Santa Claus.





# The REAL Santa V1.0



## **The first player in each round is:**

The player with the most Toys. If a tie:

The player with the most Jolly. If a tie:

The player with the most Excitement.

If still a tie, the oldest player.

### **Dice Placement**

Divide your 5 dice between the zones of Elf Enlistment, Jollification, and Toy Production.

### **Dice Rolling**

All players roll **Elf Enlistment**

All players roll **Jollification**

All players roll **Toy Production**

### **Snowball Assault**

For every unblocked Elf:

↑ 1 Excitement if it's your Elf.

↓ 1 Jolly if it's your opponent's.

### **Presents**

For each  you have between your dice, draw a Present card.



## *Things that may come up*

**Bonus Token:** Use it before your next 100%. You don't get a second one.

**Elf Enlistment:** If you roll more 4s, 5s or 6s than Elves, the extra dice do nothing.

**Elf Excitement Meter:** If you exceed 100% in a round, go to 0%, no further.

**Presents Cards:** The word "Dice" does not apply to a Bonus Token.

Cards that give dice a "+" or "-" may make them below 1.

**Restrictions:** If any elves are on your Snowball Assault board, place no more than 3 dice in the Elf Enlistment zone.

If your score is 19-21, place no more than 2 dice in the Toy Production zone.

If your score is 22-24, place no more than 1 die in the Toy Production zone.

A Bonus Token counts as 2 dice when placing in these restricted zones.