



RULES SUMMARY

SETUP

- Choose a 1st player and give them Christmas Tree 1st player marker
- Place red Santa meeples on Dec. 16th & black Zelf meeples by Donner's stall
- Place cover tokens over unused spots based on player count
- Each player takes board/elf meeples/score markers in their color
- NOTE: 2 – 3 players use all 4 elves & 4 – 5 players use only 3 elves
- Players take starting allotment of coal cubes:
1st = 2 coal, 2nd = 3 coal, 3rd = 4 coal, 4th = 5 coal, 5th = 6 coal OR 1 elf training token
- Deal 3 gift cards to each player and then flip 6 face up in mailroom
- Players choose to keep 1 – 3 of the gift cards face up and discard other to bottom of deck
- Place an Assembly Token on Dec. 24th spot as reminder of "Lax Safety Protocols" rule (see below)
- [OPTIONAL] Deal 9 Holiday Surprise cards facedown in a pile on the board by front door

GAMEPLAY (repeat 3 phases until end of 9th round/Christmas Eve)

1) Start of Day

- [OPTIONAL] Flip over next Holiday Surprise card and apply effect
- Add 1 cookie to each reindeer stall (Includes stalls with existing cookies)
- Refill any empty training token locations in classroom (To be one of each kind)

2) Workday Actions

- Starting with 1st player take turn placing elves and resolving actions.
2 PLAYER RULE – Only 1 uncovered spot in Fabric/Wood/Metal Shops may be used per day
NOTE: Player must at least partially carry out action (includes collecting cookies at stalls)
- Materials or tokens gathered are immediately used if possible such as:
 - Training Tokens are placed on player boards (each elf can hold 2 different tokens)
 - Materials for Gift Cards:
 - ❖ Players use coal to fuel equipment making Cloth, Wood, and Metal
 - ❖ Plastic does not require any coal to make but reduces value of gifts made.
When plastic is used it can be replaced by other material needed to increase the value before completed (Any existing assembly tokens are removed)
 - Assembly tokens can be placed once all material spots on Gift Card filled. Once fully assembled player scores the gift card and places it face down next to player board
- NOTE: SPECIAL RULE for only Christmas Eve (round 9) – "Lax Safety Protocols":
Final round allows a 2nd elf to be placed at Assembly Hall spots to gain only 1 token
- Mailroom spot allow a player to either draw 1 – 3 cards showing (player limited to 5 Gift Card) or the other spot is to reset the 6 cards showing then they may draw 1 – 2 of the new cards
- Materials can also be used for Mining Tool upgrade, Harness bonus, or expanding Coal Cart
- Taking a reindeer stall action includes removing & scoring cookie(s) currently at that stall
- There is no limit to number of elves placed for mining in coal mine location

3) End of Day / Inspection Day Scoring

- Retrieve all elves to player boards (& return Zelf to stables) then move Santa to next day on calendar
- When Santa passes a sleigh icon (after Dec. 18th, 21st, & 24th) then perform an Inspection Day scoring:
 - Player(s) with most assembled gifts are awarded 2 cookies per gift assembled
 - Player(s) with 2nd most assembled gifts are awarded 1 cookie per gift assembled
- Players then place all assembled gift cards on the sleigh (these are only shuffled back if necessary)

FINAL SCORING

After 3rd Inspection Day Scoring gain additional cookie points for remaining resources:

- Fabric/Wood/Metal cubes on unassembled gifts = 1 cookie/each
- Coal remaining in coal cart = 1 cookie/every 2 coal (rounded down)

What are the tiebreakers if needed? Player with most coal at end, then most training tokens