GREEN

Shy Elf

CONDITION

Shy: You may not reveal any part of your card in any way.

(The **foolish** and **shy** conditions cancel each other out.)

HOW TO WIN

You win if **Santa** gains the **humbug** condition due to the **Grinch** stealing Christmas.

RED

Shy Elf

CONDITION

Shy: You may not reveal any part of your card in any way.

(The **foolish** and **shy** conditions cancel each other out.)

HOW TO WIN

You win if **Santa** does not gain the **humbug** condition due to the **Grinch** stealing Christmas.

GREEN

Spy Elf

DESCRIPTION

The top of your card says GREEN, but you are actually on Team Red.

HOW TO WIN

You win if **Santa** does not gain the **humbug** condition due to the **Grinch** stealing Christmas.

RED

Negotiator Elf

CONDITION

Savvy: You may only Card Share. You may not Color Share, Color Reveal, Card Reveal.

HOW TO WIN

You win if **Santa** does not gain the **humbug** condition due to the **Grinch** stealing Christmas.

GREEN

Negotiator Elf

CONDITION

Savvy: You may only Card Share. You may not Color Share, Color Reveal, Card Reveal.

HOW TO WIN

You win if **Santa** gains the **humbug** condition due to the **Grinch** stealing Christmas.

RED

Spy Elf

DESCRIPTION

The top of your card says RED, but you are actually on Team Green.

HOW TO WIN

You win if **Santa** does not gain the **humbug** condition due to the **Grinch** stealing Christmas.

GREEN

Coy Elf

CONDITION

Coy: You may only Color Share. You may not Color Reveal, Card reveal, or Card Share.

(The **foolish** and **coy** conditions cancel each other out.)

HOW TO WIN

You win if **Santa** gains the **humbug** condition due to the **Grinch** stealing Christmas.

RED

Coy Elf

CONDITION

Coy: You may only Color Share. You may not Color Reveal, Card reveal, or Card Share.

(The **foolish** and **coy** conditions cancel each other out.)

HOW TO WIN

You win if **Santa** does not gain the **humbug** condition due to the **Grinch** stealing Christmas.

RED

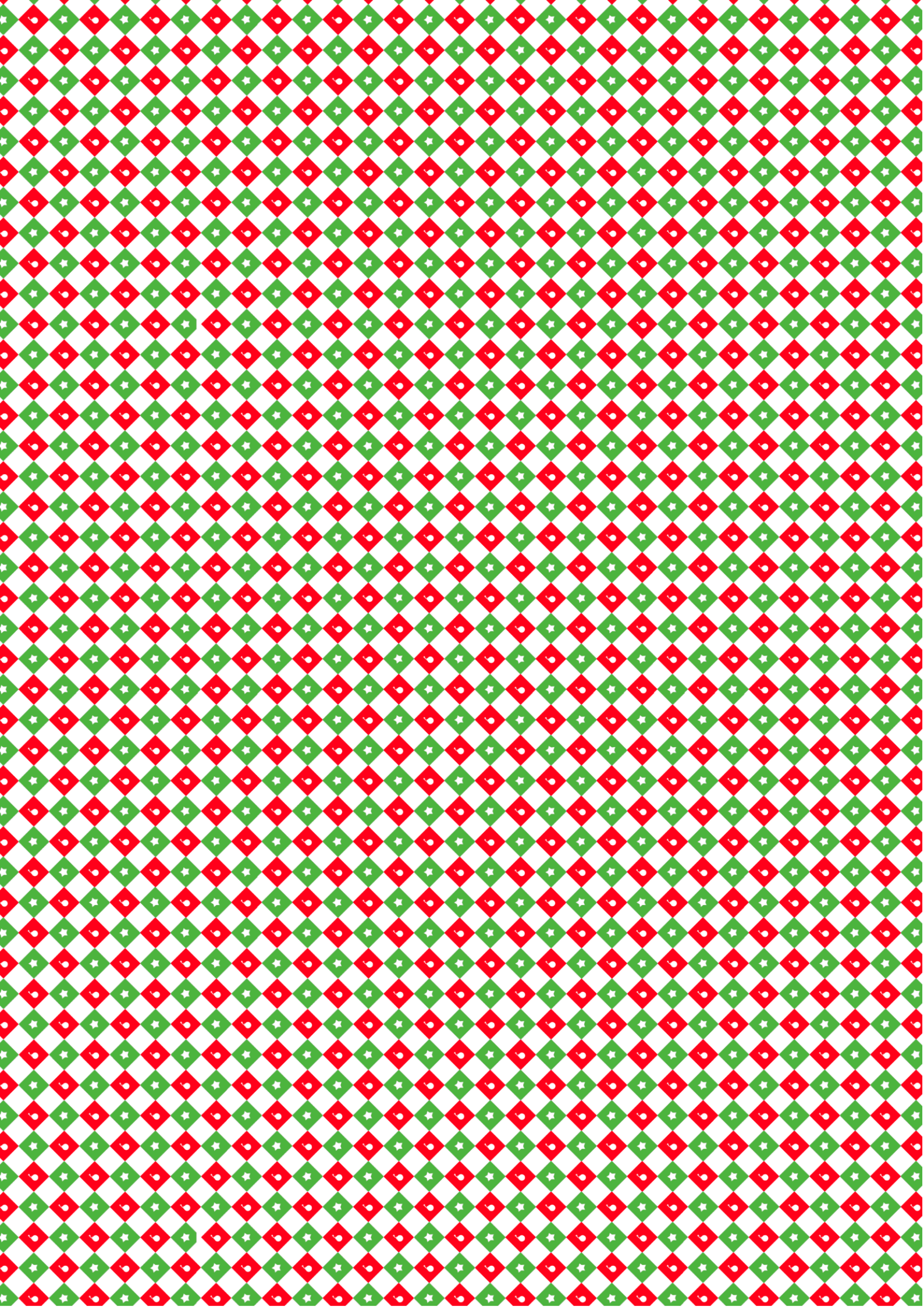
Mastermind

HOW TO WIN

At the end of the game, before anyone reveal their cards, you must publically announce the colour of *every* player. If correct, you win and everyone else loses.

You can use either color for Color Share or Reveal.

GREEN



GREEN

Foolish Elf

CONDITION

Foolish: You may not turn down an offer to Card Share or Color Share.

(The **shy** and **foolish** conditions cancel each other out.)

HOW TO WIN

You win if **Santa** gains the **humbug** condition due to the **Grinch** stealing Christmas.

RED

Foolish Elf

CONDITION

Foolish: You may not turn down an offer to Card Share or Color Share.

(The **shy** and **foolish** conditions cancel each other out.)

HOW TO WIN

You win if **Santa** does not gain the **humbug** condition due to the **Grinch** stealing Christmas.

GREEN

Agent Elf

POWER

Agent: Once per round, you may privately reveal your card to another player, and force that player to Card Share with you.

(If the power is used on a player that cannot Card Share, the power is wasted.)

HOW TO WIN

You win if **Santa** gains the **humbug** condition due to the **Grinch** stealing Christmas.

RED

Psychologist Elf

POWER

When you Card Reveal to a player with the **shy** or **coy** conditions, that player may then Card Share with you. If they do so, their **shy** or **coy** condition is removed.

HOW TO WIN

You win if **Santa** does not gain the **humbug** condition due to the **Grinch** stealing Christmas.

GREEN

Psychologist Elf

POWER

When you Card Reveal to a player with the **shy** or **coy** conditions, that player may then Card Share with you. If they do so, their **shy** or **coy** condition is removed.

HOW TO WIN

You win if **Santa** gains the **humbug** condition due to the **Grinch** stealing Christmas.

RED

Agent Elf

POWER

Agent: Once per round, you may privately reveal your card to another player, and force that player to Card Share with you.

(If the power is used on a player that cannot Card Share, the power is wasted.)

HOW TO WIN

You win if **Santa** does not gain the **humbug** condition due to the **Grinch** stealing Christmas.

GREEN

Criminal Elf

POWER

Any player that Card Shares with you becomes **shy**.

Players that are **shy** may not reveal any part of their card in any way.

(The shy condition is cancelled out by either of the **foolish** or **coy** conditions)

HOW TO WIN

You win if **Santa** gains the **humbug** condition due to the **Grinch** stealing Christmas.

RED

Criminal Elf

POWER

Any player that Card Shares with you becomes **shy**.

Players that are **shy** may not reveal any part of their card in any way.

(The shy condition is cancelled out by either of the **foolish** or **coy** conditions)

HOW TO WIN

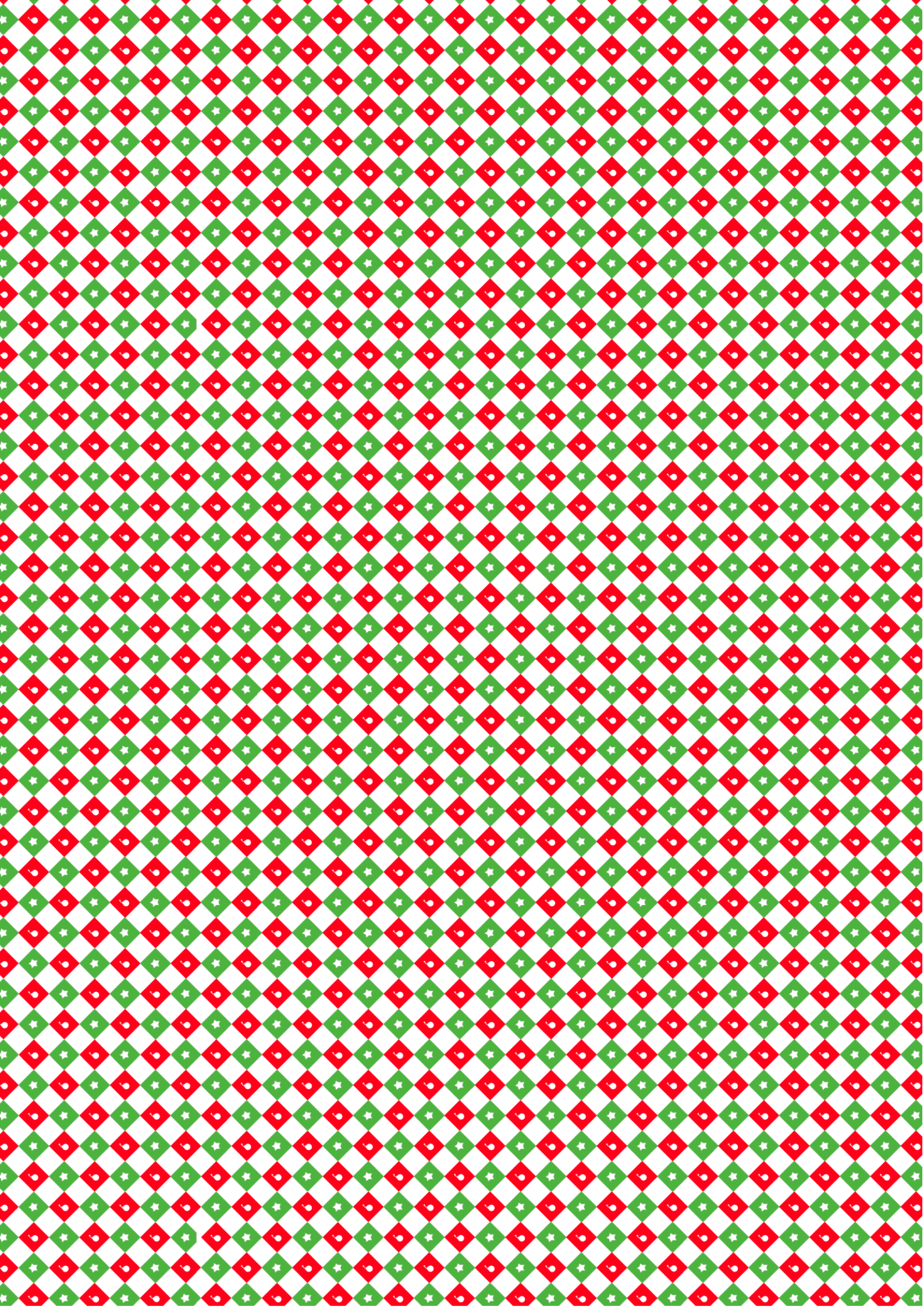
You win if **Santa** does not gain the **humbug** condition due to the **Grinch** stealing Christmas.

GREY

Clone

HOW TO WIN

If the first player you card or color share with wins, you win.



GREEN

Professor Elf

POWER

Any player that card shares with you becomes **savvy**.

(**Savvy** players may only card share.)

HOW TO WIN

You win if **Santa** gains the **humbug** condition due to the **Grinch** stealing Christmas.

RED

Professor Elf

POWER

Any player that card shares with you becomes **savvy**.

(**Savvy** players may only card share.)

HOW TO WIN

You win if **Santa** does not gain the **humbug** condition due to the **Grinch** stealing Christmas.

GREEN

Medic Elf

POWER

Any player that card shares with you has all “conditions” removed.

(You are not immune from gaining conditions.)

HOW TO WIN

You win if **Santa** gains the **humbug** condition due to the **Grinch** stealing Christmas.

RED

Enlisted Elf

POWER

During any round but the last, you may publicly reveal your card and automatically become one of the hostages for the end of that round.

However, your card must permanently remain publicly revealed for the rest of the game. This means that you can only use this power once.

HOW TO WIN

You win if **Santa** does not gain the **humbug** condition due to the **Grinch** stealing Christmas.

GREEN

Enlisted Elf

POWER

During any round but the last, you may publicly reveal your card and automatically become one of the hostages for the end of that round.

However, your card must permanently remain publicly revealed for the rest of the game. This means that you can only use this power once.

HOW TO WIN

You win if **Santa** gains the **humbug** condition due to the **Grinch** stealing Christmas.

RED

Medic Elf

POWER

Any player that card shares with you has all “conditions” removed.

(You are not immune from gaining conditions.)

HOW TO WIN

You win if **Santa** does not gain the **humbug** condition due to the **Grinch** stealing Christmas.

GREEN

Interrogator Elf

POWER

Once per round you may privately reveal to any player in the room and ask them a single yes/no question which they must answer honestly.

If they sincerely don’t know the answer to the question, then they should indicate such. Answering doesn’t have to be verbal. When using the Interrogate ability, you must verbally announce to your target player, "I am using my Interrogate ability," as you privately reveal your card to them.

HOW TO WIN

You win if **Santa** gains the **humbug** condition due to the **Grinch** stealing Christmas.

RED

Interrogator Elf

POWER

Once per round you may privately reveal to any player in the room and ask them a single yes/no question which they must answer honestly.

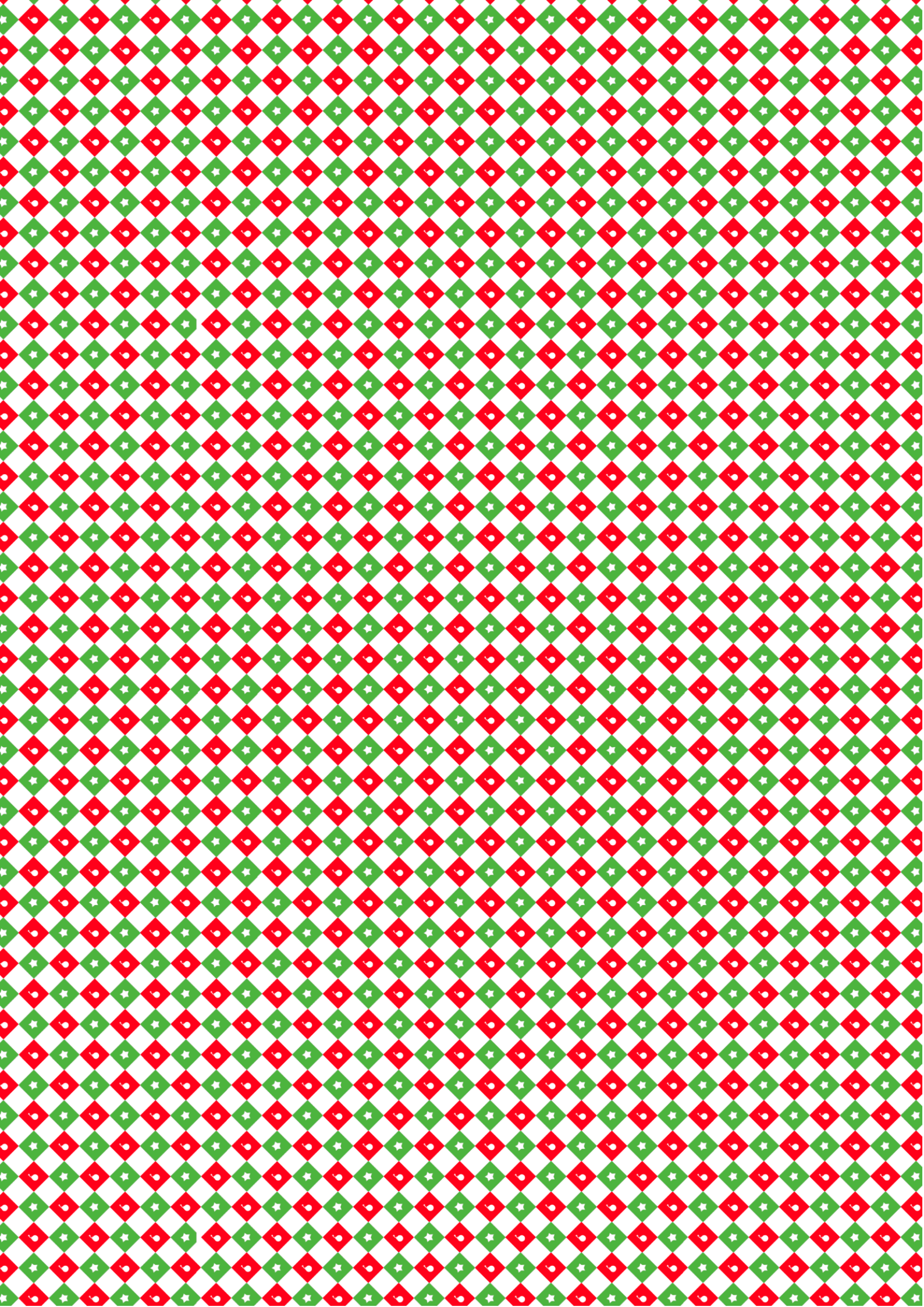
If they sincerely don’t know the answer to the question, then they should indicate such. Answering doesn’t have to be verbal. When using the Interrogate ability, you must verbally announce to your target player, "I am using my Interrogate ability," as you privately reveal your card to them.

HOW TO WIN

You win if **Santa** does not gain the **humbug** condition due to the **Grinch** stealing Christmas.

GREY

MI6 Elf

HOW TO WIN

You win if you card share with the **Grinch** and **Santa** before the end of the game.