



2-5



8+



30 min



Unique Selling Points

- **A fun and playful take on a classic problem:** how to fairly divide a set of assets? The game introduces a wrinkle on the problem, as the value of an asset varies from player to player as the game progresses: a card could be essential to one player and toxic to another.
- **An almost paradoxical combination of simple rules and near complete information** that somehow still produce wildly variable outcomes: the game completely transforms depending on the personalities of the people playing.
- **A great "filler" game:** easy to set up, learn, and play in under 30 minutes.
- **A game the whole family could enjoy.** Kids will love the simple rules and "Nightmare Before Christmas"-esque offbeat, subversive take on the holiday. Adults will find plenty to chew on with the complicated gamesmanship of settling on the proper bids. And a child's unexpected, contrarian bidding strategy can completely upend the best-laid plans of the deep strategic thinker.
- **High replayability:** swappable special cards and several variant rule sets provide fresh new challenges for seasoned players.
- **A great marketing opportunity around the holidays!** A simple, fast, and deep game with minimal components (small and affordable) is a no-brainer as a last minute Stocking Stuffer or White Elephant gift.



In Santa's Sweatshop, Players are Elves toiling away under a mean, volatile Santa who has no patience for messy elves wasting his precious toy parts.

In each of several 'seasons' of gameplay, players are presented with a conveyor belt of toy components: an ordered queue of cards. Players bid to take a range of cards from the front of the queue, with the lowest bid winning. That player removes his bid from the front of the queue and the remaining players do another round of bidding; this continues until the "last Elf standing" takes all the remaining cards (including a "surprise" card at the end of the queue).

Bidding gets complicated as cards range in value; most are valuable only as complete sets, some are actively bad, and some are metas granting special powers. Too many unmatched cards leads to a spillover onto the floor: Santa will **not** be happy!

Play intensifies as the seasons progress, with more competition for just the right cards to complete half finished projects before Santa arrives and the Reindeer Poop hits the fan...

Components

- Rule Book
- 101 Toy Component Cards
- Tie Break and Season Tracker
- Per Player:
 - 1 Tie Break Token
 - 1 Player Mat in Player Color
 - 1 Quick Ref Card
 - 1 Whiteboard Marker
 - 1 Mini Whiteboard

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