

- Simple, deep, and unique bidding mechanism.
- Fast gameplay and silly theme make an ideal filler/family card game.
- Simple components, small size, and Christmas theme offer a great marketing angle.



In Santa's Sweatshop, players are Elves at the North Pole, slaving away across four seasons to curry favor with Santa by making the most toys without leaving a mess around their workstations.

Each season starts with divvying up a random array of cards using a unique "low bid wins" mechanism. Players then craft as many toys as possible by creating matching sets. Too many left over cards, and some fall onto the floor; Santa does NOT like messy floors.

Variable gameplay modes and swappable special cards provide great replay value. And watch out for the poo!

## **Components**

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



Print & play/Video walkthrough/Table Top Simulator