



2-5



8+



25 min



## Unique Selling Points

- *“Cake Cutting” algorithm of asset collection presents a fascinating mindgame, particularly as each player values each card differently.*
- *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: compact, easy to set up, learn, and playthrough in under 30 minutes.*
- *A game the whole family could enjoy.* Kids will love the simple rules and silly, dark-humored theme. 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 present new dangers and opportunities. Variant layout rules increase, decrease, or completely eliminate the luck factor. Rescaling the seasons produces a final season of great surprises, as Elves have to divide up more and more cards.
- *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.



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

The core gameplay loop is a unique bidding mechanism based on the classic “cake cutting” problem (how to fairly divide a cake among  $n$  people so that everyone gets their fair share).

That age-old problem is further complicated as different elements are valued by different players, and too many elements can lead to a messy disaster.

As Players progress through the seasons, play intensifies: more competition for just the right cards to complete half finished projects, an unfortunate accumulation of spillover cards collecting at the base of the player's work desk, and even a catastrophic reindeer poop laid steaming on your doorstep.

## Components

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