

Introduction

You are an overworked Elf in Santa's workshop, slaving away through four seasons to produce toys from parts as they arrive on a conveyor belt.

When Santa shows up, he'll expect you to have a stack of nice toys and a clean work area... or else!!

Components

- *Rule Book*
- *101 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*

Gameplay Summary

Each Season, Elves gather around a Conveyor Belt filled with Toy Components, jockeying to grab a length of consecutive Components and then returning to their wee little work desks.

Toy Components are then used to craft Toys. A handful of left over Components may be stored on an Elf's desk for the next season, but any extra will spill off onto the Floor.

Santa does *not* like to see things on the Floor...

Setup

Tie Break and Santa Trackers

Place the mat with the Tie Break Tracker and Santa Tracker in a central location where everyone can see it.

Place player tokens in order from youngest to oldest on the Tie Break Tracker (so that the youngest player is on space 1)

Place the Santa token on the "Winter" space at the far left of the Santa Tracker.



Green, the youngest player, is on space 1 of the Tie Break Tracker

Partial Toy Components Deck

Build the Partial Toy Components deck using the table below, based on the number of players. Shuffle these cards together, and set aside.

# Players	2	3	4	5
# Doll Cards	13	19	25	31
# Kite Cards	10	15	19	24
# Robot Cards	7	10	13	16

Player Setup

Give each player a player mat, token, and marker in matching colors, and a bid whiteboard.

Use the partially created deck of Toy Components to deal one Toy Component card face-down to each player. This is the player's starting Hand. Now and throughout the game, cards in a Player's hand are private (a player may see their own hand, other players may not).

Finish the Game Deck

Add the following cards to the Partial Toy Components deck, and reshuffle. This forms the completed Toy Components deck.

# Players	2	3	4	5
# Radio Cards	6	6	10	10
# Poop Cards	1	1	2	2
# Wrapping Paper Cards	1	1	2	2
# Elven Magic Cards	1	1	2	2
# Broom Cards	1	1	2	2

Gameplay

Seasons

The game is played over the course of 4 Seasons: the current Season is indicated by the Santa Tracker.

Each season has 4 steps:

1. Create the Conveyor Belt
2. Collect Toy Component Cards
3. Craft Toys
4. Cleanup

Step 1: Create the Conveyor Belt

Deal out a row of Toy Component cards for the Season: this is the Conveyor Belt of Toy Components.

The number of cards in the row is based on the number of players (4 per player, plus one extra). So:

# Players	2	3	4	5
# Cards on the Conveyor Belt each season	9	13	17	21

Note: this might form a very long row of cards. To save space you might overlap them. If you do, we suggest dealing the row from right to left so that the first, leftmost card is fully visible.

Or you might try dealing them in an arc, or an S-shape.

All of the cards on the Conveyor Belt should be face up, except for the last (rightmost) card, which is placed face down (and should be unknown to all players, including the dealer).



These 17 cards form a conveyor belt for a season in a 4 player game. The belt starts with the Robot component on the left, and ends with the face down "surprise" card on the right.

Step 2: Collect Toy Component Cards

Elves *Collect* cards through a series of bidding rounds, until all the cards for that Season are gone.

Write Bids

Each Elf secretly writes a bid on their whiteboard. They are bidding on the number of cards, starting from the leftmost card and moving to the right, they want to claim for themselves.

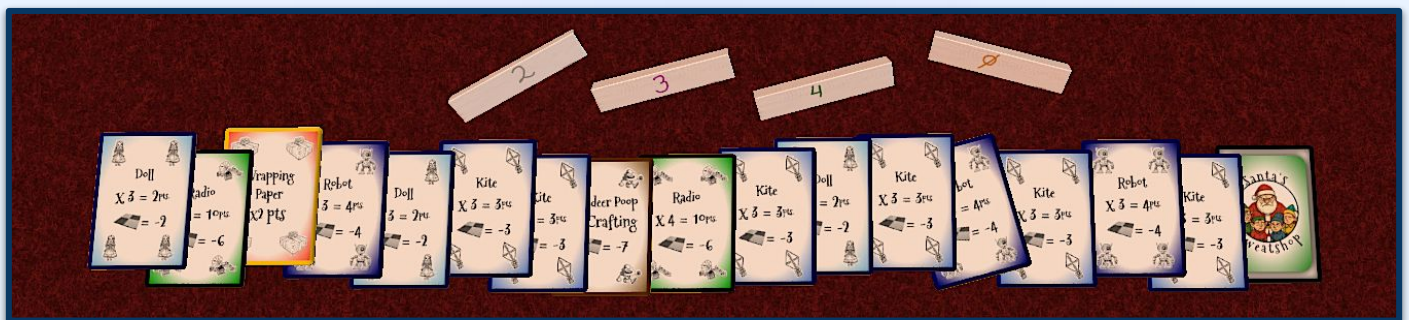
A bid is either a “Grab Bid” or a “Nil Bid”.

- For a **Grab Bid**, an Elf writes the number of cards they want to claim. Again, this is starting from the leftmost card and preceding to the right. The Grab Bid must be at least 1 and at most the number of cards remaining in the row.
- For a **Nil Bid**, an Elf writes a “o”. This means they do not want any cards in this round of bidding (they might still get cards in some later round this Season).

Reveal and Resolve Bids

Once each Elf has written their bid, the bids are revealed.

- Any **Nil Bids** are ignored: these Elves will not be getting any Cards this round.
- The **LOWEST Grab Bid** wins. The winner takes the bid number of cards from the left side of the row of Toy Component cards, and the cards are added to the player's hand.



In the first round of bidding in this Season:

- **Grey bid 2**
- **Purple bid 3**
- **Green bid 4**
- **Orange offered a Nil Bid**

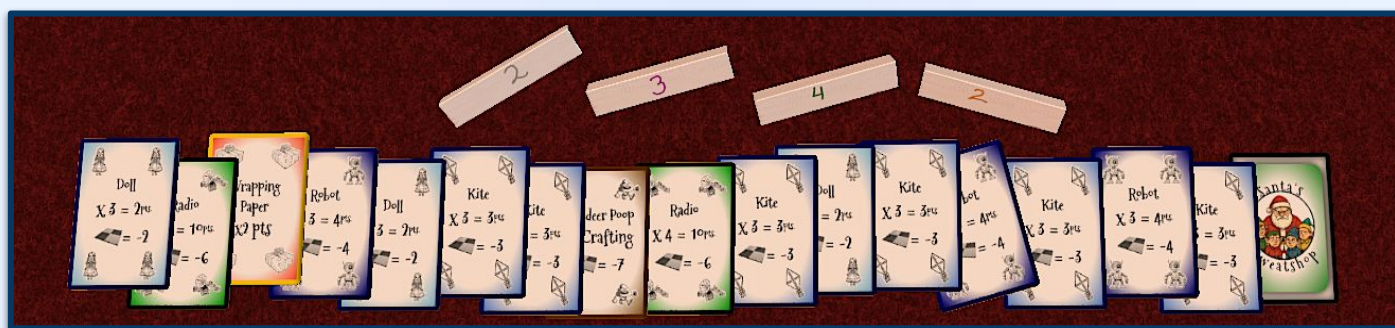
The lowest non-zero bid is 2, from Grey: she takes the leftmost two cards (Doll and Radio) and adds them to her hand.

Ties

If two or more players are tied for lowest bid, refer to the Tie Break Tracker. The tied Player whose token is on the *LOWEST* numbered (leftmost) space on the Tracker wins.

If the Tracker is used to resolve a tie:

- The winner removes his token from the Tracker.
- Anyone who was on a *HIGHER* numbered space than the winning player moves one space to the left.
- The winner places his token on the rightmost (highest numbered) empty space.



In this example, Grey and Orange have tied for the lowest Grab Bid, each bidding 2. The players refer to the Tie Break Tracker:

Grey is on space 2, and Orange is on space 4, so Grey wins. Grey takes the 2 leftmost cards from the Conveyor Belt and adds them to her hand.



Grey then moves off space 2, everyone on higher spaces (Green and Orange) move up a space, and Grey takes space 4 (the leftmost open space).



All Nil Bids

If every player bids Nil, the leftmost 2 cards are removed from the conveyor belt and collected. No cards are collected by any players.

Further Rounds of Bidding

After a round of bidding, if an Elf collected cards, that Elf is “out” for the remainder of the Season: they cannot bid or acquire anymore cards until the next Season starts.

If there are no more Toy Component cards on the Conveyor Belt, everyone proceeds to **Step 3: Crafting**.

Otherwise:

- If more than one Elf is still “In”, they hold another round of bidding on the remaining Cards, following the rules for bidding as described above.
- If only one Elf is still “In”, they are the “Last Elf Standing”: they MUST take all remaining cards on the Conveyor Belt. This means they acquire the last card on the Conveyor Belt, which is unknown: good luck, buddy!



Grey won the first round of bidding and took the leftmost two cards. Green, Orange and Purple remain: they will do a second round of bidding to claim the next range of cards, starting with the Wrapping Paper on the far left.

Step 3: Craft Toys

In the Craft Toys phase, Elves use cards in their hand (a.k.a. their “work desk”) to combine cards into toys. Santa rewards points for each toy in the toy bin at the end of the game.

To craft a toy, place the required components in face down stack in your Toy Bin mat. Note that the type of toy is private (other players may not know what exactly is in the stack) but the number of toys in your bin is public (arrange the stacks in your toy bin so that they are easily to visually distinguish).

Violet Bordered Cards

To craft a Doll, Kite, or Robot, create a stack of **3 cards of the same type** (e.g. 3 Doll cards crafts a Doll).

Green Bordered Cards

To craft a Radio, create a stack of **4 Radio cards**.

Brown Bordered Cards

Brown bordered cards are Reindeer Poop. These cannot be crafted into anything useful. During Crafting, any Reindeer Poop collected must immediately be placed facedown on the Floor section of the Player Mat (an Elf may not leave a Poop on their work desk!)

Gold Bordered Cards

Gold Bordered cards give Elves special abilities.

This covers the 3 Gold Bordered cards suggested for the introductory game. See below for details on other Gold Bordered cards.

- **Elven Magic:** When crafting, you can use an Elven Magic card as any Violet Bordered Card (Doll, Kite, or Robot). So, for example, you could craft a Kite from two Kite cards and one Elven Magic card. ***Note you CANNOT use Elven Magic as a Radio card!***
- **Wrapping Paper:** When crafting any toy, add the Wrapping paper to the toy as it is placed in the Toy Bin: the toys score will be doubled at the end of the game. ***Note you must add Wrapping Paper as the Toy is crafted: you cannot add it to a toy that has already been crafted in some earlier season.***
- **Broom:** At the end of the Cleanup phase, play and discard the Broom card to push one of the cards on your Floor onto another player's Floor.

When a Player collects a Gold Bordered card, they place it face up on the table in front of them. It is not on the Elf's work desk and does not count against the hand limit. Therefore, there's no reason a Gold Bordered should ever end up on the Floor (see more on the Floor under Cleanup, below).

Note: You may experience timing conflicts with some Gold Bordered cards (e.g. A and B want to play a card at roughly the same time, but the outcome would be different depending on who plays first).

If this comes up, the players involved resolve using the Tie Break Tracker. The player on the highest number must go first, deciding if and how they will use their Gold Bordered Cards. Continue until all players in the timing conflict have had their shot. At that point no more Gold Bordered Cards may be played until the game state changes (e.g. a new phase within a Season, new Season, etc).

Step 4: Cleanup

Elven work desks are tragically very tiny. Once an Elf has crafted everything they can, they must discard their hand down to 4 cards (ignoring Gold Bordered cards, as mentioned above).

Any cards discarded are placed face down on the Floor area of their Player mat.

Be careful! Santa hates a messy work space. Any Toy Components on the Floor will lose points at the end of the game!

End of a Season

Once Elves have Cleaned Up, move the token on the Santa Tracker one space to the right.

If the token is on a new Season, Players play through the Season: Create, Collect, Craft and Cleanup. Note that in the new "Collect" phase all Elves are back "in", and eligible to bid on cards.

If the token is on the Christmas Tree, Santa has arrived, your time is up, and your doom is at hand: proceed to Final Scoring.

Final Scoring

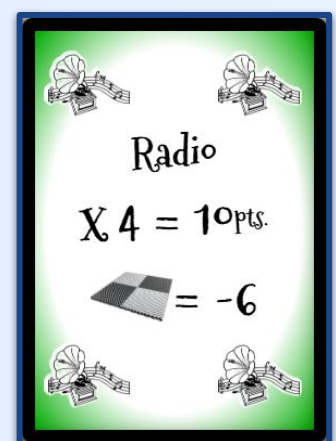
Any cards remaining in a player's hand are set aside: these do not factor into final scoring.

Players flip over the toys in their toy bin and score points for each completed toy, as indicated on the Toy Component card.

Players also flip over all the cards on the floor, and they lose that card's "Floor Penalty", also indicated on the card.

"X4 = 10pts" tells you the formula and reward for a Radio: if you collect 4 cards you can craft a Radio, which earns 10pts.

(floor tile) = -6 tells you the cost for this card winding up on the Floor: you will lose 6 points.

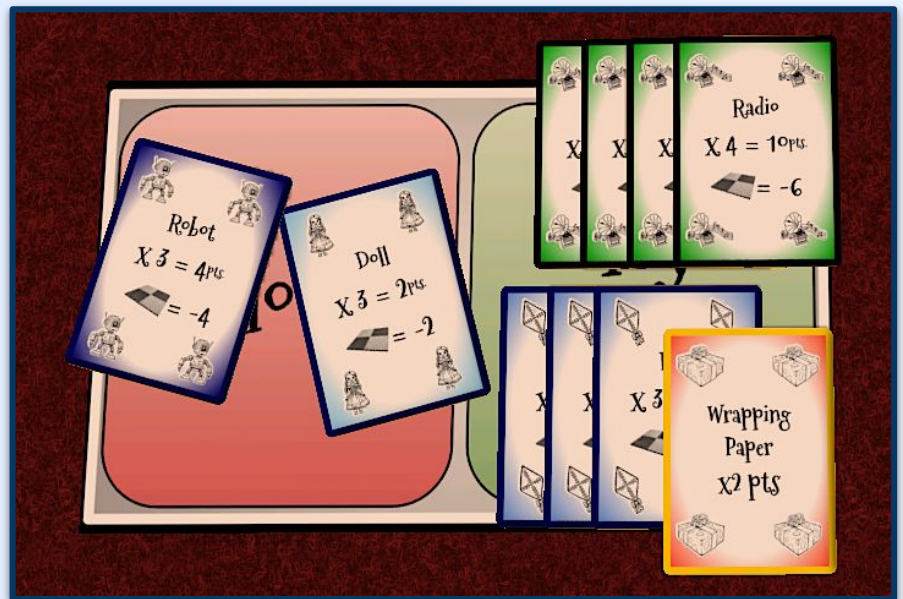


This player crafted two toys: a radio, worth 10 points, and a Kite, worth 3 points. The player attached the Wrapping paper to the Kite, doubling it's point value to 6.

However, he left a sloppy mess on the floor. The Doll card will cost him 2 points and the Robot card will cost him 4 points.

His total score is:

$$10 + 3 \times 2 - 2 - 4 = 10 \text{ points}$$



Note: it is entirely possible to end up with a negative score.

The player with the highest final score is the winner!

If there is a tie, the player who produced the highest number of toys is the winner.

If there's still a tie... Elven cage match?

Gameplay Variants

After a few games, you might enjoy any of the following variants:

Adjust the Luck Factor

Increase Luck

When dealing out the conveyor belt at the start of the season, the dealer plays the first, the last, and any random middle card on the belt face down.

Decrease Luck

To Deal all four seasons at the beginning of the game: four rows of cards, starting with the Winter Row on top and ending with the Fall Row on the bottom. Do NOT place any cards on the Conveyor Belt upside down: everything is fully visible.

Players still work through one Season at a time, they just can look ahead to know what's coming and when.

Switch up the Gold Bordered Cards!

While the introductory game uses Elven Magic, Wrapping Paper, and Broom cards, you might swap these out for any 3 types of Gold Bordered cards.

At game setup, choose which 3 types of Gold Bordered cards you want to use, and mix in the proper amount based on the number of players (1 of each type for 2-3 player games, 2 for 4-5 player games).

The other Gold Bordered Cards are as follows:

- **Gloves:** Play at the beginning of any Craft Toys phase. You may move a Violet or Green Bordered Card from your Floor back into your hand. Or, you may ask other players for a particular Violet or Green Bordered card off their Floor: if they have it and want to give it to you, they remove it from their floor and it goes into your hand. Discard after using.
 - If another player is giving you the card, they must give the type of card you asked for (no trickery).
 - You may not look through another player's Floor to see what they have: you can only ask, and let them find it for you.
- **RC Drone Borg:** Play during Craft Toys Phase. You may combine one Doll, one Kite, one Robot, and one Radio card to make one RC Drone Borg toy, worth 5 points at the end of the game. Discard after using.
- **Fruitcake:** Play during the Craft Toys Phase. You may trade cards from your hand with any and all other Players who are willing to trade (if no one is willing, you may retain the card and try again some other time). Discard after using to complete at least one trade.
- **Whistle:** Play during Crafting. Place face down in your Toy Bin area: this is a one-card Toy worth 4 points at the end of the game.
 - Since this is a Toy, it may be used with Wrapping Paper to double the score.
- **Knife:** Play after bids are revealed in a bidding round. You may jump to space 1 in the Tie Break Tracker, moving other players right one space to make room as needed. Discard after use.
 - If multiple players want to do this at the same time it creates a timing conflict: see rules above on how to resolve that.
- **Satin:** Play at Final Scoring. Any Dolls you crafted are worth +1 point.
 - If the Doll is wrapped with Wrapping Paper, apply the +1 first (so the wrapped Doll is with Satin is worth $2 \times 3 = 6$ pts).

Exploding Seasons

Adjust the number of cards dealt each season as follows:

- Season 1: -3 cards
- Season 2: -1 card
- Season 3: +1 card
- Season 4: +3 cards

So, for example, in a four player game, Winter would have 14 cards, Spring 16, Summer 18, and Fall 19.

Dutch Auction Tie-Breaker

Note: you will need a die, some paper, and a pen.

Do not use the Tie Break Tracker. Instead, when players write bids, they may write two different numbers:

- The first number is the normal Grab or Nil bid.
- If the first number is a Grab Bid, add a second number (separated by a slash): the second number is the "Payment Bid": an amount of points the player would be willing to pay to win any ties.

If there is a tie for lowest Grab Bid, look at the Payment Bids of the tied players: the tied player with the HIGHEST Payment Bid is the winner. That player pays ***one point more than the next highest tied Payment Bid.***

Record payments on the paper. If there is still a tie with the Payment Bids, resolve with a die roll: no one Pays anything.

At the end of the game, players lose 1 point for each point they payed to win ties.

Example

Al, Barney, Carl, Donna, and Ellen are bidding. The bids are:

- *Al: 5/2*
- *Barney: 3/0*
- *Carl: 3/2*
- *Donna: 0*
- *Edie: 3/5*

Donna placed a Nil bid so she is out of contention.

Al is also out because his Grab Bid is not among the lowest.

Barney, Carl, and Edie have tied for the lowest Grab Bid with a bid of 3. Instead of referring to the Tie Break Tracker, we look at the Paymant Bids:

Barney bid 0: he is not willing to lose any points to get these 3 cards.

Carl bid 2: he is willing to lose up to 2 points to get these 3 cards.

Edie bid 5: she is willing to lose up to 5 points to get these 3 cards.

Since Edie is the most “willing to pay”, shw wins the 3 cards. She doesn’t have to actually pay 5: she only has to pay more than anyone else was willing to pay. She pays 3, one more than Carl’s Payment Bid.

The payment is recorded, and at the game end she deducts 3 points from her final score.