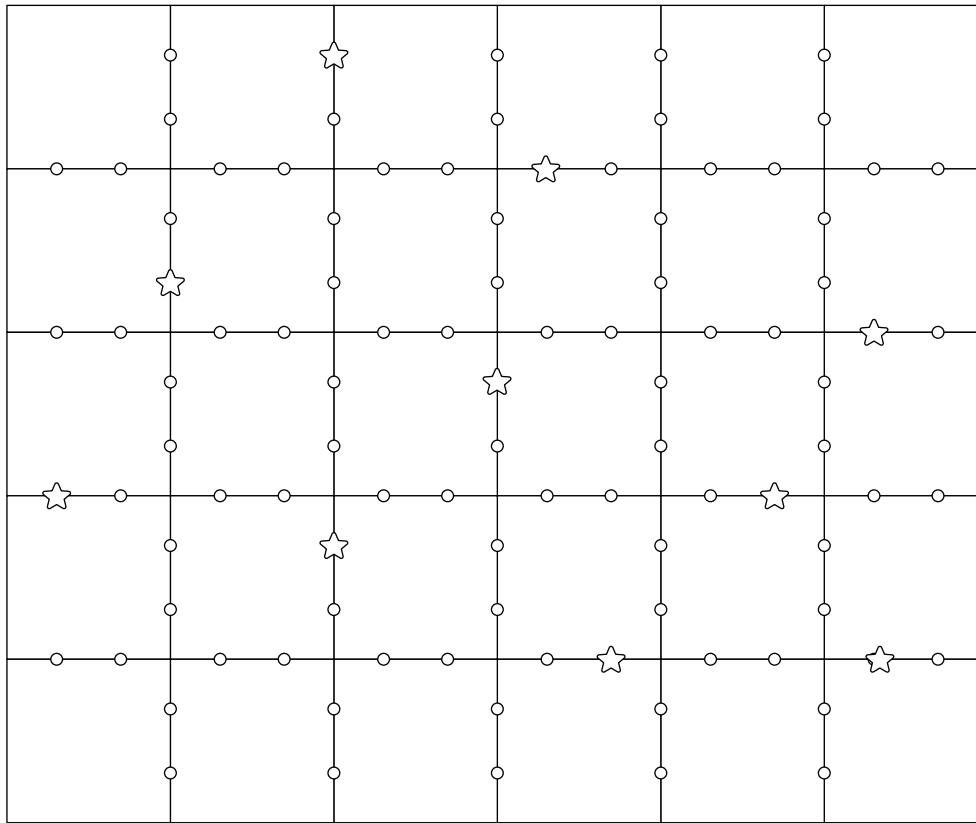


Christmas ON TRACK



1 or more players • 20 minutes

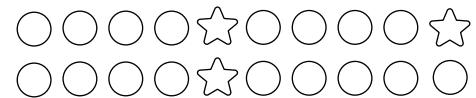
Requires:
3 dice; red, green, and white.
2 pencils; red, and green.



STARS:



TURNS:



SCORE:

Red Track:

Green Track:

Unused Stars:

Red Dead Ends:

Green Dead Ends:

TOTAL:

BUILDING:

(max 1 per colour)

TRACK:

HOW TO PLAY

Each turn, roll all three dice, then draw two tiles.

You must draw on **two** tiles, choosing any **two** of the dice.

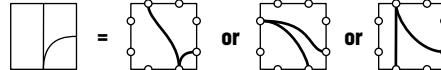
You must draw using a pencil matching the colour of the die rolled. If you use the white die, choose either colour.

You may draw either a building or a track; see table to the left. If you roll doubles, you may merge those two dice to make any one die roll – the colour must match one of the dice used.

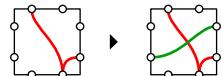
Tracks and buildings may be drawn anywhere, but try to connect them before the game ends; dead ends cost points.

TRACKS

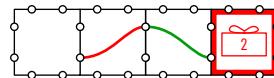
You may rotate or flip them, and you may connect either of the two dots on each edge:



Track of either colour may be drawn on a tile that already has track, but you must use dots that haven't been used:



You may not connect tracks or buildings of different colours. These tracks would count as 2 dead ends each:



BUILDINGS

You may only draw one of each building per colour. Buildings take up the entire tile; no tracks may be drawn on a tile with a building, and any track touching its edge counts as connected to the building.



At the end of your turn, fill in a space in the "Turns" grid.

STARS

When you first connect a track to a star – and every fifth turn – circle a star on the right side of the page. At any time, you may fill in a circled star to +/- 1 to a die roll (1 does not wrap around to 6).

GOALS

- Create two sections of connected tracks that lead, in order: from the Workshop to the Gift Wrap, then from the Gift Wrap to the Sleigh; one in each colour. The longer each track section is, the better.

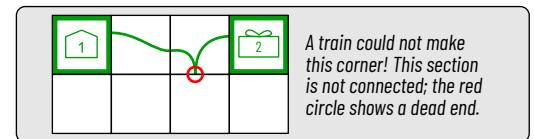
- Have as few "dead ends" as possible.

SCORING

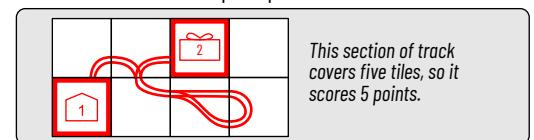
After the last turn, count your score.

For each colour, draw a double line next to the longest single track that goes from the Workshop to the Gift Wrap, then from there to the Sleigh. You may not use a portion of track for multiple sections.

If the buildings are not connected, you score zero points for that section.



For each section, score 1 point per tile with double-lined track:



Score 1 point for each star you circled but didn't fill in. Subtract 1 point for each dead end on the map.

Designed by Mike Berg
Version 1.0.1



weheart.games