

CHRISTMAS CRISIS RULES:

SETUP

- **You must have at least 4 players and no more than 8.**
- You may exclude certain cards from play if you choose to.
- **Each player is randomly dealt a Role card:** there is always one Santa, two Minions and a Rogue Elf. Roles depend on the number of players (for example, with 7 players there will be 1 Santa, 2 Undercover Elves, 3 Evil Minions and 1 Rogue Elf). The Role cards are given face down to each player. The Santa shows his card.
- **(OPTIONAL) Each Player gets a character card:** it can be random or chosen, depending on the game leader. Character cards add an element of role play and allow players to use different abilities.
- **Each player is randomly dealt a weapon card:** Shuffle the weapon cards that you choose to use. Deal the cards out without looking. Players can then reveal their cards and put them in play face up. The weapon cards may remain for the entire game or potentially be removed by the use of certain cards. Some players may have a character that starts with a certain weapon.
- **Each player draws 4 cards.**

STARTING THE GAME

- Santa always goes first! At the beginning of each turn, the active player draws the top 4 cards from the draw pile. They must do this at the beginning of their turn. As soon as the draw pile is empty, shuffle the discard pile to create a new playing deck.
- Now the player may play to help themselves or target the other players with their cards. They are not forced to play cards during this phase. Any number of cards may be played; there are a few limitations.
 - *Only one **ATTACK** card may be played per turn (unless there is an effect that allows them to play more than one). However, Other cards that damage players that are not **ATTACK** cards may be played.*
 - No player can ever have two identical cards face up in front of them. (Green cards don't stack)
 - Each player can only have **one** weapon at a time. If a player wants to play a new weapon card when already having one, the player must discard the one already had.
 - Players can only use ATTACK cards on another player who is within the distance indicated by the range of the weapon they are using to attack. For example, if a player using an *ORNAMENT SLINGSHOT* (which has a range of 1) attempts to ATTACK a player who is positioned 2 seats away from them, they are out of range and cannot be attacked.

- Cards can be played only during a player's turn (with the exception of ATTACK and FAIL as well as green cards in play in applicable *Scenarios triggered by certain cards*).
- Normally a card has an effect which is immediately resolved, and then the card is discarded. However, **green bordered cards**, like weapons, skills, and items have indefinite effects, and are kept on the table face up in front of the player.
 - The effects of these cards (in play) lasts until they are discarded or removed somehow (likely via a successful use of a card) or a special event occurs. See card guide for more details.
- **Dice rolls:** Many cards require a dice roll to use successfully. If a card is blue, it must be discarded after use regardless of success. Green cards remain in the player's inventory indefinitely and can be used multiple times.
- **Discard:** Once the phase of playing your cards is over (when the player does not want to or cannot play any more cards), then the player must discard from any cards exceeding the hand size limit. The hand size limit of a player (at the end of a turn) is **5**. Players don't need to discard excess cards acquired in between turns until the end of their next turn.
 - At the end of the active player's turn, they may only have 5 cards or less remaining in their hand. They are allowed to acquire cards in between turns and have a hand larger than 5. (Players can potentially acquire cards from other players' actions).

Roles

- **Santa Claus: Must defeat the Minions and the Rogue Elf to win. If he dies, he loses.** [IDENTITY REVEALED from beginning]
- **Undercover Elf: Wins if Santa wins. Must help defeat Evil Minions.*** [IDENTITY REMAINS SECRET]
- **Evil Minion: Must defeat Santa to win and must not die to win.*** [IDENTITY REMAINS SECRET]
- **Rogue Elf: Must defeat Santa *after* everyone else is defeated to win. Must not die ever.** [IDENTITY REMAINS SECRET *until* down to 2 LP]

Christmas Spirit:

- Christmas Spirit is your life source. It is tracked by a cube on your Christmas Spirit card. Every Player starts with **7** unless otherwise noted.
- If any player's Christmas Spirit is reduced to zero, they lose and are out of the game.
 - ALTERNATIVELY...
 - Any player that loses all of their Christmas Spirit loses all of their blue cards, green cards, flaws, *and* character card. Then they reset their Christmas Spirit to 4 and can remain in the game and assist any player they choose to help win.

BLUE CARDS: Discarded after being played. Some may be removed from the game and others may be discarded into the draw pile.



GREEN CARDS “Weapons, Skills, and Items” Act as passive abilities. They are put into play at the beginning of a player’s turn and can only be used if they have been put into play. They can be activated when it’s not the player’s turn (such as when defending yourself from another player’s actions) but only if the card has already been played during a previous turn. Green cards can also be removed by successful use of certain cards.



CHARACTER CARDS are optional cards that add an element of role play with expanded abilities for each player. The character abilities stack with the green cards.



FLAW CARDS add negative effects to stack with existing character traits.

