

ADVANCED RULES

SANTA'S WORKSHOP

Welcome to the North Pole!

It's late in December, and Santa is gearing up for his big night. His elves are busy making sure he's ready to deliver joy across the world! The elves have a lot to do: There are toys to be built and assembled, reindeer to be tended in the stables, and the North Pole's own Christmas tree to decorate. It's a time of unbelievable hustle and bustle!

After the Christmas season is over, Santa always takes his own holiday, somewhere sunny and warm, and he brings along the most industrious team of elves as a reward. Can you lead your team of elves to win a vacation with Santa?



GAME COMPONENTS



1 Game Board



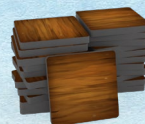
5 Player Mats
(1 per player color)



24 Assembly Tokens



24 Fabric Tokens



24 Wood Tokens



24 Metal Tokens



1 First Player Marker



1 Santa Figure



3 Helpers



5 Score Markers
(1 per color, double-sided)



25 Ornament Tokens
(5 per player color)



1 Santa's Sleigh



15 Elf Figures
(3 per player color)



27 Reindeer Cards (Advanced)



45 Toy Cards



60 coal pieces



30 Training Tokens
(10 per material, double-sided)



30 Upgrade Tokens
(10 coal carts,
10 mining tools and
10 reindeer blankets)

Icons

Santa's Workshop features many icons that will be explained more fully in the following pages. Here is a quick guide to the various icons you will see throughout the game.

Toy Guide

Toy cards represent the letters that children across the world have sent to Santa with their holiday wishes. Each toy card has several important pieces of game information, as shown in the diagram below:



1 Name
The name and picture of the requested toy.

2 Cost to Build
The types and quantities of tokens required. Each toy requires some number of assembly tokens and a combination of material tokens.

3 Point Value
The number of points you score when you finish the toy. See Completing a Toy on page 9 for more information.

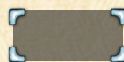
Stations

There are two types of stations in the workshop where you place your elves to take actions.



Small, closed bracket

Only one elf may be placed here each round.



Large, open bracket

Any number of elves may be placed here over the course of a round.

Costs and Bonuses

The icons on a toy card tell you what tokens you must collect to finish the toy and score points. In other places, an icon may refer to a cost you pay or bonus you receive. This will be clarified in the rules covering each part of the game.



Fabric



Wood



Metal



Assembly



Fabric Training



Wood Training



Metal Training



Expertise
(2 end-game points)



1 wood, metal, or fabric
(you decide which one).



Santa's
Inspection



Points. In this
case, three.



Take 1 toy card from the
Mail Room -OR- draw the
top toy card from the deck.



Reindeer
Card



First Player
Marker



Helping icon



Mining action



Coal cart



Coal

Workshop Setup

- 1** Place the advanced side of the **game board** in the center of the table, within easy reach of all players.
- 2** Place the 24 **assembly tokens**, 72 **material tokens**, and 30 **training tokens**, sorted by type, in separate piles near the game board.
- 3** Place 1 **training token** of each type in the designated training slot in the matching material shop.
- 4** Place **Santa's sleigh** next to the game board, near the calendar. Before your very first game, you will need to assemble Santa's sleigh (see diagram on page 2).
- 5** Place the **Santa figure** on the first space of the calendar track (December 16).
- 6** Place the 60 **coal pieces** in a pile near the game board.
- 7** Set up the Mail Room:
 - » First, shuffle the 45 **toy cards** together.
 - » Next, place this deck beside the game board, face down, near the Mail Room.
 - » Then, deal 6 cards from this deck, face up, to the 6 mail slots in the Mail Room.
- 8** Set up the Reindeer Stable:
 - » First, sort the 27 **advanced reindeer cards** by type into A/B/C piles.
 - » Second, shuffle each pile separately, face down, then stack these piles together: C on bottom, B in the middle, and A on top.
 - » Next, place this deck near the game board, face down, next to the Reindeer Stable.
 - » Then, deal 3 cards from this deck, face up, one to each of the three stalls in the stable.





Player Setup

- 9 Each player takes the **player mat**, 3 **elf figures**, **score marker**, and 5 **ornament tokens** in their chosen color.
 - » First, place your player mat on its advanced side (with the coal cart).
 - » Place your elf figures near the top of the mat, on the spaces matching their shapes.
 - » Then, place your ornament tokens face up (color side down) near your player mat.
 - » Lastly, put your score marker on the 0 space of the score track, located along the outside edge of the game board, unmarked side up.
- 10 Take the toy deck and deal 2 cards, face up, near each player mat.
- 11 Each player takes 2 **coal cart**, 2 **reindeer blanket**, and 2 **mining tool upgrade tiles**:
 - » Place the coal cart tiles in the top two rows of your coal cart. Place the top tile with its 4-wood side face up, and the bottom tile with its 2-wood side face up.
 - » Next, place the mining tool tokens on top of their spaces. Place the left tile 2-side face up and the right tile 4-side face up.
 - » Finally, place the reindeer blanket tokens on top of their spaces. Place the left tile 2-side face up and the right tile 4-side face up.
- 12 The player who most recently gave someone a gift takes the **first player marker**.
- 13 Each player receives a starting bonus of coal, which goes in their respective coal cart, based on their position in turn order:
 - » Player 1: 2 coal
 - » Player 2: 3 coal
 - » Player 3: 4 coal
 - » Player 4: 5 coal
 - » Player 5: 6 coal

OVERVIEW

An advanced game of Santa's Workshop is played over the course of 9 rounds, known as "days."

Each day, starting with the first player and moving clockwise around the table, each player places an elf in a location and takes the matching action. An action may allow you to work on a toy, decorate the tree, or tend to a reindeer. Players take actions like this until each player has placed all three of their elves around the workshop.

At the end of each day, players pick up their elves and prepare for the next day. After every third day, Santa performs an inspection, for which the players can score bonus points based on their "Christmas Cheer." Christmas Cheer is a combination of toys completed and ornaments they have hung on the tree.

After three inspections the game ends. Players then score points for any unfinished gifts, player mat upgrades, and the reindeer they tended during the game.

HOW TO MAKE TOYS

With elves hustling to and fro, the liveliest areas of the workshop are those dedicated to making toys! Even though there is a friendly competition, nothing makes Santa happier than seeing his elves work together to bring joy to children all across the globe!

You begin the game with 2 toy cards. You may work on a maximum of 5 toy cards at a time. In order to complete toy cards, you must take material and assembly tokens from the various locations in the workshop.

Whenever you take a token, you have a choice: you can either immediately place it on any unfinished toy that needs it or you can use it to upgrade your player mat (see Player Mats, next column). Each token can be placed on any toy or upgrade, but, once placed, a token may not be moved.

PLAYER MATS

In the advanced game, the player mat is used to track elf training as well as equipment upgrades for the coal cart, mining tools, and reindeer blankets.



A Elf Training

Each elf has two slots for training tokens, which can be acquired from the material shops or from certain reindeer cards. Each training token allows an elf to take extra tokens from a material shop or score endgame points for their superior craftsmanship (see page 8). At the end of the game, each elf with 2 training tokens will score 2 additional points.

B Equipment Upgrades

The right side of each player mat has upgrade tiles that can be removed to improve your abilities during the game. You can use wood to increase the capacity of your coal cart and use metal to improve your mining tools, which can earn you points during the game (see page 7). You can also use fabric to make reindeer blankets, which reduce your coal costs for reindeer cards (see page 11). At the end of the game, each piece of equipment that has been upgraded twice will score 4 additional points.

COAL MINE

If the sounds of activity in the workshop are its heartbeat, then its lifeblood is the coal used to power the equipment. And right before he leaves on his trip, Santa needs to pack some coal to bring to those kids on the naughty list.



You will need coal in order to take tokens from the material shops, train your elves, and get reindeer cards from the Stables. When you place an elf at the Coal Mine, you refill your coal cart and can possibly score bonus points.



Immediately score 1 point, then refill your coal cart. This station may only be used by the 1st elf placed at the Coal Mine each day.



Refill your coal cart. This station may be used by any number of elves each day.

Each time you refill your coal cart, score 1 point for each complete mining tool upgrade on your player mat (see the next column).

You cannot place an elf in the Coal Mine if your coal cart is full.



Mining Tool and Coal Cart Upgrades

Mining coal is not a favorite activity for most elves. But there is coal that needs to be delivered to the stockings of naughty children, and sharper tools means better coal. While larger carts means a bigger haul and fewer trips to the mine.

Two of the upgrades on your player mat relate to the Coal Mine. You can use metal to upgrade your mining tools and wood to upgrade your coal cart, making trips to the Coal Mine more productive.

Whenever you get material tokens during the game, you may choose to place any number of them on your upgrade tiles. Once you have placed the required amount of tokens on an upgrade tile, you have completed it. When you do so, remove the tile from your player mat and return the required tokens to the supply. It is possible to complete more than one upgrade on the same turn.

Mining Tools

Completing and removing a mining tool upgrade tile reveals a bonus. For the rest of the game, when you place an elf at the Coal Mine, you score 1 point for each mining tool upgrade you have completed. At the end of the game, if you have completed both mining tool upgrades, you score 4 additional points.



Coal Cart

Completing and removing a coal cart upgrade tile adds extra space to your coal cart. For the rest of the game, when you place an elf at the Coal Mine, you are able to hold extra coal. At the end of the game, if you have completed both coal cart upgrades, you score 4 additional points.



Important to Remember:

- You are not required to complete an upgrade in a single turn.
- You may complete your upgrade tiles in any order.

MATERIAL SHOPS

The whirl of sewing machines, the crackle of welding equipment, and the buzz of bandsaws—these sounds are the heartbeat of Santa's Workshop.



There are three material shops: the Fabric Shop, Wood Shop, and Metal Shop. These three locations all work similarly. When you place an elf in a material shop, you pay coal to take material tokens of the matching type from the supply.



Pay 1 coal to take 2 material tokens.*



Pay 2 coal to take 3 material tokens.*

* Whenever you take material tokens in a shop, the amount of tokens you take can be increased by any matching training tokens on the specific elf taking the action (see next column).



Training Tokens

Santa encourages the elves to improve at their craft. Some elves choose to rise to the occasion, spending the extra time and attention using and learning the tools.



When you place an elf in a material shop, after you perform the normal action, you may spend 1 additional coal to take the training token. When you do so, place the training token on your player mat in an empty slot for the elf that took that action.

Training tokens are double-sided; when you place one on an elf's training slot, decide which side to have face up. If you place a training token "material" side up, that elf gains one extra token of that type on every subsequent trip to the matching material shop (see example on pages 14–15). If you place a training token "points" side up, you will score those points at the end of the game (see page 13).

Important to Remember:

- Each day, only 1 training token is available in each shop. They replenish at the End of the Day (see page 12).
- A shop's training token can be gained from either station in that shop.
- Each elf can only have 2 training tokens. If an elf has no empty slots left, you can no longer spend coal to take a training token with that elf.
- Training tokens only work at the material shops, not in other locations such as the Reindeer Stables or Christmas Tree.

ASSEMBLY HALL

In a room at the very heart of the workshop, the elves pore over assembly instructions for the gifts, gather the tools they need for each project, and handle all of the finishing details like paint and wrapping paper.



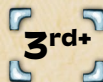
When you place an elf in the Assembly Hall, you take assembly tokens. Stations must be filled in order—1st, 2nd, 3rd+.



Take 1 assembly token.



Take 1 assembly token. Then, you may choose to take a second assembly token by receiving help (👉👈) from the 1st elf.



Take 1 assembly token. Then, you may choose to take a second assembly token with the 1st elf's help. If you chose to get help (👉👈) from the 1st elf, then you may also choose to take a third assembly token with the 2nd elf's help (👉👈).

Helping Hands



Each time the elf in the 1st station helps another player, the elf scores 3 points.



Each time the elf in the 2nd station helps another player, the elf scores 2 points.

Important to Remember:

- It is possible to get help from your own elves, but you do not earn any points for doing so.

COMPLETING A TOY

Every time an elf puts the final touches on a toy, wraps it in colorful paper, and checks it off Santa's list, it's cause for a moment of reflection on a job well-done. Nothing brings more joy to an elf than the thought of lifelong memories about to be made.

Once you have added all of the required tokens for a toy card, you have finished it! Score its points immediately by moving your score marker along the score track.

Place finished toy cards face down and keep them in a stack near your player mat. (They will be loaded onto the sleigh after Santa's Inspection, see page 12).

Important to Remember:

- Tokens must be immediately placed on a toy card or an upgrade tile.
- You cannot save tokens or move them later.
- Material tokens and assembly tokens can be added to a toy card in any order.
- Toys may take multiple days to finish.
- You can only have 5 unfinished toy cards at a time.
- Once you take a toy card, you cannot discard it.



OTHER JOLLY JOBS

There's more to do in the North Pole than just make toys. Other jobs keep all the elves busy up until the big night! The following rooms are also important to the workshop.

MAIL ROOM

Every letter addressed to Santa makes its way to the North Pole Mail Room. It's a long journey, but in the end they are all sorted and processed. Though, to be honest, letters from children on the infamous naughty list often get moved to the bottom of the pile.

When you place an elf in the Mail Room, you take new toy cards to work on.



Take 3 toy cards, up to your limit of five.



First, gather the 6 face-up toy cards and place them face down on the bottom of the toy deck, then deal 6 new face-up toy cards to the Mail Room slots. After this, take up to 2 toy cards.

When you take toy cards, make your selections one at a time. For each selection, you may take one of the 6 face-up cards in the Mail Room -OR- the top card of the toy deck. Place your chosen toy card below your player mat. Each time you take a face-up card, replace it immediately with a new card from the toy deck.

Important to Remember:

- If you already have 5 unfinished toys, you cannot place an elf here.
- You may not discard a toy card to take another.
- If both stations are available, you may place your elf in either station.
- If the toy deck runs out during the game, take all toy cards from Santa's sleigh (see page 12) and reshuffle them to form a new toy deck.

CHRISTMAS TREE

Out in front of the workshop is the most magnificent Christmas tree in the whole world! Every year, the elves decorate the Christmas Tree to get everyone in the Christmas spirit... and earn some extra notice from Santa.



When you place an elf at the Christmas Tree, you get to hang one of your ornaments on the tree.

When you place an elf at either station here, select one of your available ornament tokens and use it to cover a bonus on the Christmas Tree. You immediately gain both the bonus shown on the ornament and the bonus you covered. Materials gained this way are placed according to the normal rules. Once you have taken the bonuses, leave the ornament on the tree, face down (color side up).

The Christmas Tree has two stations, each offering their own reward.



Move the first player marker to a different player than the one currently holding it. Then, place an ornament.



Immediately score 1 point. Then, place an ornament.

Important to Remember:

- If both stations are available, you may place your elf in either station.
- If you have already placed all 5 of your ornaments, you cannot place an elf here.
- If you already have the first player marker when you place an elf in the station that moves it, you must give the marker to another player.

REINDEER STABLES

The reindeer are critical to the success of Santa's yearly travels. They must be fed, groomed, and exercised to keep them in top shape. And someone needs to shovel coal into the furnaces to keep the stables warm—this is the North Pole, after all! Santa will take note of which elves take time to care for his sleigh team!



When you place an elf in the Reindeer Stables, you pay coal and take a reindeer card. Reindeer cards will be scored at the end of the game based on how many different reindeer you have (see End of the Game on page 13).

The cost in coal is depicted in the upper-right corner of the reindeer card. After paying this cost, take any face-up reindeer card in the Stables.



Then, you may immediately take the benefit depicted on that reindeer. Finally, place that reindeer card face down near your player mat.

The coal cost for reindeer increases throughout the game, but it can be reduced by reindeer blankets you have on your player board (see next column).

For clarifications on reindeer benefits, see pg 16.

Reindeer Blanket Upgrades

When tending to the reindeer, the elves have found that using a nice warm blanket makes the reindeer feel nice and snug...and saves on using coal to heat the stables!

You can use fabric to upgrade your reindeer blankets, making it easier to get reindeer cards. Whenever you get fabric tokens during the game, you may choose to place any amount of them on your reindeer blanket upgrade tiles. Once you have placed the amount of tokens required by an upgrade tile (either 2 or 4), you have completed it. In that case, remove the tile from your player mat and return the required tokens to the supply.

Completing and removing a reindeer blanket upgrade tile reveals a bonus. For the rest of the game, when you place



an elf at the Reindeer Stables, your coal cost is reduced by 1 for each reindeer blanket upgrade you have completed. At the end of the game, if you have completed both reindeer blanket upgrades, you score 4 additional points.

Important to Remember:

- If you cannot pay a reindeer's coal cost, you may not place an elf in the Reindeer Stables.
- Materials and assembly tokens provided by reindeer are used according to normal rules.
- Elves with material training do not benefit when receiving materials from reindeer cards.
- You are not required to tell other players which reindeer you have collected during the game.
- You may look at your own reindeer cards at any time.



END OF THE DAY

Once the last elf has finished their action, the day ends! Carry out the following steps to clean up the workshop and prepare for the following day:



Return all elves from the workshop to the players.



Discard any remaining reindeer cards in the Reindeer Stables and put them on the bottom of the reindeer deck. Deal three new cards from the reindeer deck, face up, one to each of the three stalls in the Reindeer Stables.



In each material shop, refill any empty training token slot with its corresponding training token.



Advance the Santa figure to the next space on the calendar. When the Santa figure reaches a sleigh space, Santa performs an inspection (see right column on this page).

SANTA'S INSPECTIONS

During Santa's Inspection, players score points for having the most "Christmas Cheer," a combination of toys completed and ornaments hung.

All players determine their "Christmas Cheer" by counting the face-down toy cards near their player mat -AND- the ornaments of their color on the Christmas tree. The player with the highest total scores 8 points. The player with the second-highest total cheer scores 4 points, third scores 2 points, and fourth scores 1 point. Tied players each get the full amount of points for their place.

Once the inspection is over, place all completed toys in Santa's sleigh. In this way, only toys completed in the last 3 days will count, but all ornaments hung throughout the game will count toward Christmas Cheer.

Finally, move the Santa figure to the next space on the calendar track. After the third inspection, the game ends immediately (see End of the Game on page 13).

Buddy



Michael



Emily



Walter



Buddy and Emily both have 4 Christmas Cheer, Michael has 3, and Walter has 2. Buddy and Emily are tied and both get 8 points, Michael gets 4 points and Walter gets 2 points. They all put their completed toys into the sleigh.

END OF THE GAME

Once Santa's third inspection is complete, the game ends immediately! All players can now score points for their unfinished toys cards, reindeer cards, training tokens, and upgrade tokens.

Unfinished Toys

Each player counts the material and assembly tokens on their unfinished toy cards and scores 1 point per token.

Reindeer

Each player counts the number of different reindeer cards they have and scores points based on the following chart. If they have reindeer with the same name, they score 2 points for each extra reindeer.

Reindeer	1	2	3	4	5	6	7	8	9
Points	3	5	6	7	9	12	16	20	25

Training

Each player gets 2 points for each elf that has 2 training tokens. They also get points for each training token that has the 2-point side face up.

Equipment Upgrades

Each player gets 4 points for each type of equipment they upgraded twice. This includes mining carts, mining tools, and reindeer blankets.

The player with the most points wins, earning a sunny vacation with Santa! In the case of a tie, the tied player with the most points from reindeer cards is the winner. If there is still a tie, the tied player with the most leftover coal is the winner.

If there is still a tie, then the players share the victory!

2 & 3 PLAYER CHANGES

3-Player Games

Changes to Setup:

- Each player should take a Santa's helper figure of their choice and place it beside their player mat.
- Use an elf of an unused player color to block one station in the Reindeer Stables.

Changes to Gameplay:

- Only two elves may be placed in the Reindeer Stables each day.

2-Player Games

Changes to Setup:

- Each player should take a Santa's helper figure of their choice and place it beside their player mat.
- Use an elf of an unused player color to block the 1-point station at the Christmas Tree location.
- Set aside four additional elves of unused player colors.

Changes to Gameplay:

- At the Christmas Tree, players may not place an elf in the 1-point station.
- Only one elf may be placed in each material shop and in the Mail Room each day. That elf may be placed in either station in those locations.
- When an elf is first placed in a material shop or the Mail Room, block the other station in that location with an elf of an unused color as a reminder.

Santa's Helpers

Use your helper like a regular elf. The only difference is that your helper cannot be trained. With 3 elves and a helper, players now take 4 turns per day.

Game Example: Round 1



Liam and Caitlin are playing a 2-player game. Liam begins with the Puzzle and Drum. Caitlin starts with a Truck and Teddy Bear. Liam gave a gift more recently, so he will go first.



For his first turn, Liam places Glogg in the Wood Shop and pays 1 coal for 2 wood. Because he is playing a 2-player game, he uses an elf of an unused color (blue) to block to the other station.



Still his turn, Liam uses the wood to complete his first coal cart upgrade. He returns the wood and removes the upgrade tile, revealing three more spaces for coal. Liam pays 1 more coal to take the training token, placing it points-side up beneath Glogg.



For Caitlin's first turn, she places Mistletoe in the Metal Shop and pays 2 coal for 3 metal, placing all three on her Truck. She decides to pay 1 more coal to take the training token from the Metal Room and places it face up on her player mat, in a slot beneath Mistletoe. Then, she blocks the other station with an unused blue elf.



For his next turn, Liam places Nog in the left station of the Christmas Tree. (The other station was blocked during setup for a 2-player game.) Because he already has the first player marker, he gives it to Caitlin. Liam then covers a metal bonus on the tree with his metal ornament and uses the 2 metal to pay for his first mining tools upgrade. He returns the metal and removes the tile from his player mat, revealing the bonus.



On Caitlin's second turn, she places Sparkles the Fairy in the 1st station of the Coal Mine. She immediately scores 1 point, then fills her coal cart up to its capacity of 6 coal.



Liam places Wassail in the large station of the Coal Mine. He immediately scores one point for his mining tools, then fills up his coal cart to its upgraded capacity of 9 coal.



On Caitlin's third turn, she places Spruce in the right station of the Fabric Shop and pays 2 coal for 3 fabric. She uses 2 fabric to pay for her first reindeer blanket upgrade and places the other on her Teddy Bear. Then, she blocks the other station with an unused blue elf.



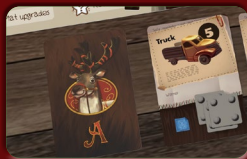
For Liam's last turn of the day, he places Zelf in the left Mail Room station to get 3 toy cards (and blocks the right station with an unused silver elf). He selects the Sled and replaces it with a face-up card from the toy deck. He decides to take his other 2 toy cards from the top of the deck.



On Caitlin's second turn, she places Mistletoe in the Metal Shop, along with a blue elf to block the other station. With Mistletoe's metal training, Caitlin pays 1 coal for 3 metal. She uses 2 metal to complete her first mining tool upgrade and places the third metal token on the other mining tool upgrade.



Finally, Caitlin places Berry in the Reindeer Stables. With her blanket upgrade, she can tend to Blitzen for 2 coal instead of the normal cost of 3 coal. Having placed 4 total elves and helpers this round, Caitlin immediately scores 4 points for Blitzen's bonus and places the card face down near her player mat.



Still her turn, Caitlin uses her last coal to get the training token from the Metal Shop and places it on Mistletoe. Now Mistletoe will get two additional metal tokens when sent to the Metal Shop. Since both of Mistletoe's training slots are filled, Caitlin will earn 2 points at the end of the game.



Round 2



Caitlin has the tree token, so she takes the first turn this round. She places Sparkles in the first station in the Assembly Hall to gain 1 assembly token. She uses it to complete her Truck, scoring 5 points. She returns the card's tokens and puts the completed toy card face down near her player mat.



On Liam's second turn, he sends Zelf to the 3rd station in the Assembly Hall. He is able to get help from both Sparkles and Wassail to get 3 assembly tokens. He places one of the tokens on the Puzzle and the other two on the Drum.



Caitlin again scores 3 points for the help from Sparkles, but Liam does not score 2 points for Wassail's help since they are on Liam's own team of elves.



Liam places Wassail in the 2nd station of the Assembly Hall. Getting help from Sparkles, Liam takes 2 assembly tokens, placing one on the Puzzle and one on the Drum. Caitlin immediately scores 3 points for the help Sparkles provided.



Liam and Caitlin will continue in this manner, finishing the 2nd round and then playing seven more rounds, until the end of the game.

REINDEER REFERENCE

Dasher, Dancer, and Prancer



Gain the material tokens shown (2, 3, or 4).

Cupid



Gain the toy cards shown from the Mail Room, per the normal rules.

C: Place one toy card on your finished toys pile. Do not score the points for that toy.

Velvet



A: Place a training token “2 points” side up on any of your elves. This token comes from the supply.

B: Place a training token on the side of your choice on any of your elves. This token comes from the supply.

C: Flip any 2 training tokens on your elves.

Vixen



Gain 1, 2, or 3 material tokens of your choice, in any combination.

Donner



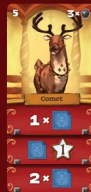
Score the points shown (3, 4, or 5).

Blitzen



Score the points shown for each elf or helper you have placed this round, including the elf used to care for Blitzen.

Comet



Gain the rewards shown: 1 assembly token, 1 assembly token and 1 point, or 2 assembly tokens.

HELPERS



Sparkle: A fairy so tiny she couldn't fly, but, once upon a time, saved Christmas anyhow.



Zelf: A hard-working elf visiting from the South Pole who hasn't quite adapted to life at the opposite pole—he often does his tasks while standing on his head.



Peary: A jolly snowman known for his sense of direction, although Santa has politely declined his suggestion to replace the reindeer with a dogsled team.

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