

Decs Building

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The whole neighbourhood competes to see who can decorate their house in the most tasteful, elegant display of brightly-coloured lights in the run-up to Christmas. Every square metre of your house has to be blasting out light if you want to stand a chance of out-Holidaying the Joneses!

YOU WILL NEED

2-4 players; up to 4 pawns for each player in player colours; a first-player token; 1 or 2 decks of regular playing cards; a sheet of paper and pen/pencil for each player.

SETUP

Take the following cards depending on player count:

- 2 players: One deck of cards.
- 3 players: Use two decks to make runs of 2,2,3,4,4,5,6,7,8,9 of each suit, 2 Jokers, and six each of A, J, Q, K
- 4 players: Use two decks to make runs of 2,2,3,3,4,4,5,5,6,7,8,9 of each suit and all of the Jokers, A, J, Q, K from both decks.

(For a shorter game remove the 8s, and 9s from the game and don't draw the top two rows of the grid.)

Lay the cards out in eight piles - one pile for each suit, ordered by rank, lowest cards at the top; one pile for As and Jokers; then three separate piles for Js, Qs, and Ks.

Each player in turn takes a number of pawns in their player colour (4 each for a 2-player game; 3 for 3 players; 2 for 4-players); a pen/pencil and a piece of paper onto which they copy the starting grid shown to the bottom-right; the top card of each of the suit stacks for their starting deck, which they shuffle and place face-down in front of them. (Players may examine their deck at any time but may not re-order it.)

Randomly determine the starting player and give them the first-player token, then start the first round.

PLAYING A ROUND

At the start of a turn, all players draw cards from their individual decks up to their hand size - which is 3 plus the number of powered Santa decorations on their grid. After looking at their hand, the player with the first-player token selects a single card from the lowest rank visible on top of the suit stacks (e.g. if 3♥, 3♣, 5♦ and 4♠ are showing, they may take 3♥ or 3♣). This happens once at the start of the round and only for the player with the first-player token.

Starting with the first player, each player then takes it in turn to take an action (see below), discard any number of cards in their hand to their played-cards pile, or pass; continuing clockwise around the table until all players have passed. Once a player has passed they can take no more actions this round. Once all players have passed, each player picks up their played-cards pile and without changing the order flips it over and adds it to the bottom of their deck. Then the first-player token is passed anti-clockwise around the table and the next round begins.

(Note a player may retain any number of cards in their hand from the previous round. They do not need to discard down to their hand size but will only draw cards at the start of the round if they have fewer cards in hand than their hand size.)

(cont. on opposite side of board)

BASIC ACTIONS

Gain a Card
PICK ONE:

Stop Messing Around

Gain a Jack/Queen
PICK ONE:

REMOVE YOUR SECOND CARD FROM THE GAME

Gain a King

Gain Wild Card

Add Power Cable

Extra Power Source

Everyone Pitch In

IMMEDIATELY TAKE ANOTHER ACTION, WHERE YOU MAY PAY WITH:

Banner Angels
14

Counts as Power Cable if Powered

SPECIAL DECORATIONS

Santa
+1 HAND SIZE
★ FOR EACH SANTA IN THE GRID

Candle
★ PLUS
★ FOR EVERY CANDLE 2 SPACES AWAY FROM THIS

BASIC DECORATIONS

Small Star
◇? → ☆
2

Snowflake
??? → ❄️
DOESN'T NEED POWER
1

Big Star
14

Large Angel
14

Candy Cane
10

FANCY DECORATIONS

Santa's Sleigh
30

Comet
30

Herald Angel
30

Reindeer
70

(cont.)

HOW TO TAKE AN ACTION

Pick a space on the board from one of the Basic Actions, Basic Decorations, Fancy Decorations or Special Decorations areas.

If there is a bauble on the space, you must have a spare pawn to place on the bauble in order to take this action (if you already have a pawn there you do not need to place another; if another player's pawn is there, return it to them first).

Spend cards from your hand into a played-cards pile in front of you that match the card cost (before the arrow) on the action space. A number card's rank has no meaning, only the suit is important.

- If a card with a '?' is shown any card may be spent to match it, but if multiple '?' cards are required for the same action they must be the same colour.

- If a face card (J,Q,K) is used to pay a cost, it is discarded back to the stack it came from instead of being put in your played-cards pile.

- Aces and Jokers are wild cards and can be used to pay any cost except for a King.

An action reward (after the arrow) will either give you a new card or a decoration or other feature to draw on your grid. If you get a new card, it is placed into your played-cards stack. If you get a decoration or other feature, you must draw it immediately on your grid, taking up exactly the same shape of grid spaces. If the feature has a bold black line at the bottom you must draw it the same way up as it is depicted on the board, with that black line at the bottom. Otherwise, you may rotate any grid features by 90 degrees but may not mirror them when copying the shape into your grid.

Most features may be placed anywhere you like, but power cables may only be drawn orthogonally adjacent to a power source space or an existing power cable space.

POWERING FEATURES

With the exception of the snowflake, features will only work if they are powered, meaning that they are orthogonally adjacent to a power source or power cable space. Features will not score any points if they are not powered, and the abilities of the Banner Angels and Santa will not work unless those decorations are powered.

END OF THE GAME

When three stacks of cards are empty, the players play one more round. Instead of the first player taking a card from a stack on this final round, every player takes a single card from any stack - including Aces/Jokers or Face Cards. At the end of this final round, the game ends, scores are calculated, and the player with the most points wins.

SCORING

First, each player crosses out every un-powered feature on their grid - these are not counted in any way. Total up the points scored from all powered features (in star in action space).

Subtract 2 points for every empty space in the grid.

Remember Candles have special scoring rules (and count only candles two spaces distant in an orthogonal, straight line) and each Santa subtracts a number of points equal to twice the number of Santas on a player's grid - e.g. if a player has three Santas each is worth -6 for a total of -18 points.

In case of ties, best Christmas hat, jumper or novelty mug wins.

PLAY GRID (EACH PLAYER COPIES)

*Merry
Christmas!*

