

It's a little-known fact that Santa doesn't just have one sleigh - the Rudolph team is the most famous but he rotates several sleigh teams to avoid his reindeer getting too tired. Teams of expert-driver elves need to fly ahead of Santa's deliveries to get each fresh sleigh in position to relay with Santa. And how does the Christmas family choose the elves best suited for this task? Well, by kart-racing of course.



**FORMULA ELF:** A racing board game for 2-4 players.

**INTRODUCTORY GAME SETUP:** You need six 6-sided dice, and also two coloured tokens per player; one is the Kart and one tracks boost. Place each Kart on the starting grid with the youngest player in position 1. All Boost tokens start on the 0 space. **PLAYING A ROUND:** Each round, players take turns starting with the player in the lead and working backwards until all players have had a turn.

**TAKING YOUR TURN:** Choose a number of dice to roll this turn; using more makes your car go faster, but also more likely to spin your wheels. Roll your dice; you may re-roll some or all of your dice up to two times if you want to. Every time you roll the dice, if any show a 1, remove one die showing 1 and increase your Boost one space. After you finish rolling, if all remaining dice show different numbers, move your Kart forward as many spaces as there are dice remaining. E.g. if you roll 2, 5 and 6, you move forward three spaces. If, instead, two or more of your remaining dice show the same number, your wheels spin and you may only move forward one space.

When moving your Kart you may move into any adjacent space further around the track - that is, the 'front' edge of the space is further forward. You may not move through other Karts; if you cannot move your full move, bump the Kart/s immediately ahead of you forwards until you can. Once you have moved your Kart, if your Boost token is at the space marked 'VROOM!' then you may reset to 0 Boost and immediately take another turn.

**WINNING THE GAME:** At the end of each round, if any Karts have crossed over the finish line, move them to the Winner's Podium, starting with the Kart which is in the space furthest along the track at the end of the round (not necessarily which crossed the finish line first!).

**INTERMEDIATE GAME** Add the following rules:

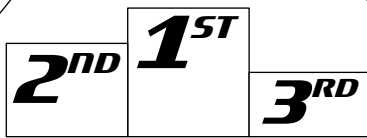
**SHARP CORNERS:** Sharp Corner spaces have an thick outline and warning stripes around the outside of the corner. If you move into a Sharp Corner space on a turn when you're moving more spaces than the Sharp Corner's rating, you Spin Out: end your turn immediately in that space and reset your Boost to 0.

**PERFECT CONTROL:** At the end of your roll, if your dice are in a sequence with no gaps (e.g. 2,3,4 - not 2,3,5), move your Kart one extra space. This doesn't count when checking for Sharp Corners.

**ADVANCED GAME** Play as with the Intermediate Game, but with the following additional rule:

**CHANGING GEARS:** Each player also uses the cards 1-6 from one suit of a deck of cards. At the start of each round, all players secretly choose which gear they're in this round by choosing a card from their hand; once all players have chosen, the cards are laid face-up in front of each player and these determine how many dice each player rolls on their turn. Once a player has four face-up cards, at the end of the round they take all their cards back into their hand and may choose from all six again in the next round.

**TECHNICAL DRIVING:** Players may spend a point of Boost to reroll their dice another time.



**WINNER'S PODIUM**

