

# Jingle Bells WAR IS HELL SNOWMAN'S GONNA PAY

## INTRO

As soon as it's Christmas, what do people look forward to? Well, seeing family and gifts and Christmas dinner, sure - but also? Snow! It's been snowing the whole Christmas holiday now, and up until now it's been great. But yesterday you found out that gang of kids from across town kicked over your snowman. The nerve! You and your friends had just finished building a replacement, when who do you see across the field? Your hand grips a snowball: it's payback time.

## COMPONENTS

You will need two players, six six-sided dice per player, and a number of small tokens to represent cold - wooden cubes of the kind found in eurogames are ideal, but counting up on visually-distinct dice or using scrunched up bits of sweet-wrapper foil would work just as well.

You will also need to carefully cut out the pieces provided. Cut the six character cards, the six character and two snowman standups, and the two distance templates out along the outer solid black lines; for each standup fold in half along the middle dashed line, then either fold the two base tabs inward and glue them together into a triangular shape or fold them outward to form an upside-down 'T' to allow the characters to stand up.

Whenever the game rules talk about a "Move distance" or "1 move" it means the length of the small measuring template marked as such; a "Snowball distance" is the length of the larger template similarly marked. Alternatively use the long edge of a standard playing card for move and the height of this Christmas card for snowball distance.

## SETUP

Each player takes six dice; the six character cards are placed face-up in the middle of the table and players take it in turns to choose one each until both players have three cards. Each player also takes a snowman marker.

Prepare a playing area; the recommended size is 50x30cm, playing across the long dimension. Set up 6-8 small obstructions in this area; if you have access to miniatures gaming scenery then use some small pieces, otherwise jars, small boxes, remote controls, toy cars etc. work well. In a pinch use a sheet of A3 paper and draw on it!



The player who took the first turn picking characters places their snowman somewhere within 1 move of their edge of the play area, and all three of their characters in contact with the snowman; the other player then places their snowman and characters in the same fashion.


## PLAYING A TURN

Both players take two dice for every character on their team in the play area and roll them all. They may pick a number of dice to re-roll one time, but must keep the results of a re-roll if chosen. Then, each player places two of the rolled dice on each character card; these are the dice to activate that character this turn.

## ACTION PHASE

Starting with the player with the lowest total showing on their allocated dice, players take it in turns to take actions with their characters. On a player's turn they select one die on one character card, discard it, and perform the action corresponding to that die's value on the card in question. For example, resolving a '5' die on Paul means Paul throws a snowball. Alternatively, if a character card has 'Action:' text, you may perform that action instead of resolving a die normally.

-  Throw a snowball. Select a target character/snowman within Snowball Distance, with no other character or obstruction in the way, and place one cold token on their character card as they get hit by a snowball.
-  Move. Reposition your character anywhere within the play area 1 Move Distance of their current position.

When your opponent throws a snowball at your character, that character may immediately spend a die showing a  value to ignore the hit and not take a cold token.

(Some character have double symbols on some die values; if selected simply perform the regular action twice.)














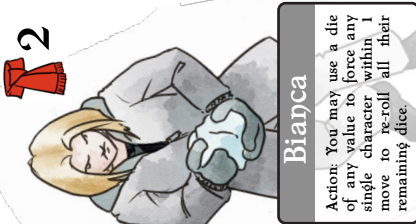


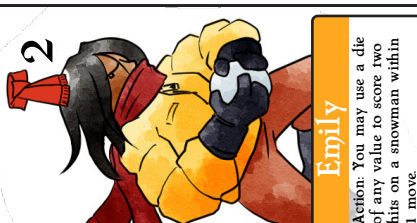
If a character accumulates as many cold tokens as the number next to a scarf on the top-right of their card, they run away; lose any remaining dice on their card and remove their character standup from the play area, placing in on their card.

## END PHASE

In the end phase, any character who has run away (whose standup is on their card) loses one cold token from their character card. If this was the last cold token on their card, they return to the snowball fight; place their standup anywhere along the back edge of your side of the play area. Then start a new turn from the beginning of the 'Playing a Turn' section.

## ENDING THE GAME

If a player's snowman takes its fourth cold token, its head has been knocked off by the opposing team and the owning player loses; the game ends immediately.

					
	Stephen		Paul		
	Robert		Bianca		
	Natasha		Emily		
This space intentionally left blank		MOVE DISTANCE			
SNOWBALL DISTANCE	 <p>Robert</p> <p>Action: You may discard a die of any value to take a hit that would hit a team-mate or snowman within 1 move.</p>		 <p>Stephen</p> <p>Action: When using a die you may treat it as having a value one higher or one lower than its face value.</p>		
	 <p>Bianca</p> <p>Action: You may use a die of any value to force any single character within 1 move to re-roll all their remaining dice.</p>		 <p>Natasha</p> <p>Action: You may use a die of any value to swap places with a team-mate within 1 move.</p>		
	 <p>Paul</p> <p>Action: You may spend two dice with a value of 4 or 5 simultaneously to score two hits on a single target.</p>		 <p>Emily</p> <p>Action: You may use a die of any value to score two hits on a snowman within 1 move.</p>		
	