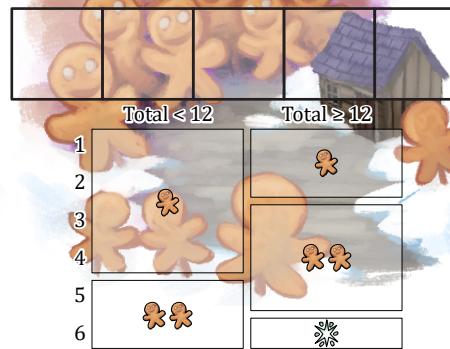


2-3  
Player  
Only



## Gingerbread Forest



Total < 12      Total ≥ 12

1						
2						
3						
4						
5						
6						

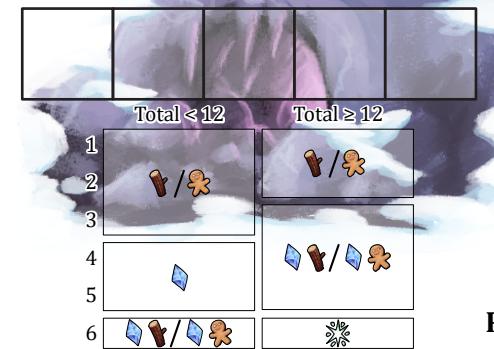
## Pine Grove



Total < 12      Total ≥ 12

1						
2						
3						
4						
5						
6						

## Magical Grotto



Total < 12      Total ≥ 12

1						
2						
3						
4						
5						
6						

## Decorations Track

2		2		2		3		3		4		4		4		4	
Candy Cane	Giant Icicle	Icicles	Giant Bauble	Giant Gift	Shooting Star	Shooting Star	Sleigh	Sleigh	Goose	Skates	Star	Angel	Candle	Fairy			
4	4	6	6	4	8	8	7	7	11	10	11	20	18	10			

## Rules

Santa's gone distributed. Plans have been drawn up for a number of Christmas Stations across Magical Lapland (twinned with Actual Lapland, Finland) to make Santa's operation more resilient and less dependent on something something something. Business talk. All you know is that you're one of a handful of elves in the running to oversee the whole operation. All you have to do is show your mettle in the prototype outpost - Christmas Station Zero.

### SETUP

Each player needs eight markers in a unique player colour, a piece of paper (around a quarter of an A4 or Letter sheet is fine) and a pen or pencil. You will also need six six-sided dice and one other neutral marker. Each player draws the play grid (see above right) on their sheet, and also four tracks from 0-9 to track quantities of Gingerbread, Wood, Glass and Jangles. (You can use cubes or other tokens for this if you prefer.) Leave space along the bottom to draw extras.

Place three (two in a 4-player game) of each player's markers - their agents - on the first three home spaces: two (4P: one) blanks and a chocolate coin) in their corner of the board, one on the Santa Hat space, and one each on the 0 space of each of the tracks on the play sheet. Place the neutral marker to the left of the first item in the decorations track. Randomly determine the start player; the 2nd, 3rd, and 4th players start with 1, 2, and 3 Gingerbread respectively. The start player takes the first turn, then play proceeds clockwise around the table.

### PLAYING A TURN

On a player's turn they may either place an agent on a space on the board, or they may activate a dice resource area.

### PLACING AN AGENT

Take the left-most agent on your home spaces, pick one of the named action areas and place the agent on the left-most free space. You may not place into an action area if there are no empty spaces, and you may not place into an action area adjacent to another of your own agents.

2-3  
Player  
Only



# CHRISTMAS STATION ZERO

2-3  
Player  
Only



## Trading Post



4 Player  
Only

Gain /

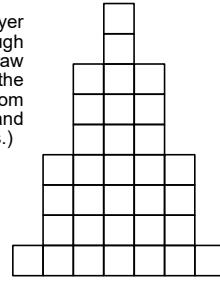
OR

Trade 3 : 3 : 2 : 1

OR

## Player Grid

(Copy onto player sheets big enough to be able to draw decorations in the boxes; leave room for Extras and optionally tracks.)



Buy + listed cost  
Get Track Decoration

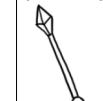
## Extras

### Gingerbread Diviner



Gain 2 extra whenever you gain any

### Glass Wand



Gain 1 extra whenever you gain any

### Santa Hat



Gain 4th Agent  
Can now use home space

### Gift



Player with most gifts rolls one extra die when activating and takes leftover die reward



2-3  
Player  
Only

