


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














Trading Post

4 Player
Only




Gain  / 

OR




Trade 3  : 3  : 2  : 1 

Workshop

4 Player
Only

Pay   Get 


OR

Pay   Get 
















OR

Pay listed cost
Get Extra

OR

Pay  + listed cost
Get Track Decoration





Decorations Track

2🍪🍪		2🍪2🍪🍷			2🍪2🍪3🍷			3🍪3🍪4🍷		🍷4🍷4🍷	🍷4🍷6🍷	🍷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







ACTIVATING A DICE AREA

The Gingerbread Forest, Pine Grove and Magical Grotto can be activated by a player spending their turn to do so; you may only activate a resource area where you have at least one agent. Roll a number of dice equal to the number of agents at that area - check the total to see which column to use for rewards. Starting with the player who rolled, and then proceeding with the left-most remaining agent, players take turns to select and remove a die from the rolled pool and take the resources from the relevant column for the number on that die. As the die is selected, the left-most of that player's agents in that area is removed and placed back on the left-most home space. For example, if the total rolled in the Pine Grove was fifteen and a player selected a 4, they would take two Wood and one Gingerbread.

ACTIVATING A QUEUE AREA

The Trading Post and Workshop activate when a player places the agent that fills that area's queue - the second agent in a 2 or 3 player game, or the 3rd agent in a 4-player game. Until the queue is empty, the owner of the left-most agent in the area performs one of the printed actions and places their agent back on their left-most empty home space.

CHOCOLATE COIN AND JANGLE HOME SPACES

If your  Chocolate Coin home space is free, then you may spend that coin as part of the action cost in place of Gingerbread, Wood, or Glass; if you do so, return the agent to the Chocolate Coin home space instead of the left-most free space. If your  Jangle home space is free and you have the Santa Hat, then you may spend that instead of a Jangle from the track as part of your action cost; if you do so, return the agent to the Jangle home space instead of the left-most free space. You cannot use the Chocolate Coin and Jangle spaces as part of the same cost.

TRADING

If you trade at the trading post you may exchange one type of resource for one other type of resource. You may exchange as many multiples of the printed ratios as you like. E.g. you may trade 6 Wood for 2 Jangles, but you may not trade 3 Gingerbread and 2 Glass for 2 Jangles with a single agent.

CHRISTMAS STATION ZERO

BUYING DECORATIONS

Whenever you buy decorations - printed as collections of squares, in the workshop (bauble and tinsel) or the decorations track - you immediately draw that decoration over the same arrangement of spaces on the tree on your play sheet. You may not rotate or flip the decoration, overlap with other decorations, or draw outside of the tree grid. You must draw your decoration adjacent to an existing decoration or the bottom of the tree. Decorations marked "top only" may only be drawn on one of the two top spaces of the tree.

When buying a decoration from the track you may only buy one of the next 3 (2 in a 4-player game) items ahead of the marker, and must move the marker onto the space of the decoration you bought.

BUYING EXTRAS

When you buy an Extra from the Workshop, draw that extra's icon on your play sheet. You may now use its benefit for the rest of the game. The gift may be bought multiple times, and the benefit only applies to the player with the most gifts; all other extras may only be bought once and the benefit applies to all players with that extra.

GAME END

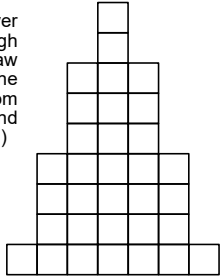
The game ends when the marker reaches the final space of the decoration track or every player has a top-only decoration on their tree.

Each player totals the points value of all of their decorations; adds 1 for each bauble and 2 for each tinsel; subtracts 1 for every empty space on their tree grid; adds 5 for every group of decorations from the track separated entirely from other track decorations by tinsel; adds one point per Jangle they have remaining.


The player with the highest score wins; in the case of a tie the players tie, unless one of them asks about a tiebreaker in which case the other one wins.

Player Grid

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







2-3
Player
Only










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



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