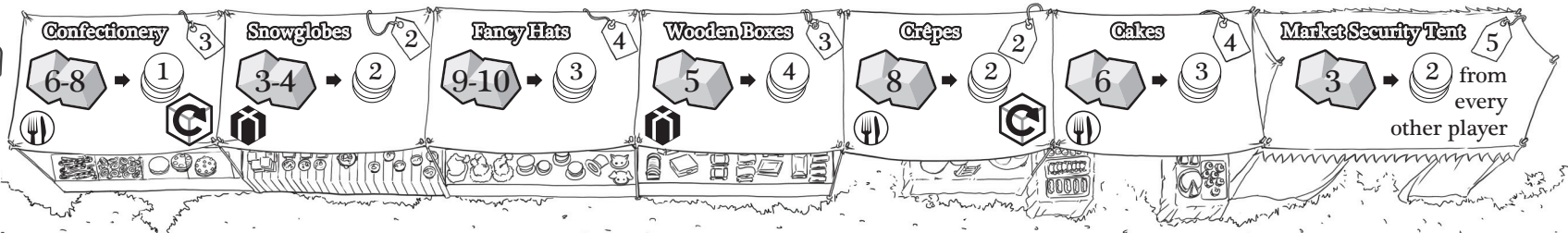
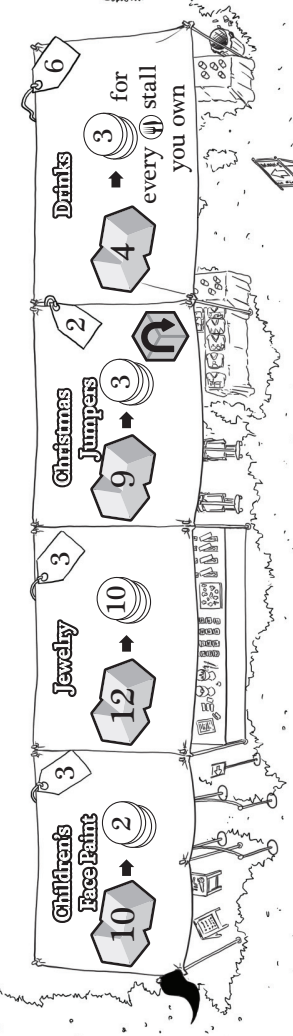
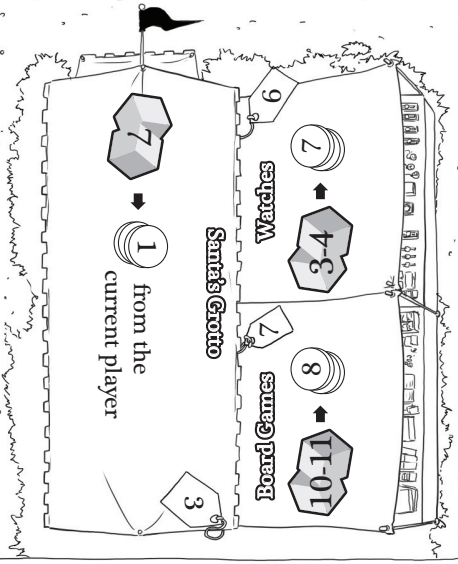
Cinnamon Rolls

a Christmas card game by Jake Staines







Schedule

BUY 2 player Start	SELL	SELL	SELL	SELL
BUY 3-4 player Start	SELL	SELL	SELL
BUY	SELL	SELL	SELL
BUY	SELL	SELL	SELL

Rules

What You Need: 2-4 players; 5 identifiable tokens per player (tiddlywinks, pawns, beads or cubes?); 2 six-sided dice; 1 schedule marker (bead, cube, some other small token?); 1 start-player marker (festive hat?); some loose change (about a value of 30 per player will be fine).

Object of the Game: Players are Christmas Market traders, trying to make enough money over Christmas Market season to buy their friends and families awesome Christmas presents.

Setup: Place the turn-track marker on the '2P Start' for a 2 player game, or '3-4P Start' for a 3-4 player game. Every player takes their 5 tokens and 5 money. Place remaining money in a pile all players can reach. The player with the best (worst?) Christmas Jumper takes the start-player marker.

A Week in the Life of a Christmas Market Trader: The game is split into three or four weeks, depending on player count. At the start of each week - starting with the start player - everyone takes it in turns to BUY stalls at the market or pass. Once everyone has passed, move onto the first SELL day of the week, where - starting with the start player again - each player rolls dice to attract customers and make a profit! After each player has rolled once, move on to the next SELL day - or down to the following week's BUY if you reached the end of the week. At the beginning of each week after the first, the player with the least money takes the start-player marker - or the next around the table clockwise from the current start player in the case of a draw.

BUY: On your buy turn, you may spend money equal to the price tag on a stall ( ) to buy that stall; place one of your coloured markers (stall workers) on that stall to signify that you own it. You may not buy a stall that another player already owns, and you may not buy a stall if you do not have a stall worker left to place on it - but you may move a stall worker from a different stall, giving up that other stall.

SELL: On your sell turn, roll the two dice. Add the numbers together to find which type of customer has arrived, and then pick a stall on the board which has a matching number in the dice icon ( ).
For example, if you rolled a 7, you might pick the food stall which has a value of 6-8 or you might pick the one that has a value of just 7. You must pick a stall owned by a player if any matching stalls are owned. The owner of that stall - hopefully you! - earns a profit equal to the value in the coin ( ) on their stall.

If you own at least one stall with the re-roll symbol ( ) you may choose to re-roll **one** of the dice **one** time before picking a stall. Alternatively, if you own at least one stall with the flip symbol ( ) you may choose to spend one money to flip one of the dice to the opposite side before picking a stall (hint: opposite sides of a die add up to 7).
If a player owns a stall with a black pennant ( ) which matches the value of the initial roll, they earn profit equal to the value in the coin on that stall even if the current player didn't pick that stall.

Ending the Game: After the end of the final SELL day, the player with the most money wins!