

STEP-COUSIN ALEX ☆6

LIKES:

HATES:

+5 if Alex is invited on Christmas Day

C **B**

GREAT-AUNT BETTY ☆5

LIKES:

HATES:

If Betty is only invited on one day, +10 to that family.

C **B**

SECOND-UNCLE ONCE REMOVED CLIVE ☆6

LIKES:

HATES:

Clive helps out the first family to invite him: gain a pawn (max 4)

C **B**

(HONORARY) AUNT DEIDRE ☆4

LIKES:

HATES:

Deidre knew Granny as a child & has always been 'family'.

C **B**

GREAT-UNCLE ERIC ☆8

LIKES:

HATES:

Eric has been very fussy since The Incident. We don't talk about it.

C **B**

RIDICULOUSLY LAST-MINUTE CHRISTMAS SHOPPING FAMILY BRINKMANSHIP THE BOARD GAME

TELEPHONE

SMALL TALK (NO REWARD)

TELEPHONE TRICKS
MOVE YOUR PAWN TO AN EMPTY CONVERSATION SPACE TO THE RIGHT

FAKE EMERGENCY
Return one of your pawns (in a queue or a telephone conversation) back to your hand, and also choose another player to return one of their pawns (their choice) to their hand

INVITE A RELATIVE
If you have at least 3 pawns in hand, in queues or in telephone conversations, move this pawn to a free 'C' or 'B' space on a relative. This pawn can no longer be moved or returned to your hand

GET HELP
If all of your pawns are on the board, return all your pawns which are in a queue or a telephone conversation and take one extra pawn (max of 4)

DISTRACT
Move any one pawn belonging to any player in a queue one space forward or backward in their current queue

DIRECT
Move any one of your pawns in a queue up to 2 spaces forward or backward in their current queue

RULES (2-4 Players) Every Christmas the whole family goes to Grandma's big house to celebrate. But this year Granny went to the Bahamas! Panic-buy your way to a happy holiday and invite relatives who have nowhere else to go - you have to show everyone in the family that you had the best Christmas!

SETUP (2-4 players): Each player needs a sheet of paper, a pen/pencil, and four pawns in their colour (e.g. Ludo/Pachisi/Chinese Checkers/tiddlywinks pieces). Divide the paper into 3 columns: Christmas Day meal, Boxing Day meal, and your Tree. Each player takes 2 pawns (their 'hand') & sets the others aside. Pick a start player.

EACH TURN At the beginning of your turn, any of your pawns in a queue advance 1 space (down the column). If you forget, one of your pawns is removed back to your hand from a queue by the next player! Next, you have a choice: you must either place one pawn from your hand in the first (grey background) space in any queue, or take one of your pawns back into your hand, gaining the reward listed next to that space.

TAKE A PAWN BACK When your action is to return a pawn from a queue, gain one of the thing listed in the tag beside that space. Draw the reward in the appropriate column on their paper: rewards with a ✂ go in either the Christmas or Boxing Day meal columns; rewards with a ▲ go in the Tree column. A small tree is 1/3rd the available space, a medium tree 2/3rds, and a large tree full height (leave room for a star!). If a reward has a circled icon, you may only have one reward with that icon in that column (e.g. one main meal per day). You must have a ▲ before you can take any ▲ rewards. If you cannot have the reward, the pawn is returned but the reward is lost.

TELEPHONE CONVERSATIONS If you return from the 'Telephone Tricks' space of the Telephone queue, place your pawn on one of the five Telephone Conversation speech bubbles that does not already have a pawn. From here your pawn doesn't move down a queue; when you take this pawn back you perform the action listed in the space.

ONLY ONE PAWN PER SPACE Each space in a queue, relative C or B space or Telephone Conversation may only hold one pawn at once. You may not place your pawn on a telephone or relative invitation space which already has another player's pawn on it. If you place or move your pawn into a queue space which already has another pawn in it, bump that pawn along the queue one space to make room. If there is already a pawn there, bump them one space along as well, continuing until either a pawn is bumped to an empty space or off the end of the queue (return that pawn to its owner's hand). If a telephone conversation moves a pawn, bump pawns in the same direction as movement. If a pawn ever moves off the end of a queue it is returned to the owner's hand.

INVITING RELATIVES If you use a Telephone Conversation to invite a relative, place your pawn in the 'C' (Christmas Day) or the 'B' (Boxing Day) space. These relatives can add a lot to your score! If you are the first player to invite Clive, gain an extra pawn if you have not already taken 4. You may not invite the same relative on both days.

END OF THE GAME As soon as one player has a main course on both days, a tree and has invited two relatives, the game ends. Each player totals their score and the player with the highest score has the happiest Christmas and wins the game. First add of the points for the things you have drawn on your paper. Most give you points for each item you have - e.g. two candles get you 2 points. Some require multiple items to score at all - e.g. you score 6 points for every 3 mince pies you have. Next, for each relative you invited, score the points by their name for each of their Likes you have on the day you invited them, and deduct these points for each of their Hates that you have. Don't forget to check the relative space for bonus points!

LIDLSONS SUPERMARKET	Whatcuts GARDEN CENTRE	HOUSE base HOMEWARES	ASCO SUPERMARKET
AFTER-DINNER MINTS ✂ x4 = 10	CANDLES ✂ 1	TINSEL ▲ x2 = 3	MINCE PIES ✂ x3 = 6
BRUSSEL SPROUTS ✂ x2 = 5	SMALL TREE ▲ 3	BAUBLE ▲ x3 = 10	MASHED POTATO ✂ x2 = 8
PIGS IN BLANKETS ✂ 7	FAIRY LIGHTS ▲ 5	TABLETOP TREE ✂ 6	ROAST POTATO ✂ 8
TURKEY ✂ 10	MEDIUM TREE ▲ 12	ICICLE LIGHTS ▲ 13	MEAT LOAF ✂ 12
ROAST PORK ✂ 15	LARGE TREE ▲ 20	TREE STAR ▲ 17	GOOSE ✂ 15