

Dear Sirs,

Sleighs and Desist

GAME DESIGN AND ILLUSTRATION BY JAKE STAINES, 2019
BAD PUN TITLE THE RESPONSIBILITY OF NICK WILSON

TURNS

Start

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It's two weeks to Christmas and Santa's elves are hard at work... but plastic toy manufacturers see Santa's workshops as nothing but missed profits, and Big Plastic has sent its goons out to disrupt or destroy the elves' productivity. Santa's elves must try and get the required toys made before the big day, while Big Plastic has to stop them... any way they can! Luckily, unbeknownst to Big Plastic, Santa has seen this coming and hired on some North Pole Ogres to help protect his elves at work.

SETUP

You will need:

- Two players
- 12 tokens - ideally 3 sets of 4. Chess or Ludo/Pachesi pawns or eurocubes are ideal.
- A regular French deck of playing cards as used for Poker or Bridge.
- A marker for turn number (place on 'Start')

One player takes the role of Santa's Elves, and takes 8 tokens; the other player is Big Plastic and takes 4 tokens.

Separate the deck of cards into:

- 1-10 of Spades (Give to Big Plastic as their location deck)
 - 1-10 of Clubs
 - 1-10 of Hearts (Deal 5 at random to Santa's Elves. Keep hidden - these are Santa's Ogre Squad.)
 - The Jacks, Queens and Kings of all suits as separate piles. Santa's Elves select one of each at random. Keep them hidden; these show which toys they must build.
- Set all unused cards aside.
- Santa's Elves start with three tokens (elves) on 'Safe' and four beside 'Elf-Storage'; Big Plastic starts with three tokens (goons) beside the requisitions area.

START OF TURN

At the start of the turn, Big Plastic draws a number of cards from their location deck equal to the number of goons in play.

TURN - PLACEMENT

Starting with Santa's Elves, the players take it in turns to place tokens onto spaces on the board.

- An elf may be placed in any space in the main board area that does not already have a token on it. The action on that space is performed later.

BIG PLASTIC - GOON REQUISITIONS

4-6 DISCARD AN EXTRA CARD AND USE A FOURTH GOON NEXT TURN.

4/2 DISCARD 2 EXTRA CARDS AND ADD A ♣ CARD TO THE DISCARD

3-6 DRAW 2 EXTRA CARDS THEN DISCARD A CARD FACE DOWN.

7-10 TAKE ONE CARD FROM THE DISCARD AND PUT BACK IN YOUR HAND.

TURN - PLACEMENT (CONT)

- To place a goon, Big Plastic must play a card from their hand and place the goon on a space in the main board or the requisitions area that that card matches. E.g. playing a 5 would allow play on the Mine or one of the two top requisitions spaces. A goon also cannot be placed on a space that is already occupied by a token.

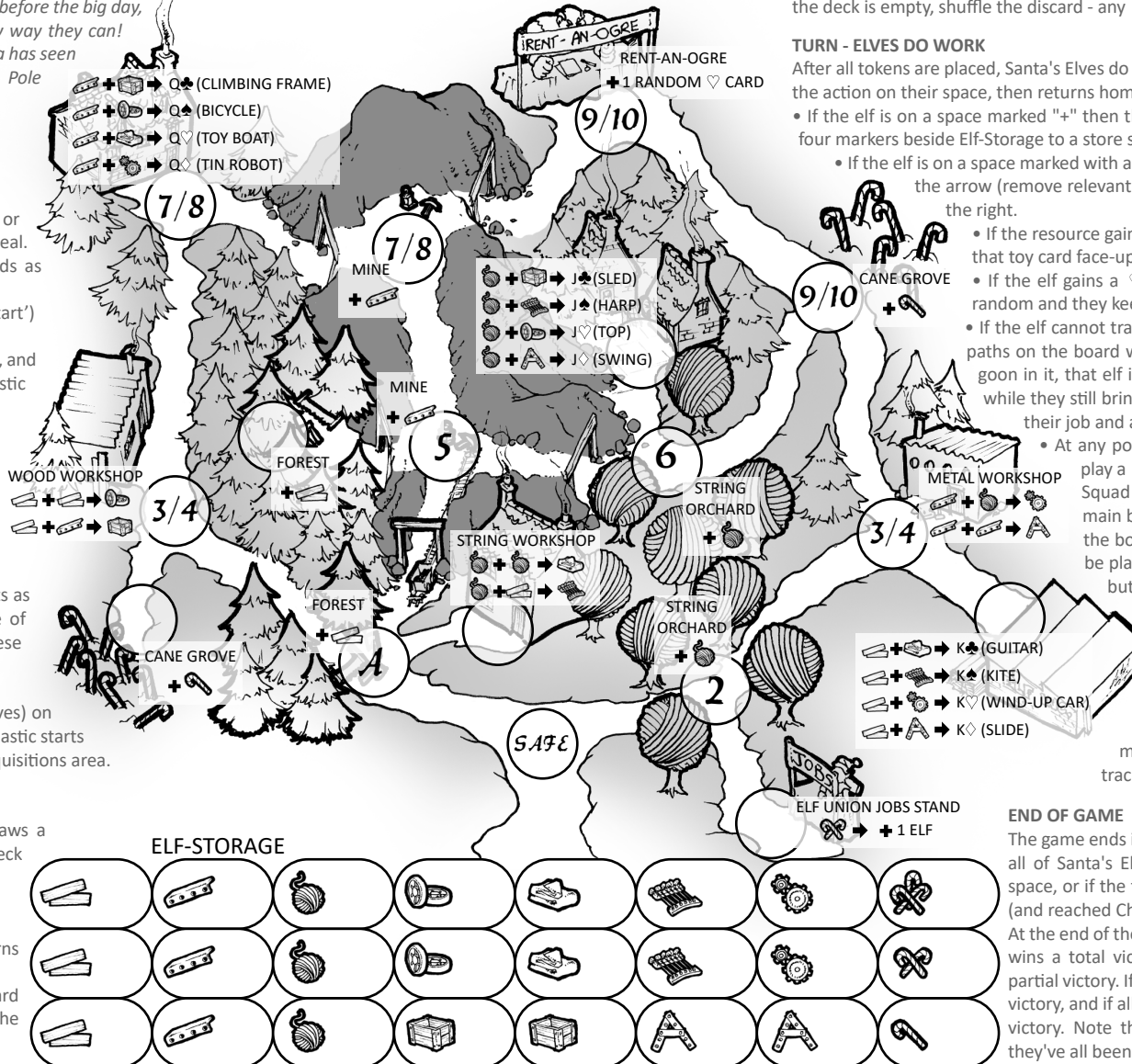
If a goon is placed on the requisitions board, if possible perform that action immediately. If the action cannot be performed (e.g. not enough cards in hand to discard) the action is lost.

- If one player has more elves/goons to place than the other, that player places all their extra tokens after their opponent has finished.
- Any time Big Plastic discards a card, that card is placed on the table face-up unless specified otherwise, such that all discarded cards can be seen. When Big Plastic needs to draw a card but the deck is empty, shuffle the discard - any ♣s included - to form a new deck.

TURN - ELVES DO WORK

After all tokens are placed, Santa's Elves do work in an order of their choice. Each elf performs the action on their space, then returns home to the 'SAFE' space at the bottom of the board.

- If the elf is on a space marked "+" then they gain the resource specified - move one of the four markers beside Elf-Storage to a store space showing that resource to show it's in storage.
 - If the elf is on a space marked with an arrow, they must pay the resources on the left of the arrow (remove relevant tokens from Elf-Storage) and gain the resource on the right.
- If the resource gained is a card matching one of their toy cards, place that toy card face-up on the table to show it's been built.
- If the elf gains a ♥ card, draw one from the remaining ♥ cards at random and they keep it in their hand.
- If the elf cannot trace a route home to the 'SAFE' space following the paths on the board without passing through a space with a Big Plastic goon in it, that elf is beaten up or intimidated on the way home and while they still bring back the resources they were fetching, they quit their job and are removed from the game.
- At any point while elves are doing work, Santa's Elves may play a ♥ card from their hand to send one of Santa's Ogre Squad to escort a goon on a corresponding space on the main board off the premises and remove that goon from the board for the rest of the turn. For example, a 5♥ can be played to remove a goon from the lower Mine space, but cannot be used to remove a goon from the top-left A-6 Requisitions space. The ♥ card is left face-up on the table.
- Once all elves have left their spaces, remove the goons from the board as well (Big Plastic should take a fourth goon at this point if they placed a goon on the A-6 requisition this turn) and move the turn marker down one space on the turn track.



END OF GAME

The game ends if Santa's Elves have completed their third toy, or if all of Santa's Elves have quit and no elves remain on the SAFE space, or if the turn marker has moved down past the 14th space (and reached Christmas!).

At the end of the game, if no toys have been completed, Big Plastic wins a total victory. If one toy is completed, Big Plastic wins a partial victory. If two toys are completed Santa's Elves win a partial victory, and if all three toys are completed Santa's Elves win a total victory. Note that it's possible for Santa's Elves to win even if they've all been beaten up and quit, if they still built enough toys!