

Light Cable

1	2	3	4	5	6	7	8	9
1	2	3	4	5	6	7	8	9

Money

You work for the council in a small town, and this year have 'volunteered' to organise the town's Christmas decorations. It's important to do a good job, to cheer up the townspeople as we head into winter... but it's more important to ensure that more people turn up to your lights switch-on ceremony than those of the other towns in the county - your job could depend upon it!

You will need:

- Two markers per player plus one extra (eurogame cubes, ludo/pachisi/chess pawns, meeples or tiddlywinks are ideal)
- One regular six-sided dice per player plus one extra
- A pen and piece of paper per player
- One (2 players) or two (3-4 players) decks of regular playing cards.

Setup:

Each player draws a 5x8 grid of squares on their paper, and then adds shops, a church, and entrance arrows as shown in the 'Town Centre Layout' plan in the bottom middle of the board.

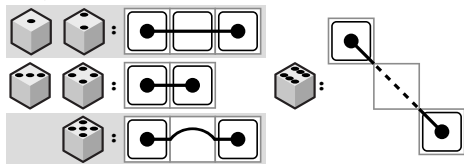
For two players take one deck of cards, jokers included; for three players, take one whole deck and the hearts, spades, and a single joker from the second deck; for four players, take two whole decks of cards. Shuffle all these cards together to form the game's deck. Draw and lay one more card than there are players face-up somewhere near the board; leave the deck face-down.

Each player chooses a corner of the main board and places one marker on 0 cable (0) and one marker on 5 money (5). When you gain cable or money, move the marker the relevant number of spaces up the track; when you spend it, move the marker down. The remaining marker is placed in the centre of the rondel in the middle of the board. The player who was last forced to organise something goes first.

Taking a turn:

The current player rolls all of the dice and then chooses how many spaces to move the marker clockwise around the rondel. The first two steps are free; the current player pays one money for each extra step above two that they choose to move. (On the very first turn, the first player simply chooses any rondel spaces to place the marker in.)

Buying Light Cable



Installing Decorations

2-3	Bell Light	2	Reindeer	7
4-5	Snowman Light	4	Sleigh	10
6-8	Star Light	3	Santa	12
9-10	Candy Cane Light	4	Santa	12
3-4-5	Real Tree	20	Fake Tree	10

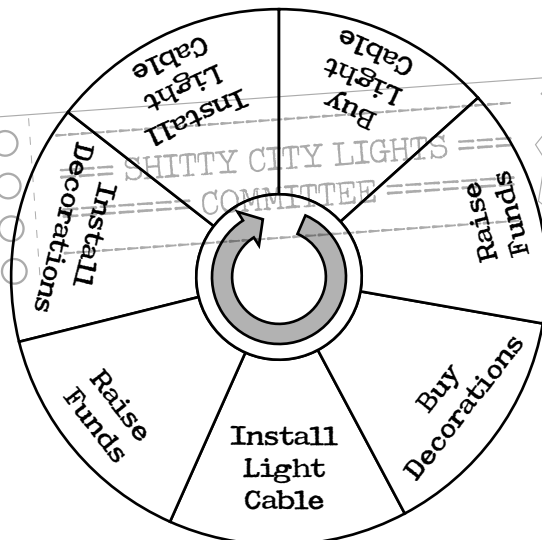
Taking a turn (continued):

Once a space has been selected, the active player chooses one of the rolled dice to use this turn and takes it, keeping the same number face-up. Each other player, clockwise from the active player, also chooses a die in the same manner. Once all players have chosen a die, each player chooses to either perform the action on the current space as below using their die face (1-6), or take one money and discard their die without using it.

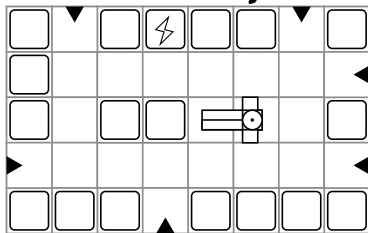
Raise Funds: Each player gains their money.

Buy Light Cable: Each player spends their money to get that much cable.

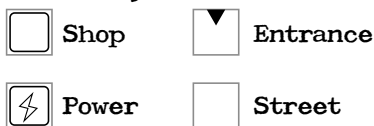
Buy Decorations: In order of each player's high to low, each player spends their money to take a card of their choice from the face-up cards. Once finished, discard any unbought cards by placing them face-up on the bottom of the deck, then draw another set of cards (one more than there are players) and lay them out face-up. (Players may wait until their turn to buy before deciding whether to buy or just discard their die and take one money.)



Town Centre Layout



Town Key



Taking a turn (continued):

Install Decorations: Each player spends money to install up to that many decorations; you must pay the cost in cards (see 'Installing Decorations' below) of your selected decoration and draw it on your grid. Decorations with lightning bolts require power and may only be added to a square with light cable (not dashed cable); decorations with circles may only be added to street squares (and not entrances). Nothing may ever be added to the two Church squares. Jokers and Aces are wild and may be used as any other single card.

Install Light Cable: Each player spends 1 cable to draw the shape matching their die (see 'Buying Light Cable' below) somewhere on their grid. Cable may only overlap other cable if the black dot at the end connects to another black dot; a black dot may not connect to a square with cable but no dot.

(Pay attention to the shop buildings on the Buying chart - only the arch and the dashed cable may be drawn on empty squares, all other cable lines may only be drawn on shop building squares.)

After performing actions, the next player clockwise around the table takes the next turn.

End of the game:

When the deck reaches the face-up cards discarded to the bottom, each player takes one more turn and then the game ends. Each player counts up their score (the number of people who show up to the lights switch-on ceremony) and the player with the largest crowd of people wins the game.

Scoring:

Any decorations with an electrical symbol in the grid to the left are light decorations and can only score if they are connected to the Power square with a connected run of cable. If any light decorations in a player's grid are not connected, scribble them out first so as to remember not to score them.

Any remaining decorations score a number of points (as shown on the 'Installing Decorations' to the left.

Additionally, any special patterns that the player has managed to add (see 'Scoring', bottom-right) score extra points. A single decoration can only be in one special pattern at once; the player may choose which is counted if there are multiple options.

Any decoration or special pattern which is within one space (including diagonals) of a tree scores double or triple points. For a special pattern the entire pattern must be within one space of the tree to be doubled/tripled.

Each space of light cable (not the dashed connection) scores 5 points.

Scoring

▲▲▲	Multiply Adjacent Decorations by 3	🎄	Candy Arch	15
▲▲▲	Multiply Adjacent Decorations by 2	🌟🎄🌟	Starlit Tree	15
🎅🛷🦌	Santa's Sleigh	🔔🔔🔔	Sleigh Bells Ring	20
===	Three in a Row	🎄▲	Arch with Lit Decoration on all Entrances	100
👤🌟🔔	Frosty the Snowman	🏰	Church Steeple Star	50

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