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MONEY

BETS

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ROSETTES

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BETS

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MONEY

The Chief Reindeer Breeder has announced their retirement, and Santa needs to hire a replacement! Players are Christmas elves competing for the job; show Santa you can breed the best reindeer and pick the best runners by competing in a race tournament with other contenders - select deer, race them head to head and win rosettes towards your dream job!

Setup:

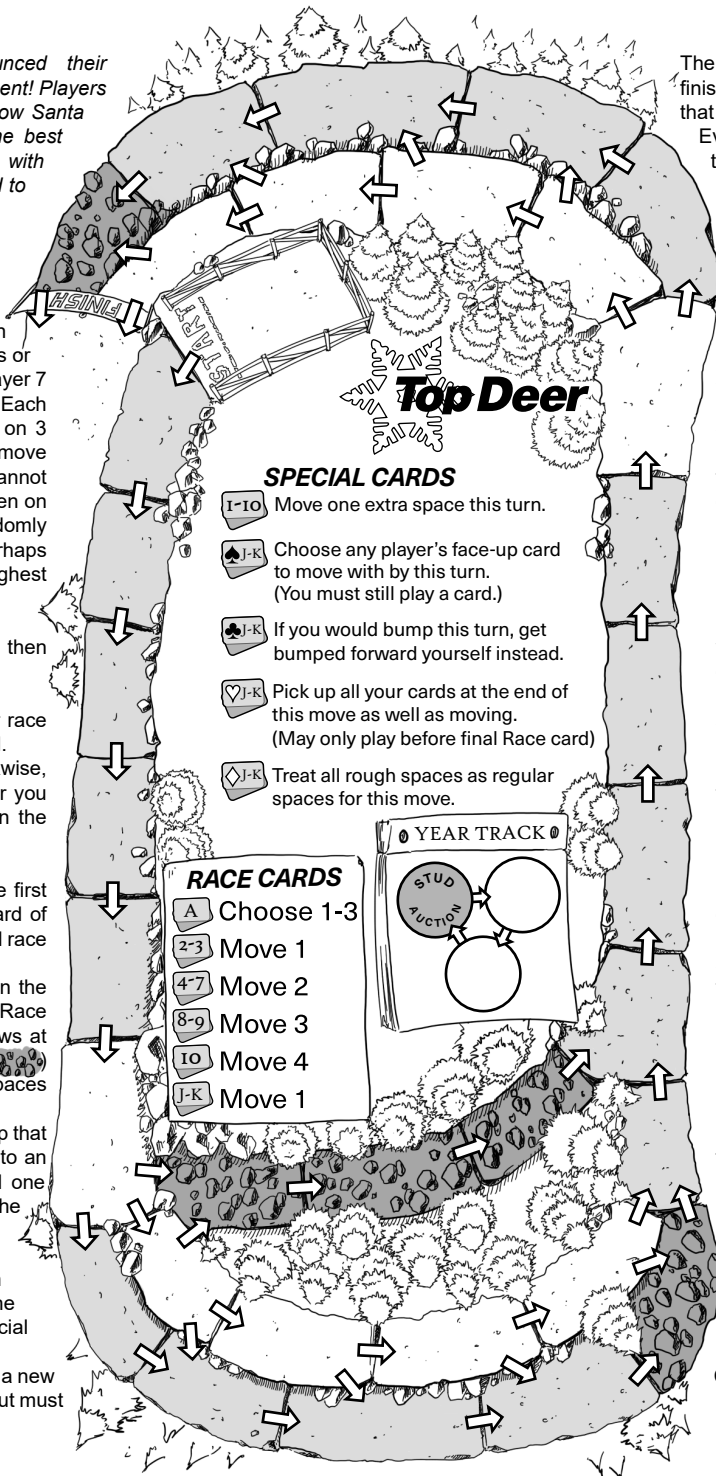
You will need: two decks of regular playing cards (no jokers) shuffled together; four identifiable tokens per player; one neutral token (8mm eurogame cubes, Ludo or Pachesi pawns or 1x1 lego blocks are ideal tokens). Deal each player 7 cards; they choose 5 and discard the others. Each player puts one token on 0 rosettes and one on 3 money. Whenever they gain or spend money move this marker up and down the track; a player cannot have more than 9 money. Place the neutral token on the 'stud auction' space of the year track. Randomly determine a 'First Player' for the first round (perhaps draw a card for each player and assign to the highest card draw?).

Every round consists of **Pre-Race**, **Race** then **Post-Race**.

Pre-Race: Players stack four cards to be their race deck, with a fifth chosen as 'special action' card. Starting with first player & proceeding clockwise, place a pawn on the 'bets' space of the player you think will win the race, and your race pawn in the 'pen' space of the track.

Race: Starting with the player to the left of the first player, take it in turns to either play the top card of your race deck face up or pick up all your played race cards.

- If you turn over a card, move your race pawn the corresponding number of spaces forward in the Race Cards table, choosing the next space via arrows at each step; you may only move into a rough space on the first space of movement; if later spaces are rough your movement ends early instead.
- If your move ends on an occupied space, bump that other racer forward one space. If they move into an occupied space, bump the next racer forward one space as well, and so on - you choose the direction of each bump.
- Before playing a card, you may also flip your special card (leave it face-up but separate) in which case you gain the benefit listed in the Special Actions table for that card. Each special card may only be used once per race.
- If you pick up your cards, immediately prepare a new race deck; you may select a new special card, but must have at least one card in your race deck.



The race is over the instant one racer moves over the finish line, either through normal movement or bumping; that player wins the race and gains a rosette.

Every player who bet on the winner receives 2 money; the winner receives extra money equal to the number of players who didn't bet on them.

Post-Race:

- At this point, anyone with 9 money may buy one rosette for 9 money.
- Move the year track along one space. If you move onto the 'stud auction' space, players perform the stud auction year steps. Otherwise, skip straight to the breeding steps.

Stud Auction Year:

First player is re-chosen as the player who now has the most wins; in case of a tie the next candidate clockwise from the previous first player is the new first player. Starting with the first player, take turns to:

- Announce a price for your deer (hand of cards) of no more than your current money.
- Offer the deer to each other player in turn clockwise. If someone pays, they deduct the money and keep your hand of cards, and the next player now sells their deer.
- If nobody buys your deer, you may pay the price you set to keep it.
- A player may only buy one deer per Stud Auction.
- All money paid for deer is lost, it doesn't get given to the seller. These deer belong to Santa, remember!

Breeding:

Each player in turn performs the following steps:

- Decide whether to keep your current cards or discard your hand.
- If you kept your cards, draw another five cards, shuffle them with your hand, then randomly discard three, face up, leaving you with seven cards.
- If you discarded your cards, draw seven new cards.
- You may buy extra cards to choose from at this point. The cost of each extra card is two plus the number of rosettes you have - so if you have three rosettes, each extra card costs you five money.
- Select a hand of five cards, discarding the remainder face up.

Winning the Game:

As soon as any player gains their fifth rosette, the game ends and that player wins.

In Case of Unclear Rules:

If there are any rule ambiguities, find the resolution with the other players that most embodies the Christmas Spirit. If you can't do that, all players lose.

Design and Illustration: Jake Staines, 2017

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