

STANDARD 2-6 PLAYER GAME LOADOUT

Each player starts with 1 Defence Card, 1 Skip Card,
1 Counter Card and 1 Green Elf Bomb Card.

The aim of the game is to build as many defence
cards in your hand as possible to ensure your
survival.



For faster loadout, 1 Defence Card per player!



THE RULES

Players must take turns picking a card from the deck in clockwise order from the dealer, the dealer is voted for by group decision or coin toss if just 2 players.

EVIL BABY CARDS

If you draw an Evil Baby Card, you are out if you don't have a Defence or Counter Card to play. The Evil Baby Card always goes back into the deck so the end game is always pretty intense.

DEFENCE CARDS

When you draw this card from the deck keep it in your hand for when you need to use it. If you play a Defence Card, you must discard the Defence Card after use.



COUNTER CARDS

When you draw this card from the deck keep it in your hand for when you need to use it.

You can play a Counter Card instead of a Defence Card if you have one in your hand when you draw an Evil Baby Card. Choose any player to send the Evil Baby Card to and they must defend the event instead of you.



SKIP CARDS

When you draw this card from the deck keep it in your hand for when you need to use it.

You can use a skip card to miss your go, you must discard the card upon use. You must present the skip card before you pick up a card on your turn.



ATTACK CARDS

When you draw this card from the deck keep it in your hand for when you want to use it. Green Elf Bomb Attack Cards make another player draw an extra card on their turn. Blue Elf Bomb Attack Cards make another player draw 2 extra cards on their turn.

Important: When drawing extra cards, cards must be drawn 1 at a time and each turn completed before drawing the additional cards.

JUMP SCARE CARDS

When you draw this card from the deck you must discard one of your cards immediately. If you have any cards in your hand, you must discard one of them as soon as you draw this card type.



GOO GOO VOODOO CARDS

When you draw this card from the deck you can choose whether or not to use it.

These cards change the rules of play, if you draw one of these, you can choose to use the special ability the card offers, then card is discarded.

DOUCHE BAG CARD

When you draw this card from the deck you must discard all of your cards immediately.

If you have any cards in your hand, you must discard all of them as soon as you draw this card type.

There is only 1 card of this type in the game and definitely the most annoying card you can run into.



SAVE CHRISTMAS

If you draw this card you and the other players can choose to work together and Save Christmas!

- The Douchebag Card must still be in the Deck
- You must have played at least 1 Counter Card during the game
- You must use a Skip Card on the turn before you play the Save Christmas Card

These cards must be played with the Save Christmas Card to win as a team and end the game:

- A Defense Card from each player, minimum of 4 in total if player count is less
- An Elf Bomb from each player, minimum of 4 in total if player count is less

