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# **Letters to Santa**

A Game by Seiji Kanai.

For 2-4 Players, ages 10 and up.

You and up to 3 of your friends are sending letters to Santa! That most important list, full of bicycles, dolls, action figures and more must reach the big man in the North Pole in time! But there are lot's of things that can get in the way, from curious Elves to the mischievous Krampus!

## **Object**

The goal of the game is to get your letter to Santa. You will do this by attempting to get the letter to the person or thing closest to Santa. It could be Mrs Claus, the elves, the reindeer, or any other resident of the North Pole.

Of course, Santa himself is the ultimate goal, and if you can get the letter to him directly, you're guaranteed to win!

Win rounds to earn the most Present Tokens, and the first player to receive 4 Present Tokens wins!

## Components

Your game of **Letters to Santa** should include the following. If it does not, contact [customerservice@alderac.com](mailto:customerservice@alderac.com) for assistance.

- 16 game cards
- 4 reference cards
- 13 Present Tokens

## Game Cards

The game has 16 cards. Each different card name represents a character that you can use to achieve your objective.

Each card has a value in the upper left corner—the higher the number, the higher the number, the closer to Santa the letter is.

At the bottom of each card, a text box describes the effect when the card is discarded.

## **Reference Cards**

These list the various cards in the game, as well as their effects and how many copies are in the deck. They are not used in the game, but are provided as a memory aid.

## **Present Tokens**

Tokens are also included. These are used to track who has the most presents.

## Setup

Shuffle the 16 cards to form a face-down draw deck. Remove the top card of the deck from the game without looking at it.

If you are playing a two-player game, take three more cards from the top of the deck and place them to the side, face up. They will not be used during this round.

Each player draws one card from the deck. This is the player's hand, and is kept secret from the others. Whoever most recently sang a Christmas carol goes first (in the event of tie, the youngest player goes first).

## **How to Play**

**Letters to Santa** is played in a series of rounds. Each round represents one attempt to get a letter to Santa. At the end of each round, one player either got the letter to Santa or was able to get the letter to the closest character to Santa, or was the only one left after all of the other players' letters got lost in the mail.

When one player collects four Present Tokens, that player has gotten all of his or her Christmas wishes answered by Santa. That player wins!

## **Taking a Turn**

On your turn, draw the top card from the deck and add it to your hand.

Then choose one of the two cards in your hand and discard it face up in front of you. Apply any effect on the card you discarded. You must apply its effect, even if it is bad for you.

See page 9 for the effects of each individual card. Likewise, if you have any questions about special cases regarding the card, you'll find the answer there.

All discarded cards remain in front of the player who discarded them.

Overlap the cards so that it's clear in which order they were discarded. This helps players to figure out which cards other players might be holding.

Once you finish applying the card's effect, the turn passes to the player on your left.

## **Out of the Round**

If a player is knocked out of the round, that player discards the card in his or her hand face up (do not apply the card's effect) and takes no more turns until next round.

## **Honesty**

A player could cheat when chosen with the Krampus, or fail to discard the Mrs Claus when that player has the Elf or Toys in hand. We say, "Really? You know Santa is watching them. Don't play a fun game with cheaters!".

## End of a Round

A round ends if the deck is empty at the end of a turn. The letters have all been delivered or intercepted.

All players still in the round reveal their hands. The player with the highest ranked card wins the round. In case of a tie, the player who discarded the highest total value of cards wins.

A round also ends if all players but one are out of the round, in which case the remaining player wins. The winner receives a Present Token.

Shuffle all 16 cards together, and play a new round following all of the setup rules. The winner of the previous round goes first, because they are on the Good List.

## Winning

A player wins the game after winning a number of tokens based on the number of players:

- 2 Players      7 tokens
- 3 Players      5 tokens
- 4 Players      4 tokens

## The Cards

Here are brief profiles of the cards in the game.

### 8: Santa Claus

The big man himself! Santa Claus brings presents and joy to good little girls and boys around the world. If you end the game with this card, you were able to get your letter directly to him!

If you discard Santa Claus no matter how or why, even to the Toys – you are definitely on the Bad List. You are knocked out of the round immediately.

## 7: Mrs Claus

The wife of Santa is in charge of maintaining his figure, and as such she is often very busy preparing cookies and milk for Santa. As such she is often too busy to be bothered with the needs of the Elves or Toys. Still, being the first lady of the North Pole does give her influence over Santa.

Unlike other cards, which take effect when discarded, the text on the Mrs Claus applies while she is in your hand. In fact, she has no effect when you discard her.

If you ever have Mrs Claus and either the Elf or Toys in your hand, you must discard Mrs Claus. You do not have to reveal the other card in your hand. Of course, you can also discard Mrs Claus even if you do not have one of the two named cards in your hand. She's a wily old lady.

## 6: Elf

The elves are Santa's hard workers, and are often good at working out toy requests from whatever they can pull together.

¶When you discard the ¶Elf, trade the card in your hand with the card held by another player of your choice.

¶You cannot trade with a player who is out of the round, or with someone protected by the Snowman. ¶If all other players still in the round are protected by the Snowman, this card does nothing.

## 5: Toys

¶While the toys you receive are great playthings, while they are at the North Pole the magic of that land gives them life. ¶The toys are near Santa right up until the night of the 24th, so a particularly talkative one might convince him to give your letter a read.

When you discard Toys, choose one player still in the round (including yourself). That player discards his or her hand (do not apply its effect) and draws a new card. If the deck is empty, that player draws the card that was removed at the start of the round.

If all players other than the player whose turn it is are protected by the Snowman, the player must choose him- or herself if possible.

#### 4: Snowman

These jovial citizens of the North Pole are surrounded by the happiness of Christmas all year long. As such, they only want the best for everyone. They are often on the watch for the

sneaky Krampus, anxious to stop his mischief from causing trouble.

When you discard the Snowman, you are immune to the effects of other players' cards until the start of your next turn.

### 3: Gingerbread Man

The Gingerbread Man is a long-time resident of the North Pole. Originally one of Santa's snacks, his quick wits kept him off the plate long enough to convince the big man he was more than just another cookie.

When discarded, choose one other player still in the round. You and that player secretly compare your hands.

The player with the lower rank is knocked out of the round. In case of a tie, nothing happens.

If all other players still in the round are protected by the Snowman, this card does nothing.

## 2: Reindeer

The backbone of Santa's deliver system, the Reindeer are the pride of the North Pole. Occasionally one of these great animals may have a brighter than usual nose, helping to see things in the heavy snow.

When you discard the Reindeer, you can look at one other player's hand. Do not reveal the hand to any other players (this includes, but is not

limited to, snickering, raising eyebrows in a knowing way, or providing a thinly veiled series of clues).

### 1: Krampus

This impish creature wishes to destroy all that's good about Christmas, and that means stopping Santa from delivering gifts to the good girls and boys of the world. The Krampus will do whatever it can to intercept the letters to Santa.

When you discard the Krampus, choose a player and name a card (other than the Krampus). If that player has that card, that player is knocked out of the round.

If all other players still in the round are protected by the Snowman, this card does nothing.

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Happy Holidays!

