

# CATCHING SANTA

## BOARD GAME INSTRUCTIONS

You'll finally be able to catch Santa! Well, you might need a wee bit of luck, cunning and ingenuity. We've come up with a fun board game called **Catching Santa** in which the player to collect the most game pieces and the highest number of points wins.

This game is meant for 2-4 players. Each player's three game pieces are placed on their respective home spaces – the colorful spaces in the corners. The following Christmas game pieces are then placed on their designated spaces:

- Santa (only one, the remaining two are out of play for now)
- Fairy
- Leprechaun
- Reindeer
- Sleigh

Two dice are needed to play the game. The first is a traditional die; the second one, though, is a magical die which enables the Christmas game pieces to move along the circular path.

### Game Play

The game begins once all the game pieces are in their positions. Each player rolls the die; the highest roller begins the game.

The player whose turn it is rolls the magical die first and moves the appropriate Christmas game piece. Then the player rolls the ordinary die. If the player doesn't have a game piece along the circular path, they may roll the die three times. Once they roll a 6, their first game piece is placed on their arrow-marked space. After rolling a 6, a player is then allowed to roll the ordinary die once more. The game is played in a clockwise direction, following the arrows.



**Each player moves their game pieces forward along the path the number of spaces indicated by the die.**

1. If a player moves to a space occupied by any of the Christmas game pieces, this game piece is taken out of the game and kept by that player.
2. If a player takes Santa out, they keep him and place a new Santa on his starting position. There are three Santas. The player to take out the third Santa keeps him and doesn't replace him with a new one.
3. If a player moves to a space occupied by one of the other players, their game piece is taken out and kept by the first player.
4. A player can't move to a space occupied by their own game piece. In this case, they need to move their other game piece.

Each Christmas game piece moves forward or backward along the track the number of spaces indicated by the magical die. The Fairy moves four spaces backward, the Reindeer two spaces forward, the Sleigh one space backward, the Leprechaun three spaces forward and Santa either 5 or 7 spaces forward. Yes, Santa is as fast as lightning!

1. If a Christmas game piece moves to a space occupied by a player's game piece, that player's game piece is taken out and returned to their home space.
2. If a Christmas game piece moves to a space occupied by another Christmas game piece, it remains on the new space, while the first Christmas game piece is taken out and returned to its starting position.
3. If a Christmas game piece moves to another Christmas game piece's starting position while that game piece is still there, the first Christmas game piece remains on that space and the second Christmas game piece moves to the first Christmas game piece's starting position.

Huh, this one was slightly complicated, wasn't it? Let's simplify it. If Santa moves to the Reindeer's starting position while the Reindeer is still there, Santa remains on this space and the Reindeer moves to Santa's starting position.

## How the Game Ends and Who Wins

The game ends when there are no Christmas game pieces left on the circular path.

The winner is the player with the highest number of points. Each player counts the game pieces they have gathered (these are positive points), and all of their own game pieces still on their home spaces which they have not managed to put on the circular path (these are negative points).

### Points:

- Santa: + 10 points
- Fairy: + 7 points
- Leprechaun: + 5 points
- Reindeer: + 3 points
- Sleigh: + 2 points
- Another player's game piece: + 1 point
- Own game pieces still at home: - 3 points

Example:

If the blue player managed to take the Fairy, the Sleigh and two other players' game pieces out, and has got one game piece remaining on its home space, their final score is as follows:

Fairy (7 points)  
+ Sleigh (2 points)  
+ 2 other players' game pieces (2 points)  
- their own game piece still at home (- 3 points)  
= 8 points

The green player managed to take Santa out twice along with one other player's game piece and still has two of their own game pieces at home. Their final score is as follows:

2 Santas (20 points)  
+ one other player's game piece (1 point)  
- 2 of their own game pieces still at home (6 points)  
= 15 points

The winner of this game is the green player because they had the higher number of points at the end of the game. Hooray, green player!

