

The rules of the game



Inclusive

Het Magisch Kerstspel

3+

60 min

5+



The greatest game with real presents

FROM THE DESK OF

Santa Claus



DEAR READER,

I AM WRITING YOU THIS LETTER WITH SAD NEWS.

DUE TO A TERRIBLE STORM, ALL THE PRESENTS HAVE FALLEN OUT OF MY SLEIGH. THE PRESENTS ARE ALL OVER THE PLACE IN THE DARK FOREST JUST BEYOND SANTAVILLAGE. SINCE I CANNOT LEAVE MY SLEIGH AND MUCH-LOVED REINDEER ALONE, I NEED YOUR HELP. WITHOUT YOUR HELP, CHRISTMAS WILL BE LOST!

JUST FOLLOW THE ROUTE THROUGH THE FOREST, AND YOU WILL FIND THE PRESENTS THERE, BUT BE CAREFUL! THIS JOURNEY IS NOT WITHOUT DANGER. OTHER HELPERS WILL ALSO TAKE UP THE QUEST, SO BE SURE TO HURRY.

I'LL BE WAITING FOR YOU AT THE END OF THE DARK FOREST.
GOOD LUCK DEAR HELPER, SAVE CHRISTMAS!

Santa Claus

THE NORTH POLE, ARCTIC CIRCLE



Introduction

The most exciting way to play the magical Christmas game is with real presents! Each participating player brings 5 wrapped presents or Santa Claus takes care of them for each player. The presents do not have a name tag or specific recipient. There is also no distinction between presents for men, women and children. You place all the presents on 1 large pile within easy reach of the game board. While playing, presents are won, lost, given and stolen. Throughout the game, all presents remain wrapped. The game ends when the first player has reached the finish line. All remaining presents are distributed fairly among the players or fought over in a dice match! When all the presents have been forfeited, they may be unwrapped and the exchange and negotiation can begin!

Game explanation

Read Santa's letter aloud and the game can begin. Roll the dice and move an equal number of steps on the board. If you land on a colored box, then you must follow the corresponding rule. The player who reaches the finish line first wins the game!

Do you prefer to play without presents?

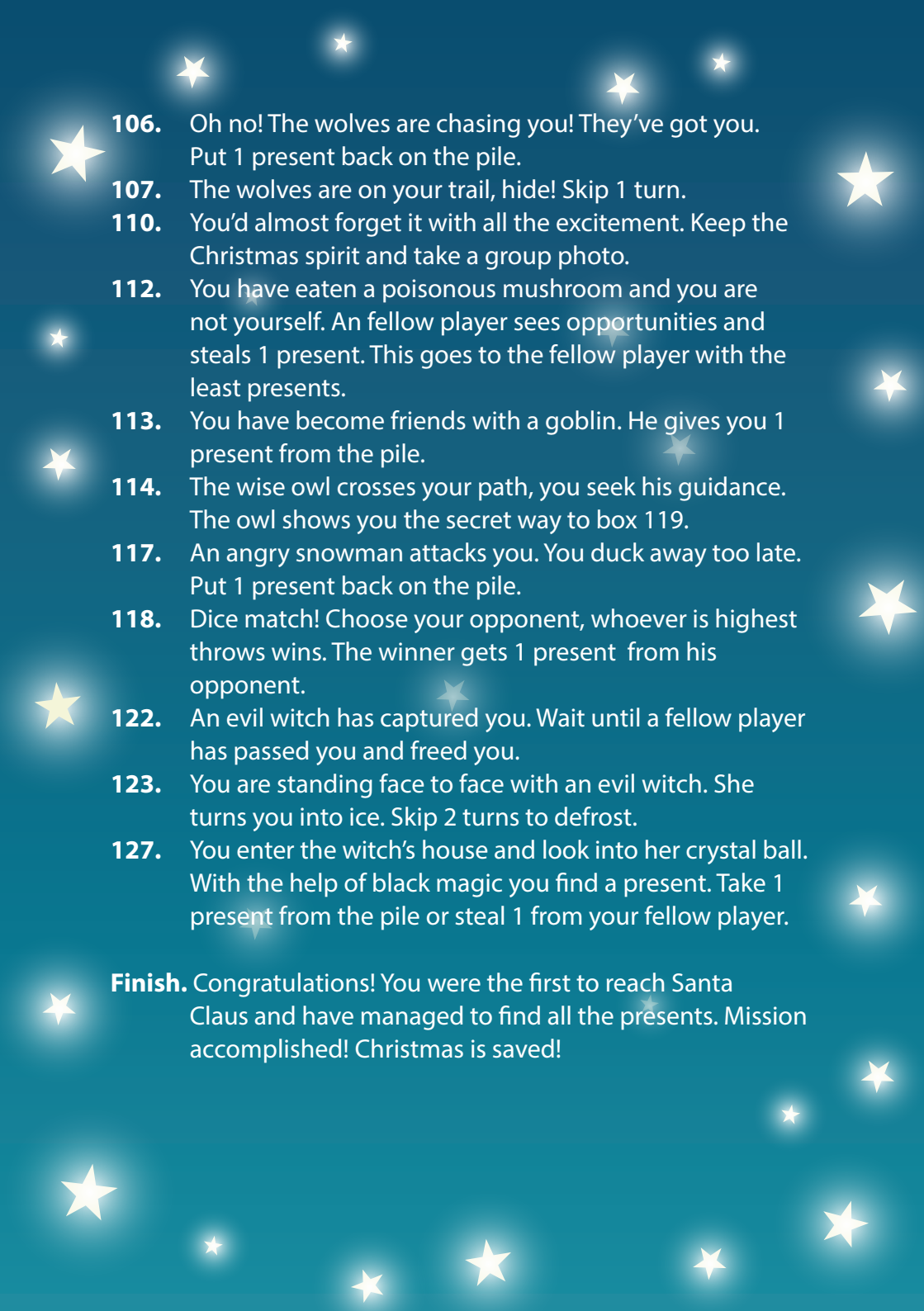
Of course that's possible too! Just replace the presents with some treats or go to the website for our other game variations, useful tips and fun gift ideas.

The Rules of the Game

- 003./** Hooray, you get to wear the Santa hat! This does not
- 004.** come without responsibility. It is your noble task to read out the rules of the game. This box is valid only once.
- 007.** You crawl through a mysterious hole in the tree. You slide through the secret tunnel to box 12.
- 011.** Well done! You found a present. Take 1 present from the pile.
- 012.** Wow! You have found a whole pile of presents. You've got the party mood going on and give each player 1 present. This box is valid only once.
- 015.** Oops... You've lost your way. Go back to start and redirect your route.
- 016.** Dice match! Choose your opponent, whoever throws the highest wins. The winner gets 1 present from his opponent.
- 019.** You sink deeper and deeper into the soggy swamp. Fortunately, you will be saved by the player on your left! Grab a present from the pile for your savior.
- 020.** Now the fellow player to your left is stuck in the soggy swamp. You see opportunities! Steal 1 present from this player.
- 025.** You jump on the sleigh and slide through to box 29.
- 026.** Brr... What kind of scary sounds are those? Secure your present. Give 1 present of yours to a random fellow player.
- 027.** An angry snowman comes rushing towards you and he's got you. Put one of your gifts back on the pile.
- 028.** You've run past the angry snowmen and you need to catch your breath. Skip 1 turn.
- 031.** The angry snowmen are arguing, you quietly sneak up

- on them and steal 1 present. Take 1 present from the pile.
- 035.** The player on your right is being attacked by the swamp monster. Are you going to help him or steal all his presents?
- 040.** Dice match! Choose your opponent, whoever throws the highest wins. The winner gets 1 present from his opponent.
- 043.** Bah! You just step into a reindeer turd and you slip back to box 32.
- 045.** You've fallen into a generous mood after drinking all that delicious chocolate milk. You give a round!
- 048.** Dozens of trolls come running towards you, you freeze with fear! Fortunately, a random fellow player pulls you along. Give this hero 1 present from the pile.
- 049.** You enter the troll cave, the player to your right is keeping watch. You find 2 presents. Grab 2 presents from the pile. Are you going to share the presents or keep both of them yourself?
- 054.** A strong wind blows through the forest. With the wind in your back, you slide through to box 59.
- 056.** You don't pay attention to where you walk and trip over a tree root. You lose 1 present. This rolls back into the pile.
- 060./** A terrible tornado rages through the dark forest,
- 061.** all presents from each player move place to the left.
- 064.** While singing you walk through the territory of the forest fairies and they think it sounds wonderful. You receive 1 present from the pile.
- 067.** A fierce wind is blowing through the forest. With the wind blowing against you, you are sliding back to box 62.
- 068.** Attention! You approach a rickety bridge. This only can

- hold up to 1 person at a time. If the bridge is occupied, you skip a turn.
- 070.** Splash! You fall through a hole in the bridge, swim to box 52
- 078.** Hooray! What an achievement, you have past the rickety bridge. Take 1 present from the pile. You've earned it!
- 080.** Naughty trolls cross your path and they are happy to help you steal. Steal 2 presents from your fellow player, 1 present for yourself and 1 for the trolls. This one goes back on the pile.
- 084.** The goblins sit around the campfire. You tell them a funny, true story or skip 1 turn to pass.
- 086.** Wow, what beautiful mushrooms. You take a closer look and find 1 present. Take 1 present from the pile.
- 087.** The goblin tells you where 1 present is located. A fellow player has heard it too and is ahead of you. Take 1 present from the pile for this cunning fox.
- 090.** Dice match! Choose your opponent, whoever throws the highest wins. The winner gets 1 present from his opponent.
- 091.** One of your fellow players has eaten a mushroom and isn't himself any more. You see opportunities and steal 1 present.
- 095.** A fallen tree is blocking the path, you clear it to continue your way. Skip 1 turn.
- 096.** Sing a Christmas Carol or leave 1 present to keep the forest fairies happy. This goes back on the pile.
- 100.** You find an exhausted forest fairy and you bring her back home. As a thank you, you receive 1 present. Take 1 present from the pile.
- 104.** You are jumping on the sleigh and sliding to box 108.
- 105.** Wolf territory! Secure your present, give 1 present of yours to a random player.

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- 106.** Oh no! The wolves are chasing you! They've got you. Put 1 present back on the pile.
- 107.** The wolves are on your trail, hide! Skip 1 turn.
- 110.** You'd almost forget it with all the excitement. Keep the Christmas spirit and take a group photo.
- 112.** You have eaten a poisonous mushroom and you are not yourself. A fellow player sees opportunities and steals 1 present. This goes to the fellow player with the least presents.
- 113.** You have become friends with a goblin. He gives you 1 present from the pile.
- 114.** The wise owl crosses your path, you seek his guidance. The owl shows you the secret way to box 119.
- 117.** An angry snowman attacks you. You duck away too late. Put 1 present back on the pile.
- 118.** Dice match! Choose your opponent, whoever is highest throws wins. The winner gets 1 present from his opponent.
- 122.** An evil witch has captured you. Wait until a fellow player has passed you and freed you.
- 123.** You are standing face to face with an evil witch. She turns you into ice. Skip 2 turns to defrost.
- 127.** You enter the witch's house and look into her crystal ball. With the help of black magic you find a present. Take 1 present from the pile or steal 1 from your fellow player.

Finish. Congratulations! You were the first to reach Santa Claus and have managed to find all the presents. Mission accomplished! Christmas is saved!



www.hetmagischkerstspel.nl

Klantenservice: contact@hetmagischkerstspel.nl



5+



60 min



3+