

INSTRUCTIONS

2 to 4 Players

Contents

Gameboard, Spinner, 4 Sleigh Pawns, 4 Plastic Pawn Stands, 24 Gift Tokens

Object

Santa needs your help delivering gifts this year! So pack up your sleigh and away you go! Be the first to deliver all of your gifts and return Home to win!

Setup

- Carefully punch out the 24 gift tokens and 4 sleigh pawns from the cardboard sheet.
- Each player takes 4 gift tokens.
- Insert the sleigh pawns into the matching color stands. Each player chooses a sleigh and places it on its matching color Home Space. In Figure 1, the blue sleigh must be placed on the blue Home Space.
- Place any unused sleigh pawns and tokens out of play in the box cover.

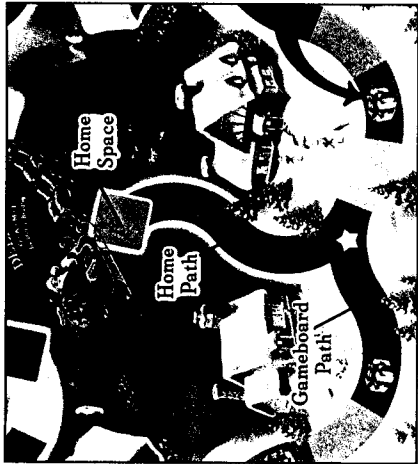


FIGURE 1



How to Play

- The youngest player goes first. Play then continues to the left in a clockwise direction.
- On Your Turn:** Spin the arrow on the spinner. (If the spinner arrow lands on a line, spin again.) Then move your sleigh pawn to the next path space which matches the color shown on the spinner. In Figure 2, you spin Blue and move your sleigh to the next blue path space!



FIGURE 2
Move in a clockwise direction off the Home Path!

Movement Rules:

- Always move *clockwise* around the Gameboard Path. You may have to circle around it several times before all of your gift tokens are delivered or given away.
 - You can never move onto another player's Home Path.
 - More than one sleigh pawn can share the same space at the same time.
- Path Spaces You Can Land On:**
 - If you land on a color space *without* a symbol on it, your turn is over.

- If you land on a *Gift Box Space*, put any one of your gift tokens on the house *closest* to your sleigh. This ends your turn. See Figure 3.

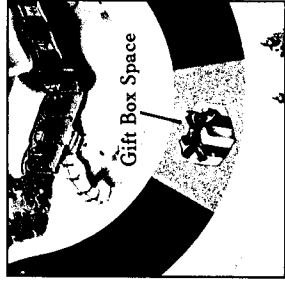


FIGURE 3
Land here and deliver a gift token to a nearby house!

- If you land on an *Arrow Shortcut Space*, move your sleigh along the arrow's path so you'll jump ahead two spaces to a Gift Box Space! Then deliver any one of your gift tokens to the house *closest* to your sleigh. This ends your turn. See Figure 4.

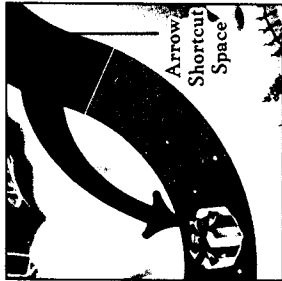


FIGURE 4
Take a shortcut and give away a gift!

- If you land on a *Star Space*, give away any one of your gift tokens to any player *who still has gift tokens*. This ends your turn. See Figure 5.

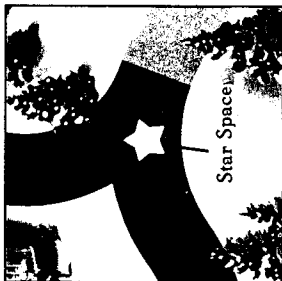


FIGURE 5
Land here and give away a gift token to a player!

- Heading for Home:** When you deliver (or give away) your last gift token, *immediately* fly back to the Star Space *closest* to your Home Space! Then your turn is over. From now on, no one can give you any more gift tokens! See Figure 6.



FIGURE 6
You're Blue and you're out of gift tokens. Fly back to the Star Space closest to your blue Home Space!

On your next turn, if you spin your Home Space's color, move immediately onto your Home Space to win the game! See Figure 7. If you spin a different color, move your sleigh up your Home Path to that color space, if possible. Then, on your next turn, try again to spin your Home Space's color!

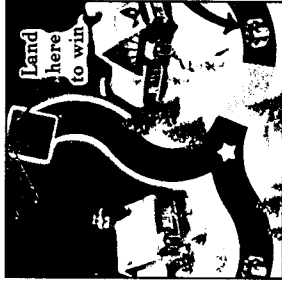


FIGURE 7
You spun your Home Space's color! You win!

How to Win

Be the first player to deliver all of your gifts and return Home!

Advanced Game Play

For a longer and more challenging game, give each player 6 gifts to deliver at the start of the game!