

Christmas Miss Givings Rules

A game for 4-8 players, games take around 20 minutes.

Overview

It's Christmas Eve, and you've all forgotten to get each other gifts! Now you've got a few hours left before the store closes to rush and get some gifts that (hopefully) match each other's interests and score some points. Most points at the end of the game wins. Just watch out for people being Naughty!

Interest Cards

There are 8 different interests, and every player will get 3 unique interests, re-dealing any duplicates, to show face up in front of them for everyone to see during play.

1. Animals – Pink
2. Sports – Red
3. Cooking – Orange
4. Gardening – Green
5. Reading – Light Blue
6. Art – Purple
7. Crafting – Brown
8. Music – Black



Gift Cards

Gift cards are the unique gifts players will be giving each other. Every card has 2 interests on them, with some cards having both interests be the same, and matching the interests on the cards to the interests the other players have in front of them. Each match to the receiving player's interests scores 2 points, and if either of the interests match the giver's, then they score an additional point.

When a player gives another player a gift card, they put their tag on it and give the card face down to them, so that it isn't revealed until the end of the game or it's affected by a Naughty or Nice card.



Naughty and Nice cards.

Naughty and Nice cards come in three varieties, Nice cards, Naughty cards, and Block cards.

Nice cards are nice, they help people out and give the player +1 points at the end of the game for each card successfully played.

Naughty cards do not-so-nice things, like steal cards from other players, and don't give any points at the end of the game, but go in front of the player after being played. Naughty cards can't affect given gifts that have been turned over and revealed.

And then there are Block cards. These Naughty and Nice cards block other Naughty and Nice cards from taking effect, and can be played whenever a Naughty and Nice card is played.

If you block a naughty card, that's a nice thing, and the block card goes into their played Naughty or Nice cards pile for +1 points.

If you block a nice card however, that's naughty, and both the block card and the nice card get shuffled back into the Naughty and Nice deck.



Remaining Hours cards

The Remaining Hours counter cards denote how many turns are left before the scoring phase of the game, to help players keep track of the remaining turns and remaining number of gifts they have to give.

Setup

Each player first selects their set of tags, and is then dealt 3 Interest cards without duplicates (take any duplicates back and deal them a new Interest card), that go face up in front of them so that everybody knows each other's interests.

Each player is then dealt Gift cards and Naughty or Nice cards for their hand in accordance with the number of players, and the Remaining Hours counter cards is set accordingly.

Players	4	5	6	7	8
Gift cards at start	5	5	5	6	7
N&N cards at start	2	2	2	2	3
Remaining Hours	6	4	5	6	7
Gifts to give each Player	2	1	1	1	1

Finally, 6 gift cards are turned face up between the players for the gift exchange, and the Gift card deck and Naughty or Nice card decks are placed beside it so all players have access to them. It is now time for the player's turns.



The first player is whoever's birthday is closest to Christmas.

Player Turn

On a player's turn they have the choice to do two actions, which can be any combination (including the same action twice) of:

- 1) Swap a gift in their hand with a gift in the gift exchange
- 2) Take the top card off the gift deck
- 3) Pick up a Naughty or Nice Card from the deck
- 4) Play a Naughty or Nice Card from their hand

If a player starts their turn with no gift cards in their hand, they may take a single gift from the gift exchange before taking any actions.

Then players must end their turn by taking one of the gift cards from their hand, attach their color tag to it, and give it face down to one of the other players whom they have not already given a gift. They then draw a new gift card for themselves. It is now the player to the left's turn.

Each player will repeat this until they've given one gift to every other player (unless it's a 4 player game, in which case they'll give 2 gifts to each player). Once every player has received all their gifts, it's now Christmas Morning, and players reveal what they've received one at a time, counting up the points the gifts were worth as they go and giving out the cookie coins.

Scoring

Players want to give gifts that best match the receiver's interests in order to score points. Each match to the receiving player's interests scores 2 points, and additionally, if either of the interests match the giver's interests, then they score an additional point.

And don't forget that all Nice and Block cards the player has in front of them are +1 points as well.

Add up all the points, and the player with the highest score wins.

Gift Card Examples

If it doesn't match any of the receiver's interests, it'll be 0 points, regardless of any matches to the giver's interests.

If it matches at least 1 of their interests, it's worth 2 points.

If it matches 1 of the receiver's interests and any of the giver's interests, the giver will 3 points, 2 for the receiver match and 1 for the giver match.

If it matches 2 of the receiver's interests, the giver will get 4 points, 2 for each match.

If it matches 2 of the receiver's interests and any of the giver's interests, the giver will get 5 points, 2 for each match to the receiver's interests, and 1 for the match to one of the giver's interests.

And that's Christmas Miss Givings! The quick game of gift giving.

Receiver's Interests	Giver's Interests			Gift Given	Score
  	  		0		
  		2			
  		3			
  		4			
  		5			

Rule Variants

Here are some rule variants you can try! Mix, match, or make your own!

- Draft Interests one at a time as you go around
- Everyone gets 4 Interests instead of 3
- Everyone hides one of their interests until Christmas Morning
- Play without Naughty or Nice cards.
- Flip the top Naughty or Nice card over after giving a gift and follow it.
- Everybody starts with a hand of just gifts, which get passed to the left after every gift giving.
- Everyone gives gifts face up, and these gifts aren't immune to Naughty and Nice cards.
- Rounds go: everyone takes a turn doing an action one at a time, then everyone takes another turn doing an action, then everyone gives a gift.
- A 7 gift limit for each person, people can give gifts to anybody any number of times until that person hits their limit.

Components List

- 72 Unique Gift Cards
- 27 Interest Cards (3 per interest)
- 50 Naughty or Nice Cards (12 unique)
- 4 Hour tracking cards (Double sided, counting 7 to 1 and Christmas Morning)
- 8 Color Coded Reference Cards
- 64 Color Coded Gift Tags (8 per player)
- 60 Cookie Coins for end game scoring
- Rule Book