



*Naughty
or Nice*

Rules

Ready, Set, Go!

Until midnight strikes, characters from all cultures compete for the title: The Gifter of the Globe.

Welcome to Naughty or Nice, a light-euro set collection card game for 2-5 players, where each player will take on the role of a famous gift giver.

Which one of you will be the most daring on this path of giving presents and collecting joy from kiddos all around the World?



Key concepts

- Harmful creature

- Helpful creature

- Any creature

- Point score/joy

- Random/any present card

- Same coloured presents

Player turn

A game phase when the active player have to take one basic action and may take available free actions.

Basic action

Takes away your turn. You can still have free actions before and after.

Free action

You can take as many of them as you're enabled.

Reaction

Can only be taken reacting to another players' move.

Fulfilling a wish

Giving presents to a kiddo.

Summon

Getting a new creature that can not be used in the same turn.

Game round

A game phase that ends when every player has finished one turn and starts again with the first starting players turn.

Components

8 gift givers



+ Rudolf



40 kiddo cards



2 midnight cards



40 creature cards



48 present cards



5 wooden tokens



5 player aid cards



1 scoreboard



Setup

by steps



Table setup

I Presents deck

Shuffle the deck and set up the present offer row: Place 3 cards face up in a row.



i Don't forget to leave place for the discard piles for each deck!

II Creature deck

Shuffle a midnight card with 5 other cards and place this stack at the bottom of the deck, at a 90 degree angle.



III a Kiddo deck

Shuffle a midnight card with 5 other cards and place this stack at the bottom of the deck, at a 90 degree angle.

III b



III a



III b Playground

Place 8 kiddos faceup in two rows.

Player setup

IV a Choose player color

Take the player aid card and token of the same colour

IV b Place your token on the scoreboard

V Choose a gift giver

You have 8 different characters to choose from.

i If you can't decide, you can also draw one randomly!

VI Deal starting hands

Each player starts the game with 4 random present cards and 1 random creature card.

Setup for 2-3 players

- Take out cards from the kiddo deck:
- one 4 present kiddo from each set
 - all kiddos with 5 presents
- Take out cards from the presents deck:
- one of each present

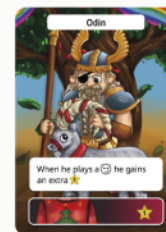
VI



IV a



V



Taking a turn

The player whose birthday is the closest to December the 24 will be the first player.

Players on their turns may perform ONE of the following actions:
Craft Presents, Summon a Creature, Fulfill Wishes

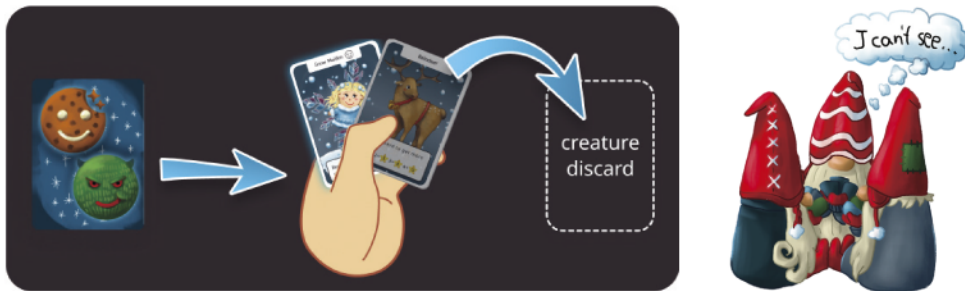
Craft Presents:

The player draws 2 cards from the present deck and/or the present offer row. Only refill the row at the end of the active players turn.



Summon a Creature:

The player draws two creature cards into his/her hand and then selects one of them to be kept, the other one is then discarded next to the creature deck, on the creature discard pile.



Summon:
 Creatures need time to travel into your hand. You can't play in the same turn you got them!

Playing a Creature:

You can play any number of Creature cards from your hand before or after your basic action as a free action, as long as they started the turn in your hand!

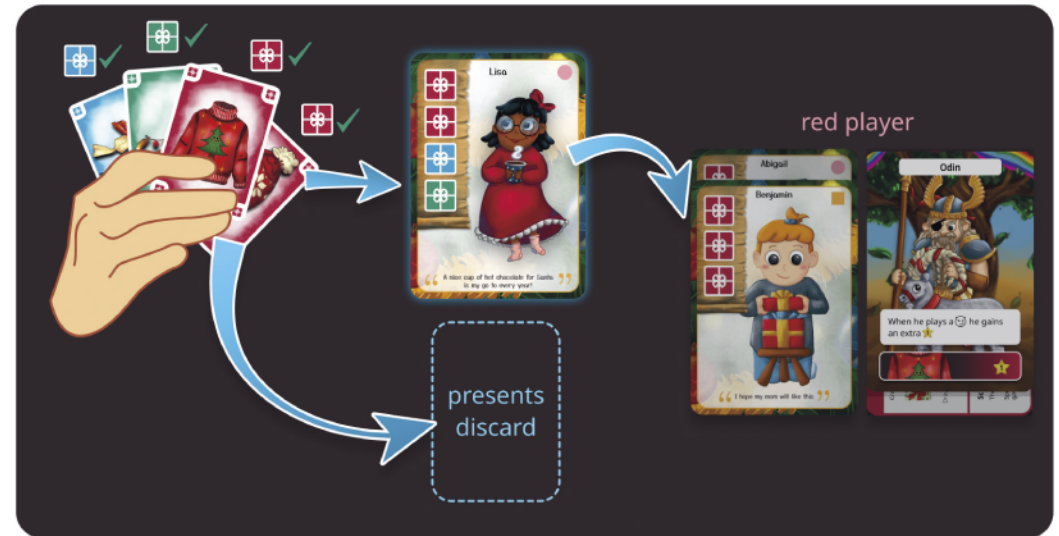
After playing the card, score points if any, and then discard it into the creature discard pile!

Fulfill Wishes:

The player plays present cards from his/her hand in order to score a Kiddo from the field. These presents need to match the color of that Kiddos' list of presents, however their artwork may differ.

Then the player takes the gifted Kiddo in front of him/her and scores points based on the number of presents that were given to that kiddo. Fill up the Playground immediately.

The point value of each kiddo equals the number of presents given to them. Do not forget that every Gift Giver has a special present that 'if given' scores an extra point for the player per special present.



example

Odin's special present is the sweater. If he fulfils Benjamin's wish of 3 red presents he scores 3 points, but if 1 of the red gifts is a sweater, then instead of scoring 3 points, the player scores 4 points as he/she is given 3 presents + 1 extra.

After a player has finished taking his/her action the play proceeds to the next player in a clockwise order.

Set Collection

When fulfilling a wish of a kiddo with a shape you already have: Summon a creature, by drawing 2 cards, keeping one and discarding the other!














T

When fulfilling a wish of a kiddo results of having one of the 5 types of shapes: Take the top 2 creatures, do not discard, just keep both!

T



Endgame scoring

- Player who has the most  scores  3
- Player who has the most  scores  3
- Player who has the most  scores  3
- Player who has the most  scores  3
- Player who has the most  scores  3
- Players who have all 5 symbols score  5



Ending the game



The game ends when you draw one of the two Midnight cards from either the Kiddo deck or from the Creature deck. When one of them is revealed all players may take one more action and then the game ends. If possible, then the player who made the draw then draws the next possible card from the respective deck.

The winner will be the one with the most points at the very end.



At a tie:
If more than one player have the same score at the end of the game, the winner will be the one who fulfilled more wishes (gifted more kiddos)

End of the game with set collection:

After a midnight card has been drawn you may not summon any new creatures. Instead you gain  for each creature that you would summon. If you would summon 2 creatures as a full set bonus, then you would score  2



Modularity

How to play adapt the game to different players

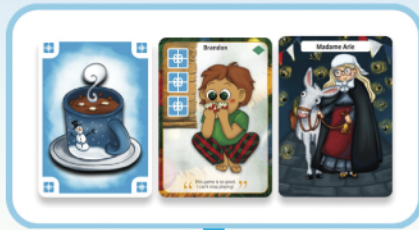
Naughty or Nice is completely modular, but what does this really mean? You can customise the difficulty level not only based on the age of the players' but also the experience of them. We recommend, that you use the module according to the age of the youngest player for your first game.

Level 1 (Only essentials)

Recommended minimum age: 4+

Here you only use the kiddo cards and the present cards. The craft presents action lets you draw 3 presents instead of the normal 2. Also players receive 6 presents as their starting hand.

This can allow a player to teach a more lightly skilled player the basics of Naughty or Nice streamlining the experience.

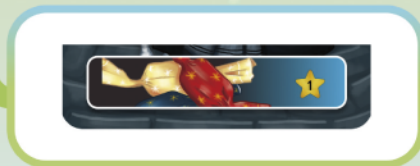


Level 2 (A bit of flavour)

Recommended minimum age: 6+

Now you introduce the gift givers, with only using their preferred gifts. This makes targeted decision making available for players, but still no need for them to be able to read.

This allows for more complex decision making and deeper focus on present selection.



Level 3 (Power Dynamics)

Recommended minimum age: 8+

Introduce the creature deck into the game. From here you can only craft 2 presents with one action.

With this, players now are able to utilise power-moves on their turns and force others to lose resources.

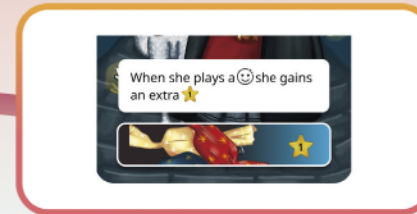


Level 4 (Lighty Euro)

Recommended minimum age: 9+

As all the components are introduced, you can now use the written abilities of the gift givers.

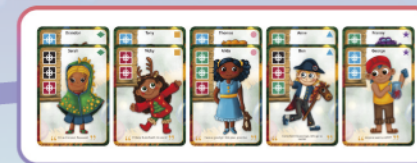
This allows players to streamline their actions and focus their efforts towards variable player powers, that give a much more diverse experience while retaining the essentials of the game.



Level 5 The full game (Light-Euro with Set Collection)

Recommended minimum age: 10+

As the last step you can introduce set collection and with it, you can enjoy the full gaming experience, that Naughty or Nice carries.



With this method you can easily teach the game step by step and it will give a full experience every time, with differing rules, however it will guarantee that the full table is having fun and that all the players are able to participate with their individual skills and abilities.

Stories

Gift Givers

In this game you will take on the role of famous Gift Givers from all over the world who are trying to prove that they are the most fit to deliver all the presents to each kid this year around the globe. Each card has a name, a picture, a written ability and a 'preferred present'.



Santa Claus

Originating from Western Christian culture, he is said to bring gifts during the late evening and overnight hours on Christmas Eve to "nice" children, and either coal or nothing to "naughty" children. He is said to accomplish this with the aid of Christmas elves, who make the toys in his North Pole workshop, and with the aid of flying reindeers who pull his sleigh through the air.

Ability: He begins the game with Rudolf. When you gain a reindeer you may put the reindeer underneath Rudolf, where it cannot be touched by any other player.

Start of Turn: At the beginning of his turn Santa may discard 2 present cards with matching images (For example 2 Teddy Bears or 2 Pullovers) to search the Discard pile/Creature deck/Bottom Creature deck for a reindeer card and place it underneath Rudolf. If he searched the deck, then he must shuffle the deck afterwards.

Preferred present: **Sleigh**



Rudolf

The youngest of the reindeers, however due to his magical nose Rudolf has become the leader of the sled as his light guides the sled safely through the midnight sky.

Ability: Whenever Santa receives a new reindeer card he may place the creature underneath Rudolf. Cards under Rudolf are not to be touched by other players. At the end of the game Santa scores extra points based on the number of reindeers underneath Rudolf.

- 1 reindeer = 3 2 reindeers = 6 3 reindeers = 9
- 4 reindeer = 12 5 reindeers = 15 6 reindeers = 19 7 reindeers = 23



Christkindl

Protestants adopted this gift bringer, the Christ Child or Christkindl, and the date of giving gifts changed from December 6th to Christmas Eve.

Ability: Whenever a creature targets her, she may draw a present card from the present deck or from the present offer row. A creature targets her, when it affects every player (Jólakötturinn, Elves) or if it targets her cards (Cringe, Papa Wolverine) afterwards.

Preferred present: **Beigli**



Father Christmas

Traditional English name for the personification of Christmas. Old Father Christmas served as the symbol and spokesman of 'the good old days' of feasting and good cheer in puritan times.

Ability: His Stockings are worth 2 extra points.

Preferred present: **Stockings**



Odin

Odin flies across the sky on an eight-legged horse named Sleipnir. For the good people, Odin leaves small trinkets, bread, and good fortune, while those on Odin's naughty list receive a heavy dose of bad luck.

Ability: When Odin plays a Harmful Creature he gains an extra point whether the creature was worth a point or not.

Preferred present: **Sweater**

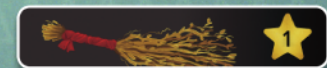


Saint Nicholas

On the 6th of December children will be showered with gifts, sweets and biscuits as Saint-Nicolas arrives. The original Saint Nicolas was a Christian bishop, thought to be born in the 3rd century and had a reputation as a kind and charitable leader who supported the poor and the needy.

Ability: Whenever he Fulfills the Wishes of a Kiddo he may ignore the first Black Present icon on the Kiddo, while still gaining a point for the present.

Preferred present: **Birch**





Aunt Arie (La Tante Arie)

This kindly fairy is said to be a reincarnation of the medieval aristocrat Countess Henriette de Montbéliard. She is said to have white hair and wear a traditional attire; in winter she is also seen donning a cape for warmth. Accompanied by her trusty white donkey Marion, she acts as Franche-Comté's very own gift bringer, responsible for the presents of the lucky children living in the Pays de Montbéliard.

Ability: When Madame Arie plays a Helpful Creature she gains an extra point whether the creature was worth a point or not.

Preferred present: Fondant



La Befana

According to the legend, the three kings passed her house on their way to Bethlehem and invited her to join them. Being a too good housekeeper, she refused to join them in their search for the newborn Jesus. However she soon came to regret her decision and many say that even for today she is still searching for the young Jesus. For this she brings caramel for the good kids. Many say she will sweep the floors before she leaves.

Ability: At the start of her turn she may discard a Kiddo card from the field and place it in a discard pile next to the kiddo deck.

Preferred present: Crayons+Coal

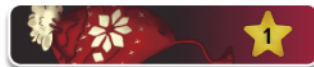


Grandfather Frost (Ded Moroz)

The origins of the character of Ded Moroz predates Christianity as a Slavic wizard of winter. In Eastern Slavic cultures, Ded Moroz is accompanied by Snegurochka, his granddaughter and helper, who also wears long silver-blue robes and a furry cap or a snowflake-like crown.

Ability: Whenever someone plays a Snow Maiden card or discards one, Ded Moroz can automatically perform a basic action after Snow Maiden's ability was resolved or after she got discarded. If Ded Moroz plays Snow Maiden then he gets to resolve her ability twice.

Preferred present: Cap



Creatures

In this game you will take on the role of famous Gift Givers from all over the world who are trying to prove that they are the most fit to carry out all the presents to each kid this year around the globe. Each card has a name, a picture, a written ability and a 'preferred present'



Snow Maiden (Snegurochka) - Helper ☺

She is the granddaughter and helper of Grandfather Frost, wearing a beautiful blue attire and armed with magical powers, she is the first documented female character who ever took an active part in gift giving.

Ability: She lets the active player repeat the basic action they chose for the round.



Elves - Helper ☺

Originally the term 'Elf' meant stranger in English during the middle ages. However thanks to a man named Thomas Nast they became the little helpers of Santa, the makers of all presents from the North Pole.

Ability: They give presents to every player. Reveal a number of presents equal to the number of players plus 1 from the top of the present deck. Active player chooses 1, other players choose 1-1 in turn order, last 1 goes to active player.

Immediately after playing: ★



Mrs. Claus - Helper ☺

Everybody knows the sweet old lady besides Santa Claus. They are the only married couple amongst the other gift givers.

Ability: After she is played take 1 kiddo without giving any presents. This does not count as fulfilling wishes, so you do not get to summon a creature for free if you are playing with full rules! However at the end of the game the kiddo may be worth extra points if you manage to secure the most of a set or a full set.

Immediately after playing: ★



Tomte - Helper 😊

Also named Nisse in Norway and Tonttu in Finland, these little spirits are only 3 feet tall. They're protectors of homes living hidden beneath the floorboards and doing general housekeeping, they only expect you to give them food once a year, but that should be their favourite Risengrød with a big knob of butter on top.

Ability: Played reacting to another players move, it cancels the written effect of the played creature. Points are still taken after the cancelled creature. Tomte can cancel an other Tomte.

Immediately after playing: ★ 1



Caga Tió - Helper 😊

Uncle Poop is a strange Catalan tradition. Families take in the tree log before the holidays and are feeding it until Christmas night. Children will sing its song and beat it with sticks in hope that Caga Tió will poop out sweets and small gifts for them.

Ability: When fulfilling a wish of a kiddo, Caga Tió can substitute as any 1 present from their list, this way making gifting cheaper while not taking away the players basic action either.

Immediately after playing: ★ 1



Reindeer - Neutral

They might seem innocent animals, but with the right training they can become excellent companions to gift givers. The most famous ones were named, the first six being Dasher, Dancer, Prancer, Vixen, Comet and Cupid, and the final two "Dunder" and "Blixem". We only have 7 of them, one got lost somewhere. Sad, I know.

Ability: Reindeers are meant to be collected and played together. If a player plays 1 reindeer it scores 2 points immediately.
If a player plays 2 reindeers they score 5 points immediately.
If a player plays 3 reindeers they score 8 points immediately.
If a player plays 4 reindeers they score 12 points immediately.
There are only 7 reindeers in the creature deck.
They can be played in any combination, consisting maximum 4 reindeers, at any times.



Papa Wolverine - Hurtful 😞

He is made by our own imagination, in short he is a dwarf, who makes presents for all the naughty kids. You can read his full story in his booklet.

Ability: Played reacting to another players move. When the other player is fulfilling a wish, the player playing this creature can go through the present cards discarded during that action and take 2 of them into their hand.

Immediately after playing: ★ 1



Mr Scrooge - Hurtful 😞

Ebenezer Scrooge is the protagonist of Charles Dickens's 1843 novel A Christmas Carol. He is a mean and cold-hearted old man who changes his behaviour to the good after 3 ghosts visits him on Christmas night, showing him the past, present and future.

Ability: The card is placed before an other player who will need to skip their next turn, placing this card to the respective discard pile.

Immediately after playing: ★ 1



Jólakötturinn (Yule Cat) - Hurtful 😞

A huge and vicious Icelandic cat who is described as lurking about the snowy countryside during Christmas time and eating people who aren't wearing their new clothes.

Ability: All players compare the present cards in their hand. The one player with the least RED presents in their hand is loses 3 points. If there is a tie for the least, all players with the least amount of red presents lose 2 points immediately.


Immediately after playing: ★ 1



Mari Lwyd - Hurtful

She is a spirit for Welsh folk who summon her as a tradition of flinting. People carry Mari across the town requesting permission of entry singing in rhyme, for some reason they are always allowed to enter on the second verse to eat and drink...no one knows but Mari why...

Ability: It steals one creature card from an other player at random. Taken creature can not be used in the same turn as it was taken.


Immediately after playing:  1



Cringe - Hurtful

A distant cousin of someone who is pretty famous, thanks to a certain good doctor, he is not that bad...he just wants to steal a couple of presents... just a couple!

Ability: Active player can steal 2 random present cards from an other players hand at random. If there are not enough present cards at the targeted player, it will steal less or nothing.


Immediately after playing:  1



Krampus - Hurtful

A horned antropomorphic creature originating from the Alps of Austria-Germany, this scary creature comes to town on the 5th of December, scaring children who were naughty and bringing birches to them as a reminder of ancient punishment.

Ability: After calling out a specific present (fe. Hat, Coal, Crayons) all other players MUST give the active player ONE of this present if they hold it in their hand. If no one can give the specific present to active player, they get to draw two random cards from the top of the present deck instead.

Immediately after playing:  1

Present types

RED - Clothes



Stockings

a pair to keep your feet warm



Cap

protects against snowballs to the head



Sweater

it may be the ugliest, but granny made it

BLUE - Consumables



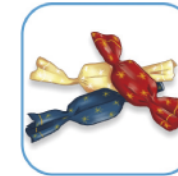
Beigli

traditional Hungarian rolled cake filled with walnut or poppy seeds



Hot Chocolate

warms your heart on a cold night



Fondant

chocolate covered sweet bites of jelly, caramel or coconut

BLACK - Naughty gifts



Old Potatoes

the smell is alarming, the texture is revolting



Coal

at least it's packaged nicely



Birch

a grim reminder on what happens to naughty kids

GREEN - Toys



Teddy Bear

protecting dreams since 1903



Sleigh

for travel, and for fun



Crayons

they're perfect to write letters for Santa

Thank you to the many Kickstarter backers for making this game a reality. Special thanks to all the early testers and our families for the support that they have given us.



Credits

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Mester Patrik
Kiss Dani
Varga Dani

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Knyihár Dénes - print preparations
Falusi Attila - prototyping
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Kickstarter Video

TheLazyYak Filmmaker