

 **WARNING:**
CHOKING HAZARD – Small parts.
Not for children under 3 years.

For 2 to 4 players, ages 3 and up



Naughty or Nice

Board Game Rules

Object:

Be the player with the most points at the end of the game.

Contents:

Game board, Elf mover, Elf mover stand, 4 game movers, 7 location cards, 8 Elf cards, spinner, spinner card.

Set Up:

Assemble the Spinner:

Separate the spinner from the collar; remove and discard the plastic nib. Press the collar into the spinner card from the bottom side. Snap the spinner into the top of the collar.

Turn the 7 location cards face down and mix them. Place them near the game board in a stack. Do the same with the Elf cards (the cards with the numbers 1, 2 or 3).

Place the Elf mover in its mover stand and put him on the North Pole area of the game board. Each player takes a mover and places it at start. The youngest player goes first, then turns move to the left.

Playing:

The youngest player starts the game by turning over the top Location card and placing the Elf mover in that location on the game board. If you turn over the multi-color Location card, place the Elf in ANY of the six locations.

The player whose turn it is now spins the spinner and moves their mover that many spaces towards the Elf. If you spin NAUGHTY, you don't get to move any spaces on that turn; if you spin NICE you move 6 spaces!

Entering a Location:

The first player to enter the location where the Elf is – exact count not needed – takes the top Elf card from the stack and places it near them. Don't turn it over until the end of the game! Place Elf back on the North Pole and all players stay where they are on the game board.

The player to the left of starting player now turns over the next Location card and places Elf in that location on the game board. That player spins the spinner and moves from the location that they are already at on the game board. Then the next player spins and so on until someone lands in the Elf's new location. They take the top Elf card and place it near them, face down, until the end of the game.

Ending and Winning the Game:

When all 7 Location cards have been played, the game is over (an extra Elf card is included in the game to keep scoring more of a surprise.) Players turn over the Elf cards that they have collected and add the values on the cards. The player with the most points wins.

In case of a tie:

Tying players put their movers on Start and place Elf at the purple/desk location. The youngest player takes the first spin and the first player to reach Elf wins.

We appreciate your comments. Please send your correspondence to:
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The Elf on the Shelf®
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