

# MERRY MADNESS

## RULE BOOK



Disney  
TIM BURTON'S  
THE NIGHTMARE BEFORE CHRISTMAS



OVERVIEW

This will be the spookiest Christmas ever. Jack’s instructions are simple: whack, pound and glue the Toys together and toss them into Sandy Claws’ Christmas Bag. But the citizens of Halloween Town think it will be more fun to fling the Toys at one another. Join the mayhem in this race to be the first to clear your Workbench in the hope Jack will choose you to ride in Sandy’s sleigh.

COMPONENTS



1 Sandy Claws' Christmas Bag Center Board • 5 Workbench Player Mats • 60 Christmas Toys (12 each of 5 types)  
13 Ghoulish Gift Scoring Tokens • 15 Dice (5 each of 3 types) • Rule Book

SET UP

- 1. Place Sandy Claws’ Christmas Bag in the center of the play area. Each player will take a Workbench as their player mat.
- 2. Distribute three dice (one of each type) to each player.
- 3. Give all players a random assortment of Christmas Toys based on number of players:

3 PLAYERS	4 PLAYERS	5 PLAYERS
20 pieces	15 pieces	12 pieces



OBJECT OF THE GAME

Players will toss Toys at the players to their left, right and into Sandy Claws’ Christmas Bag. The goal of the game is to clear their Workbench. Players race to fling the Toys by simultaneously rolling their set of dice. The outcome of each dice roll creates a combination that tells players WHAT Toy to fling, HOW MANY of it to fling, and WHERE to fling it to. The first person to clear their Workbench declares victory and wins a Ghoulish Gift scoring token. Collect three Ghoulish Gifts to win the game.

GAME PLAY

Choose a player to start the game by saying “1, 2, 3 What’s This?”

Simultaneously, all players will roll their 3 dice. Each die describes one aspect of which Christmas Toy to throw, how many, and where.

CHRISTMAS TOYS

The Christmas Toy to move must be the specified type:

Pumpkin-in-a-box	Zombie Duck	Christmas Wreath	Vampire Teddy	Snake	Player's Choice
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DIRECTION

Left	Right	Sandy's Christmas Bag	Player's Choice
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QUANTITY

A maximum of 1, 2, or 3 Toys may be moved.  
It does not have to be the exact number.

1	2	3
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Note: All three dice must be rolled every time, no dice can be set aside for future moves.

After completing the dice prompts from their first roll, players collect their dice as fast as possible and roll again. They do not have to wait until everyone else has resolved their dice. Continue rolling and sending the Toys flying until one player has an empty Workbench and shouts “This is Halloween!” That player claims victory and a Ghoulish Gift scoring token. Set up your Workbench for the next round, by

re-distributing the Christmas Toy pieces so everyone has an equal number. The player who won the Ghoulish Gift calls out “1, 2, 3 What's This?” to start the next round.

HOW TO WIN

The first player to receive three Ghoulish Gifts wins the game.



VARIATIONS

MASTER TOY MAKER

**Overview:** It doesn’t matter if you build the Toys. The goal is to make Jack think you did! Instead of throwing Toys with each roll of the dice, players will take Christmas Toys from the players to their left, right, and from Sandy Claws’ Christmas Bag. The goal of the game is to have the most sets of Toys. The first person to get three Ghoulish Gifts wins the game.

**Set Up:** Each player gets one of each Christmas Toy on their Workbench (five Toys) and three dice. Place the remaining Christmas Toys on Sandy Claws’ Christmas Bag.

**Game Play:** Choose a player to start the game by saying “1, 2, 3 What’s This?”

To be the master toy maker, players will gather as many Christmas Toys as possible. With each roll of the dice players are now taking Toys from the location described by the dice. i.e., get 1 from the player to your , or grab 2 from . The symbol will allow you to take a Toy from any location and the icon will let you choose any Toy you want.

The competition ends as soon as the last Toy item is removed from the Sandy Claws' Christmas Bag.



**How to Win:** For every complete set of Toys, collect 1 Ghoulish Gift scoring token.



The first player to collect three Ghoulish Gifts over one or several rounds wins.

## MAKING CHRISTMAS TOYS

### Set Up:

1. Place Sandy Claws' Christmas Bag in the center of the play area. Each player will take a Workbench as their player mat.
2. Distribute three dice (one of each type) to each player.
3. Each player will take the same number of each Christmas Toy except the one on their Wish List. Do not take any of those. Put any additional Christmas Toys on Sandy Claws' Christmas Bag in the center.



- 3 Players:** 15 pieces (3 of each other Christmas Toy)  
15 pieces in the center
- 4 Players:** 15 pieces (3 of each other Christmas Toy)  
0 pieces in the center
- 5 Players:** 10 pieces (2 of each other Christmas Toy)  
10 pieces in the center

**Overview:** In this game, the person with only their Christmas Toy on their Workbench ends the round.

**Game Play:** Choose a player to start the game by saying "1, 2, 3 What's This?"

Simultaneously, all players will roll their 3 dice.

If the Toy rolled is the one you want (as shown on your Wish List) grab it from the location described on the dice. If the Christmas Toy rolled is one that you don't want, send the Toy in the direction described.

Continue rolling and moving Toys until someone has only the Christmas Toy that they are wishing for. Shout "Seriously Spooky" to announce your victory and win a Ghoulish Gift scoring token.

**How to Win:** The first player to get three Ghoulish Gifts wins.

## OPTIONS FOR PLAYING WITH LITTLE GHOULS AND GOBLINS (KIDS)

These games can be modified for younger players. Allow your little ghouls and goblins to play using only the Christmas Toy and Direction dice; they may move all the Toys of that type.



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