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Game board, 6 player tokens, 4 stands, 51 numbered playing cards, 14 Specialty Cards.



Object

To be the first player to travel the train track from Home to the North Pole.



To Begin

All players place their token on the Home Station. Each player draws a card. The player with the highest number card is the dealer (if a Specialty Card is drawn, return it to the deck and draw another card). Return all cards to the deck and shuffle the cards. Each player is now dealt 4 cards. The deck is placed face down on the board. There is a spot on the game board for a draw pile and a discard pile. If the draw pile ever runs out, shuffle the discard pile and start a new draw pile.

Play starts to the left of the dealer. The first player draws one card from the deck for a hand of five cards. Each player must have exactly five cards in their hand to begin their turn (a player draws the number of cards needed to bring their hand to five cards before their turn begins).



On Your Turn

Players advance along the train track by playing cards from their hand. There are three ways to advance:



- 1) **Moving the number of spaces shown on a card.** Select a numbered card from your hand. Place it face up on the discard pile. Advance your token along the track the number of spaces shown on the card. If you land exactly on a Station  by playing a single numbered card, draw another card and play again.
- 2) **Playing three of a kind.** If a player has three cards of the same number value (three of a kind) the player may place the three cards face up in the discard pile and advance to the next Station .
- 3) **Playing a Specialty Card.** Select a Specialty Card from your hand. Place it face up on the discard pile. All affected players must follow the instructions on the card and move their tokens accordingly.



Advancing Across the Bridge


The Bridge is not a Station but is a potential shortcut to the North Pole. If you land exactly on the Lower Bridge  space on the track by playing a single numbered card, you may move across the Bridge to advance to the Upper Bridge  space. You may only advance from the Lower Bridge to the Upper Bridge if another player is not occupying the Upper Bridge space. When a player is occupying the Upper Bridge space, all other players must proceed past the Lower Bridge space and around Candy Cane Lane.

Stations


The Stations  are Home, Evergreen Grove, Hot Chocolate Corner, Candy Cane Lane, Snowflake Falls, Jingle Bell Square, and The North Pole. If a player lands exactly on a Station by playing a single numbered card, the player may draw another card and move again (but not when landing on a Station  after playing three of a kind).

Moving Back

A player may be moved back when:

- 1) A player finishes their move on a space occupied by another player (other than a Station) by playing a single numbered card. The player that was previously occupying the space must move back the number of spaces shown on the card. A player cannot move another player off a Station with a numbered card (this means that more than one player can occupy a station at one time).
- 2) A Specialty Card is played. When a Specialty Card is played all players must follow the instructions. One or more players may be instructed to move backwards. All affected players must move accordingly, even if occupying a Station.
- 3) Landing on the Upper Bridge . If a player lands exactly on the Upper Bridge space by playing a single numbered card, the player must slide back across the Bridge to the Lower Bridge space. Also, if a player is sent backward by another player or Specialty Card and ends up on the Upper Bridge space, the player must slide back across the Bridge to the Lower Bridge space. A player sliding back across the Upper Bridge to the Lower Bridge must proceed around Candy Cane Lane on his or her next turn.

Slippery Slope

If a player lands on, or is sent back to the Slippery Slope  space, the player must slide down the Slippery Slope and go around Jingle Bell Square again. The Slippery Slope is one way only! It can't be used to advance on the track.





GAME GUIDE




Specialty Cards



HUSTLE-BUSTLE x3 • Playing this card allows a player to advance 8 spaces on the track and also makes the lead player in the game move backwards to the previous Station. If you are already in the lead you cannot play this card.

EXPRESS x3 • Playing this card allows a player to advance 8 spaces on the track and skips the next player's turn.

SNOW STORM x3 • Playing this card forces all other players to move backwards on the track 7 spaces.

NAUGHTY ELF x1 • Playing this card allows a player to move one other player (of their choice) to the Upper Bridge  space. This means they now slide down to the Lower Bridge  space. If another player is occupying the Upper Bridge  space, they switch places with the other player.

REINDEER CROSSING x2 • This card can be played out of turn anytime someone plays three of a kind, in order to keep that player from advancing to the next Station. When a Reindeer Crossing card is played, the player who played three of a kind loses their turn, does not advance to the next Station, and game play immediately moves to the player who played the Reindeer Crossing card. Play then continues to the left. Try to play this card before the player with three of a kind moves to the next Station.

SANTA x2 • A player who plays the Santa card is protected from any Specialty Card played by another player. This card can be used in defense of any Specialty Cards to avoid being sent back or stopped from advancing. This card can be played out of turn at any time to prevent a setback.

The North Pole

The first player to reach the North Pole wins.
He or she can win by:

- 1) Playing the card with the exact number needed to land on the North Pole space.
- 2) Playing a card with a number greater than the number needed to land on the North Pole space.
- 3) Playing three of a kind while between Jingle Bell Square and the North Pole.

