

Christmas RUSH® Vs. 04_2022

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Psst... You can find a
“How to play” video at
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NOTE: This game is supposed to be played FAST and players are encouraged to make some noise!

Object of the Game: This is an elimination game like “musical chairs” and played like the popular card game **Spoons**. The object of the game is to assemble a set of four identical cards and to be the only remaining player with a Christmas token.

How to Play: Choose a dealer. Place the Christmas tokens (the double-sided punched-out game pieces) in the center of the game table and arrange them in a small circle within easy reach of all players. The number of Christmas tokens placed in the center of the table will always be one **less** than the number of participating players (example: **seven** players = **six** Christmas tokens). **Remove unused Christmas tokens from the game table.**

The dealer shuffles the deck thoroughly and deals **four** cards, facedown, to each player. Then, the dealer places the rest of the deck facedown on their right, creating a single draw pile. Players pick up their cards and can look at them, but they must not show them to others.

The game begins with **all** players, including the dealer, **quickly and simultaneously** passing a single unwanted card from their hand, sliding it facedown on the game table, to the player on their left. Players then pick up this new card (with the dealer taking a new card from the draw pile) and **quickly** pass another unwanted card from their hand, facedown, to the player on their left and so on. Cards will begin to pile up next to slower players; other players should encourage them to play faster!

***Note:** Players do not need to keep the card they just picked up, but at no time during this process can they have less than **three** or more than **four** cards in their hand. The last player does **NOT** pass a card back to the dealer but places their discard in a facedown pile on their left. If the dealer’s draw pile runs out, they can use the last player’s discard pile as the new draw pile.*

Cards are **QUICKLY and CONTINUOUSLY** picked up and passed around the game table until a player assembles a set of four identical cards (example: four 7s, four 9s, four 12s, etc.) and takes one Christmas token from the center of the table while shouting “Christmas Rush!” The remaining players then race (but without hurting themselves or others) to take one Christmas token from the center of the game table. **The player who fails to get a Christmas token is out of the game.**

***Note:** Players who do not have a set of four identical cards may not touch or take a Christmas token until a player who does have four identical cards touches a Christmas token or says, “Christmas Rush.”*

Once a player has been eliminated, remove **one** Christmas token from the game and return the rest to the center of the table (example: **six** remaining players = **five** Christmas tokens). The deal then passes to the player on the dealer’s left, the deck is shuffled, and the next hand dealt. The game continues in this manner until only one player remains and becomes the winner.

Special Action Cards



Megaphone Cards: Double-sided cards with a megaphone in the top left corner are megaphone cards. **Whenever a player discards a megaphone card from their hand, they must say loudly the words written on the card.** For example, as a player passes the Santa Claus megaphone card to the player on their left, they must say, “Ho ho ho!” There are five total megaphone cards:

Snowman – a player says, “Merry Christmas!” when passed.

Grumpy Scrooge – a player says, “Bah, humbug!” when passed.

Santa Claus – a player says, “Ho ho ho!” when passed.

Champaign glasses – a player says, “Cheers!” when passed.

Woman in party hat – a player says, “Happy New Year!” when passed.



Sing Card: The double-sided card with the musical note in the top left corner and image of a woman singing into a microphone is the sing card. **Whenever a player discards the sing card from their hand, they must loudly name any Christmas song or sing some lyrics (words) from any Christmas song.** For example, as a player passes the sing card to the player on their left, they must name a Christmas song like “Jingle Bells” or “Deck the Halls” or they can sing a couple lyrics (words) from a Christmas song: “Fa la la la la,” “Sleigh bells,” or “had a very shiny nose.” (There is only one sing card and players do not need to sing an entire Christmas song when they pass this card.)

Cheating and Ornerly Play: If a player does not follow the rules, cheats, or is overly aggressive during gameplay, they automatically lose the game.

Game Variations: To make the game last longer, you may wish to implement a three-strike rule—a strike being when a player fails to pick up a Christmas token. • For easier gameplay, assemble a **run** of four cards (example: 3, 4, 5, and 6) instead of a **set** of four of a kind (example: four 3s, four 9s, four 12s, etc.).

Optional Gameplay Ideas: If you have a great gameplay idea and wish to incorporate it into the game—go for it! • You may want to consider removing one or more megaphone cards or require players to name a specific Christmas song when the sing card is passed. • Maybe you only want players to sing a few lyrics (words) from a Christmas song when the sing card is passed instead of simply naming a Christmas song. • Try playing the game using real candy canes instead of the supplied Christmas tokens.

Helpful Hint: When first introducing the game to children (ages 8+), you should play several practice rounds with them until they understand the object of the game and its mechanics.

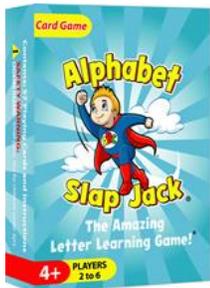
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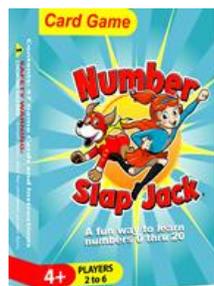
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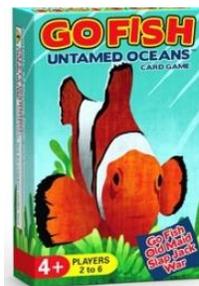
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