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“How to play” video at
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NOTE: Christmas RUSH is meant to be played FAST and players are encouraged to make some noise!

Object of the Game: Christmas RUSH is an elimination game like “musical chairs” and played like the popular card game Spoons. The object of the game is to be the only remaining player with a Christmas token when the game ends.

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.).

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). **Unused Christmas tokens are removed 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 and arrange them, but they must not show their cards to others.

The game begins with the dealer **QUICKLY and CONTINUOUSLY** taking a single card from the top of the draw pile and passing a single card from their hand, facedown, to the player on their left. The player on the dealer’s left then **QUICKLY** picks up that card and passes a single card from their hand, facedown, to the player on their left and so on. **(Cards may begin to pile up next to slower players but at no time during this process can a player have more than FIVE cards in their hand.** Players can pass the card they drew or received. 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 of a kind 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.** (Players who **do not** have a set of four of a kind may not touch or take a Christmas token until a player who **does** have four of a kind touches a Christmas token or says, “Christmas Rush.” If a player with four of a kind fails to say “Christmas Rush” before the last Christmas token is taken, they are out of the game.)

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.

Optional Gameplay Ideas: Please feel free to incorporate or change rules to maximize your enjoyment of this game. 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. For large 8 player games, consider splitting the draw pile in half and both the dealer and 5th player draw from those piles and pass cards from their hands to the player on their left. **Perhaps you would rather use real candy canes instead of the supplied Christmas tokens.** If you have a great gameplay idea and wish to incorporate it into the game—go for it and have fun!

Helpful Hint: When first introducing the game to children (ages 7+), you should play several practice rounds with them until they understand the object of the game and its mechanics.

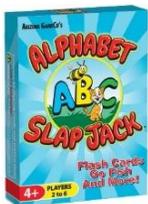


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Thank you from our family to yours!

Kendra, Dain, David, and Dan



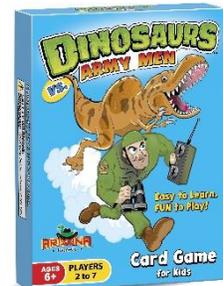
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