

Christmas SOLO SCENARIO



Everyone has their own holidays—Hanami, Bacchanalia, the Festival of the Whiskers and Twists—all of which are beautiful and unique. But there are also some holidays that everyone celebrates, regardless of their origin...

Christmas trees spring up all over town, the smell of gingerbread fills the air, and carols ring out in various languages. We must join in! Let's decorate the mine with Christmas lights and wait for the first star!

SETUP CHANGES:

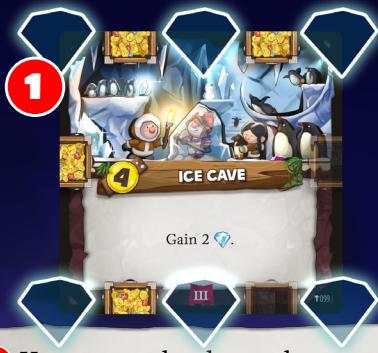
Setup the game as usual, with the following changes:

1. Use any 2 Progress boards and the one printed on this Scenario sheet.
2. When creating the deck of Event cards, use only the IMMEDIATE and FEATURE cards.

RULE CHANGES:

1. Each time you receive , place the tokens you receive on the Mine card you are currently resolving (or the Surface board, if you are resolving its effect).

Each token is placed on the edge of the card between two Carts (regardless of their completion). There may be a maximum of 6 tokens on each card (**Note:** there may be 6 tokens on cards as well, simply treat their bottom border as if there were 2 Carts). You may also place tokens on the Surface board. There may be up to 7 tokens on it (1 between every 2 Carts).



- 1 You may only place tokens on the marked places.
- 2 This is on 3 cards.
- 3 This is on 2 cards.
- 4 This is only on 1 card.

2. If there is no place for all the tokens on the card (or board), discard the excess to the supply.
3. The tokens placed on the cards cannot be moved or exchanged with the supply, except as a result of resolving the special effect **HANGING UP THE LIGHTS**.
4. If you receive tokens as a result of resolving an IMMEDIATE Event card, you may place them on any of your Mine cards/Surface board.
5. A new effect is depicted on the Progress track: **Draw and add 1** . When you resolve this effect, draw 1 card and add it to your Mine without activating it.
6. A special effect is depicted to the right. It is considered to be printed on the Surface board and may be resolved instead of any of the three basic effects. This effect is how you can exchange low value tokens with higher value ones to increase the amount of points you gain.

VICTORY CONDITIONS

Gain as many as possible. At the End of the Game, sum up all according to the following rules:

- you gain 1 for each .
- for each card in the Mine, you gain a number of equal to the sum of the tokens on that card (that is, a token on the edge between two cards provides points twice).

After counting up your final score, compare your with the table on the right to determine how well you did.

	Achievement
	Scrooge
	On the Naughty List
	On the Nice List
	Helpful Elf
	Santa's Favorite



ELECTRICITY

Take all the tokens from any card and exchange them with a number of tokens equal to the value of those removed. Then place them back on the same card.



Draw and add 1 .

Draw and add 1 .

Gain 3 .

Gain 3 .

Draw 1 .

Gain 1 .

Draw and add 1 .

Gain 1 .

Draw and add 1 .

HANGING UP THE LIGHTS

Take all the tokens from any card and exchange them with a number of tokens equal to the value of those removed. Then place them back on the same card. For instance, take 5 from a card and then place there 1 from the supply.

