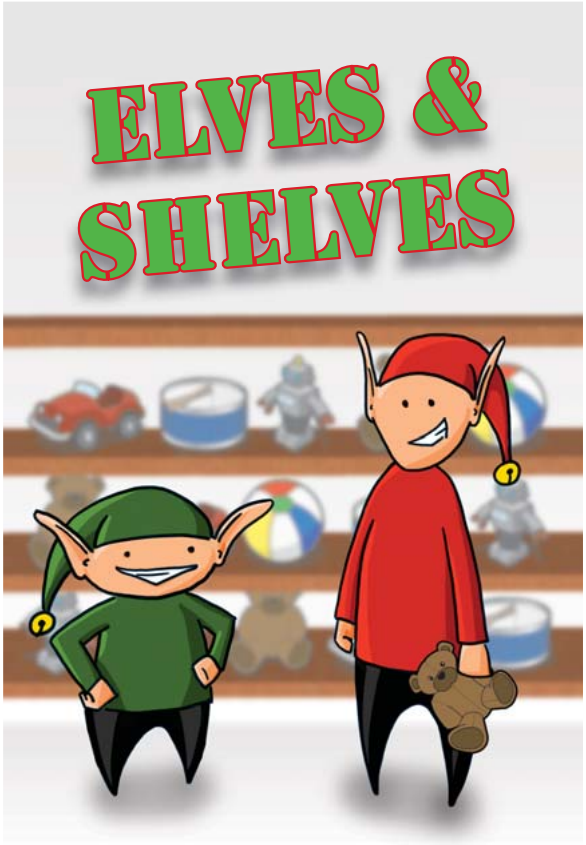

What is This?

Elves & Shelves is a free print-and-play auction game for 2 to 4 players. Thematically it follows on from **Warehouse Elves** (see below). The toys have been brought in from the warehouse and placed on the sorting shelves. Your job is to collect them according to the children's Wishlists.

Construction Tips

- You don't need to print this page.
- The rules on page 2 are laid out as a PocketMod booklet. If you are not familiar with the format, visit http://pocketmod.com/ for more information. Print page 2 on plain paper. Cut around the solid outline before folding.
- Print pages 3 – 11 to light card stock.
- Trim the Elf Tokens from the bottom of page 3 and fold them in half to stand up. Mount the remaining tokens on a heavier card before cutting.
- If you want to get up and running quickly, pages 5 – 8 can be replaced with the Ace – Nine cards from a standard deck.
- Pages 9 to 11 are a custom box to store the game.
- The Toy tokens and Wishlist cards can also be used for playing **Warehouse Elves**. Visit: http://boardgamegeek.com/boardgame/62016

Thanks for playing!

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Overview

The toys have been brought in from the warehouse and placed on the sorting shelves. Your job is to collect them according to the children's Wishlists.

Goal & Game End

The game is played over 3 rounds. At the end of each round, scoring takes place. The player with the highest score after 3 rounds is the winner.

Components

- 25 Toy tiles
- 10 Wishlist cards
- 2 Elf markers (1 red, 1 green)
- 4 sets of 9 Bidding cards (1-9)

This game is dedicated to my newborn little girl!

Setup

- Lay out the 25 Toy tiles into a random, face up, 5 x 5 grid.
- The tallest player places the Red Elf marker on any tile; the shortest places the Green Elf.
- Give each player a deck of Bidding cards.
- Shuffle the Wishlist cards and deal one face up to each player.

Playing The Game

In each of the three rounds, players will be Bidding on sets of Toy tiles to complete their two Wishlists. Players start with one Wishlist and they draw their second the moment the first is fulfilled.

Bidding

The tiles up for bid are those underneath the Elf markers. The lowest bid will claim the Toy under the Green Elf; the highest bid will claim the Red Elf's Toy.

When bidding, each player selects a single card from their hand of Bidding cards. All players then simultaneously reveal their chosen card.

If two or more players bid the same amount, the bids will cancel out. If this leaves a single player left in the bidding, then they can choose between the high or low bid Toy tile. If a tile is not claimed in an auction, the player who placed the Elf marker on it must move the Elf to a new tile before the next auction. The winner of a tile moves the Elf from that tile to a new one ready for the next bid. See **Moving Elves** for detailed information.

Once a Bidding card has been played, it is turned face down on the table. When players have only 2 Bidding cards left in their hand at the end of an auction, they collect the cards they have already played and may use them again for future bids. Cards are also collected at the beginning of a new round.

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Moving Elves

When moving an Elf to a new Toy tile, it must (if it can) move orthogonally to an adjacent tile. Diagonal movement is not allowed. If there are no available tiles for the Elf to move to, the player can place it on **any** available tile. The Elves move in a particular order: the faster Red Elf goes first, then the Green Elf.

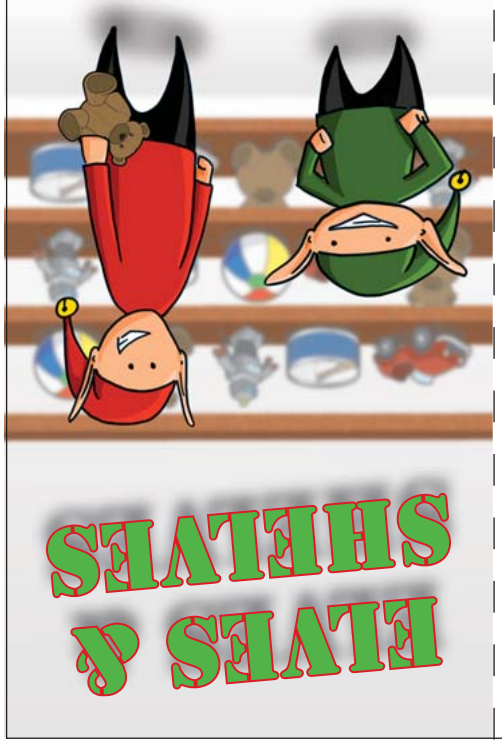
Round End

The round ends when one player has completed their two Wishlists, or when there are less than 3 tiles remaining (whichever comes first). Scoring takes place at the end of each round and the game ends after three rounds. Wishlist cards are collected and shuffled before the start of a new round.

Scoring

- Players score 1 point for each correctly claimed Toy – one that matches a Toy on their Wishlist card. Each Toy on a Wishlist can only be matched once.
- Each **kind** of incorrectly claimed Toy will cost -1 point.
- Each unfulfilled toy on a Wishlist will cost -1 point.
- In addition to this, some of the Toy tiles have a [+1] or a [-1] on them. These will add to, or subtract from, the player's total accordingly for each of these tiles.

The **Scoring Example** on the following page details a single player's efforts after one Round.



Scoring Example:

+5 points for correctly placed Toys.

-1 point for a missed Toy (the ball).

-2 points for having 2 kinds of excess Toys.

+1 for the bonus points (+1, -1, +1).

Total: **3 points**.

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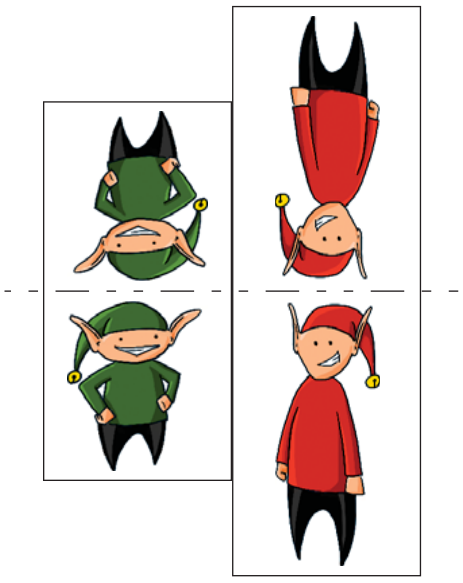

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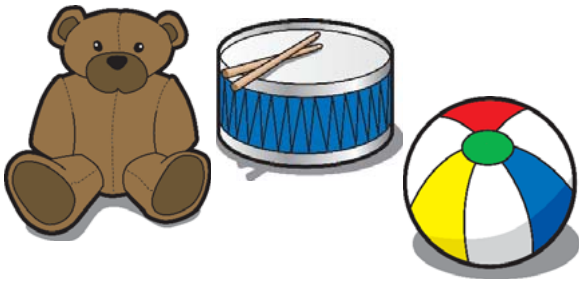

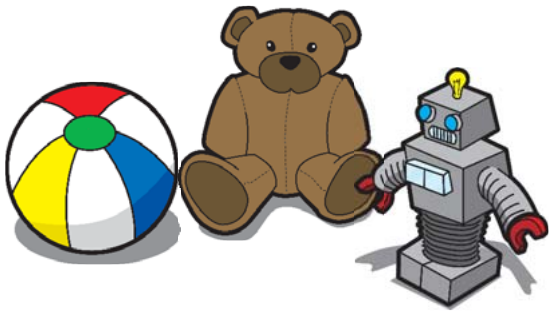

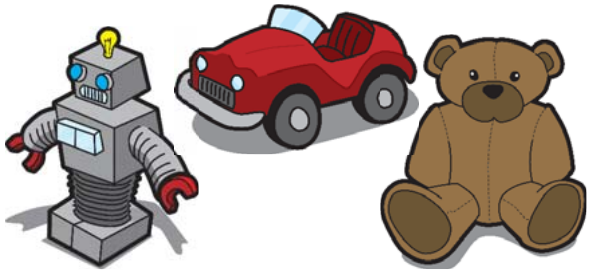

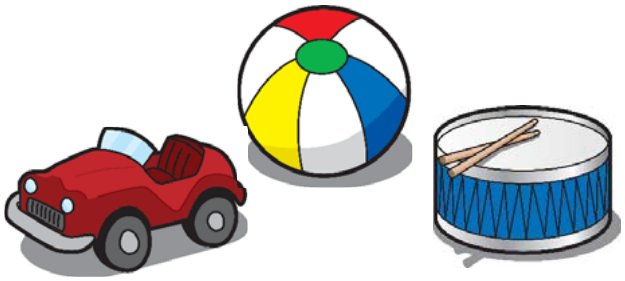

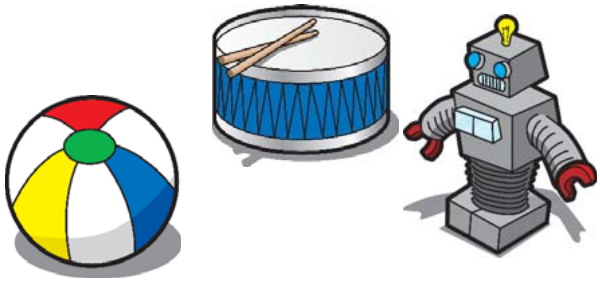

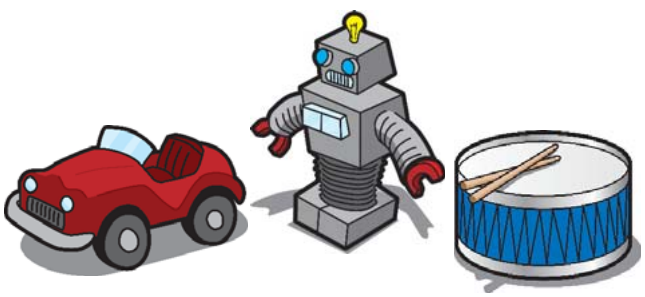

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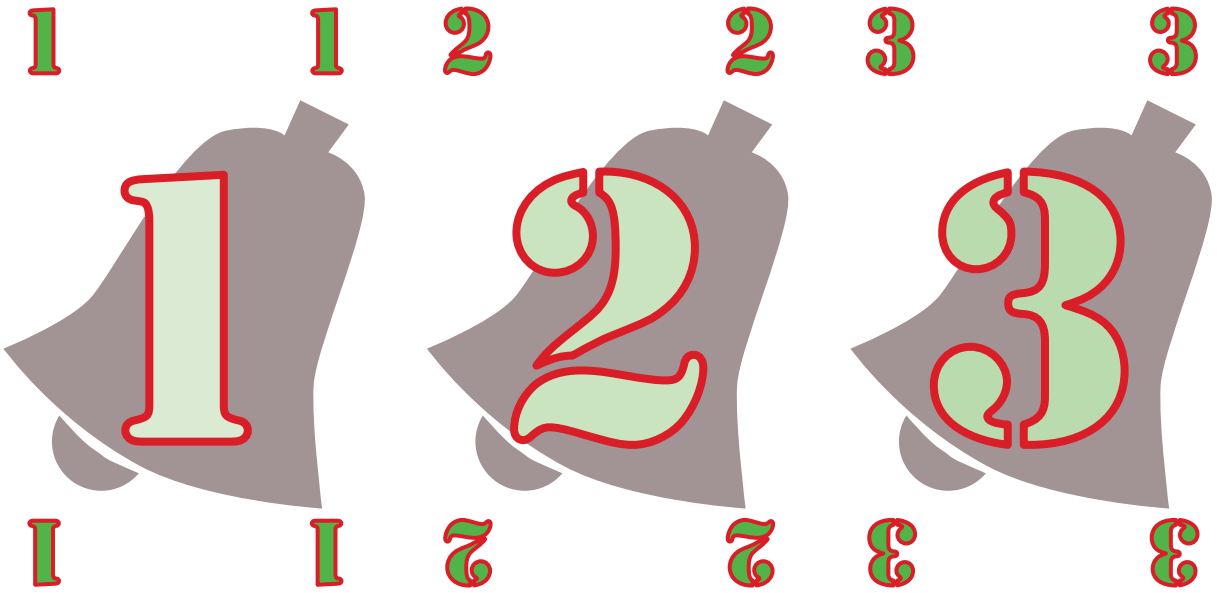

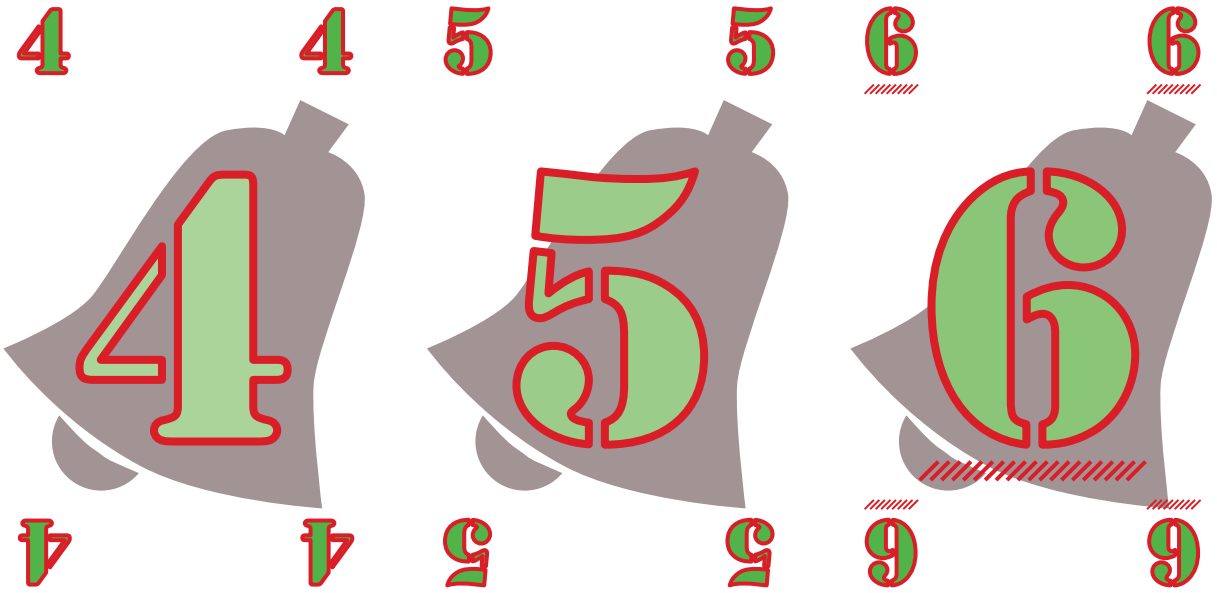

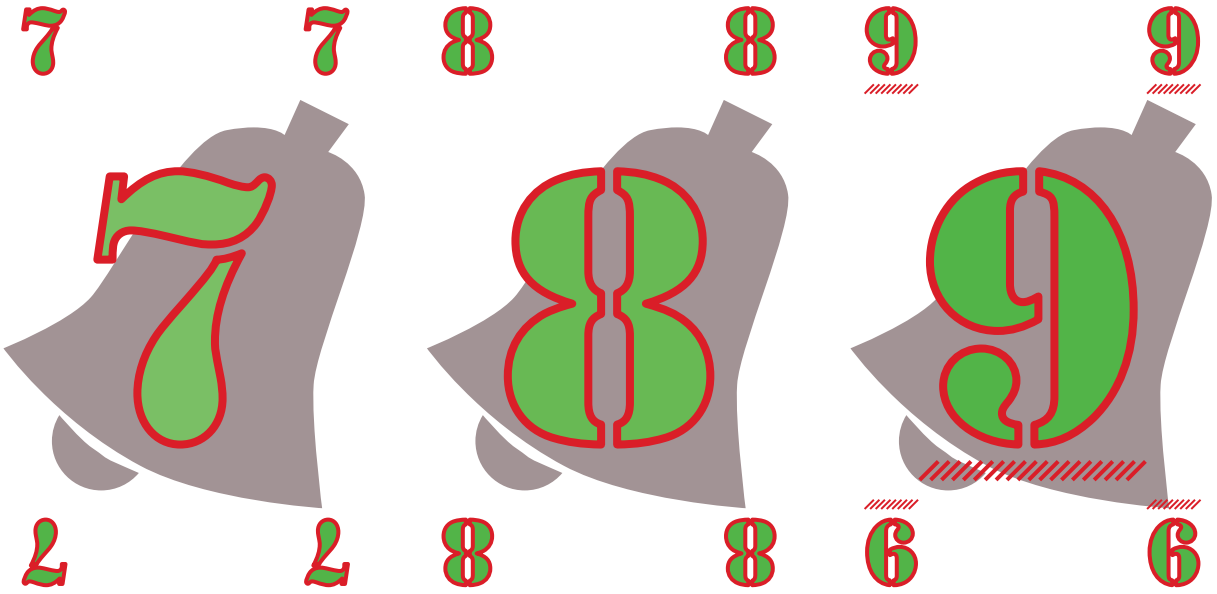

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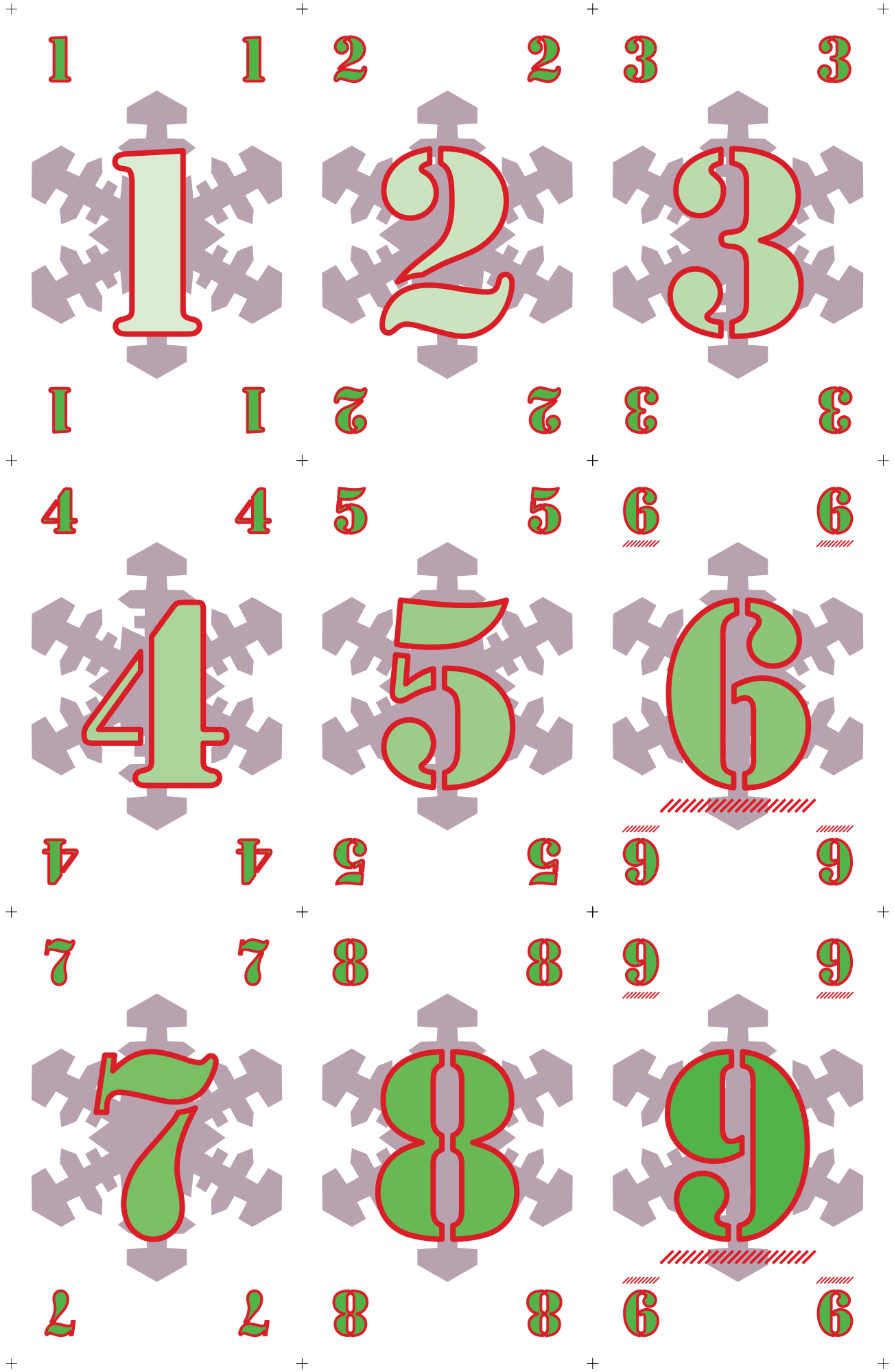

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1 1 2 2 3 3

1 1 2 2 3 3

4 4 5 5 6 6

4 4 5 5 9 9

7 7 8 8 9 9

7 7 8 8 6 6

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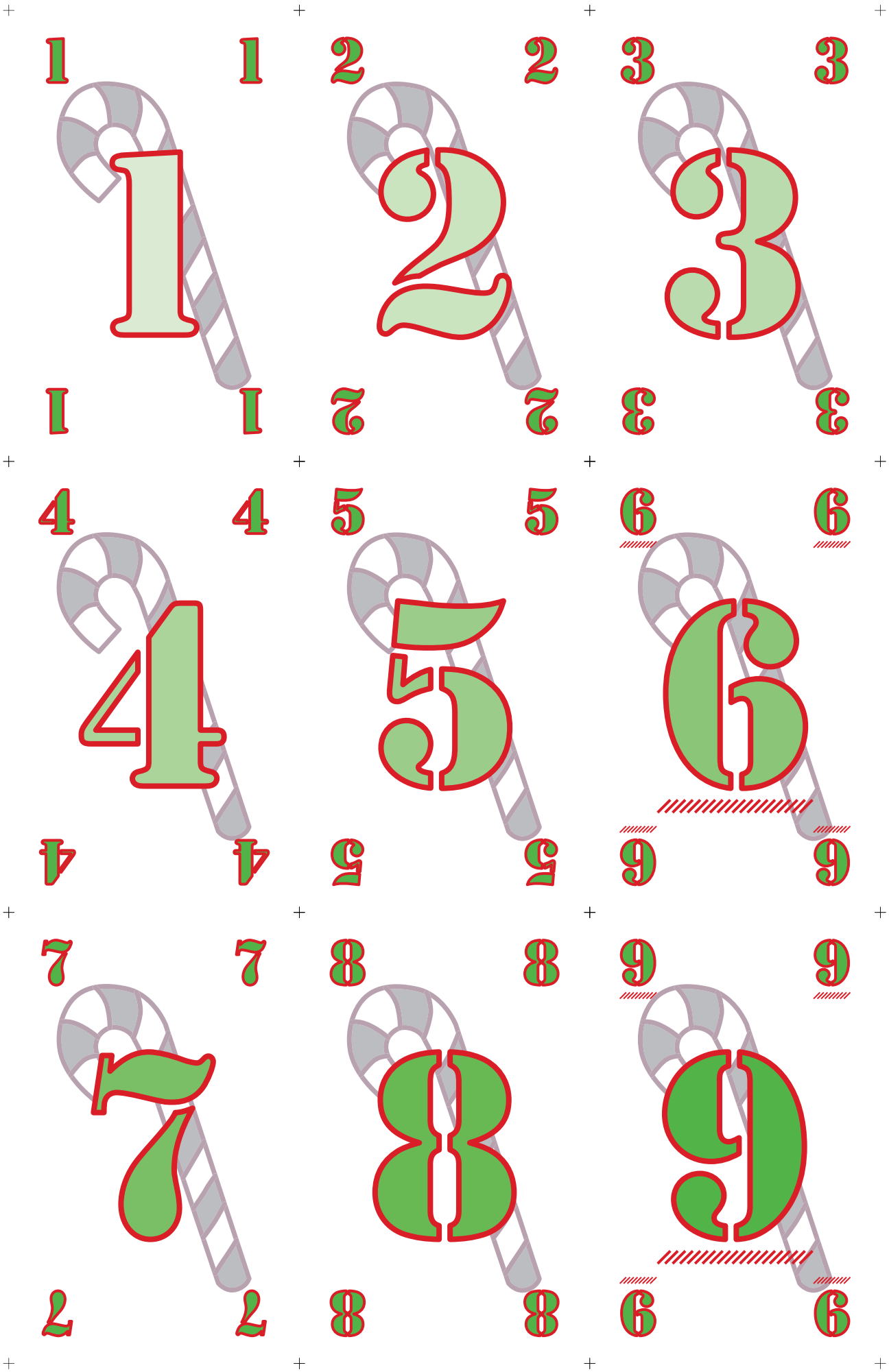

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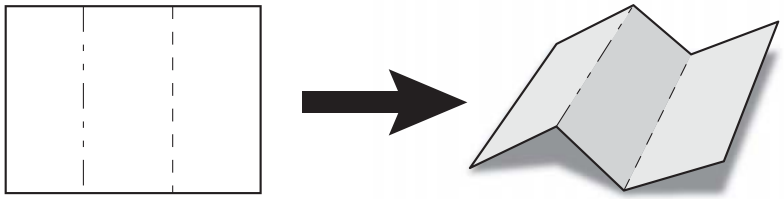
Fold types:



ELVES & SHELVES

The toys have been brought in from the Warehouse and placed on the sorting shelves. Your job as the sorting elves is to collect them according to the children's Wishlists.

Designed as part of the *2010 Christmas Print and Play Game Design Contest* on BoardGameGeek.

Contents:
25 Toy tiles *
10 Wishlist cards *
2 Elf markers
36 Bidding cards

**These can also be used to play 'Warehouse Elves'.*

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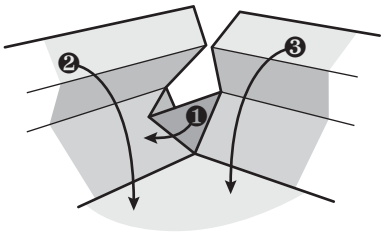

ELVES & SHELVES

Ho! Ho!
10+
2-4
20 min

ELVES & SHELVES

ELVES & SHELVES

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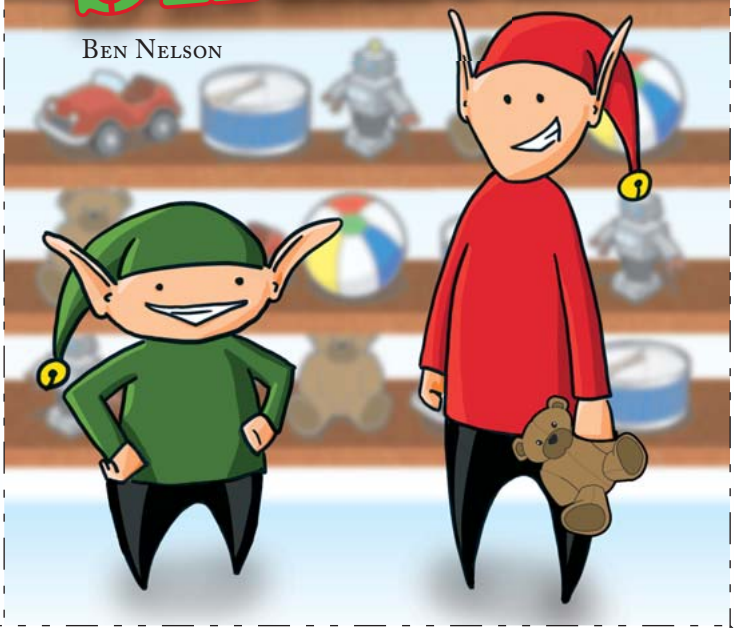

ELVES & SHELVES

20 min
2-4
10+
Ho! Ho!

ELVES & SHELVES

box top

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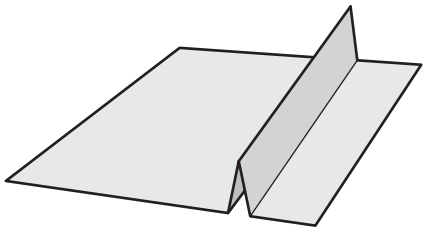

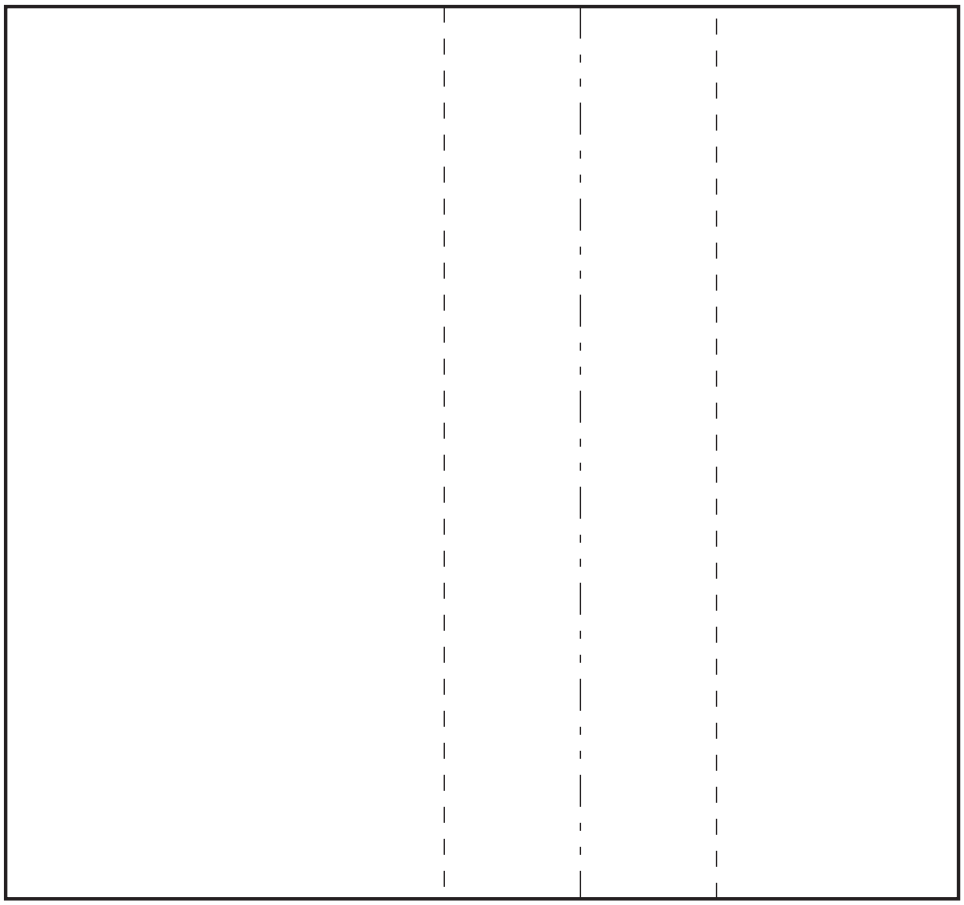

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