SECRET KRAMPUS

Naughty OR **NICE?**

Secret Krampus

It is Christmas and Santa is getting ready to deliver toys to all the good girls and boys as usual. But Krampus has a different plan this year: he has secretly placed some naughty elves in Santa's workshop and plans to send presents to the naughty girls and boys instead.

If Krampus and his helpers succeed there won't be enough presents for all of the good girls and boys and Christmas will be ruined!

One of the Elves is secretly Krampus in disguise and one or more are naughty elves working to help Krampus ruin Christmas the rest of the elves are nice and will do their best to keep Christmas Merry and Bright!

Will you be naughty or nice? Will you save Christmas or ruin it? Only Christmas time will tell...

Components: (Not shown to scale)

4 Game Boards	6 'Nice' Gift cards	11 'Naughty' Gift cards
10 'No' vote cards	10 'Yes' vote cards	6 'Nice Elf' identity scrolls
3 'Naughty Elf' identity scrolls	1 'Krampus' identity scroll	1 List Maker title card
1 Sleigh Loader title card	1 Lump of Coal/ failed vote counter	

Game Boards
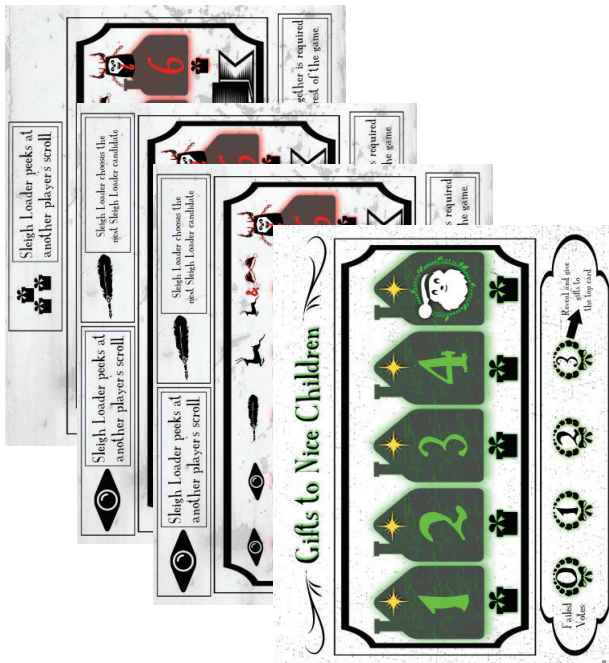
Naughty and Nice cards

No and Yes vote cards

Identity Scrolls

Lump of coal marker

Title Cards

The Game in a Chestnutshell:

The first thing that players will do is determine what role they will be playing as the game unfolds. The three roles are Nice Elf, Naughty Elf, and Krampus. In any game most of the players will be Nice Elves. The Nice Elves don't KNOW what any of the other players are. The Naughty Elves know what role of all of the players are. Krampus is naughty but, like the Nice Elves, he doesn't know what anyone else's role is.

The game is played over between five and ten rounds. In most rounds the players will elect two Elves to play important roles... a "List Maker" and a "Sleigh Loader."

At the end of every round Santa will deliver a load of presents. Depending on what cards are played, the gifts will be delivered either to nice children or to naughty ones.

Most of the time when a load of gifts is delivered to naughty children, the elves receive Orders from Santa that give more authority to the "List Maker" to sort these problems out. This can work for against Santa based on both the motivations of the "List Maker" and how well they have read the other player's intentions. Oh my.

How To Win:

To Save Christmas, The Nice Elves must:
a) Deliver five loads of presents to nice children OR
b) send Krampus to the clean the stables.

To Ruin Christmas, The Naughty Elves and Krampus must:
a) Deliver six loads of presents to naughty children OR
b) elect Krampus "Sleigh Loader" AFTER three loads of presents have been delivered to naughty children.

Setup:

Select the red board according to the number of players in the game and place it on the table; place the green board next to it. Return the remaining boards to the box. Place the lump of coal on the zero location on the Failed Votes track.

Give the 'List Maker' title card to the most elfin player.

Setup the Gifts cards. If you are playing with:
>   6 players: Start with one 'Naughty' 'Gift' card placed on the appropriate board.
>   7 players: Remove one Naughty 'Gift' card from the game.
>   9 players: Remove two Naughty 'Gift' cards from the game.

Shuffle the remaining 'Gift' cards into one deck and place it to the right of the green board.

Create a pool of Identity Scrolls based on the number of players as follows:
>   5 or 6 players: 1 Krampus, 1 Naughty Elf, and enough Nice Elf cards to make the pool equal
>   to the number of players.
>   7 or 8 players: 1 Krampus, 2 Naughty Elves, and enough Nice Elf cards to make the pool
>   equal to the number of players.
>   9 or 10 players: 1 Krampus, 3 Naughty Elves, and enough Nice Elf cards to make the pool
>   equal to the number of players.

Randomize the identity scrolls and give each player one. These define their loyalty and motivations for the rest of the game and should be kept secret at all times, except when the List Maker is carrying out Santa's Order "Peek."

This game relies on the naughty elves and Krampus working together to ruin Christmas. For this to work, the naughty elves need to know each other and who Krampus is. (The exception being in the a 5 or 6 player game, Krampus will know who the Naughty Elf is.)

In the final phase of setup, the naughty elves meet one another and Krampus. The oldest player should recite these prompts, with a few seconds between each (note: in 5-6 player games, Krampus DOES open their eyes):

"Everyone, close your eyes and tap 'pa rum pum pum pum' on the table with one hand., making a fist with your other hand on the table."

"Krampus, stick out your thumb so the naughty elves can identify you."

"Naughty elves, open your eyes and look for the other naughty elves. Also identify Krampus."

"Krampus, put your thumb away."

"Naughty elves, close your eyes. Everyone's eyes should now be closed."

"Everyone, open your eyes."

"If anything went wrong or anyone is confused, say so now."

Gameplay in Detail:

Each round has either two or three parts: 1) elf election, 2) list checking/ sleigh loading, and sometimes, 3) Santa's Orders. Conversation and debate are a part of every phase of this game, if you don't cleverly advocate for your team you will likely lose.

1. Elf Election (hereafter, *Elflection*):

The List Maker candidate nominates a player to be the Sleigh Loader candidate. The Sleigh Loader candidate CANNOT be either of the players who held titles in the last round. Santa believes in sharing!
(In the five player game, only the last List Maker is ineligible.)

After conversation concludes, players secretly decide whether to vote 'Yes' or their 'No.' When everyone's ready, **all players reveal their vote cards**, holding 'Yes' cards in the air and holding 'No' cards on the table.

If more than half the players voted Yes, the elflection is successful: the candidates keep their titles and carry out the powers of their office as described on their title cards (proceed to Step 2 below).

CHECK FOR KRAMPUS: If three loads of gifts have been delivered to Naughty kids, ask the newly-elected Sleigh Loader "Are you Krampus?" If they are, the naughty elves have ruined Christmas and have won!

If the result is a tie or if most players voted No, the vote fails: move the Lump of Coal to the next position on the Failed Vote track. The List Maker title card passes to the left and another elflection is held. Continue holding votes until one passes or three consecutive votes have failed.

If three consecutive votes fail, the elves have spent so much time voting that they have no time to pay attention to the naughty or nice list or even follow Santa's Orders! The top 'Gift' card is revealed and placed on the appropriate board, but any of Santa's Orders that would have been triggered are ignored. Silly elves. The lump of coal is then returned to zero, and limits are no longer applied to candidates for either role in the next elflection.

2. List Checking / Sleigh Loading

After a successful vote, the 'List Maker' silently draws three 'Gift' cards, discards one, and gives the other two to the Sleigh Loader, who selects one of them to play on to the appropriate board and discards the other. Only the played 'Gift' card can be revealed. Either player can report, accurately or otherwise, what the discarded cards were after the Sleigh Loader has played the ''Gift' card. Both List Maker and Sleigh Loader should remain silent from the time that the gift cards were drawn until the card is placed on the board.

If there are ever fewer than three 'Gift' cards in the draw pile, shuffle the the draw and discard piles together to form a new draw pile without examining any of the cards.

3. Santa's Orders:

When gifts are delivered to naughty children Santa is displeased and grants special authority to the Sleigh Loader in an effort to sort things out. Sleigh Loaders are welcome to discuss how to use these powers but the final decision is theirs alone. Remember Santa's Orders MUST be carried out.

Peek:

The Sleigh Loader names another player who must hand over their loyalty scroll. The Sleigh Loader then must unroll it ONLY until the point at which the Naughty Or Nice is revealed. The Sleigh Loader then returns the scroll to its owner. No player can be examined twice in the same game.

Successor Selector:

The Sleigh Loader must choose another player to become the next candidate for Sleigh Loader. This power ignores limits and turn order but after the resulting election the Sleigh Loader candidacy passes to the player who was skipped.

Checking it Twice:

The Sleigh Loader must look at the top three cards of the 'Gift' Card draw pile. These cannot be revealed to any other player.

Stable Leadership:

The Sleigh Loader must select another player to leave the workshop for the rest of the game, that player will instead go clean the reindeer stables and will not participate in the rest of the game, even in conversation. If the eliminated player is Krampus, and ONLY if they are Krampus, they are to reveal their loyalty scroll and inform the Nice players of their victory.

Heads Together:

After five gifts are delivered to naughty children Santa requires that the List Maker and Sleigh Loader put their Heads Together when making gift giving decisions.

Heads Together requires that the List Maker and Sleigh Loader review the 'Gift' card that the Sleigh Loader has proposed to play. They must hold a secret vote between them which only results in the card being played if they both vote yes. Otherwise, the card is discarded and it is considered to be a failed vote. Play continues accordingly. (i.e. Advance the failed vote track, new candidates are selected, a new election is held, etc…)

About this adaptation:

This is an adaptation of the excellent game Secret Hitler which was created by Mike Boxleiter, Tommy Maranges, Max Temkin, and Mac Schubert.

To adapt the game, I changed the setting from 1930's Germany to Santa's workshop and reworked the rules to reflect that change. Assuming that players of this adaptation--and especially those teaching it--would be familiar with the source material, I left off the strategy section of the rule set and condensed some rules. In reworking the theme I created new visual art for all the game components.

I would like to offer my personal thanks to the creators of Secret Hitler for allowing the possibility of this homage and recommend that you go buy it immediately at SecretHitler.com.

Adaptation by Robert Huber
Additional design and layout by Brendan Riley

Secret Krampus should never be bought or sold,
no profit should be created by its distribution.
As with gifts from Santa... it should be given freely.

- 2018 Rattlebox Games