

# SECRET KRAMPUS



**Naughty**

OR

**NICE?**

# Secret Krampus

It is Christmas and Santa is preparing to deliver toys to all the good girls and boys as usual. But Krampus has a different plan this year: he has secretly placed 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!

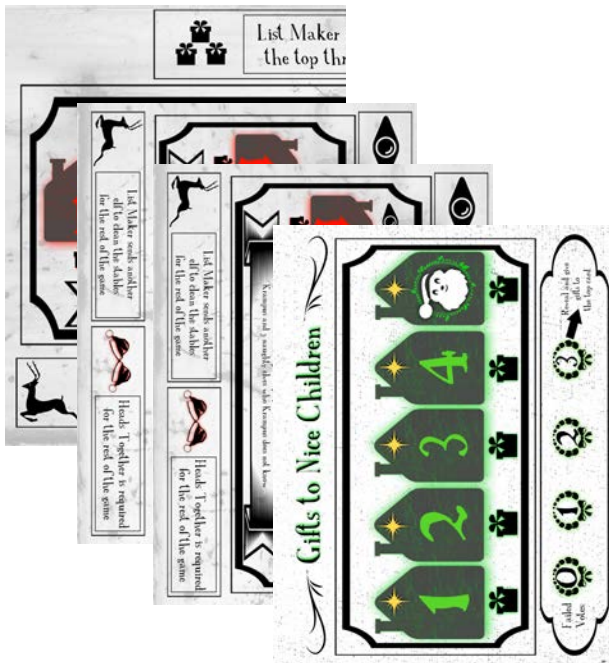
One of the Elves is secretly Krampus in disguise and one or more are naughty elves working to help Krampus ruin Christmas. The rest of the elves are nice and will do their best to keep Christmas Merry and Bright!

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:

Players start by finding out what role they will play. The three roles are *Nice Elf*, *Naughty Elf*, and *Krampus*.

- Most of the players will be Nice Elves.
- Nice Elves do not know anyone else's roles.
- Naughty Elves know everyone else's roles.
- Krampus is naughty but, like the Nice Elves, doesn't know anyone else's role.

A game of *Secret Krampus* takes between five and ten rounds. In most rounds, players elect two Elves to play important roles--a *List Maker* and a *Sleigh Loader*.

At the end of every round Santa delivers a load of presents. The cards played by the List Maker and the Sleigh Loader decide if the gifts go to nice children or to naughty ones.

Often, when a load of gifts goes to naughty children, the elves receive Orders from Santa that give more authority to the List Maker to sort these problems out. This can backfire for Santa if the List Maker is secretly on the Naughty team, or has been misled by the Naughty Elves. Oh my.

## How To Win:

To Save Christmas, The Nice Elves must EITHER:

- 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" any time AFTER three loads of presents have gone 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 Gift 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.
- 8 players: Put all the Gift cards in the draw deck.
- 9 players: Remove two Naughty Gift cards from the game.
- 10 players: Put all the Gift cards in the draw deck.

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."

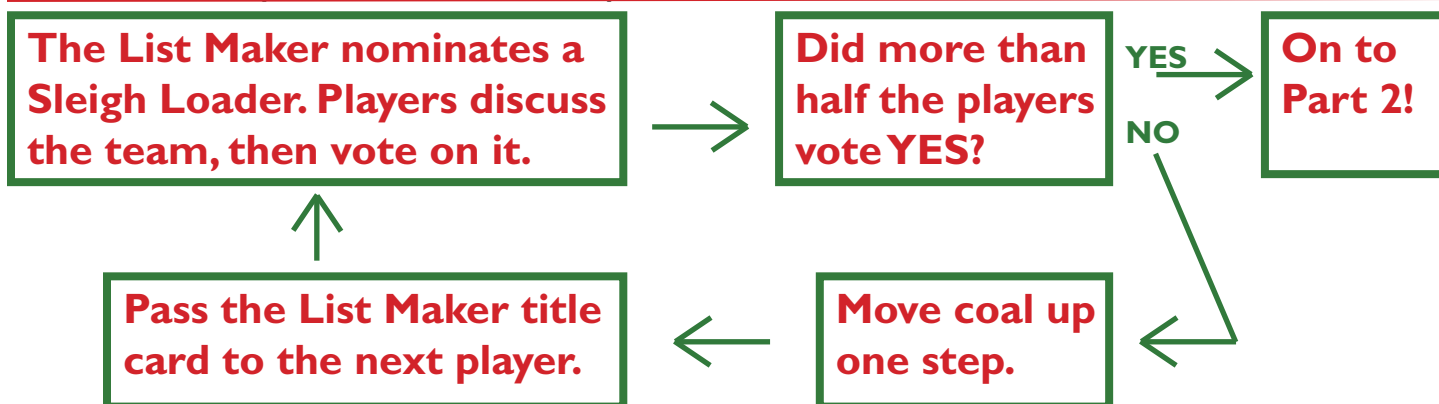
"Everyone, open your eyes."

"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.

### I. Elf Election (hereafter, *Elflection*):



Start the round by passing the List Maker title card clockwise to the next player, who now becomes the List Maker candidate.

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 face down, 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.

**Both List Maker and Sleigh Loader should remain silent from the time the gift cards were drawn until the card is placed on the board.**

Either player can discuss--and possibly lie about--what the discarded cards were after the Sleigh Loader has played the Gift card.

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 List Maker so they can sort things out. List Makers may discuss how to use these powers but the final decision is theirs alone.

**Remember: Santa's Orders MUST be carried out.**

### Peek:

The List Maker chooses another player, who hands over their loyalty scroll. The List Maker must unroll it just far enough to learn if the player is Naughty or Nice, then roll it back up without showing anyone else and return it. **No player can be examined twice in the same game.**



### Successor Selector:

The List Maker chooses another player to become the next candidate for List Maker. This power ignores limits and turn order but after the resulting election the List Maker candidacy passes to the player who was skipped.



### Checking it Twice:

The List Maker must look at the top three cards of the Gift card draw pile, then returns them in without changing their order. These cards may not be revealed to any other player.



### Stable Leadership:

The List Maker must select another player go clean the reindeer stables. They will not participate in the rest of the game, even in conversation. If the player sent to the stables is Krampus, *and ONLY if they are Krampus*, they reveal their loyalty scroll--the Nice players win!



### Heads Together:

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



To do so, after the Sleigh Loader chooses which card to play, both List Maker and Sleigh Loader review the selected Gift card. Then they hold a secret vote between them. If either of them votes "yes," the card is played. If both vote "no," 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*, 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](http://SecretHitler.com).

Adaptation by Robert Huber, additional design and layout by Brendan Riley.

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**- 2018 Rattlebox Games**