

Christmas Trees for Sail

A 1-6 Player Co-op Christmas Game
by Rattlebox Games



Winter, 1904: Christmas settles on the shores of Lake Michigan like snow on a Fraser fir, and with it arrives the glorious Christmas Tree Ship.

In Christmas Trees for Sail, players become holiday mirth merchants, sailing to and fro buying trees, selling them for profit, then using those profits to bring Christmas Cheer to Chicago's needy children.

PRINT AND PLAY INFORMATION



To play, you will need to print the board and the game components. You will also need to supply 10 six-sided dice and nine tokens (like cubes). You can print money cards or supply your own way to track money.

These documents are formatted for 8.5x11 double-side, flipped on long edge.

- CTFS Full - board, components, and money
 - CTFS Board 8.5x11 - Game board divided into two pages.
 - CTFS Components - Game components.
 - CTFS Money - Game money.

Documents below formatted for different print types.

- CTFS Board 11x17 - a single file of the game board.
 - You only need to print one of the boards.
- CTFS Rules 5.5 x 8.5 - the rules in correct page order.
 - Can be printed on 8.5x11, double-sided, flip on long edge.
- CTFS Rules Duplex - rules formatted for duplex print.
 - Resulting pages should be folded together and saddle-stapled.

Design, Development, Art, Rules: Robert Huber & Brendan Riley

Glenn V. Longacre excerpt from "The Christmas Tree Ship: Captain Herman E. Schuenemann and the Schooner Rouse Simmons," Prologue Magazine, Winter 2006, Vol. 38, No. 4.

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