

SANTA COOKIE ELF CANDY SNOWMAN INSTRUCTIONS*

Contents

- 64 Cards



Introduction

Santa Cookie Elf Candy Snowman! Keep these 5 festive words in mind. As soon as there is a match between a card and a spoken word, race against each other to slap your hand on the central pile of cards. The last one to do so must take them all! You'll have to be quick to be the first to get rid of all your cards. But watch out! Your mind will play tricks on you. This addictive game is as unique as its name. Enjoy!

Terminology:

Draw Pile: The pile of face down cards each player has.

Central Pile: The pile in the center of the table.

Match: When a card matches the word said by a player.

Objective of the Game

Get rid of all your cards and be the **FIRST** to slap your hand on the Central Pile of cards when you see a Match or a Special Card appear.



Set Up

Shuffle and then distribute all the cards evenly amongst players, face down. Players must not look at their cards while placing them in a draw pile in front of them, **face down**.



How to Play

The person to the dealer's left puts a card into the center, face-up, saying "**Santa**". The player on their left then puts their card face-up on top of the previous card, while saying "**Cookie**".



Play continues in this way (going "**Santa**", "**Cookie**", "**Elf**", "**Candy**", "**Snowman**", "**Santa**", "**Cookie**", "**Elf**", "**Candy**", "**Snowman**" ...etc.) until the following happens:

The card **that has just been put down** matches the word spoken by the player (e.g., They put down an 'Elf' while saying "**Elf**").

At this point, all players must **SLAP** their hands on top of the pile of cards in the center, and the **LAST** player to do so takes the entire Central Pile and puts them on the bottom of their Draw Pile.



Then the player who picked up the cards starts off the next round saying "**Santa**", the next player "**Cookie**", next "**Elf**"etc.



In Addition:

When a player has used all of their cards, they continue to say "Santa", "Cookie", "Elf", ...etc in turn, and still have to **SLAP** the pile when a match occurs or if a Special Card appears.

Flinching:

If any player slaps incorrectly, or even starts to but jerks it back ("flinches") they forfeit the round and pick up all the cards in the center.





Pace:

You have to keep a steady, fast rhythm to the game. If you break it by forgetting what you're supposed to be saying or by not noticing it's your turn, you have to pick up the cards.

No Peeking:

All players must put cards into the pile by flipping them over facing outward. If a player clearly looks at their card before placing it into the pile, they forfeit the round and pick up all the cards in the center.

Special Cards:

All players must complete the following actions **immediately** when a special card is revealed, and **then SLAP** the pile. If a player does the **wrong action and doesn't correct it before** slapping the pile, or is the **last to slap the pile**, they must pick up the cards. Here are the three Special Cards to watch out for, and what to do when they show up:

Silent Night: Bring your forefinger to your lips and say "Shhhh"



Drums: Tap on the table with both hands while saying "Rum pum pum pum"



Reindeer: Bring both hands to the sides of your head forming antlers



Ending the Game:

The game ends when a player with no remaining cards is the **FIRST** to correctly **SLAP** a Match or Special Card!



***Game involves physical contact; play at your own risk.**

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