

MERRY MISCHIEF!

Card Game

INSTRUCTIONS

SET UP

- 1 Shuffle the cards and deal six to each player. You may look at your cards but keep them secret from the other players.
- 2 Place the remaining cards in a face-down deck in the center of the play area. Place the Present die nearby.
- 3 Give each player a Saved Present token. Return any remaining tokens to the game box.



OBJECT

Stitch can't contain his excitement and wants to unwrap all the presents before Christmas day! Try to save the presents from Stitch, but be careful—the more you try to sneak by him, the more likely Stitch will unwrap them!

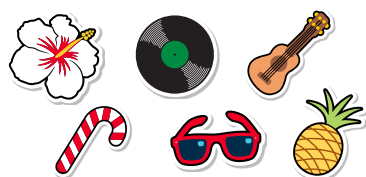
Be the player who saves the most presents to win!

HOW TO PLAY

The game is played in rounds. In each round, do the following, in order:

1 PLAY CARDS

Each player plays up to three cards of one color face down. Cards are red, yellow, or green, and each card has one or two presents on it.



Presents

The more presents on the cards you play, the harder it will be to save them! You must play at least one card. Cards you don't play stay in your hand for later.

Some cards have these symbols, which affect Stitch's attitude this round and make it easier or harder for everyone to save presents, as explained later.



Nice

Naughty

2 FLIP CARDS FACE UP

All players flip their played cards face up. Now count how many cards have a  and how many cards have a . You'll compare only those two symbols, not cards without a symbol.

3 ROLL THE PRESENT DIE

- If there are more Nice Stitch symbols 🐻, roll once.
- If there are more Naughty Stitch symbols 🐻, roll three times.
- If there are the same number (or none at all), roll twice.

Take turns rolling the Present die, but each roll affects everyone.



Roll Matches Present

4 DISCARD OR SAVE CARDS

After each roll, check all your face-up cards. If any of your cards have a matching present, discard all the cards you played and draw the same number from the deck. If the deck is empty, reshuffle the discard pile to form a new deck.

If none of the rolls match any present on any of your face-up cards, you save the presents! Flip all the cards you played face down and place them in a stack under your Saved Present token. Don't draw any cards.



Discard ALL Played Cards



Saved Present Pile

REPEAT STEPS 1-5 UNTIL A PLAYER HAS NO CARDS LEFT.

END OF THE GAME

When one or more players is out of cards, they each draw a card from the deck and place it in their Saved Present stack. Everyone who still has cards plays one final round. Then the game is over.

Everyone flips over their Saved Present stack and counts the presents on each card.

The player who saved the most presents wins!

If there's a tie, roll the die. The player with the most presents that match the roll wins! If there's still a tie, the tied players share the win!

SCORING EXAMPLE



= 8 Saved Presents



= 10 Saved Presents
Winner!