

Ages 7+

2-4 Players

Disney
The Muppet
CHRISTMAS CAROL



Spirit of Giving

Game
Instructions

Setup

- 1 Turn all the gifts face down, mix them up, and group them in the center of the play area.
- 2 Shuffle the cards and deal three in a face-down row in front of each player.
- 3 Each player turns their two outer cards face up and peeks at their center card. **Players can always look at their face-down card at any time.**
- 4 If all three of your cards have the same color or character (including wild cards), replace any of your cards with new ones, until all three no longer match.
- 5 Prepare the deck (see page 3).

The first player to sing a Christmas carol takes the first turn.



3-Player Setup Example

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Prepare the Deck

- 1 Divide the remaining cards into four stacks of about the same size. Place a Story tile onto each stack.
- 2 Place the stacks on top of one another in the order shown, with Scrooge on top. Place the deck in the center of the play area and leave room for a discard pile.
- 3 Take the Scrooge tile off the top and place it nearby, where all players can see it.



How to Win

Complete sets of Muppet cards in front of yourself or other players to earn gifts. When the gifts have all been given out or the deck is empty, the player with the highest scoring gifts wins!

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On Your Turn

1 Choose a Story tile. Pick one tile and do what it says. At the beginning of the game, only Scrooge will be available.



2 Check for a complete set. If all three of any player's cards have the same color or character, go to **Completing Sets** below.

Now it's the next player's turn!

Completing Sets

When any player has three cards in front of them with the same color or character, they must **immediately flip over their center card and announce the completed set.**

Completing your own sets is good, but completing other players' sets can be even better!

- **If you complete your own set:** Take a gift from the center without looking at it.
- **If you complete someone else's set:** Take two gifts from the center and look at them. Give one to the player whose set you completed and keep the other.



After taking gifts, the player with the completed set discards their cards **face up** in any order. Then, they take three new cards from the deck, turning the outer two face up. If these new cards all match too, they take another gift!

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Wild cards count as all colors and all characters.

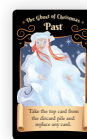
Story Tiles



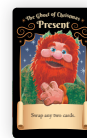
Whenever you reveal a new Story tile in the deck, immediately place it to the right of the previous tile. On your turn, you can choose any one of the revealed tiles.



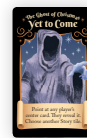
Scrooge: Draw the top card of the deck, look at it, and then replace any card in front of any player (including yourself). Face-down cards should be replaced face down. Put the card you replaced on top of the discard pile face up.



The Ghost of Christmas Past: Draw the top card of the discard pile, then replace any card in front of any player (including yourself). Face-down cards should be replaced face down. Put the card you replaced on top of the discard pile face up.



The Ghost of Christmas Present: Swap any two cards. You can choose cards in front of any two players (including yourself). After the swap, players turn their outer cards face up and their center card face down.



The Ghost of Christmas Yet to Come: Point at any player's center card. That player reveals the card so everyone can see it, then turns it back face down. Then, choose a different tile and do what it says.

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Ending the Game

When a player takes the last gift or there are no cards left in the deck, the game is over.

If there is only one gift left and a player completes someone else's set, the player whose turn it is takes the gift.

All players flip their gifts face up and add up their score. The player with the highest score wins! If two or more players are tied for the highest score, the player with the most gifts wins. If players are still tied, they share the victory!



Contents:
53 Cards, 14 Gifts,
4 Story Tiles,
Instructions

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