

Weird LITTLE ELF

IT'S THE NIGHT BEFORE CHRISTMAS ...

Santa's Elves are working hard to finish all the toys in the workshop. But something isn't right. The Elves are acting very strangely!

Rumor has it that a terrible Imp has snuck into the workshop to sabotage the toys and ruin Christmas. But the Elves can be mischievous, too, and Santa's having trouble telling who's who. So Santa gathers all the "Elves" and asks them one simple question ...

IT'S BEGINNING TO LOOK A LOT LIKE WEIRDNESS!

In *Weird Little Elf*, players take turns being Santa, who poses a question for the others to answer. The other players are Elves, although one is secretly an Imp who follows a special rule that could give it away. The first player to accuse the Imp correctly three times wins!

SETUP

1. Remove the "You're an Elf!" role cards from the box. Set out Elf role cards equal to the number of players minus two. These will be redistributed to the players every round. Set the rest of the Elf role cards aside. They won't be used this game.
2. The other cards stay in the box, until drawn during play. Keep the red/blue Santa cards in front, and the green Imp role cards at the back.
3. The jolliest player is the first Santa!

PLAY

Hand out roles. At the start of each round, Santa draws one Imp role card from the box and shuffles it in with the Elf role cards. Then Santa deals one to each other player. Players look at their role cards and keep them secret.

For example, in a six-player game, there's one Santa, one Imp, and four Elves. Santa deals five cards out to the players, not knowing which one gets the Imp card.



Draw a Santa card then chant. Santa

draws a Santa card from the box and starts the round by chanting in a deep, merry voice:

**"THE IMP IS MISSING.
BLESS MY BEARD!"**

All the other players respond together. They each point at a player of their choice and say in a high, squeaky voice:

"LOOK! THAT ELF IS ACTING WEIRD!"

Read a question. After the chant, Santa reads one question on the card out loud. This can be either the red Christmas-themed question or the blue year-round question on the reverse.

Answer the question. Moving clockwise, each other player must answer Santa's question. Players can't repeat an answer that was already given that round. Otherwise, they're free to answer however they like.

Follow the secret rule. Meanwhile, the Imp has a secret rule on their Imp role card that they must obey. By default, they can perform this any time



NOTE:
For 8 or more
players, you may
choose to have a
second Imp.

during the round, including while answering. But some rules specify they're limited to just when answering.

Accuse the Imp. After everyone answers the question, Santa goes first to accuse someone of being the Imp (see below).

Next round. After the Imp role card is awarded, the player to Santa's left becomes the new Santa for the next round.

ACCUSING

Imp accusations are resolved like this:

- **If Santa is correct, he keeps the Imp's role card.**
- **If Santa is wrong, that Elf guesses.** The Elf that Santa guessed then accuses someone else of being the Imp, and gets the Imp role card if right.
- **If neither is correct, the Imp keeps the card.**

If there's disagreement about whether the Imp obeyed the secret rule, the Elves vote to see if the Imp gets to keep the card. Santa is the tiebreaker.

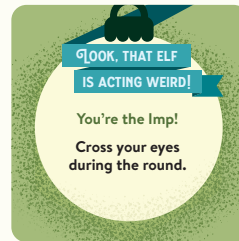
WINNING

The first player to collect three Imp role cards wins!

CARDS



Role card, Elf version



Role card, Imp version
(with secret rule)



Santa card
(blue year-round side)



Santa card
(red Christmas side)



SUMMARY

1. Santa hands out the role cards.
2. Santa draws a Santa card and chants: "The Imp is missing. Bless my beard!"
3. The others reply: "Look! That Elf is acting weird!"
4. Santa reads a question.
5. The others take turns answering, while the Imp also follows the secret rule.
6. Santa correctly accuses the Imp to win their role card. If wrong, that Elf guesses. If wrong, the Imp gets the card.
7. The player to Santa's left is Santa next round.

CREDITS

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