

TURN SEQUENCE:

- 1) Hey, Kid...the Line Ends here -- it Begins there... *deal turn order tokens*
- 2) Star of Wonder, Star of Light... *attract shepherds and/or wisemen to town*
- 3) Heigh Ho, Heigh Ho, it's off to work we go... *attempt tasks*
- 4) Money Makes the World Go 'round... *inactive Staff earn income*
- 5) Come-to-Jesus Moment... *players with ● retain/regain Angel, others donate to charity*
- 6) Okay: Now, Push...*PUUUUSH!!!... mothers attempt delivery*

TASKS

Staff cost: Polly **1ψ** (no bad), Manuel **1ψ** (1fail, **-1ψ**; 2-3 fail)

NOTE: Staff / task cost lost regardless of success (*exception: see ² below*)

Angel only (*may do no other tasks, but may defend from theft / kidnapping +3*)

- brighten star (-1 /3■): 1= **0**, 2-4= **+1**, 5-6 = **+2**
- move holy family (**≤ turn #**) to stable
- move shepherd (+sheep) **or** wiseman w/gift (+ camel) (**< brightness**) to town

Basil only (*may attempt two tasks per turn*)

- remove one ●. **1-6ψ¹**, **≤ cost**

All Staff (*excluding Angel*)

- bribe opponent's wife to visit them & take 2d6ψ (*pay to bank*). **1-6ψ¹**, **≤ cost**
- hire agent from town*. **2ψ** (NOTE: No staff req'd, but counts as task this round)
 - * *or opponent: roll >2 more than opponent - pay difference to bank*
- move shepherd **or** wiseman from town* to stable. **0ψ**, **≤ brightness** (● if fake mother)
 - * *or opponent: roll ≤ amount your star brightness is greater than target's brightness*
- hire fake ●. **1-6ψ^{1,2}**, **≤ cost**
- kidnap character (NOT Staff) from town or opponent³ ●●. **0ψ**
- buy animal from town or opponent⁴. **1-6ψ^{1,2}**, **≤ price offered**
- sell animal to town or opponent⁴. **0ψ**, **≥ price asked^{1,2}**
- steal animal from town or opponent³ ●●. **0ψ**
- pawn wiseman's gift - gain **1d+5ψ** ●●. (*no fakes*)

Drummer Boy (*if in player's stable - can be in same turn as when kidnapped*)

- attract animals ●. 1 = **0**, 2-3 = **1**, 4-5 = **2**, 6 = **3** (1-2 = sheep, 3-4 = donkey, 5-6 = camel)
- escape: when player passes roll 1d /staff (*inactive*), highest single roll wins

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- bad task: # of ● = # of black marks given to player (*regardless of success of task*)

¹ player chooses cost/price, then rolls against that as success target number

² If roll fails, cost = 0ψ (*staff cost only*) but counts as the task for that staff this turn

³ if opponent has/pays staff to defend(=task), **roll #d6** (#=# of staff), **highest single roll wins**

⁴ Opponent must agree to participate in the sale (*and need not have/pay staff to haggle!*)

Players each roll d6 -- price (*which must be paid*) = lowest die rolled

The Stupidest Angel

Players use their available money, staff, and/or guiding Angel to gather the prophesied elements of the Nativity scene so that they can claim the bragging rights (*and associated income...*) to being the location of the Messiah's birth. As the number of turns played improves the odds of success of many of the tasks, the temptation to "think outside the box" (*i.e.: cheat the system!*) grows as the game continues. Getting away with such nefarious behavior with God watching over your shoulder could prove problematic, so victory may very well go to the player blessed with *the Stupidest Angel...*

OBJECTIVE: Have a complete creche (*messiah/baby, virgin/mother, father, shepherd, wiseman, sheep, donkey, and camel*) in Stable at the end of a turn.
(*If two or more players have creche, each rolls d6+star brightness to determine winner.*)

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