

Welcome to "3 heists of Christmas". This is a campaign for "Clou - Roll & Heist"! The basic idea behind the game, to spread some easily accessible gaming entertainment in Covid times, shall be continued with this campaign. On boardgame-racoon.de you can find more about the game including the basic scenarios and a link to the digital version. But now have fun with "3 heists of Christmas"!

1. Introduction

Like the basic game, the campaign is designed for 1-3 players and includes a total of 3 new break-ins. These are connected to each other and your gang of thieves gains more experience with each break-in. You also have the opportunity to buy new tools and make special preparations.

In addition to the 3 burglaries and these rules, this download package also contains the following

- an introduction and start story
 - the campaign sheet, where you record your progress, so you can interrupt the game between 2 break-ins.
 - Once again all 4 thieves' sheets, which you do not need to print out again if you already have them.
 - 2 story sheets
 - the basic rules, if you don't own them already
- To play this campaign, you only need 3 six-sided dice and one pen per player in addition to this.

If you haven't played the basic game yet, it is recommended to read the rules for it at least once first.

A campaign game always works like this: First you check, which heist is the next on your campaign sheet. Then you play it according to the rules of the basic game, whereby everyone can use the tools, preparations and experience gained on the campaign sheet. Afterwards, you enter the results of your break-in on the Campaign Sheet and you can convert the reward of your "work" into improvements. Afterwards you can continue with the next break-in or put the game aside and continue playing another time.

2. The campaign sheet

The campaign sheet is divided into several sections. Each area is highlighted either yellow or beige. **Yellow** areas indicate your progress in the campaign. There you only enter something between the break-ins.

Beige areas contain your improvements as thieves. Between each break-in you can buy things here. You can then mark them and use them in the next break-ins. You use these areas **together** as a team.



Each player may therefore always enter or cross out something on the experiences and tools instead of on his or her thief sheet.

3. Preparation

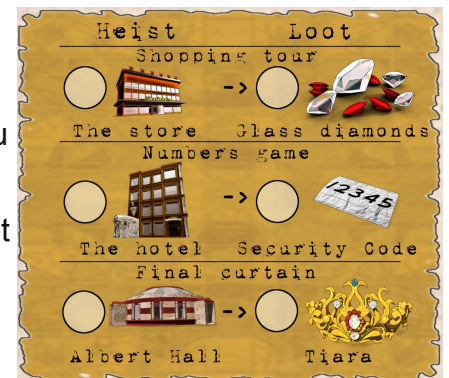
Lay out the campaign sheet so everyone can see it. Fill in the players names on the right and cross out all traces to the left of your player count. Lay out the 3 break-in plans. Each player needs one of his thief's sheets for each break-in and a pen. Also have 3 six-sided dice ready. Now read the introduction story.

4. Gameplay

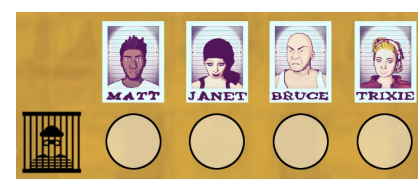
In a Clou - Roll & Heist campaign game you always go through 5 phases one after the other. Once you have played through all phases, you start again with the first phase. This continues until you have played "Final curtain" as a scenario or lost. After that the campaign is over and you can count your points for the campaign. The 5 phases are:

4.1. Choose your target

In the upper left corner of your campaign sheet you will find a list of heists and special loot that you can get from the corresponding burglary. The top unmarked burglary is your next target.



Take the corresponding burglary sheet and place it in the center of the table. The loot you can get from the buildings will help you during the campaign. If the next target is the Albert Hall, the campaign ends after this heist.



4.2. Choose your team

Each player now chooses a thief. However, you cannot choose a

character that is marked on your campaign sheet as being in prison.

If there are fewer characters available than the number of players, the remaining thieves will give up and you will lose the campaign at this point.

4.3. Breaking in

Play your chosen scenario with your chosen characters according to the rules of the basic game. Note the special loot for this break-in and the beige areas on the campaign sheet (preparation, tools and experience) that you may use together.

4.4. Police report

Now you mark on your campaign sheet how well the break-in worked. To do this, enter the following in the yellow areas:

- Cross out the break-in you just performed. If you have stolen the special loot, cross it out as well.
- On the right side of the campaign sheet, cross out as many traces as you got from the break-in. *If you have crossed out all the traces on the campaign sheet, the evidence against you has condensed so much that you have been caught: you've lost this campaign.*
- Mark all the thieves who end up in prison because of this burglary (see 6. Failure).
- Add up your points from this burglary with the remaining points of the last scenario and enter the result under "Points" (for your 1st burglary you simply enter your points).

4.5. Wage of work

Now you can buy tools and improvements for your points. Each box you cross out in these areas will cost you 5 points. If you have crossed out all boxes for a tool or preparation, it is available to you from now on.

Of course you are not very creditworthy and can only spend as many points as you have available. Afterwards, enter your expenses in the box and calculate your new remaining points.

Here is an example of the phases from a 2-player game: The two players have already completed the first heist and must now choose a break-in target. The hotel with the scenario "numbers game" is the next target.



Next, they choose which characters should carry out this break-in. For this they look who is in prison so far. Unfortunately Matt didn't drive very

well at the first break-in, so he is not available for this campaign anymore. Therefore, they choose Trixie and Janet. Now it's getting serious. These two are playing the hotel break-in. They can both use their experience, tools and preparations (example see 7.).



After the break-in, it's time for the calculation: first of all, the break in is marked. Unfortunately, the two did not manage to get the special



loot, so they did not mark anything there. Now they have to transfer their traces: the 1 and the traces between the 1 and the 2 are crossed out in a 2 player game anyway. At their first break in they had already collected 1 trace. This time they also got out of the heist with 1 trace. Therefore they cross out another trace on the campaign sheet. So they have collected 2 traces during the campaign. From the hotel they got 13 points. Together with the rest of 4 from the first scenario, that makes 17



points. If they want, they can now invest these points and cross out up to 3 boxes in preparation and tools. They decide to buy 2 new tools.

After marking the tools, they enter their expenses and remaining points.

1.	POINTS	EX-PENSES	REST
	9	- 5	= 4
2.	REST + POINTS	EX-PENSES	REST
	17	-	=

1.	POINTS	EX-PENSES	REST
	9	- 5	= 4
2.	REST + POINTS	EX-PENSES	REST
	17	- 10	= 7

5. Winning and losing

The campaign will continue until one of the following conditions is met:

- *Tracked down*

Once you've crossed out all traces on the campaign sheet, the evidence against you has become so strong, that you've been caught. You lost the game.

- *In prison.*

If there are more thieves in prison than players, the rest of the gang will give up and you have lost.

- *The tiara*

If you played the "Final curtain" scenario, the campaign ends after that. You have won the game. But how successful were you? Enter your points at the 3rd break in and skip the "wage of work" phase. Instead of the expenses you will receive minus points: 5 for each thief in prison and 3 for each trace



3.	REST + POINTS	PER -5 PER -3	CHRISTMAS POINTS
		-	+
CAMPAIGN POINTS:			

you got. In addition, there is a bonus for Christmas gifts and meals that you have looted. Each crossed-out double circle earns you 3 points. Add it all up and you get your campaign points.

6. Failure

In the scenarios during the "Breaking in" phase you can fail in 2 ways, just like in the basic game: You get too many traces or you get caught while escaping.

If you get too many traces in a single break-in, you will receive the special loot and all points, but all characters involved in that break-in will end up in prison!

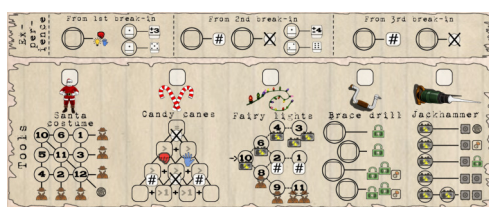


If you are caught escaping, only the driver will go to prison, but you will only receive half the points. You will still receive the special loot.



7. Experience & Tools

You can find your gained experience and purchased tools on your campaign sheet.



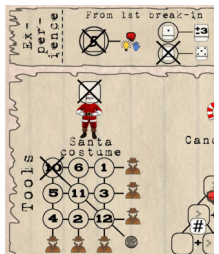
During a break-in, each of you may always enter a number or cross out a circle here instead of on your thief sheet. The rules are the same as in the basic game. You may also use special symbols here!

But keep in mind that you use the boxes and circles together! This means that a box or circle used by one player is no longer available to the others.

For example: You rolled a one, a three and a five. Bruce uses the 1 and 3 as in the basic game on his thief sheet and enters the 5 in the experience field.

Trixie uses the 1 in the circle from experience to get a 5. She uses it together with the 5 on the dice to

cross out the 10 on the Santa costume. She still has a 3 left. Thanks to her special skill on her thief sheet, she can add to this 2 and get a 5, which she can use to cross through Bruce's filled out circle box and activate a strength, dexterity or cunning.



You will automatically receive experience and do not have to buy it. Depending on how many break-ins you have already made, you may use the corresponding fields.

Tools must be bought from your points, only then they are available to you.

Also note that tools are not reset between 2 break-ins! If you have crossed out or entered things there, they will remain for the rest of the campaign.

If this would be your 2nd break-in, for example, you would be allowed to use both areas of experience, the "From 1st break-in" and the "From 2nd break-in". In addition, you have bought the candy canes and the fairy lights, where you can enter numbers or cross out circles.



8. Preparations

You have to buy preparations as well as tools to use them. They give you special benefits that you can use at the specified time.

You must have crossed out all boxes next to a preparation to use it.

The 4 preparations of the characters with a name behind them are only valid if the corresponding character participates in the break-in.

All preparations are explained in detail below:

• Affair with Inspector (Janet)



If you calculate your points after a break-in, traces no longer count as minus points. However, you will still need to enter your traces on the campaign sheet.

• Scouting (Matt)

At the beginning of the Breaking In phase, you may cross out any symbol anywhere on the burglary sheet of the scenario and no longer need to fulfill it.



• Power Lifting (Bruce)

If during a break-in a challenge as an option only requires strength, but also costs you a trace, you do not have to enter the trace if you solve the challenge with strength. *For example, if you use only strength here and have the power lifting, you will not get a trace.*



• Tuning up (Trixie)



At the beginning of the "Break-in" phase, each of you may cross out any circle on your thieves' sheet or the campaign sheet. This does not activate any symbols.

• Tickets

In the "The Concert" scenario, you may cross out all the symbols in the "Sneak In" section before breaking in and start directly in the foyer.



• False passports (requires 2 boxes)



Once you purchase this preparation, you will be allowed to cross out the 2 additional traces on the campaign sheet, if you cross out traces on your campaign sheet during the "Police Report" phase.

9. Campaign special feature

In this campaign, you may cross out a box in the tools or preparations before your first burglary. This means that you already have a tool or preparation for your game in the campaign.



After weeks of preparation, this night the time has finally come. Silence lies over the old mansion, only interrupted by the soft clicking sound of Matt's lock pick, while he's working on the back door. Janet illuminates Matt's work with the flashlight and mentally checks the escape route once more. Meanwhile Trixie, her cutting torch already prepared, is only waiting to get to the safe. If necessary, there is also Bruce, who cracks his fingers. If they meet with resistance, there will be no mercy for his opponents. Tonight, all that work will finally pay off.

Welcome to Clou - Roll & Heist! This game is designed to bring some fun directly to your home in times of social distance, contact ban and dropped out gaming rounds. So it is suitable for 1 to 3 players and you can print it out at home. Besides that, you only need three 6-sided dice and 1 pen for each player. If you like this idea and the game, please share it. You can also support Boardgame Racoon on Facebook or Instagram and find more content for Clou - Roll & Heist on: boardgame-racoon.de/pages/spiele/stayathome-en.php

In addition, the digital version of the game has already been released on Steam for Windows, Mac and Linux and will also be available for Android and IOs in Q1 2022.

Another idea behind this game is to help the small game stores through Covid times. Buy something at your local game store and send a photo or scan of it to clou@boardgame-racoon.de. You will receive the "The great train robbery" campaign with 4 extra scenarios via email.

In Germany, Boardgame Racoon is cooperating with the following game stores:



1. Goal of the game

In "Clou" you play a skilled thief or even a whole gang of thieves in the 1960s London. For each game you choose a scenario, in which you try to get as much loot 🏆 as possible and leave as few traces 🕵️ as possible. Also be careful not to take too much time ⌚ or set off alarms 🚨 in any other way, so that you don't have to escape from the police. If you're caught 🚔, you'll immediately lose together. However, if you succeed in the break-in, you can celebrate your joint success and calculate your points for this heist.

2. Game sequence

"Clou - Roll & Heist" is a Roll and Write game. This means, that you need one pen per player and a total of 3 six-sided dice. You print out the game plans yourself and mark things on them with your pens. For each game you need a burglary plan of your target and for each player a thief sheet. If you want to save ink, you can laminate the game plans or put them in transparent foil. This way you can clean them and use them several times.

The game is played in rounds (a summary of the game round can be found on the thieves' sheets).

A round is divided into 4 phases:

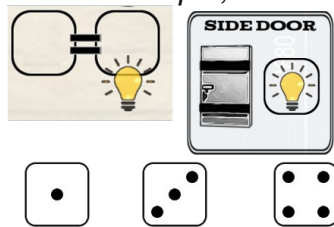
- Throwing the dice
- Use dice
- Time passes
- Are you running away?

Once you've played through these phases, a new round begins.

Throw the dice: first you throw the 3 dice and display the result for all players to see. The three dice rolled are for all players - everyone must use all three.

Use dice: here you write down the rolled numbers on your thief sheets. You can do this in any order and you can sum up the dice results. But you may not divide the numbers on the dice. When writing down numbers on your sheets, you must always meet the conditions required by the box or circle. This may activate an ability indicated by a symbol. You may now cross out this symbol on the burglary plan or on your thief sheet if it is **currently** needed.

In this example, the side door needs a "Cunning" symbol and you have a 1, a 3 and a 4 available.



You can now write a "4" in the first box. In the second box you have to write the same number as in the first one. You can sum up the rolled 1 and 3 and write the resulting "4" in the second

box. As there is a symbol under this box, you activate it, the moment you write a number in it. Because it is a "Cunning" Symbol, you can use it to cross out the "Cunning" on the side door.





Each player will do so until everybody has used all the dice (don't forget: You may choose the order in which you want to write down which dice and when).

Beware: If you cannot use a die, you will receive a trace  **for each unused die of each player.**

Cross out a trace symbol on the burglary plan.

If you have crossed out all the trace symbols that are available to your number of players, you have been tracked down. The police tracks you down and you lose the game.




Time passes begins as soon as all players have used their dice or traces have been crossed out. Cross out a time symbol  on the burglary plan. If there is no time symbol left for your number of players, you have taken too long and triggered the alarm . You will have to escape from the police in order to flee (see 7.)

Finally, you may **run away** voluntarily, if you think, that there is nothing left to get. The game ends immediately and you can enter your points. If you stay, a new round begins.

3. Game setup

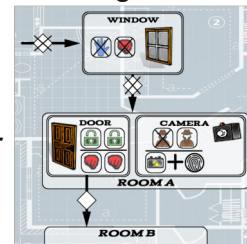
Each player chooses a thief and receives a corresponding thief sheet. Choose your target and provide the corresponding burglary plan. Now cross out all symbols to the left of your number of players in the box in the top right corner. Take 3 dice and one pen for each one of you.

4. The burglary plan

Here you can see the target of your break-in. The plans are always structured in the same way. In the top left corner you will find a short description of the scenario. In the top middle you will find the special rules that apply to this game. In the top right corner there are bars - from top to bottom - for your time , traces  and a possible escape . On the bottom right you will find a scoring box, where you can write down your points and names at the end of the game.

The actual plan shows you the **rooms** (single frame) and **challenges** (double frame), you will find in the building. In addition, arrows show you, how the individual rooms are connected and which challenges your thieves can work on.

You always start your break-in at the arrow, that's crossed out and you can continue your work from there. If you have overcome a challenge from which an arrow starts, you can cross out the corresponding diamond and may now enter the next room. There you can now work on all things in that room at once. If an arrow has no diamond, you can work directly on it. In this example you have overcome the window and can work on the camera and the door in room A. To get into room B you have to overcome the door.



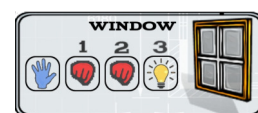
To overcome a **challenge** (double-framed boxes) and get loot, activate the required symbols on your thief sheets. Once you have activated a required symbol, you can cross it out on your burglary plan. Often there are several ways to get to your goal. These options are always separated by a horizontal line. You only have to complete either the upper or the lower part.

Here the thieves have successfully activated a "dexterity" on their thieves' sheets, so they can cross out the symbol (upper part of the challenge). Because of the horizontal line, this is enough to overcome the challenge. If they had solved the task by a "strength" (lower part of the challenge), they would have had to cross out an additional trace on the trace bar.



Because of the arrow they are allowed to cross out the loot directly. **Loot** always consists of a picture of the loot in a circle and a box with the value below. You always have to work along these arrows. If there are no arrows between the symbols, the order does not matter.

If there is a number of players above a symbol, you only have to complete the symbols with your number of players and smaller. For this window, you need 1 dexterity and 1 strength alone. In a team of two you need 1 dexterity and 2 strength. And if there are 3 players, you need 1 dexterity, 2 strength and 1 cunning symbol.



5. The thieves

You activate symbols by using the dice results on your thief sheet. The following applies:

In **boxes** you write a number that meets the conditions of the box.

Circles are crossed out, if you meet the condition (a number or symbol) in the circle.

If a symbol is **under a box/circle**, you activate it by writing something into the box or by crossing out the circle. Here you have to roll a 15, so that you can



cross out the circle for the dice and immediately get an electro.

If there is a **symbol at the end of a line**, you must



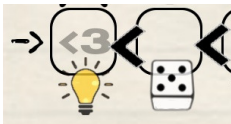
have fulfilled all the conditions of the line to activate the symbol. Here you would have to cross out 2 Dexterity in order to get 1 Lock. You have to **use activated symbols immediately** and cannot keep them. For more overview you can also cross out activated symbols,

On the thief sheets you will find summaries, a description of the thief and always 3 categories of things that characterize him/her:

Abilities, tools and specials.

Abilities are structured the same way for all characters. There is always a bar of boxes (see above) for strength, one for dexterity and one for clever.

You always start by writing a number in the box on the far left and then go box by box from left to right. You have to follow the conditions of each box. A condition can be in one box or between two boxes. *In the first box, you must write a number that is less than 3, i.e. a 1 or 2 (this will activate a "Cunning"). If you have entered a number there, the number in the next box must be higher. (And also there you activate a special symbol)*



Tools. Here are 4 different possibilities, of which every thief has 3:

• **The grid:** always consists of circles on lines. You may cross out a circle, if you use the number rolled on the dice that corresponds to the number in the circle. You can cross out any circle you want and you don't have to start somewhere. If you cross out the third circle on a line, you activate the symbol at the end of the line. This way you may activate more than 1 Symbol simultaneously. *Here, the 5 and the 8 have already been crossed out in the game. If a player now has a 6, he/she can cross out the circle with the 6 and thus activate a dexterity.*



• **The circle boxes:** always consist of a box surrounded by a circle. First a number, which meets the condition in the box, must be written in the box. Afterwards it is considered a normal circle with the newly written number as a condition for being allowed to cross it out. Again, all circle boxes on a line must be crossed out, to activate the symbols at the end of a line.

The first row shows the situation at the beginning of a "Use Dice" phase, including the available dice numbers. You can now use the 5 and write it down in the first circle box (since it is greater than 3). In a second step you use the 4 and the 1 to cross the circle with the 5. This crosses out all the circles on the line and activates a lockpick and a safecracking.

Writing down and crossing out can, but does not have to, be done in the same turn.

• **The tree:** always consists of circles with the required numbers in them. These are connected and always activate a symbol as soon as they are crossed out. You start on the left and can only cross out 1 of the circles connected to the last crossed out circle.

So you can only use one path of the tree per game. *Next, you could cross out the 2 or 13, not the 4 or 9.*



• **The pyramid:** consists of boxes in which you have to write numbers. Some of these have conditions. Start in the bottom row. A box in one of the upper rows must fulfill its condition compared to the sum of the 2 connected, lower ones. *The 5 here must be exactly a 5 ("=" condition), the 6 could also be a larger number (">" condition)*



Specials. Here you will always find **circles with symbols** in it on the left. If you have activated such a symbol, you can cross it out here instead of the burglary plan. If you have crossed out all circles on one line, you activate the symbol at the end of it. You will also see **dice results** that will give you special bonuses. Each time the shown result is rolled during the game, you will automatically activate the symbol indicated. The dice results can also be combined.

6. Symbols

The symbols are explained on the left side of the thief sheets. If there are **several symbols** in a single box, you only need 1 of these symbols. The 3 special white symbols are only valid for **yourself**, when activated, and have to be used at any time during this round!

Number +/- X: You may use a die as it would be up to X higher or lower.

If you activate the left circle with the 6, you can then cross out the circle with the 2 by using the rolled 1 and the +1 symbol.



Extra die gives you a virtual die with the shown number, you can additionally use.

Any number/circle allows you to write any number in a box or to cross out any circle you want on your thief sheet. *If you have just written the 3, you can write a 4 next to it or any other number in any other box.*



7. End of game

The game can end in 3 ways: 1. If you run away at the end of a round, the heist is successful. Enter your points.

2. If you have at any time too many traces (👤), the game ends immediately and you lose (🚪).

3. If you activate the alarm (🚨), you will at once have to **escape**. You will find an escape bar on the (🚗) burglary plan. Choose a driver. This person (👤) rolls one die, compares the result with the escape value on the thief sheet and crosses out the corresponding arrow(s). Repeat this. At some point all police symbols are crossed out. Then you spend the next years behind bars and you lose. (🚪) But if all car symbols are crossed out before or at the same time, you have just escaped and can write down your points.

A score > 9 is ok, > 14 is a real clou.



Clou - Roll & Heist 3 heists of Christmas

Welcome to the "3 heists of Christmas" campaign for Clou - Roll & Heist. Here you will find everything you need to play.



This game was originally released during the first Covid wave as a free game to provide some entertainment and also to support the small game stores. You can still download the first scenarios on boardgame-raconon.de or BGG.

Furthermore the support of the game stores is still active. Buy something in a game store and you can get the "The great train robbery" campaign.

In addition, the game has already been released as a digital version on Steam and will also be available on Android & iOS in the first quarter of 2022, if you want to burgle on the go.

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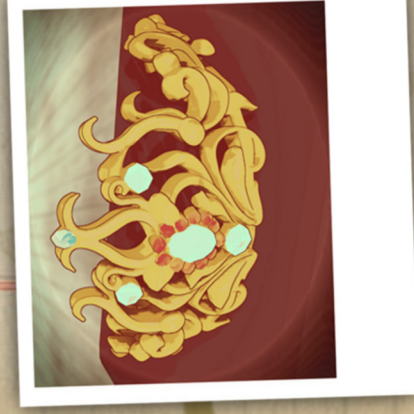
3 heists of Christmas - Story

On Christmas Eve, the long-awaited concert of the famous opera diva Lady Ophelia Fauntleroy will take place at the Royal



Albert Hall. But that's not what sparked your spontaneous interest for fine arts. No, you have a much more glittering interest: For the final aria, she will wear the Victoria Tiara. A diamond and sapphire-studded piece of jewellery that has been taken

out of the Tower especially for this occasion. You can't miss this opportunity: you must get it! However, to ensure that no one notices the theft, you must exchange



the tiara during the performance, before it is returned to the Tower. You already have a specialist at hand who will be able to make a duplicate for you. And if you can get the combination of the security case in

which the tiara will be brought to the concert, you will have a truly glittering Christmas!

SHOPPING TOUR

1-3 3/5
To make the duplicate that you want to exchange for the tiara, your goldsmith needs some deceptively real but false diamonds. These are available in the jewellery department of the department store, especially during the Christmas season. And maybe you will not only find some fine valuables, but also some Christmas presents for yourself...

SPECIAL RULES

- If you manage to cross out 1 loot field with the false diamonds , you can make the imitation and cross out the glass diamonds on the campaign sheet. However, if you collect more diamonds, your imitation will be better: you will receive 2 bonus points for each false diamond crossed out at the end of the scenario.
- In the store you will find Christmas presents for yourself. If you steal something with the , cross it out on the campaign sheet, too.
- The store has a time clock security system: if you overcome an object with , cross out 1 on the alarm bar. If you cross out the 3rd circle there, immediately cross out all time before . If you have to cross out while crossing out time, cross it out normally and check whether you have crossed out all in the alarm bar. If not, the alarm goes off immediately and you have to escape.

If not all are crossed out.

1 2 3

SALESAREA FIRST FLOOR

FRONT DOOR

2 3

2 3

JEWELLERY DISPLAY

2 3

2 3

WAHLT 1

JEWELLERY BOX

2 3

2 3

ELECTRONICS DEPARTMENT

2 3

2 3

MAIN CASH REGISTER

2 2 3

2 3

ESCALATOR

2 3

2 3

OFFICE DOOR

2 3

2 3

CASH BOX

2 3

2 3

SALESAREA GROUND FLOOR

SHELVES WITH TOYS

2 3

2 3

BACK DOOR

2 3

2 3

SAFE WITH FINANCIAL RESERVES

2 3 3

2 3

OFFICE TIME CLOCK

2 3

2 3

ALARM BAR

Whenever you overcome an object with , also cross out one of these circles:

If you cross out the last circle, also cross out all in the time bar before .

STORAGE AND STAFF ROOM

JEWELLERY SHELF

2 3 3

2 3 3

EMPLOYEE TIME CLOCK

2 3

2 3

POINTS

Loot: (1 pro #) +Diam: (2 per)

Traces: (2 pro) +Alarm: (2, if)

Thieves

—

CLOU - ROLL & HEIST

3 heists of Christmas The End (won)

Slowly, the first snowflakes begin to fall on nightly London and are illuminated by

the blue lights of the many police cars that are parked around the Royal Albert Hall. It was quickly discovered that the Victoria Tiara had been replaced by a cheap imitation. And the police immediately presented their prime suspect: none other than Lady Ophelia Fauntleroy herself is accused of having stolen the fine piece.

For you, however, this time was enough to escape. You also have already managed to find a buyer who wants to add the tiara to her private collection for a handsome sum, a person called Dr. Trigger. Until then, the tiara will decorate the top of your Christmas tree, under which you have arranged all your personal presents, and you can already smell your "organised" feast from the kitchen -

Christmas couldn't be any better!



CLOU - ROLL & HEIST

3 heists of Christmas The End (lost)

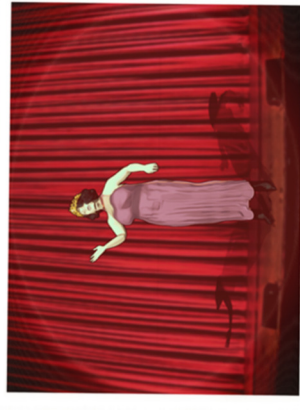
The wind whistles through the tiny, barred windows of your cells and brings the first flakes of snow with it.

They finally have caught you all and imprisoned you for the moment.

Now you will have to spend this Christmas

here, willy-nilly, with lousy food and the terrible singing of the prison choir. But they have to find proof against you first! You're pretty sure they can blame you for one thing or another, but you won't be in here for long.

You also have heard that Lady Fauntleroy's performance at the Royal Albert Hall was such a success that the Christmas concert will be held every year from now on. There will be another chance. And as the



snow slowly forms little piles on your window sills, you are already making plans for next year, when you will finally get your perfect Christmas.

