SACK STACKERS

A FESTIVE ROLL-AND-WRITE GAME BY CHRIS KINGSNORTH

1-100p 8y+ 15m

Play via video

It's Christmas Eve, and every gift in Santa's workshop has been carefully wrapped ready for delivery. You and your fellow Elves have been trusted to load up the sleigh, but the *Sack Stacker 5000* is misbehaving! All of the presents are coming out in the wrong order and getting mixed up with lumps of coal... Can you sort out the gifts and make sure everyone gets what they hoped for on Christmas morning?

AIM OF THE GAME

Collect gifts, drop them into Santa's sack and create patterns to earn points, but watch out for lumps of coal that might get in the way of your plans... Earn the most points (see '*Scoring*' below) to be crowned *Head Elf!*

SETTING UP

Each player will need a printed player sheet and a pen or pencil. You will also need 2 six-sided dice that can be seen by all of the players (if you are playing via video call, you can share your screen and use a pair of virtual dice like these)

PLAYING THE GAME

In *Sack Stackers*, all players take their turns <u>at the same time</u>. On every turn, one player rolls both of the dice once (any player can do this) and then every player must:

1. Use one dice result to **collect a gift**, and

2. Use the other dice result to **select a sack column** to drop the gift into

In addition, players can **alter dice results** and might be forced to drop **coal** into the sack.

Collecting Gifts: There are 5 gift types in the game (🟦/🟩/🟪/🟥/🟨), each with distinctive wrapping. By arranging these gifts in specific patterns inside Santa's sack, players will earn points. To collect a gift, players choose one dice result and mark off a gift of their choice from the matching section on the player sheet. Once a gift is marked off, it cannot be collected again. When a player marks off the ? gift, they may collect a gift of any other type.

For example, ⚀ and ⚁ are rolled. A player uses the ⚀ result to collect 🟦 from the ⚀ section by marking off the corresponding gift.
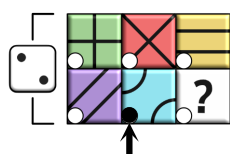
Selecting a Sack Column and Dropping a Gift: Players use the remaining dice result to determine the sack column into which their collected gift will be dropped. Gifts drop to the bottom-most unoccupied square of the column, and this is where the player draws the gift.

For example, the player uses the remaining ⚁ result to drop the 🟦 collected earlier into the ⚁ sack column (A), drawing the corresponding symbol into the bottom-most unoccupied square of that column (B).
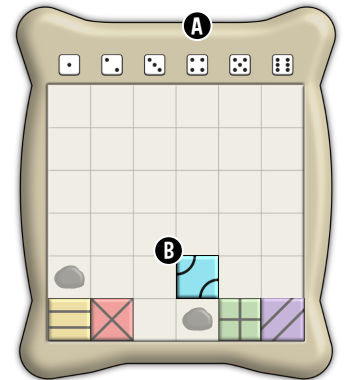
Altering Dice Results: Players may alter dice results by marking off circles in the 'X +1/-1' section of the player sheet. These alterations only affect them. For each circle marked off, they may add or subtract 1 from a dice result. They may mark off multiple circles in the same turn and may alter the result of both dice so long as they mark off a circle for each individual alteration made. A maximum of 10 alterations can be made per game. For every 2 circles marked off on their sheet, a player must add a lump of **coal** to the sack (see below). The player can decide whether to add the coal *before* or *after* adding their gift to the sack.

For example, the player above could have chosen to mark off one circle to alter a ⚁ result to a ⚂ (+1) or ⚀ (-1).

Coal (⬤) : Coal must be added to a player's sack every time (1) that they mark off two 'X +1/-1' circles (see above) or (2) that they are unable to place a gift into the sack. The player may add the ⬤ to any column with an empty square; it drops to the bottom-most unoccupied square of the chosen column and this is where it is drawn.
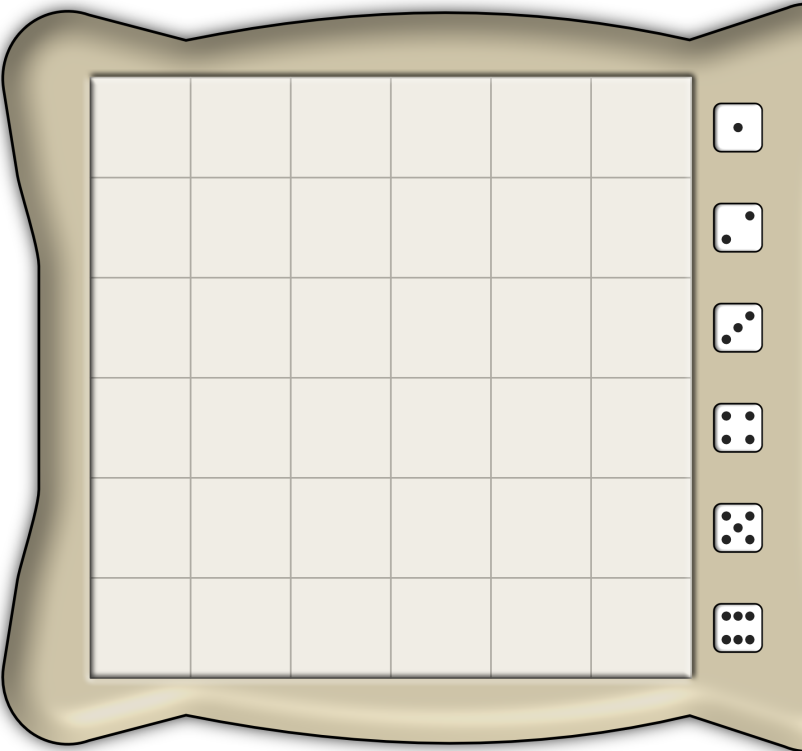
END OF THE GAME

The game ends when any player fills the final empty square in their sack. All other players finish their turn and then scoring takes place (see below).
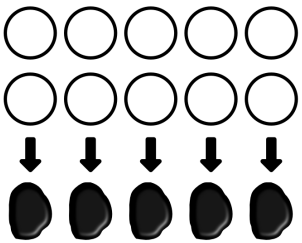
SCORING

Players earn **10 points** for every **completed group of gifts** matching the gift type <u>and</u> pattern (in any orientation) shown below:
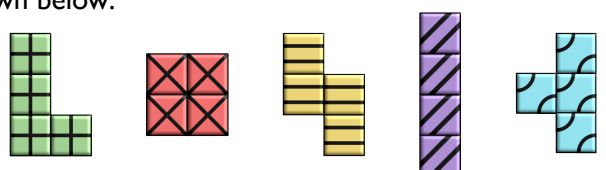
They also earn **2 points** for every ⬤ **not orthoganally adjacent to another** ⬤ and **1 point** for every **unused 'X +1/-1' circle.** The player with the highest score is crowned *Head Elf!* If there is a tie, the youngest player wins.
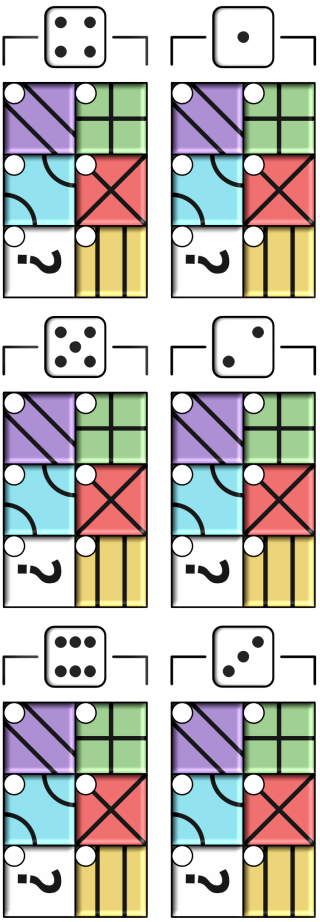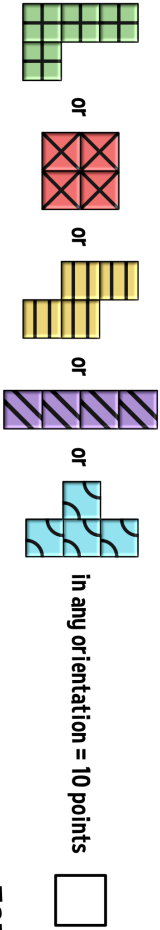
For every 2 circles used, you must drop a ● into any column of your choice.

Unused circles (not marked off) are worth 1 point each at the end of the game.

X +1/-1

If you are unable to place a gift, you must drop a ● into any column of your choice

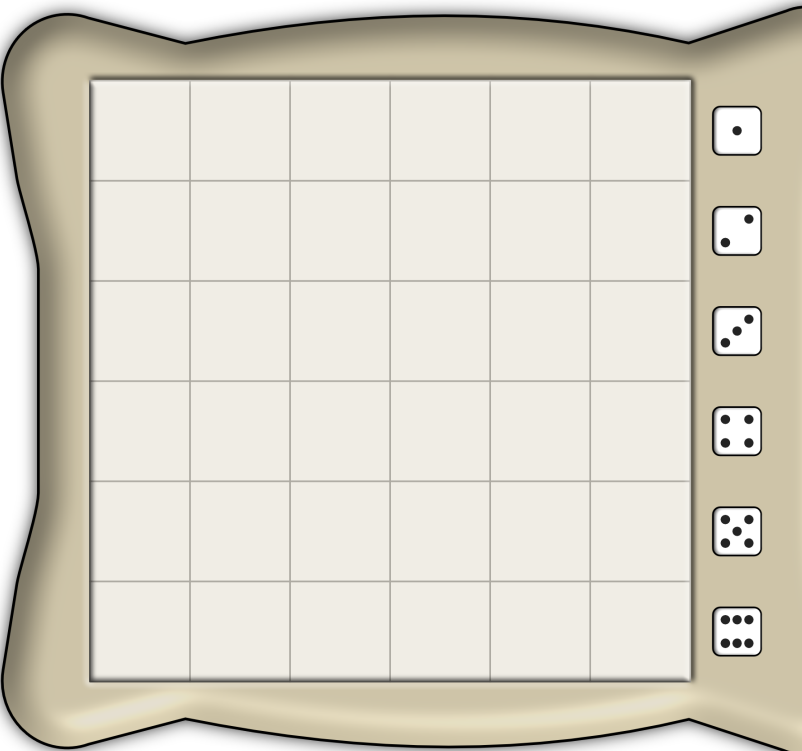*Sack Stackers* Player Sheet V3.
Designed by Chris Kingsnorth

or

or

or

or

in any orientation = 10 points

Each ● not orthoganally adjacent to another ● = 2 points

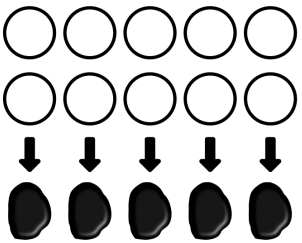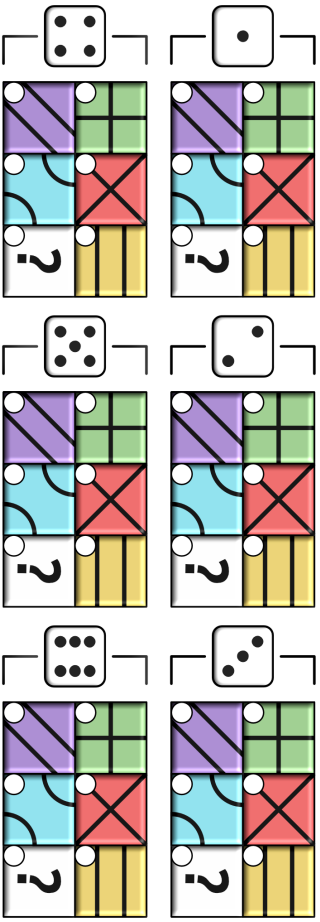**Each X +1/-1 circle not marked off at the end of the game = 1 point**
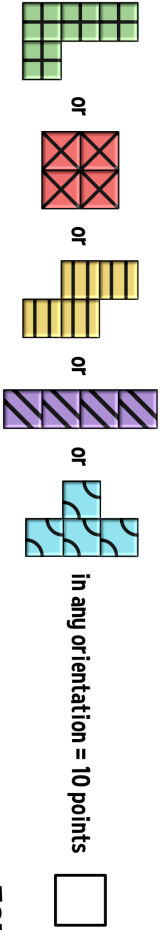
TOTAL

For every 2 circles used, you must drop a ● into any column of your choice.

Unused circles (not marked off) are worth 1 point each at the end of the game.

X +1/-1

If you are unable to place a gift, you must drop a ● into any column of your choice

Sack Stackers Player Sheet V3.
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or

or

or

or

in any orientation = 10 points

Each ● not orthoganally adjacent to another ● = 2 points

Each X +1/-1 circle not marked off at the end of the game = 1 point

TOTAL