Resist Christmas: Chinese Authorities vs. Xmas Celebrators
by Robert Linnemann   v1.0 JAN.18.2014

Print and cut tiles. One player will be the 'Xmas Celebrator' ('Celebrator') and the other is the 'Chinese Authorities' ('Authority'). Randomize the 48 tiles. The game is played in two rounds and as many as 6 game 'days'. With each round draw out 24 of the 48 tiles to the Xmas Celebrator. The goal of the game is to end up with the most points. The Celebrator can get points at the end of each day and the Authority gets points via their actions.

The Celebrator will take those 24 tiles and make face-down stacks (Private from the Authority player) from 2-6 tiles high on each of the cities (furthest right box on each row). Each 'day' cycle will see a tile drawn off the top of the stack and placed on the row to the left of the city. Each city needs a stack. Stacks are 'aligned' with traditional Chinese celebrations ⭐ or western style Christmas celebrations 🎄. The Celebrator can score off of either alignment. The alignment of the stack is which adds up to the most points. If even, both are considered to be aligned (generally bad for Celebrator). Celebrator is trying to hide the Xmas celebrations from the Authority and make them guess incorrectly. The game will play out in 'days'. In each day a tile is revealed from each city. Stacks are scored when the last one is revealed whether by the Authority or the Celebrator, after it is scored for any player it is put in the discard pile. If it is the last tile in a city's stack is revealed the Xmas celebrator scores (If most points are Xmas celebrations, then those points are scored, if highest point value is traditional holiday tiles then they are scored. If both are the highest, you get the points from only one.

The Chinese Authorities ('Authority') gets a chance each round as tiles are revealed to take one of their 6 actions. You can only invoke one action unless the first action is not a 'Shut Down Christmas' action in which case you can 'Shut Down Christmas' as a second action if you have one available.

'Days' take place after all of the face-down stacks of tiles are put on every city. There are days until all of the city tiles have been revealed.

Day Cycle:
1. Authority action(s)
2. Reveal next tile of each city stack adjacent to the stack in an open space.
3. Score points to Xmas Celebrator for fully revealed stacks.

If all of the stacks have been revealed you continue to the second and final round. Give the Celebrator the rest of the tiles not yet played(24). After you play the second part the game is over and the points tallied. In case of a tie bump fists and tell each other how much you appreciated their company.

1. Authority Action(s): Pick one action, you can use each action once. You are not required to take an action. If it is not 'Shut Down Christmas' you are allowed to take a second action of 'Shut Down Christmas' if one is available.

Guess Alignment - If you correctly guess which alignment (xmas/authority) 🎄 ⭐ you get those points. If you guess wrong nothing happens.

Reveal a tile - If last, guest alignment first and get 1/2 points rounded down. If you guess wrong there are no negative consequences.

Shut Down Christmas (2x) It is called on a city. The stack is then fully revealed and if it is a Xmas celebration the Authority gets the difference between the two alignments points. If guessed wrong Authority loses full Chinese Tradition points revealed.

Rally - Adds a +5 tile to the Chinese traditions.

Look at revealed tiles from last round - Examine revealed1st round discarded tiles.

3. Score points for fully revealed stacks to top point values, Celebrator Xmas Celebration points are scored or Chinese Tradition points are scored. If they are even you just get that number.

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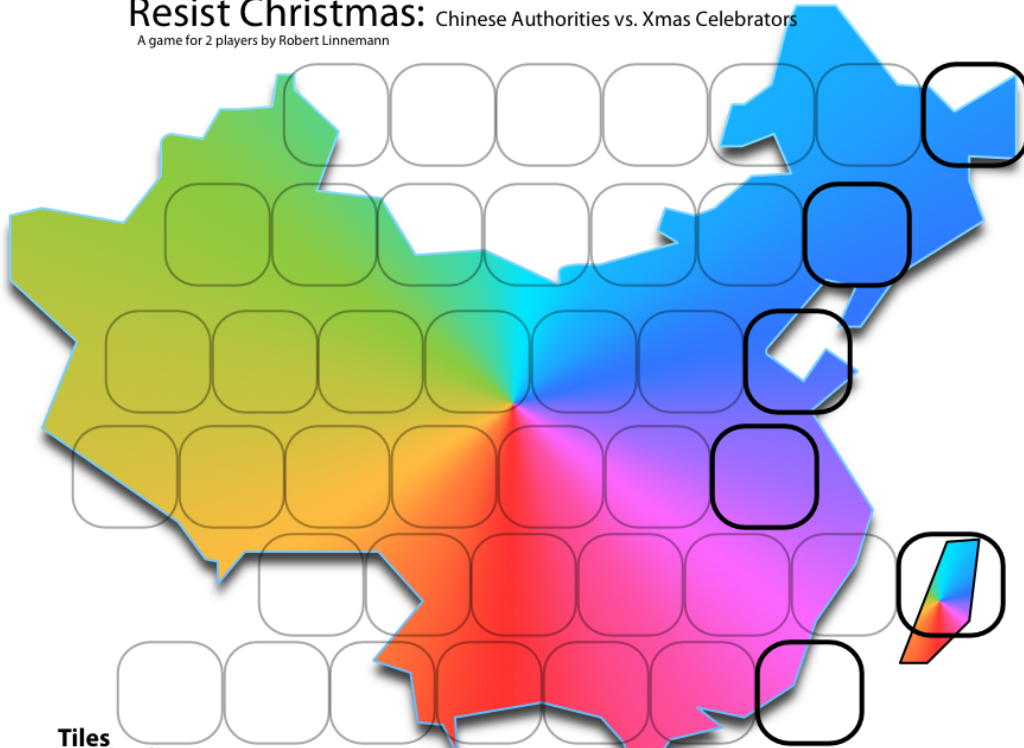
Tiles
(4x each):

7 🎄 Santa
6 🎄 Decorations
5 🎄 Gift Exchanging
1 🎄 Family
2 🎄 Spending Money
2 🎄,3 ⭐ Gathering
3 🎄,2 ⭐ Travel
2 ⭐ Fireworks
1 ⭐ School
7 ⭐ Confucius
6 ⭐ Chinese New Year
7 ⭐ Solstice

Round Order:
A. Xmas Celebrator gets 24 tiles, puts down stacks from 2-6 on each city.
   Day Order:
   1. Authority action(s)
   2. Reveal next tile of each city
   3. Score points for fully revealed cities.
   4. Goto 1. until all stacks are revealed.
B. After first round discard all used tiles and use remaining 24 tiles.

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Resist Christmas
Chinese Authority Actions
You can take one action per day and use each action only once.

Reveal a Tile If last, guess alignment +1/2 Pts	**SHUT DOWN CHRISTMAS** if Xmas, gain pt difference.
Rally Add a 5+ trad Chinese to any city.	**SHUT DOWN CHRISTMAS** if Xmas, gain pt difference.
Look at Revealed Tiles from previous round.	**Guess Alignment** If get all pts.

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Rally
5 ⭐

Star tiles are for covering used Authority actions