


## OBJECT

Use memory and deduction to find Ralphie's most sought-after Christmastime gifts. Triple-dog-dare your opponents into swapping present cards while avoiding the bullies Scut Farkus and Grover Dill. If you can find the Decoder Pin and the BB Gun before your opponents, you win the game!

## SET UP

- 1 Shuffle the Decoder and BB Gun cards, the two Bully cards, and a number of Present cards depending on the number of players:  
**3 PLAYERS:** 5 Present cards  
**4 PLAYERS:** 7 Present cards  
**5 PLAYERS:** 9 Present cards  
**6 PLAYERS:** 11 Present cards
- 2 Deal two cards face-down to each player, then place the remaining three cards face-down in the middle of the table as shown in the example to the right.

**IMPORTANT:** Do not look at any cards!

- 3 Place the Leg Lamp Marker in the middle of the table within reach of all players.
- 4 Each player takes all Peek tokens  of one color.

The youngest player goes first.



## CARD TYPES



Decoder and BB Gun Cards



2 Bully Cards



11 Present Cards

## PEEK TOKENS



Peek tokens let players know who has peeked at a card. Peek tokens are never removed from a card unless the card is flipped face-up. If every player has a Peek token on the same card, you must flip the card face-up.

## 4-PLAYER SET UP EXAMPLE

Leg Lamp Marker



Peek Tokens

## HOW TO PLAY

Starting with the first player and proceeding clockwise, do ONE of the three following actions on your turn:

**SWAP:** Swap one of your cards with a card in the middle of the table. If the card you took in the swap is face-down, peek at the card and put a Peek token on top of it.

**DARE:** Choose one of your cards and one of your opponents' cards and Dare that opponent to swap with you.

- If they DO take the Dare, swap the two chosen cards. If the card you took in the swap is face-down, peek at the card and put a Peek token on top of it.
- If they DO NOT take the Dare, the two chosen cards are not swapped, and you take the Leg Lamp. Your opponent must then choose one of their cards to turn face-up for the rest of the game.

SWAP EXAMPLE



TAKE THE DARE EXAMPLE



**OPEN THE PRESENT:** If you think you know the location of the Decoder Pin and the BB Gun, you may announce that you are opening presents (see **WINNING THE GAME**).



## LEG LAMP MARKER

If you have the Leg Lamp Marker, you may take any one of the following three actions. After doing so, place it back in the middle of the table.



**TRIPLE-DOG-DARE:** As your turn action, force an opponent to Swap one of their cards with any one of your cards. If the card you took in the swap is face-down, peek at the card, and put a Peek token on top of it.

**FREE PEEK:** As your turn action, look at one of your cards, then place a Peek token on it.

**REFUSE A DARE:** You may refuse a Dare without having to turn a card face-up.

## WINNING THE GAME

When opening presents, declare which two cards you think are the Decoder Pin and the BB Gun. If either or both cards have not already been flipped face-up, flip them now.



- If you are **CORRECT**, reveal your cards. If neither of your cards is a Bully, **you've won the game!** If either of your cards shows a Bully, you lose, and the game is over.
- If you are **INCORRECT**, **you are out of the game!** Leave the cards face-up and place both of your cards in the middle of the table. The remaining players continue playing.



**Contents:** 15 Cards, 90 Peek Tokens,  
1 Leg Lamp Marker, Instructions

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