

3

LET A SLEEPING DOG LIE



EVENT

Christmas

Negate the game text of target Dog. The Dog is Steadfast.

Prep

3

Landings

2009

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4

STEALTH EXIT



EVENT

Christmas

Move target Elf back to their controller's Home Card.

Prep

3

Landings

2009

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2

AIRCRAFT MARSHALING WANDS



OBJECT

Christmas • Electric • Tool • Plastic • Light

Equip target Elf. Magical Transportation Objects may be played directly to the same Location for free.

Prep

3

Landings

2009

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3

4

WAYNE • AKA LITTLE DRUMMER BOY



CHARACTER

Elf • Christmas • Male • Prime

Other Elves at the same Location are Vitality +1. **Santa Claus** at the same Location is Vitality +½.

Prep

3

Landings

2009

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1

YET ANOTHER SUCCESSFUL MISSION



EVENT

Christmas

Elves at a Non-Christmas Location are Vitality +½. May be played to replace Successful Prep & Landing Mission and/or Another Successful Mission.

Prep

3

Landings

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2

DIRECTOR'S PARKING



EFFECT

Christmas

Archive this Object and you may play an Elf directly to the same Location.

Prep

3

Landings

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2

SLEEPING DUST CLOUD



SPELL

Christmas

Archive target copy of **Sleeping Dust Grenade**. Negate the game text of target Animal at the same Location. Targeted Animal is Steadfast.

Prep

3

Landings

2009

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2

ELF GRAPPLING HOOK



OBJECT

Christmas • Tool • Metal

Equipped Elf may move to adjoining Locations for free.

Prep

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Landings


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3

ROOFTOP ARRESTING CABLE



EFFECT

Christmas • Tool • Metal

Play a sleight to directly to target Location with "Roof" or "Rooftop" in the title for free.

Prep

3

Landings


2009

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2

SUCCESSFUL PREP & LANDING MISSION



EFFECT

Christmas

Elves at a Non-Christmas Location are Vitality +1.

Prep

3

Landings

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3

ANOTHER SUCCESSFUL MISSION



EVENT

Christmas

Elves at a Non-Christmas Location are Vitality +1.

Prep

3

Landings

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4

CHRISTMAS EVE, 4:00 PM NP TIME



EFFECT

Christmas

Christmas Characters are Vitality +2.

Prep

3

Landings

2009

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1

SLEEPING DUST GRENADE



OBJECT

Christmas • Tool

Equipped Elf's Vitality +1. More than one copy may be in play. You may have more than three copies in your Library

Prep

3

Landings

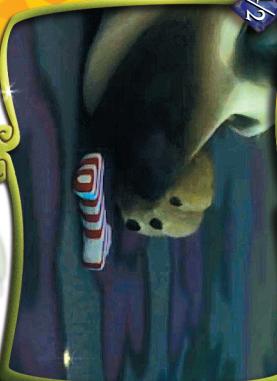
2009

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1/2

CHRISTMAS DOGGIE TREAT



OBJECT

Christmas • Food • Cookie • Baked

Archive and target Dog at a Non-Christmas Location is Vitality +1 until the beginning of your next turn.

Prep

3

Landings

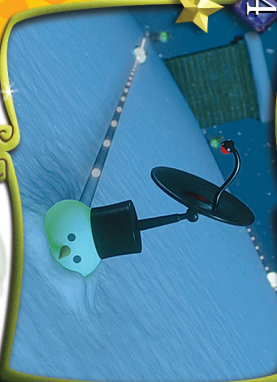
2009

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4

ROOFTOP LANDING GUIDES



OBJECT

Christmas • Tool • Electronic • Light

Santa Claus may be played directly to the same Location with "Roof" or "Rooftop" in the title.

Prep

3

Landings


2009

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6

SLEIGH TAILHOOK



EFFECT

Musical

Characters at target Musical Location are simultaneously Good, Neutral, and Evil.

Prep

3

Landings

2009

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1

1

PETERSON



CHARACTER

Elf • Christmas • Male • Minor

Prep

3

Landings

2009

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3

3

WAYNE • DISPIRITED



CHARACTER

Elf • Christmas • Male • Prime

Vitality is -2 at Christmas Locations.

Prep

3

Landings

2009

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