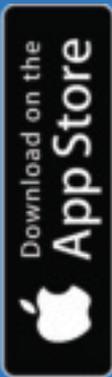


Download the Ludodi App for free, inside you will find a section dedicated to **BeffaBabbo**.

Choose the Character you love most, upload the results of your games and help them climb up the annual rankings, if they win you'll receive **an interesting gift.**



Santa Claus has always been the best-loved Character in the world.

Both the young and the old eagerly await Christmas. A day of celebration for everyone ... or not?

Befana, Easter Bunny and Jack o' Lantern don't like this huge success and **they're ready to declare war on Santa Claus ...** with Gift Boxes!!!

Do you have the BeffaBabbo expansion?

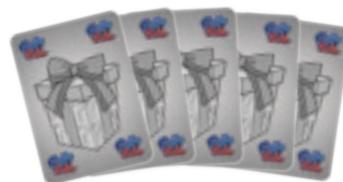
You have two playing options:

- 1) Decide to play with 40 or 60 Gift Boxes by mixing them with the base deck
- 2) Decide to always to play with 20 Gift Boxes, but you can choose, game by game, with which Gift Boxes to play with.

Choose who you want to support and help them to receive more Gift Boxes than the others, **but be careful**, you will have to dodge Bombs, Thieves and mysterious boxes delivered by Couriers.



4



At the start of each round, **take 5 Gift Boxes from the main deck.** If there are not enough Gift Boxes for everyone, distribute those available cards following the order of the game.

1

Place the Character cards in the following order.

the area above the characters is called **The Safe Area**



the area under the characters is called **The Unpack Area**

2

Each player chooses the Character that he or she wants to support by taking the corresponding **"SUPPORT"** card.

Keep it next to you throughout the game.



3

Decide who will be the first player to start the game in the way you prefer. The first player will place the **"I AM THE FIRST"** card next to him.

The order of play will always follow the positions of the players, starting from the first.



In the next round, the first players to start will be the one who was second in the previous session. **Remember to pass the "I AM THE FIRST" card to the next player.**

For example: if the first to start is Jack o' Lantern:

1° Jack, 2° Santa Claus, 3° Befana, 4° Easter Bunny

The order of the next round will be:

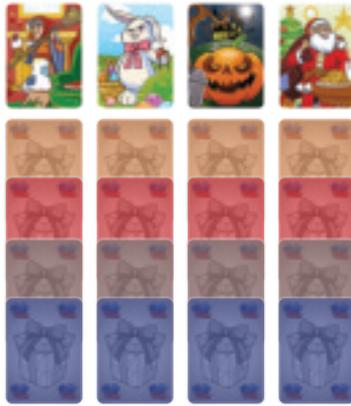
1° Santa Claus, 2° Befana, 3° Easter Bunny, 4° Jack

... and so on.

5 PHASE ONE: GIFT BOX CARD POSITIONING

In our example Jack o' Lantern is the first.

- Card positioning 1° player - Jack o' Lantern →
- Card positioning 2° player - Santa Claus →
- Card positioning 3° player - Befana →
- Card positioning 4° player - Easter Bunny →



With the Gift Boxes in your hand, strategically distribute one below each character and if possible below the cards already positioned by the previous player.

This AREA is called UNPACK AREA

If you have more than 4 cards in your hand, you will use the left-over ones in the defense phase or you will distribute them to the Characters in a future round.

If you have fewer than 4 cards in your hand, you distribute one to your Character and then one to other Characters as you wish. When it is the virtual player's turn, it will deal the cards following the order of the game.

ARE YOU PLAYING ALONE OR WITH LESS THAN 4 PLAYERS?

In BeffaBabbo you always play with 4 players, the missing players will become "The Virtual Player". This means that when it is the Virtual-Player's turn it will put a Gift Box taken from the main deck, under each Character starting from their own and respecting the game sequence.

When all the virtual and non-virtual players have positioned the cards as shown in the figure, you can proceed to PHASE TWO: "UNPACK CARD".

6 PHASE TWO: UNPACK GIFT

In our example Jack o' Lantern is the first.

- 4° row to turn over →
- 3° row to turn over →
- 2° row to turn over →
- 1° row to turn over →



Starting from the last card placed and then proceeding backwards respecting the order of the game, each player flips the Gift Boxes on their Character's column.

For each Gift Box to be flipped, before flipping it is possible to play one or more cards in defense using those left in your hand after phase one.

The cards in defense must be placed:

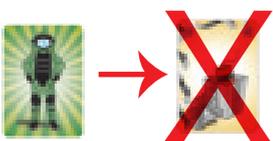
on top of the Gift Boxes you have won if you want to defend the Safe Area
under your own column if you want to defend the Unpack Area

The purpose of the defense cards is to cancel the effect of the corresponding negative card.

When can you play a defense card in the Safe Area? Only when you undergo the action of a courier.

Once the Gift Boxes are flipped, the indicated action will be performed.

The actions affect only the cards in the same column and area (or Unpack Area or Safe Area depending on where the affected GiftBox is located) and not on the adjacent ones of the other players.



The defending card remains in the game only for that round, if it blocks the corresponding negative card (for example, the Blaster blocks the Bomb) it is immediately removed from the game, otherwise it remains until the end of the round and is then removed and reshuffled in the main deck. First row to turn.

When all cards are flipped, the game session finishes. Remove all the defense cards still present from both areas, put them with the cards flipped during the round and shuffle them all together with the main deck and start with another phase of positioning Gift Boxes.



END OF THE GAME

$$4 + 7 + 4 + 5 = 20 \text{ Gift Pack}$$

The game ends when **all 20 Gift Boxes with a surprise** have been placed in safe areas, not before.

If the 20 Gift Boxes are placed while a game is in progress, first end the round and then check that all 20 Gift Boxes are still in the Safe Area.

The Character with most gifts wins.

In our example Easter Bunny Wins.



DESCRIPTION OF CARDS

CAPTION

If flipped during the game: when it is flipped in the Unpack Area or in the Safe Area previously delivered by the Courier

If played in defense: when the player plays a card from his hand, before flipping a card in the Unpack Area or in the Safe Area previously delivered by the Courier

If played in attack: when the player plays the Thief in his possession, during his turn and before any other action.

Blocked: the effect of the card is canceled by the card shown



Gift Box with a surprise:

If flipped during the game: it must be placed in the safe area of the reference character immediately.

If played in defense: the card cannot be played in defense



Bomb:

If flipped in the game: it eliminates the number of cards indicated in the area in which it was played.

If played in defense: the card cannot be played in defense

Blocked: by the Blaster



Blaster:

if flipped during play or played in defense: it cancels the action of a single Bomb in the area where it was played



Thief:

If flipped during the game: it steals the number of cards indicated in the area where it was turned up. The thief can act either in an opponent's area or in his own.

If he finds Gift Boxes with a Surprise he will take them to his Safe Area, (eg: Thief Santa Claus takes the Gift Box to the Safe Area of Santa Claus) if he finds other types of Gift Box, he discards them without any consequences and the cards will be put back in the main deck.

If played in defense: the card cannot be played in defense

Blocked: by Policeman even if Thief is stealing in own Safe Area or in the Unpack Area



Policeman:

if flipped in play or played in defense: it cancels the action of Thief, in the area where it was played

continue...

DESCRIPTION OF CARDS



Courier:

If flipped during the game: the number of cards indicated is taken from the main deck or from those still in one or more of your opponents' hands, the choice is up to the player affected by the courier) and placed face down in the Safe Area. The cards will be flipped over immediately afterwards, but first, you can decide whether or not to use defense cards.

If played in defense: use it against another Courier that has been played by an opposing player, to divert the cards aimed at you to an opponent of your choice. In this case the number of boxes indicated in your card is not to be considered. It should be played without looking at the contents of the cards aimed at you.

Special case: if one of the cards brought by the Courier is another Courier, the latter will continue to carry into your Safe Area the number of boxes indicated as well as the previous ones.

WHAT HAPPENS AFTER THE ACTIVATION OF A CARD

Every time a card action is performed (with the exception of the Gift Boxes) the card in question and those involved are set aside shuffled with those from the main deck only at the end of the round. If a Courier appears, before delivering the indicated cards, it is obligatory to mix the cards set aside up to then with the main deck.

If you possess the BeffaBabbo expansion

you can play a game with 40 or 60 Gift Boxes which are in the game.

Add the number of gift boxes according to whether you wish to play a game which is:

DIFFICULT (40 boxes)

INFINITY (60 boxes)

The rules remain the same and of course, the game ends when the all Gift Boxes are placed in the Safe Area.

If you want to continue playing a STANDARD game (20 boxes) then in each game you can randomly choose 20 Gift Boxes to play with out of the 60 boxes available.

In any case, remember that from the **LUDODI App** you can upload the results of your games to make your favorite Character win, so by the end of each year, you can receive an interesting free gift.



Download now, it's FREE.





LINEA DI TAGLIO



CUTTING LINE

