

Krampusnacht



The Naughty List

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WYRD WEAVER GAMES

Krampusnacht

Tis the night before St. Nicholas Day, and the jolly old man has unleashed his dark helpers to sort out the Naughty Children in town before rewarding the Nice Children the following morning.



You are one of St. Nick's folkloric companions competing to capture the Naughtiest Children.

When the boss isn't looking, everything is fair game! Mess with your opponents, sacrifice children, or snitch to Santa to draw his attention elsewhere.

It's Krampusnacht, after all. Get a little wicked!



St. Nicholas' Companions

Each player is one of the European companions of St. Nicholas, who goes out the night before St. Nicholas day and the feast of the epiphany.



Krampus

From the Austrian Alpine regions, Krampus is known for collecting naughty children in his sack or basket, and whipping them with his birch sticks before bringing them home to eat, or to hell for their punishment.

Frau Perchta

From the Rhineland, Frau Perchta is a beguiling ancient goddess. She can appear young and beautiful or hideous and bent. She is known to cut open little miscreants and stuff them with straw after disemboweling them. If you've been nice, though, she may leave a silver coin.



Belsnickel

A Germanic legend, Belsnickel made his way to Pennsylvania in the US, where he is known as a darker alternative to St. Nicholas. He may whip the evil brats with a hickory switch and leave them coal or reward them with sweets if they stayed off the naughty list.



St. Nicholas' Companions



Befana

Italy brings us Befana, a generous witch who carries on the tradition of gift giving started by the Magi in Bethlehem. She flies about on her broom, bringing candy and toys to nice kids. She will use her magic to make the naughty ones pay.

Pere Fouettard

In France, the horrible hooligans fear Pere Fouettard. He was once a butcher, who slaughtered all the children of the village when in a particularly foul mood. To restrain his rage, St Nicholas forced him to become his assistant, merely punishing the naughty children.



Gryla

On the frosty shores of Iceland, the little ones know that Gryla is who they must appease come Yuletide season. She has been a reckoning force since the time of the Vikings. Now, with her 3rd husband, her 13 mischievous yule lads, and her giant evil cat, she ensures all the wee ones know their place when St. Nick comes to town.



Game Setup



Companion
and
Equipment
Cards

The Town

Children Action
Cards



St. Nicholas Discard Piles



Components

- Rulebook
- 6 Companion cards
- 18 Equipment cards (3 per Companion)
- Children cards
 - 20 Naughty
 - 10 Nice
- 60 Action cards
- 1 St. Nicholas card
- 1 St. Nicholas stand



Companion



Equipment



St. Nicholas



Children



Action

Game Setup

1. Each player chooses a Companion card and receives the Equipment for their Companion (3 for each). Players equip one of their Equipment cards before the Town is generated.
2. Shuffle the Children deck. Place 6 Children cards face up. This is the Town. There can only be two Nice Children in Town at the start of the game. Place any extra Nice Children aside until the Town is full, then shuffle them into the deck.
3. Shuffle the Action deck. Deal 3 Action cards to each player.
4. Select first player. This is the player who most recently gave a wrapped present to someone.
5. Determine whom St. Nicholas is supervising. This is the person who is willing to admit to the most heinous act they have committed in the last year. Vote if there is some debate.
6. Start the game.

Game Play

Draw Phase

On your turn, first draw one Action card.

Play Cards Phase

Play as many Action cards as you wish. You may also use your Companion's Ability. In addition to playing cards based on their text, you may also discard 3 Action cards to gain +1 to the Value of any Type until the end of your turn. This counts as playing a card.

Capture Phase

You may Capture one and only one Child from the Town (unless a separate card or effect played that turn tells you otherwise). You successfully Capture the selected Child if your Capture Value of the Type shown on the Child card is equal to or exceeds the Value listed on the Child card. This includes bonuses from Action cards played this turn, Ability bonuses or Equipment you have gained.

During the Capture phase, you may also Sacrifice one Child in your sack, including the Child you just Captured. Place the Sacrificed Child face down in your Sacrifice Pile. Sacrificed Children are worth 1 Naughty Point at the end of the game, unless St. Nicholas is Supervising you (then they are worth 0 Naughty Points).

If your sack is full, and you attempt to capture a Child, you will either have to discard or Sacrifice one Child from your sack.

When a Child is removed from Town, immediately replace it with one from the deck. If at any time there are 6 Nice Children in Town, the game is over. The game also ends if a Child would need to be replaced in the Town but there are none available in the deck.

Nice Children cannot be captured. They can be Sacrificed if they find their way into your sack somehow. If a Nice Child is Sacrificed, St Nicholas immediately comes to Supervise you.

Companion Cards

Each Companion has unique Types, Abilities, and Capture Capacity.



Equipment Cards

Each Companion comes with 3 Equipment Cards. To equip an Equipment, the player must choose to skip their Play Cards and Capture Children phases. Only one item may be equipped per turn.



Action Cards

Each player receives 3 Action cards at the start of the game. Players draw one Action card at the start of their turn. There is no limit to how many Action cards may be in their hand or how many they may play during their Play Cards Phase. Players may also discard 3 Action Cards to receive a +1 bonus to any of their shown Type Values.



St. Nicholas

St. Nicholas begins the game supervising the most wicked Player. St. Nicholas immediately moves to Supervise any player who Sacrifices a Nice Child or by playing specific Action cards.



If St. Nicholas is supervising you:

- Gain +2 to Bribe
- You cannot Sacrifice Children
- Sacrificed Children are worth zero Naughty Points at the end of the game

These rules are on the back of the St. Nicholas card for reference.

Children Cards

The Town is made up of 6 Children Cards, some Naughty, some Nice.

Naughty Children

Naughty Children in a player's sack are worth Naughty Points, some are worth more than others. Each Naughty Child has a required Type Value that must be met or exceeded to be captured.



Nice Children

Nice Children are worth negative Naughty Points if they are in a players sack. They cannot be captured unless a card says otherwise.



End Game

Game Over

If at any time there are 6 Nice Children in Town or if a Child would need to be replaced in the Town but there are none available in the Children deck, the game is over.

Scoring

When the game is over, each player counts up the total Naughty Points of the Children in their sack.

Then add 1 Naughty Point for each Child in their Sacrifice Pile (if you are being Supervised by St. Nicholas, they are worth 0 NP).

Finally, add the Naughty Points for any Children that have been Captured and set aside with Equipment cards (i.e. Flying Broom).

Most Wicked

The player with the highest number of Naughty Points is the most wicked Companion and the winner of the game. Merry Christmas!

Breaking Ties

In the event of a tie, the winner is the player who has the most Children in their Capture Sack. If this also results in a tie, the winner is whomever has the most Sacrificed Children of the tied players.





Credits



Production

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Thank You!

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