



SWEET SUPPLY SPRINT

A Christmas Supply Chain Simulation Game

Rule Book / Instruction Manual

1. Introduction

The game is designed for players aged 12 and above. It's simple enough for families and children to enjoy because of the festive theme, but it also makes sense for students because the mechanics reflect real-world supply chain steps. No prior business knowledge is needed to play.

The main goal of the game is to bake and deliver three bakery products.

Players earn Joy Points only when they successfully deliver a product, and the player with the highest total Joy Points wins.

At the start of the game, each player becomes a supply manager at the North Pole Bakery. Every player begins with:

- One Order Card (this is the product they must make)
- One Packaging Token
- One Character Card with a special ability

Players start with no ingredients, no refrigeration, and no contamination.

The board has 40 tiles arranged in one continuous loop, divided into four connected supply chain zones:

Raw Materials, Bakery Production, Cold Storage, and Distribution.

Players will move through these zones again and again during the game — not just once.

Now, the important thing to understand is the order of actions in the game:

First, you must collect ingredients.

This happens in the Raw Materials zone, where players draw Ingredient Cards.

You are allowed to hold a maximum of five ingredients at a time (except Mrs. Claus, who can hold six).

If you don't yet have all the ingredients for your Order, you simply keep moving and collect them in later rounds.

Second, once you think you are ready, you must bake your product.

To bake, you must land exactly on the Baking Line tile in the Bakery Production zone.

At that moment, three conditions must be met:

- You must have all the ingredients listed on your Order Card
- You must have one Packaging Token
- You must have no contamination

If even one of these is missing, you cannot bake, and your turn simply ends.

You must go around the board again to fix what's missing.

Third, after baking, you are still NOT allowed to score yet.

You must now move to the Distribution zone to deliver your product.

There are two ways to deliver:

- A Local Delivery, where you deliver one product and earn the Joy Points shown on the Order Card.
- An Export Delivery, where you may deliver up to two products at once, but you must spend one Refrigeration Token, and you earn double Joy Points.

Only after delivery do you earn Joy Points.

Baking alone does not give you any points.

After delivering a product, you immediately draw a new Order Card and begin the process again:

collect ingredients → bake → deliver → score.

Movement is controlled using a Christmas Tree spinner instead of dice. Each turn, a player spins and moves forward. Sometimes the spinner also triggers:

- A Crisis, where a Crisis Card is applied immediately
- Or a Zone Jump, which sends the player to the next zone directly
After moving, the player always applies the effect of the tile they land on.

Throughout the game:

- Crisis Cards create problems like contamination, lost ingredients, missed turns, or delivery delays.
- Power Cards and Reward Cards give helpful one-time advantages like extra ingredients, removing contamination, teleporting, or gaining bonus Joy.

The tokens have very specific roles:

- Packaging Tokens are required for baking
- Refrigeration Tokens are required only for export delivery
- Contamination Tokens block baking until removed
- Joy Tokens are only for scoring after deliveries

The game works for 2 to 6 players, takes about 40 to 90 minutes , and is meant for ages 12 and above.

Imagine a sample player's first full cycle:

1. Player spins → moves 5 spaces to **Spice Storeroom** → draws 1 Ingredient.
2. Later they land on **Chocolate Mine** → gain another ingredient.
3. Eventually they reach **Packaging Booth** → gain Packaging token.
4. They acquire ingredients matching their Order card.
5. They land exactly on **Baking Line** → bake the product

6. Soon they reach **Local Market Stall** → deliver and score Joy Points.
7. Immediately draw a new Order card.
8. Game continues with progressively tougher decisions.

After any player delivers 3 orders, everyone takes one final turn, then scores Joy.

The key idea is that players must keep looping through the board, slowly building towards a successful delivery. You will rarely be ready the first time you reach a zone — you need to go around multiple times to prepare properly, just like a real supply chain.

2. Core Purpose

The game models how supply chain managers survive seasonal overload by forcing players to think about:

- inventory choices
- order prioritisation
- cross-functional roles
- cold-chain restrictions
- disruption response
- batch production
- delivery strategies

Instead of lecturing these principles, the game **makes players feel them** while having fun.

3. The Board as a Supply Chain Map

The full game loop mirrors an end-to-end supply chain process:

1. **Raw Materials Zone**
 - Source ingredients
2. **Bakery Production Zone**
 - Mix, bake, inspect, pack
3. **Cold Storage Zone**
 - Achieve refrigeration readiness
4. **Distribution Zone**
 - Deliver locally or export internationally

Players rotate through this loop repeatedly until they fulfil orders.

4. Win Condition

The game ends when **one player has delivered 3 completed bakery orders**.
Everyone else plays their final turn so all players finish evenly.

Winner:

- The player with the **highest total Joy Points**
(local delivery earns normal Joy, export earns double)

Tip for classroom framing:

“Joy Points represent Christmas customer satisfaction generated through successful supply fulfilment.”

5. Game Setup (Quick)

1. Place the board and spinner in the center.
2. Shuffle four decks:

- Ingredient Cards
 - Order Cards
 - Crisis Cards
 - Power Cards
3. Each player:
 - Picks a **character pawn** and keeps that ability card
 - Receives **1 Ingredient token + 1 Packaging token**
 - Draws **1 Order Card** face-up (this is your active product)
 4. All players start on the same tile in the **Bakery Production Zone**.
 5. Place all other tokens within reach.

Setup takes **2–3 minutes**.

6. Character Roles (Passive Supply Powers)

In the real world, bakery supply chains rely on specialised functions. Here, each player chooses one — and gains its permanent advantage:

Role	Supply Chain Function	Passive Benefit
Santa	Fulfilment Efficiency	+2 Joy each time they make Local Delivery

Mrs Claus	Inventory Optimisation	Can hold 6 ingredients instead of 5
Reindeer Captain	Distribution Routing	+1 movement if ending turn in Distribution Zone
Elven Quality Auditor	QA/Regulatory Oversight	Remove 1 contamination once per turn
Polar Bear Cold-Chain Engineer	Refrigeration Efficiency	Each Refrigeration token counts as 2
Gingerbread Procurement Lead	Sourcing	Draw 2 Ingredient Cards, keep 1

These powers make strategy meaningful while staying easy to remember.

7. How the Game Works (Simple Loop)

Every turn follows this rhythm:

1 Spin the Christmas Tree

- The spinner decides your movement and benefit:
 - Boost forward
 - Draw crisis
 - Draw power card

2 Move your pawn

- Count tiles clockwise according to the spinner

③ Trigger the tile effect

- Gain ingredient
- Fix contamination
- Draw Crisis
- Jump shortcuts
- Prepare refrigeration
- Bake or Deliver

④ Bake (if you land on Baking Line and have everything)

⑤ Deliver (if you land on a Delivery tile and have a baked product)

Then the next player goes.

That is all players need to remember.

8. Core Rules (Memorised in 60 seconds)

These are the ONLY rules players must hold in mind:



Rule 1: Ingredient Limit

Max **5 ingredients** at a time
(Mrs Claus has 6)

If you exceed, discard extras.



Rule 2: Contamination

Contaminated ingredients **cannot be used** to bake.

They can be cleared by:

- Landing on Inspection tile
 - Using Elven Quality power
 - Playing a Power Card
-

Rule 3: Cold Chain for Export

To export deliver, you must spend **1 Refrigeration Token**.
Polar Bear gets double efficiency.

Rule 4: Baking Conditions

You can bake only if:

- You are standing exactly on the **Baking Line tile**
- You have **all required ingredients**
- You have **1 Packaging token**
- None of the recipe ingredients are contaminated

When baked:

- Remove tokens back to pool
 - Keep Order Card in front of you (it becomes a “Baked Product”)
-

Rule 5: Delivery Types

Local Delivery

- On Local Stall tile

- Deliver 1 baked item
- Gain Joy Points from card
- Santa gets +2 Joy bonus

Export Delivery

- On Export Hub tile
 - Spend 1 Refrigeration token
 - Deliver up to **2 baked orders**
 - Earn **double Joy Points** per product
-

Rule 6: New Orders

After any delivery, immediately draw a new Order Card.

9. Zone Logic (What Each Quadrant Represents)

Rather than memorising many tile names, players only need to understand the **logic** of each zone.

A. Bakery Production Zone

What happens here:

- Gain ingredients
- Gain packaging

- Fix contamination
- Face machine breakdown crisis
- **Bake products** when you reach the Baking Line tile

Business concept:

Production load, quality checks, preventive maintenance, packaging readiness.

B. Cold Storage & Fleet Zone

What happens here:

- Gain refrigeration tokens
- Clear contamination from improper storage
- Acquire fleet upgrades
- Rare crisis (freezer failure)

Business concept:

Temperature stability, cold-chain capacity, pre-distribution staging.

C. Distribution Zone

What happens here:

- Local Delivery tile
- Export Hub tile
- Draw Power Cards
- Encounter logistical delays
- Get redirected to other zones

Business concept:

Last-mile routing, customs checks, delivery batching, revenue vs cost trade-off.

D. Raw Materials Zone

What happens here:

- Collect ingredients
- Get double ingredient tiles
- Face supplier breakdown
- Find shortcuts back into core operational systems

Business concept:

Procurement, supplier reliability, lucky sourcing, raw stock and replenishment.

10. Crisis Cards (Operations Disruptions)

Crisis Cards are the “stress test” moments of supply chains.

They simulate seasonal overload problems common during Christmas spikes:

- Supplier Delay
- Ingredient Rot
- Freezer Failure
- Worker Strike
- Transport Breakdown
- Customs Halt

When to draw crisis:

Only when:

- Spinner says “Crisis”
- A tile instructs it

Players just read the card and apply instantly.
Crisis often costs:

- ingredients
- baking opportunities
- contamination tokens
- refrigeration
- delivery penalties

This trains players to **plan for risk, not assume stability**.

11. Power Cards (Strategic Capabilities)

Power Cards represent real corporate mitigation tactics:

- Backup Supplier
- Preventive Maintenance
- Cold-Chain Boost
- Quality Audit Pass
- Express Courier Access
- Demand Spike Bonus

They allow:

- baking multiple items

- skipping customs
- ignoring crises
- replacing missing ingredients
- teleporting directly to delivery

Players only read them when drawn, so no memorisation is required.

12. Ingredient Cards

These simulate:

- purchased commodities
- perishable inputs
- contamination risk

Most are safe ingredients like Flour, Dairy, Cocoa, Ginger Essence, Sugar Glaze.

A few are **Contaminated Ingredients** that instantly trigger a contamination token.

13. Order Cards

Each order is a Christmas product with:

- ingredients required
- packaging minimum
- Joy Point value

Some are:

- easier to complete
- high-value but complex
- export-only
- delivery-restricted

This creates strategic decision-making:

“Should I chase a complex, high-value export order, or fulfil an easy local one to score consistently?”

14. What This Game Teaches

Sweet Supply Sprint is designed as a simplified but accurate seasonal supply-chain simulation. Every mechanic maps to a real constraint:

Game Mechanic	Supply Chain Principle
Ingredient capacity cap	Warehouse & storage limits
Contamination & Inspection	Quality management & compliance
Refrigeration for exports	Cold-chain logistics
Ingredients drawn unpredictably	Supplier variability
Crisis card disruptions	Operational risk management
Power cards	Business resilience levers
Delivery decision: Local vs Export	Channel strategy under capacity

Order card requirements

Production batching & prioritisation

Character abilities

Functional specialisation

By the time players finish the game, they have experienced:

- trade-offs,
- shortages,
- breakdowns,
- delays,
- batch preparation,
- quality failures,
- and routing decisions —

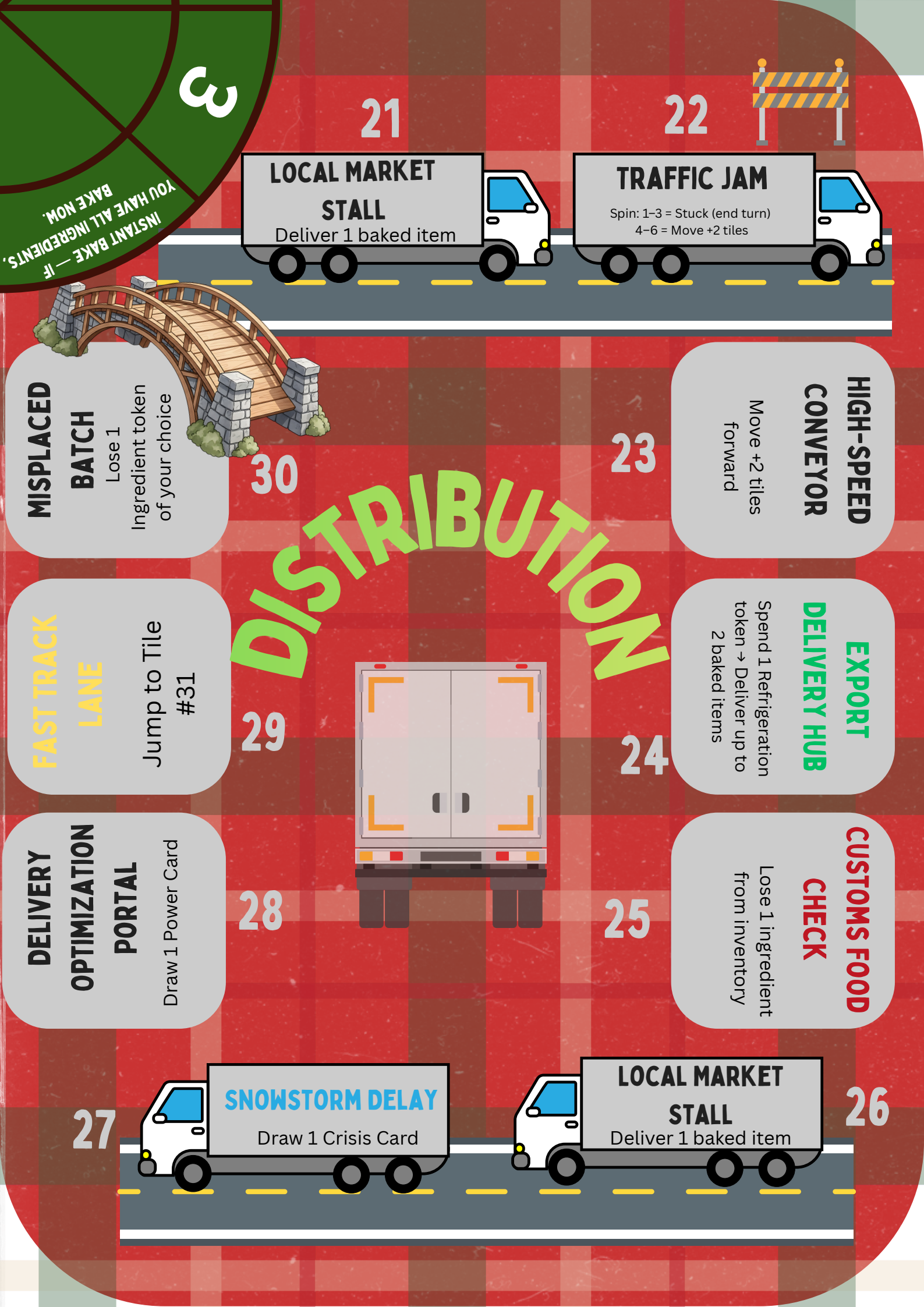
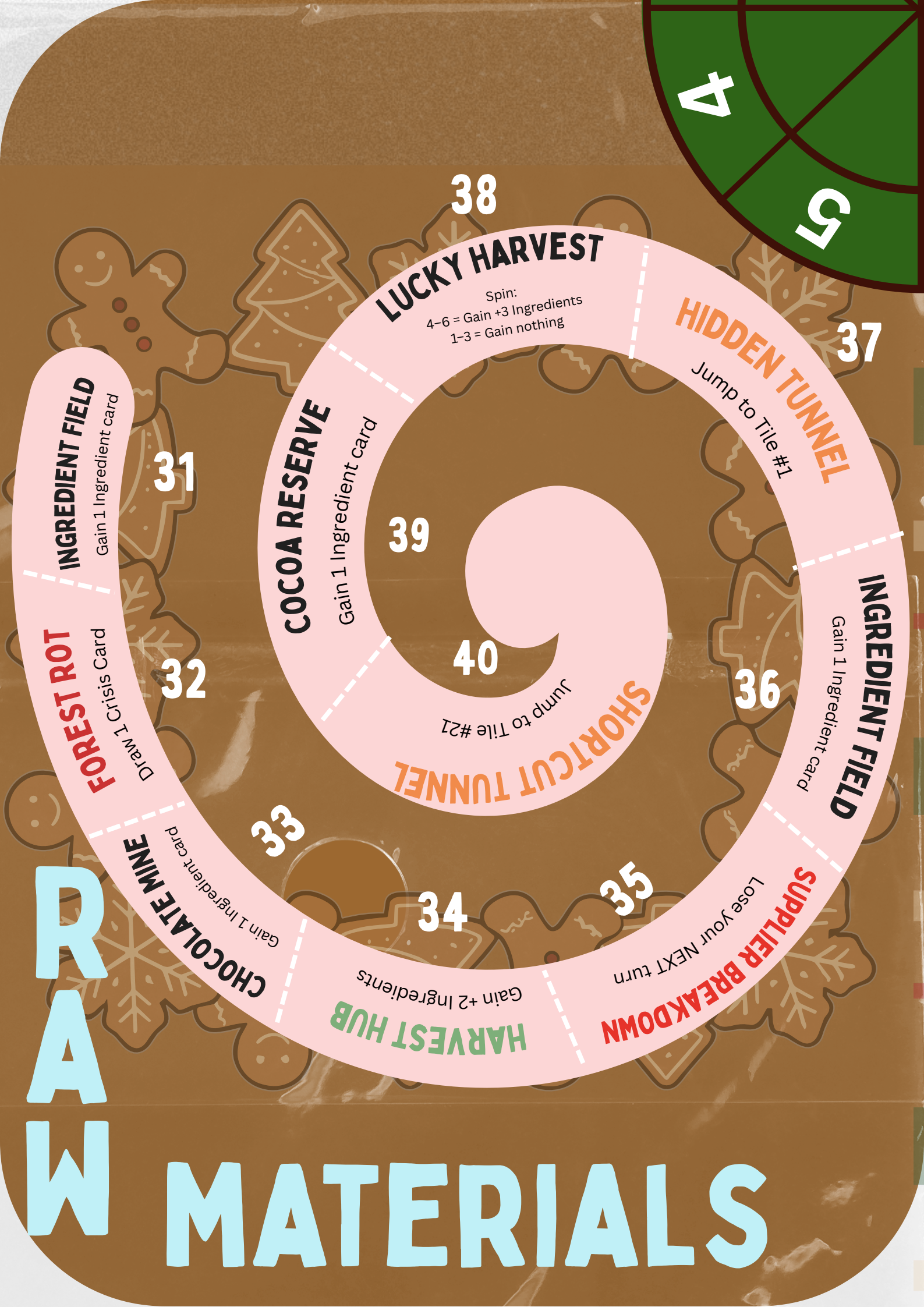
all under festive pressure.

This is what Christmas-season overload feels like in the real world.

✓ **Gameplay is Easy to Memorise**

All critical rules = just six:

1. Max 5 ingredients
2. Contamination blocks baking
3. 1 Refrigeration per export
4. Must be on Baking Line to bake
5. Deliver only on delivery tiles
6. Draw new Order after completing one



SANTA'S CHEER BONUS



+1 JOY IMMEDIATELY

BAKERY SNACK TIME



GAIN +1 INGREDIENT

ELF SUPPORT CREW



REMOVE 1 CONTAMINATION TOKEN

HOT COCOA BREAK



SKIP NEXT CRISIS CARD DRAWN

FAST FEET



MOVE +2 TILES FORWARD NOW

SEASON'S SURPRISE



DRAW 1 POWER CARD

STOCK CLEAR-OUT



OPTION TO TRADE ANY 1 INGREDIENT FOR
ANY OTHER INGREDIENT

LUCKY DRAW



DRAW 2 INGREDIENTS AND CHOOSE TO
KEEP 1

CUPCAKE BOOST



+1 JOY TO YOUR NEXT DELIVERY

QUICK PACK ASSIST



GAIN 1 PACKAGING TOKEN

ELF TECHNICIAN HELP



REMOVE 1 CURRENT CRISIS CARD OR CANCEL
THE NEXT CRISIS CARD YOU DRAW.

REINDEER LIFT



TELEPORT TO THE NEAREST DELIVERY
TILE

GINGERBREAD HOUSE



NEEDS: FLOUR + GINGER +
PACKAGING

JOY: 6

CHRISTMAS PLUM CAKE



NEEDS: DAIRY + CHERRY + ANY
SPICE + PACKAGING

JOY: 8

CHOCOLATE SNOW COOKIES



NEEDS: COCOA + SUGAR + CHERRY +
PACKAGING

JOY: 7

CANDY CANE DANISH



NEEDS: FLOUR + SUGAR +
PACKAGING

JOY: 5

STOLLEN LOAF



NEEDS: ALMOND SUBSTITUTE +
DAIRY + PACKAGING
(SUBSTITUTE = ANY 2 INGREDIENTS)
JOY: 9

STAR COCOA TRUFFLE BOX



NEEDS: COCOA + SUGAR + CHERRY +
PACKAGING
EXPORT ONLY
JOY: 9

SANTA FESTIVE ROLLS



NEEDS: DAIRY + FLOUR +
PACKAGING
IF EXPORTED: +3 JOY BONUS
JOY: 6

WINTER SPICE MUFFINS



NEEDS: GINGER + FLOUR +
PACKAGING
JOY: 5

CHOCOLATE BRIOCHE



NEEDS: COCOA + DAIRY +
PACKAGING
JOY: 6

ELVEN PARTY MIX TRAY



NEEDS: ANY 3 INGREDIENTS +
PACKAGING
LOCAL ONLY
JOY: 4

HERITAGE PANETTONE



NEEDS: FLOUR + CHERRY +
PACKAGING
IF EXPORTED: +2 JOY BONUS
JOY: 6

FROSTED CANDY BREAD



NEEDS: FLOUR + SUGAR + CHERRY +
PACKAGING
JOY: 7

ALPINE COOKIE BATCH



NEEDS: COCOA + GINGER +
PACKAGING
JOY: 6

ROYAL ICED CAKE SLAB



NEEDS: SUGAR + DAIRY +
PACKAGING
EXPORT ONLY
JOY: 8

NORTH POLE SPICE LOAF



NEEDS: GINGER + DAIRY +
PACKAGING
JOY: 6

SWEET ROLLS



NEEDS: FLOUR + SUGAR +
PACKAGING

JOY: 5

CELEBRATION TRAY



NEEDS: ANY 4 INGREDIENTS +
PACKAGING

JOY: 9

BELGIAN COCOA BISCOTTI



NEEDS: COCOA + FLOUR +
PACKAGING
EXPORT ONLY
JOY: 7

FESTIVE FRUIT SLICE



NEEDS: CHERRY + SUGAR +
PACKAGING

JOY: 5

CLAUS' PREMIUM HAMPER



NEEDS: ANY 3 INGREDIENTS +
PACKAGING
EXPORT = DOUBLE JOY
JOY: 8

SUPPLIER DELAY
SKIP NEXT INGREDIENT DRAW



MINOR CRISIS

FORECASTING ERROR
DISCARD 1 INGREDIENT



MINOR CRISIS

SOGGY STORAGE
MOVE BACK 2 TILES



MINOR CRISIS

STALE STOCK RETURN
DISCARD 1 BAKED PRODUCT



MINOR CRISIS

DAMAGED PACKAGING
LOSE 1 PACKAGING TOKEN



MINOR CRISIS

STAFF ILLNESS
NEXT BAKING ATTEMPT REQUIRES AN
EXTRA TURN



MINOR CRISIS

DOCUMENTATION ERROR
CANNOT EXPORT THIS ROUND



MINOR CRISIS

FUEL LEAK
LOSE 1 REFRIGERATION TOKEN



MINOR CRISIS

SAFETY VIOLATION
GAIN 1 CONTAMINATION



MINOR CRISIS

DELAYED INVENTORY
SKIP NEXT POWER CARD DRAW



MINOR CRISIS

BATCH RECALL
ALL PLAYERS DISCARD 1 BAKED
PRODUCT



MAJOR CRISIS

CONTAMINATION CRISIS
GAIN CONTAMINATION TOKEN
IF DICE SHOWS 1-3



MAJOR CRISIS

REGULATORY INSPECTION
NO BAKING UNTIL NEXT TURN



MAJOR CRISIS



POWER CARD



EMERGENCY REPLACEMENT

CONVERT ANY 1 INGREDIENT INTO
ANY OTHER

POWER CARD



BATCH SCALING

BAKE 2 PRODUCTS ON THIS BAKING
LINE VISIT

POWER CARD



DEMAND SPIKE

ADD +2 JOY TO NEXT DELIVERY

POWER CARD



MOISTURE LOCK

PREVENT NEXT SPOILAGE ROLL

POWER CARD



REFRIGERATION UPGRADE

GAIN +2 REFRIGERATION TOKENS

POWER CARD



INGREDIENT EXTRACTION LICENSE

GAIN +2 INGREDIENTS

POWER CARD



ROUTE OPTIMISATION

MOVE +3 TILES NOW

POWER CARD



EXPRESS EXPORT PERMIT

EXPORT DELIVERY COSTS 0
REFRIGERATION THIS TURN

★ SAFE INGREDIENT



FLOUR

★ SAFE INGREDIENT



DAIRY

★ SAFE INGREDIENT



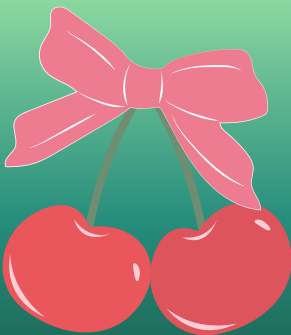
COCOA

★ SAFE INGREDIENT



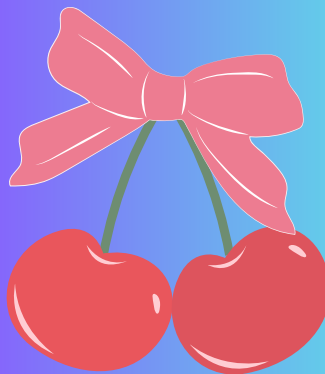
SUGAR GLAZE

CHERRY GARNISH



GAIN 1 CONTAMINATION TOKEN
YOU CANNOT BAKE USING THIS
INGREDIENT UNLESS
CONTAMINATION IS CLEARED.

★ SAFE INGREDIENT



CHERRY GARNISH

★ SAFE INGREDIENT



GINGER

SUGAR GLAZE



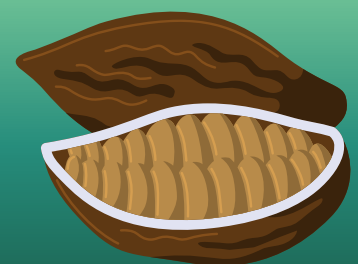
GAIN 1 CONTAMINATION TOKEN
YOU CANNOT BAKE USING THIS
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CONTAMINATION IS CLEARED.

GINGER



GAIN 1 CONTAMINATION TOKEN
YOU CANNOT BAKE USING THIS
INGREDIENT UNLESS
CONTAMINATION IS CLEARED.

COCOA



GAIN 1 CONTAMINATION TOKEN
YOU CANNOT BAKE USING THIS
INGREDIENT UNLESS
CONTAMINATION IS CLEARED.

DAIRY



GAIN 1 CONTAMINATION TOKEN
YOU CANNOT BAKE USING THIS
INGREDIENT UNLESS
CONTAMINATION IS CLEARED.

FLOUR



GAIN 1 CONTAMINATION TOKEN
YOU CANNOT BAKE USING THIS
INGREDIENT UNLESS
CONTAMINATION IS CLEARED.

GINGERBREAD PROCUREMENT LEAD



SOURCING EFFICIENCY

WHEN DRAWING INGREDIENT
CARDS, DRAW 2 AND KEEP 1.

SANTA



FULFILMENT EFFICIENCY

+2 JOY WHENEVER YOU MAKE A
LOCAL DELIVERY.

MRS. CLAUS



INVENTORY OPTIMISATION

YOU MAY HOLD 6 INGREDIENTS
INSTEAD OF 5.

REINDEER CAPTAIN



DISTRIBUTION ROUTING
IF YOU END YOUR TURN IN THE
DISTRIBUTION ZONE, MOVE +1
EXTRA TILE FORWARD.

ELVEN QUALITY AUDITOR



CONTAMINATION CONTROL
ON YOUR TURN,
REMOVE 1 CONTAMINATION TOKEN
FROM YOURSELF.

POLAR BEAR ENGINEER



REFRIGERATION MASTERY
EACH REFRIGERATION TOKEN
COUNTS AS 2 WHEN MAKING EXPORT
DELIVERIES.

PACKAGING TOKEN



REQUIRED FOR BAKING. CONSUME 1
WHEN BAKING A PRODUCT.



Scoring Sheet



Player Name:

Character

Order Name

Baked?

Delivered?

Joy Earned

☐ Baked

☐ Delivered

☐ Baked

☐ Delivered

☐ Baked

☐ Delivered

☐ Baked

☐ Delivered

TOTAL JOY SCORE: _____

INGREDIENT INVENTORY

LIST YOUR CURRENT INGREDIENTS:

1.

4.

7.

2.

5.

8.

3.

6.

9.

Refrigeration Tokens

(Current Count): _____

Packaging Tokens

(Current Count): _____

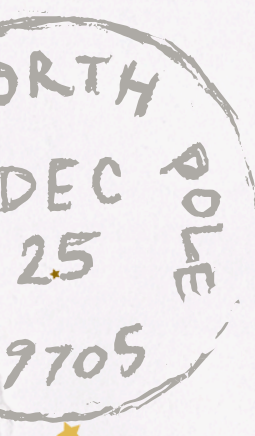
Contamination Tokens

(Current Count): _____

NOTES / REMINDERS

CHARACTER ABILITY: _____

POWER CARDS HELD: _____



SANTA'S SUPPLY SPRINT

A Christmas-Themed Supply
Chain Simulation





ABOUT:

Santa's Supply Sprint is a Christmas-themed supply chain board game where players act as managers responsible for sourcing ingredients, maintaining quality, baking products, and completing deliveries. The board represents an end-to-end supply chain loop across Raw Materials, Production, Cold Storage, and Distribution.

As players move through these zones, they gather resources, respond to disruptions, and make strategic decisions that affect their ability to fulfil orders.

The game is designed to be simple to learn while introducing players to real supply chain concepts in a fun format.





OBJECTIVE :

- 
- To bake and deliver Christmas orders to earn Joy Points.
 - The game ends when any player successfully delivers three orders.
 - All other players take one final turn, after which the player with the highest total Joy Points wins.
 - Local deliveries earn standard Joy Points, while export deliveries earn double.
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CARDS & CHARACTERS



1. Ingredient Cards

Used to collect the ingredients needed for baking your Order. For a Contaminated card , gain 1 Contamination Token.

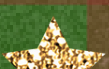
2. Order Cards

Show the recipe you must bake. When delivered, they give you Joy Points.

You can bake only the Order you currently have active.

3. Crisis Cards

Create an immediate negative effect.
Drawn only when a tile or spinner tells you to.





CARDS & CHARACTERS



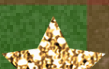
4. Power Cards

One-time special abilities you can use
on any turn

(e.g., extra ingredient, remove
contamination, teleport to delivery).

5. Reward Cards

Small positive boosts used instantly
(e.g., +1 Joy, +1 Ingredient, skip the next
crisis).



HOW TO PLAY :

Each turn follows a simple cycle:

1. Spin the Christmas Tree to get one of 8 outcomes.
2. Move your pawn according to the result and apply the tile effect you land on.
3. Perform the action printed on the tile you land on, which may include collecting ingredients, resolving contamination, drawing crisis or power cards, gaining refrigeration tokens, or performing delivery-related actions.



4. If the player lands on the Baking Line tile with the required ingredients and packaging, they may bake an order.

5. If the player lands on a Delivery tile with a baked product, they may deliver it and earn Joy Points.

Players continue to follow this loop until the game ends.





CORE RULES:



1. Ingredient Capacity:

A player may hold a maximum of five ingredients at a time. (Mrs. Claus may hold six.) Excess ingredients must be discarded.

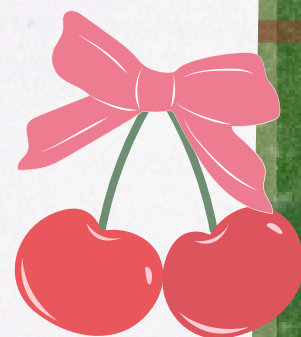
2. Contamination :

Contaminated ingredients cannot be used for baking. Contamination can be removed by landing on an Inspection tile, using the Elven Quality Auditor ability, or playing a relevant Power Card.





CORE RULES:



3. Cold Chain Requirement for Exports:

Export deliveries require spending one Refrigeration Token. The Polar Bear character receives double value from each token.

4. Baking Conditions:

A player may bake only if all of the following conditions are met:



- The pawn is positioned exactly on the Baking Line tile.
- All required ingredients for the order are present.
- One Packaging Token is available.



CORE RULES:

- None of the required ingredients are contaminated. After baking, the required ingredients and packaging are returned to the pool, and the Order Card becomes a completed baked product.



5. New Orders

After completing any delivery, the player must immediately draw a new Order Card.



6.Delivery Rules:



Local Delivery:

- Performed on Local Stall tiles.
- Allows delivery of one baked product.
- Awards the Joy Points listed on the Order Card.
- Santa receives an additional two Joy Points for each local delivery.

Export Delivery:

- Performed on Export Hub tiles.
- Requires spending one Refrigeration Token.
- Allows delivery of up to two baked products.
- Awards double Joy Points for each delivered product.

