

# Nuts for Nuts

3-4 Players, Ages 5+, 20-30min

## Components:

- **36 Cards** (30 nut cards & 6 “event” cards)
  - Nut cards: Almonds, Peanuts, Walnuts, Hazelnuts, & Acorns. Numbered 1-3 (15+10+5).
- **3-4 Players** (2-3 Squirrels, 1 Raccoon)

## Summary

Nuts for Nuts is a 3v1 game where a couple of squirrels challenge the big raccoon to a nut gathering contest! Be resourceful with your actions and come out on top as the best nut-gatherer in the forest!

## Getting Ready

Remove the event cards and shuffle the deck, each player pulls one card from the top of the deck and shows it to everyone. The player with the highest number becomes the Raccoon.

In the case of a tie, the people in the tie redo the process.

## Deal cards:

The squirrels get dealt 3 cards each.

The raccoon gets dealt 2 Cards + the number of Squirrel-players. (I.E., 3 Squirrels means 5 Cards.)

Deal the cards according to each player's role. Shuffle all remaining cards with the event cards and put the deck in the middle within reach of all players.



## The Game

The player to the left of the Raccoon starts and then it goes around clockwise. Game round example can be found at the end of the rules.

### Hand:

A Squirrel's hand cannot add up to more than 6 nuts (displayed in the cards); if they have more than 6 nuts total, they drop them instantly. Dropped cards are added to the bottom of the draw pile. After dropping all the cards, the Squirrel may draw 1 card from the draw pile. If the cards are lost from an event card, they do not draw a new card.

The raccoon's hand has no limit.

### Actions:

**Squirrels** have 1 Action per turn to **scavenge** or **stash** and has free actions such as **show** & **share**. Squirrels may freely draw 1 card at the start of their turn without using an action (Free Draw).

**Raccoon** has 1 Action + the number of Squirrel-players. (I.E., 3 Squirrels means 4 actions.) Which they can use to **scavenge**, **stash** & **steal**.

### Scavenge:

Players can draw 1 card from the pile and put it in their hand. All players can choose to scavenge from the draw pile. The Squirrels have 1 Free Draw at the start of their turn.

### *Stash:*

The squirrels have one collective stash pile where they put their nut cards into, the raccoon has their very own stash pile. Players can stash a minimum of one card and a maximum of two cards that have the same nut type. Stashed cards are face up.

**Example:** You have one 2 Peanuts card and one 3 Peanuts card in hand, you can choose to stash both at the same time.

### *Steal (Raccoon unique action):*

The Raccoon can choose to steal from a squirrel's hand. The Squirrel which the raccoon is trying to steal from will put down one card on the table face down. The thief either states what type of nut they think the other player put down or how many nuts the card is worth. If the Raccoon is wrong, the Squirrel keeps their card. If they are right, the raccoon takes the card they put down.

### *Show (Squirrel unique action):*

As a squirrel you can choose to **show** a card to your team once per turn.

### *Share (Squirrel unique action):*

As a Squirrel you can choose to **give** a card to one of your squirrel friends once per turn. The card must be face up when you share it.

### **Event cards:**

The event cards are placed in the draw deck. When someone picks an event card, they read out the information (Story) and conditions out loud to all the other players. The event cards apply to the player who drew it.

Once the event card is resolved, the player places the card next to the draw pile face up.

### **End of the game**

The game ends when all the cards in the draw deck are depleted and one team has no cards in hand. The value of the cards in the stash piles are counted and the team with the highest number of nuts in their stash wins. (Nuts is displayed in the cards) The cards leftover in the other players' hands do not count towards the score at the end of the game.

### **Score**

All different cards such as Almonds, Peanut, Walnuts, Hazelnuts, & Acorn have the same value (1-3).

### **Game round example:**

1. The Squirrel left to the raccoon starts and scavenges a free card and stashes a 3 Peanuts card.
2. The second squirrel scavenges two cards, one for free.
3. The third squirrel shares a 2 Walnuts card with the second squirrel and stashes a 1 Peanut card.
4. The raccoon stashes a 2 Acorns card, scavenges one card, Steals the 2 Walnuts card from the second Squirrel, and finally stashes the 2 Walnuts card.

