


# Objective

A massive tray of donuts sits on the table. You and your fellow donut lovers want to eat as many donuts as you can, but there is no sharing with these donuts. If two or more people pick the same donut, nobody gets it! Pick your donuts wisely and see if you can get the most donut points!

# Components

 42 Selection Cards (6 sets of cards numbered 1-7)

 63 Donut Cards

- |                    |                       |                      |
|--------------------|-----------------------|----------------------|
| ● 2 Bear Claw      | ● 6 Boston Cream      | ● 2 Chocolate Glazed |
| ● 2 Cinnamon Twist | ● 6 Donut Holes       | ● 3 Double Chocolate |
| ● 3 Eclair         | ● 6 Glazed            | ● 6 Jelly Filled     |
| ● 3 Maple Bar      | ● 2 Maple Glazed      | ● 2 Milk             |
| ● 2 Mucho Matcha   | ● 2 Old Fashioned     | ● 6 Plain            |
| ● 2 Powdered       | ● 2 Raspberry Glazed  | ● 2 Red Velvet       |
| ● 2 Sprinkled      | ● 2 Strawberry Glazed |                      |

# Card Anatomy

Donut type

→ **Chocolate  
Glazed**

Color coded  
with player  
number

Power  
description

Score  if you have  
the fewest .

Player number  
indicator



# Setup

1. Give each player a set of selection cards equal to the number of players plus one. For example, if there are three players, each player would receive the 1, 2, 3, and 4 selection cards.
2. Add or remove donut cards according to your game's number of players. Each Donut card has points on the description stand that indicate the number of players it takes to include the card in the deck.

3. Shuffle all of the donut cards together and place them face-down near the center of the play area. This is your donut deck. The area to the left of the donut deck will be reserved for the donut discard pile.

4. Draw and place a face-up donut card to the right of the donut deck equal to the number of players, plus 1. The donut card closest to the donut deck will be referred to as Donut 1, the next donut card is Donut 2, and so on. This is the donut row.



## Starting a Round

A game of **Go Nuts for Donuts!** takes place over several rounds. At the start of each round, draw and place a face-up donut card to the right of the donut deck until the donut row has donut cards equal to the number of players, plus one.

## Playing a Round

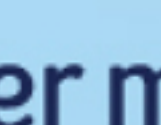
First, each player will secretly pick which donut they want from the donut row by taking a Selection card from their hand and placing it face-down on the table in front of them.

The numbers on your Selection cards represent the position of the donut card you would like to take from the donut row. If you want to take Donut 2 from the donut row, then place your Selection card with the number 2 face-down in front of you.



Example: Claire wants to take the Maple Bar donut which is in the Donut 1 position. She takes her number 1 Selection card and places it face-down in front of her.


Once all players have made their selection and have a Selection card face-down in front of them, everyone simultaneously reveals their Selection card.

Starting with the lowest selection number, players look to see if they get to take the donut. If two or more players picked the same donut, discard the donut by placing it in the donut discard pile. If only one player picked the donut, that player takes the donut from the donut row and places the donut face-up in front of them.

If the donut has a  icon, that player must immediately use that power before moving to check the next selection number.

Example: Claire is the only player showing a number 1. She takes the Maple Bar from the donut row and places it in front of her. She immediately uses its power by drawing a donut from the donut deck.

You may only activate  powers when you take the donut from the donut row. The  power does not activate when you steal from another player, draw from the donut deck, or take from the discard pile.

Example: Claire used her Maple Bar power to draw a donut from the donut deck. She draws a Bear Claw and places it face-up in front of her. She does not use the  power for the Bear Claw, but still gets -3 points.

All donut cards you own stay face-up in front of you for the rest of the game and are open knowledge. You will count your points at the end of the game.

Once all of the donuts have been checked to see if they will be taken, the round ends and you start a new round.

## Ending the Game

**When there are not enough donuts in the donut deck to fully replenish the donut row, the game is over.** Each player counts up their points and the player with the most points is the winner! If there is a tie, the player with the most donuts wins the game. If two or more players are tied for the most points and donuts, the players share the victory.

# Donut Guide



### Bear Claw

Score - 2 points at the end of the game. When you take this card from the donut row, take a donut card from an opponent.



### Boston Cream

Count the number of Boston Cream cards you have at the end of the Game. Score 0 if you have one, 5 if you have two, 0 if you have three, 10 if you have four, 0 if you have five, or 15 if you have six.



### Chocolate Glazed

If you have the fewest donuts of all players at the end of the game, score 5 points.



### Cinnamon Twist

Score 1 point at the end of the game. When you take this card from the donut row, all players pass 1 donut to their left. If one or more players have no donuts to pass, discard this card instead.

## Donut Holes

Count the number of Donut Hole cards you have at the end of the game. Score 1 if you have one, 3 if you have two, 6 if you have three, 10 if you have four, or 15 if you have five or more.



## Double Chocolate

Score 3 points at the end of the game.



## Eclair

When you take this card from the donut row, take the top card of the discard pile.



## Glazed

Score 2 points at the end of the game.



## Jelly Filled

Count the number of Jelly Filled cards you have at the end of the game. Score 5 points for each set of two cards.



## Maple Bar

When you take this card from the donut row, take the top card of the donut deck.



## Maple Glazed

When you take this card from the donut row, draw two cards from the donut deck. Keep one of them and put the other back on the deck.



## Milk

At the end of the game, score 1 point for each donut that gives you negative points. A Milk card always counts as a Donut card.





### Mucho Matcha

Score 4 points at the end of the game. When you take this card from the donut row, give one of your donuts to an opponent. If you have no other donuts, you must give this donut to an opponent.



### Old Fashioned

Score 5 points at the end of the game if you have less than 10 donut cards.



### Plain

Score 1 point at the end of the game. Score 3 points at the end of the game if you have more Plain donut cards than any other player.



### Powdered

Score 3 points at the end of the game if you have less than 7 types of donuts.



### Raspberry Glazed

Score 4 points at the end of the game. When you take this card from the donut row, discard one of your donuts. If you have no other donuts, you must discard this donut.



### Red Velvet

Score -1 point at the end of the game. When you take this card from the donut row, take any donut from the discard pile.



### Sprinkled

Score 3 points at the end of the game if you have more than 6 types of donuts.



### Strawberry Glazed

Score -1 point at the end of the game. When you take this card from the donut row, discard one donut from an opponent. If none of the other players have any donuts, you just keep this card.