

# Nuts!

1-4 Players;

20-30 mins

Nuts! is an awesomely simple memory game that will drive you completely... well, Nuts! Inspired by a squirrel's annual quest for creating a delicious natural pantry of nutty treats and its adorably low success rate in rediscovering its own bounty, we thought we'd see if we, the proud humans, the top of the food chain, the brainiacs of the the natural world can do any better :)

Nuts! is the first game we offer that requires the making of double sided tiles. Don't worry though, we have done our very best to make the game super easy and fun to make. As always, you will achieve an amazing result with just a few household items. Start by printing out all the pages from the 'Game Pieces' file in the Nuts! section on our website. This game is a little bit more ink heavy than usual, but the result is very much worth it as Matthew (the half of us that does all the pretty pretty pictures) has done an absolutely amazing job creating a super lifelike forest floor and adorable squirrly creatures. If you prefer though, you can print the game in black and white. The visuals of the game won't be as spectacular, but this will not affect the gameplay. Have a look at the 'Crafting' section for Nuts! on our website, where you will find all the information you need to make the game as well as the adorable box we have designed specifically for Nuts!

Enjoy! :)

## Set Up

Nuts! is amazingly easy to set up:

1. Start by separating the game tiles. The game is made up of 4 sets of 35 tiles. Each set has a marker on the underside - mushrooms, stones, bark or leaves. All tiles with the same marker belong to the same set. Each set also fits into one of the four little boxes that form the Nuts! box. On the bottom of each little box you will find the squirrel the set belongs to. Place the sets into their corresponding boxes.
2. Each player must choose a squirrel to play as. We have:
  - a. Black squirrel, who is gathering walnuts and its markers are stones,



- b. Red squirrel, who is gathering acorns and its markers are mushrooms,
  - c. Grey squirrel, who is gathering hazelnuts and its markers are leaves and
  - d. White squirrel, who is gathering hickory nuts and its markers are bark .
3. Give each player the little box with the squirrel and set of tiles they have chosen.

That's it! You are ready to play :)

## Play the Game

The aim of the game is very very simple - find your nuts ... :)

The game is played in two stages - groundwork and discovery ... or rediscovery more like.

During the first stage you will take turns placing tiles until all tiles in play are placed. Each player can see their own tiles, but not the opponents. When the ground is done, just find your nuts ...

## Play

Stage 1:

1. Each player can see their tiles. There are several types of tiles in your set and you should pay very close attention to all the distinguishing features of each tile you place. You can see an infographic with all the different types of tiles at the end of these rules. Here are the basics:
  - a. Top - the top of all tiles form a forest floor. All players have exactly the same designs on the top side of their tiles. Some tiles have distinguishing features - a large leaf, a mushroom etc. Use those as markers to help you remember where you have hidden your nuts.
  - b. Bottom - there are three options for the underside of the tiles. They can show a nut, (which is what you are looking for), just the tile marker, or a pile of rubbish. As you lay the tiles your aim is to remember exactly where you place all your nuts.
2. All players start by mixing their sets of tiles and placing them into their little boxes, so they can see their tiles, but their opponents can't.
3. Player 1 places the first tile. Simply take a tile at random from your box, look at both sides and place it on the table, top side (forest floor) up.
4. The player to their left places the next tile. Again, pick a tile at random from your set, have a look at the underside and place it next to the first tile, top side (forest floor) up.
5. If there are more players, they take their turns.
6. Keep placing tiles until all tiles from the players' sets have been placed and you have a picture of a forest floor.

*Note: Every new tile must touch a previous one to form one picture.*

*Keep in mind that you are trying not only to remember where you place your nuts, but also to confuse your opponents and make sure they don't find all of theirs.*



*Advanced rule: To make the game even more challenging and fun, we have an extra rule you can do if you like. Every few turns, simply swap seats around the table at random. This will give you a whole new perspective on the board and make it all the more difficult to remember where you hid your nuts. When you have placed the last tile, move around the table one last time :)*

*Single Player Tip: The game can be played exactly the same way with just one player. To make it more fun and challenging, we suggest you use two sets of tiles. Pick one set to be your primary, say the Red Squirrel and Acorn set. Pick any other set as your secondary. This way you can arrange all 70 tiles from both sets, but you will only look for acorns.*

## Stage 2

When all the tiles are laid out and you have a nice picture of a forest floor, it's time to go Nuts!

1. Player 1 starts by picking a tile and flipping it. Place that tile in front of you.
2. The player to their left then picks a tile, flips it and places it in front of them and so on.
3. All players take turns picking a tile and flipping it until every player has flipped exactly 10 tiles and placed them in front of them. The aim is of course to pick the tiles that have your nuts underneath. There are 10 nuts in every set and as you get exactly 10 tries, there is no room for mistakes :)

When all players have picked their 10 tiles, it's time to score:

### Score:

Have a look at the tiles in front of you. How well did you do? We did absolutely terribly the first couple of times :)

So here is how you score depending on what you uncovered:

1. Your own nut = **3 points**
2. Your opponent's nut = **2 points**
3. Nothing (a tile with just a marker) = **0 points**
4. A pile of rubbish = **-2 points**

The player who scored highest, wins the game.

Have a look at the infographics below for more information.

Go Nuts! ;-)



## Game Tiles & Scoring



The top of all tiles form a forest floor. All players have exactly the same designs on the top side of their tiles. Some tiles have distinguishing features - a large leaf, a mushroom etc. Use those as markers to help you remember where you have hidden your nuts.



Your task is to find your own nuts. Use the markers on top of the tiles to help you remember where you hid them. For every nut of your own you find, you will get **3 points**.

If you find a nut that belongs to your opponent, you will get **2 points** - you still get to eat, but it was all about luck :)



If you find a rubbish bag, you will **lose 2 points**.

A tile with no rubbish pile or nut will **not bring you or lose you any points**.

