



INTRODUCTION

You and your fellow players are in Packaging at Acme Nuts Ltd.

In four seasons of gameplay you will collect ranges of cards from the conveyor belt: sets of cards can be packaged and shipped to earn coins. Nuts vary in frequency and payoff, so choose wisely!

You might also encounter a rare special card providing powerful bonuses, or the unfortunate Bad Nut, which can't be packaged at all.

And don't collect too much! Extra nuts overflow onto your floor at the end of each season, and the boss does NOT like a messy floor!

components

- *Rule Book*
- *131 Cards*
- *Per Player:*
 - *1 Quick Ref Card*
 - *1 Whiteboard Marker in player Color*
 - *1 Mini Whiteboard*

SETUP

DECK SETUP

Some cards have a "player count" indicator across the bottom: given your player count, remove any unneeded cards (e.g if you have 3 players, remove any cards with "4+" or "5" on the bottom). Put the removed cards in the box: they will not be used this game.

To build the deck:

1. Select any 3 types of gold-bordered cards. For a first game we suggest Honey Roasted, Raisins, and Broom. Put the other gold-bordered cards back in the box: they will not be used in this game.
2. Shuffle together:
 - a. The brown bordered cards for your player count (Peanuts, Almonds, Cashews).
 - b. The dark brown bordered cards for your player count (Macadamias).
 - c. The red-bordered cards for your player count (Bad Nuts).
 - d. The gold-bordered cards you selected in step 1 above, adjusted for your player count.

FILL THE CONVEYOR BELT

Deal out a row of cards for the season: this is the conveyor belt of nuts.

The number of cards in the conveyor belt is based on the number of players: $(\text{number of players} \times 5) + 2$. If the row gets too long for your play area, split it into multiple rows: for the purposes of this rulebook, we will talk about it as if it were one big row.

# Players	2	3	4	5
# Cards per season	12	17	22	27



These 17 cards form a conveyor belt for a season in a 3 player game. The belt starts with the Cashew on the top left, and ends with the face down “surprise” card on the bottom right.

PLAYER SETUP

Give each player a whiteboard and marker.

Initial Hand

Each player draws cards from the deck until they get a Peanut, Almond, or Cashew (brown border). They keep this card: any other cards drawn are returned and shuffled back into the deck.

GAMEPLAY

SEASONS

The game is played over the course of 4 seasons.

Each Season has 4 steps:

1. **Fill the Conveyor Belt**
2. **Collect Nuts**
3. **Package**
4. **Cleanup**

STEP 1: FILL THE CONVEYOR BELT

Create a conveyor belt for the Season as described in “Fill the conveyor belt” under Setup.

STEP 2: COLLECT NUTS

Players collect cards through a series of bidding rounds until all the cards for that round are gone.

Write Bids

Each Player secretly writes a bid on their whiteboard. They are bidding on the number of cards, starting from the leftmost card and moving to the right, that they want to claim for themselves. (If the conveyor belt has been split into multiple rows for space considerations, imagine it is one big row for the sake of bidding).

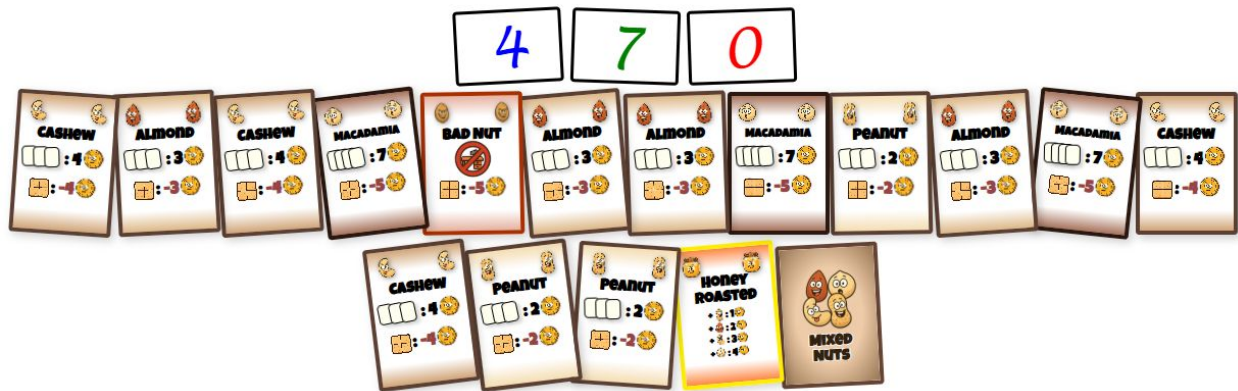
A bid is either a “Grab Bid” or a “Nil Bid”.

- For a **Grab Bid**, a player writes the number of cards they want to claim. Again, this is starting from the leftmost card and preceding to the right. The Grab Bid must be at least 1 and at most the number of cards remaining on the belt.
- For a **Nil Bid**, an player writes a “0”. This means they do not want any cards in this round of bidding (they might still get cards in some later round of bidding this Season).

Reveal and Resolve Bids

Once each player has written their bid, the bids are revealed.

- Any **Nil Bids** are ignored: these players will not be getting any Cards this round.
- The **LOWEST Grab Bin** wins: the winner takes the bid number of cards from the left side of the conveyor belt and adds them to their hand.



In this round of bidding:

- Blue bid 4
- Green bid 7
- Red offered a Nil Bid

The lowest non-zero bid is 4, from Blue: she takes the leftmost 4 Cards (two Cashews, one Almond, and one Macadamia) and adds them to her hand..

Ties

If two or more players are tied for lowest bid:

- Collect that number of cards from the left of the conveyor belt.
- Shuffle collected cards and discard one at random.
- Deal the remaining cards back onto the front (left) of the conveyor belt.
- Hold another round of bidding, including everyone (not just tied players) involved in the round where there was a tie.

Repeat until there is no tie, or all cards are gone.



Blue and Green have tied for lowest bid with 5 (Honey Roasted together with Raisin is just too tempting!).

The first 5 cards are collected, reshuffled, one is discarded at random, and the remainder replaced, to produce a new belt. Everyone (including Red) bids again: this time there is a clear winner, Green, with a bid of 4.



When all bids are “Nil”

If every player bids Nil, the leftmost 2 cards are removed from the conveyor belt and discarded. No cards are collected by any players.

Subsequent Rounds of Bidding

After a round of bidding, the player who collected cards is “out” for the rest of the season : they cannot bid or acquire anymore cards until the next season starts.

If there are no more cards on the conveyor belt, everyone proceeds to **Step 3: Package.**

Otherwise:

- If more than one player is still “in”, they hold another round of bidding on the remaining cards, following the rules for bidding as described above.
- If only one player is still “in”, they MUST take all remaining cards on the conveyor belt, including the final face-down card on the conveyor belt.



Blue took the first four cards in the first round of bidding, and is now out.

In the second round (pictured above), Green wins with a low bid of 3: she will take the Peanut, Almond, and Cashew on the left.

Red is now the only player left: he must take everything else, from the Bad Nut to the face-down card on the far right.

STEP 3: PACKAGE

In the Package phase, players assemble cards into matching sets, “packaging” the nuts up for shipping.

Place each set face down on your **left**, cross hatching sets so that opponents can see how many sets you have collected: the contents of the package are secret, but the number of packages is public.

Brown Bordered Cards

Peanuts, Almonds, and Cashews require 3 matching cards to make a set.

Dark Brown Bordered Cards

Macadamias require 4 matching cards to make a set.

Red Bordered Cards

The Bad Nut cannot be a part of any set: any time a Bad Nut enters your hand it must immediately be placed on the Floor.

Gold-Bordered Cards

When a player collects a gold-bordered card it does not go into their hand: instead they place it face-up in front of them. These special cards never count against the hand limit, and will never be placed on the floor. Each card type of card has different rules on how and when it can be played: see “Gold-Bordered Cards” below for details.

STEP 4: CLEANUP

Unfortunately, your work station is very tiny, and can only hold a few nuts between seasons.

Once players have packaged up everything they can, they must discard down to 3 cards (the hand size limit). Any discarded cards are placed in a pile face down to the players *right*. This pile is the players “floor”.

Be careful! When the boss shows up at the end of the season, he will charge you a steep penalty (indicated on the card) for anything on your floor

Anything not discarded remains in the player's hand and can be used to create packages in subsequent seasons..

SUBSEQUENT SEASONS AND FINAL SCORING

The second through fourth seasons are exactly the same as the first, except that players are carrying over up to 3 cards in their hand from the previous season, plus any packages, cards on the floor, or set-aside gold-bordered cards.

At the end of the fourth season, the big boss arrives for a final reckoning!

Any cards remaining in a player's hand are set aside: these do not factor into final scoring.

Players flip over the packages on their left and score coins for each package, as indicated on the cards in the set.

Players also flip over all the cards on the floor, and they lose that card's “Floor Penalty”, also indicated on the card.



At the end of the game, John packaged one box of Peanuts (2 coins), one box of Macadamias (7 coins) and one box of Cashews with the special Honey Roasted card (4 coins plus 3 for Honey Roasted = 7 coins).

He had one Macadamia (-5 coins), one peanut (-2 coins) and one Bad Nut (-5 coins) on his floor.

His final score is $2 + 7 + 7 - 5 - 2 - 5 = 4$ coins.

Note: it is entirely possible to end up with a negative score.

The player with the highest final score is the winner!

If there is a tie, the player who produced the most packages is the winner.

If there's still a tie, players rejoice in their shared victory.

GOLD-BORDERED CARDS

Broom

Play the Broom during final scoring: remove and discard any one card from your floor.

Raisin

The Raisin is effectively a “wild card” for any brown-bordered card: you may use it during the Package phase as a Peanut, Almond, or Cashew. Note: it **cannot** be used as a Macadamia.

Honey Roasted

Play during the Package phase, adding it to any Package created that season. It will add bonus coins to the package during final scoring: +1 for Peanuts, +2 for Almonds, +3 for Cashews, +4 for Macadamias. Note: if this is used in the same game with the “Mixed Nuts” card, it **cannot** be added to the Mixed Nuts package.

Gloves

Play during the Package phase. You may pick on card from your floor, or any other player's floor, and add it to your hand. ***If picking from another player's floor, you must have that player's permission.***

Coffee Break

Play during the Package phase. You may trade cards from your hand with one other player (giving or taking as many as you each agree on).

Hot Spice

Play during Final Scoring. Hot Spice scores +1 coin for ***each*** each package produced. You may play more than one Hot Spice card (so if you played 3, each peanut package would be worth $2 + 3 = 5$ coins).

GAMEPLAY VARIANTS

After a few games, you might enjoy any of the following variants:

ADJUST THE LUCK FACTOR

Increase Luck

When dealing out the conveyor belt at the start of the season, the dealer plays the first, the last, and any random middle card on the belt face down.

Decrease Luck

Deal all four seasons at the beginning of the game: four rows of cards, starting with the first season on top to the fourth on the bottom. Do not place any cards on the conveyor belt upside down: everything is fully visible.

Players still work through one Season at a time, but they can look ahead to know exactly what's coming in future seasons.

EXPLODING SEASONS

Adjust the number of cards dealt each season as follows:

- Season 1: -3 cards
- Season 2: -1 card
- Season 3: +1 card
- Season 4: +3 cards

So, for example, in a four player game, the seasons would have 19, 21, 23, and finally 25 cards.

