



2-4



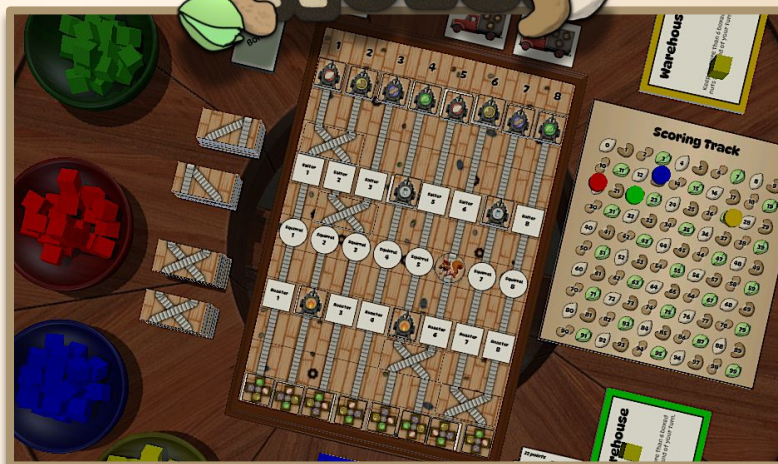
8+



45-60 min

Unique Selling Points

- **“Path-swapping” based collection mechanism** provides a new and fascinating challenge.
- **Strong theming and charming table presence** (test players love the Squirrel!)
- **Easy to expand** with new types of factory tiles (e.g. teleporters), Bonus Cards, and Shipping opportunities.
- **Perfect for families:** silly cartoon theme and simple rules make it accessible to kids, while adults will find plenty of strategic challenge. A sharp kid may run circles around his elders, as with other pattern-matching games (e.g. Set).
- **Satisfying “Aha!” moments.** Discovering a series of moves to collect several nuts at once brings a real sense of accomplishment.



Nuts! is a classic “collect and score” game of puzzle-solving, strategy, and luck where players compete to box and ship nuts in a chaotic Nut Factory.

The core gameplay loop involves a unique path-building mechanic. Players add, remove, or slide “cross tiles”, re-configuring the factory floor to connect nut dispensers to boxes of the matching type.

For example, in the image above, a player might remove the cross tile in the lower right so that the pistachio dispenser on the top right connects to the pistachio box on the lower right.

Tensions and opportunities rise as the game progresses: players collect Bonus cards which allow for more elaborate, chained gameplay, and players must plan and execute carefully to get their store boxes shipped in one of the ever-shrinking pool of available trucks.

Components

- Rulebook
- Game Board (24x20)
- 8 Nut Dispenser Tiles (2 each in 4 different nut types)
- 8 “Box Holder” Tiles
- 24 “Conveyor Cross” Tiles
- 8 “Conveyor Splitter” Tiles
- 2 Roaster Tiles
- 2 Salter Tiles
- 1 Squirrel Tile
- 28 Bonus Cards
- 18 Truck Cards
- 120 Boxed Nut tokens (30 each in 4 different nut types)
- 1 custom 6 sided die
- 1 standard 8 sided die
- Scoring Track
- Per Player
 - 1 score token
 - 1 Warehouse board
 - 1 Reference Card

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