

Perform the
"Build" Action
twice.

~or~

If your Warehouse
is empty, take any
2 different nuts
from the supply.

Perform the
"Build" Action
twice.

~or~

If your Warehouse
is empty, take any
2 different nuts
from the supply.

Perform the
"Build" Action
twice.

~or~

If your Warehouse
is empty, take any
2 different nuts
from the supply.

Perform the
"Build" Action
twice.

~or~

If your Warehouse
is empty, take any
2 different nuts
from the supply.

Move the Squirrel
to any space on his
row **and** take the
"Feed the Squirrel"
Action.

~or~

Ignore the
Warehouse size
limit this turn.

Move the Squirrel
to any space on his
row **and** take the
"Feed the Squirrel"
Action.

~or~

Ignore the
Warehouse size
limit this turn.

Move the Squirrel
to any space on his
row **and** take the
"Feed the Squirrel"
Action.

~or~

Ignore the
Warehouse size
limit this turn.

Move the Squirrel
to any space on his
row **and** take the
"Feed the Squirrel"
Action.

~or~

Ignore the
Warehouse size
limit this turn.

Perform the
"Clear" Action
twice

~or~

Add an Almond
from the supply to
your Warehouse.

**Perform the
"Clear" Action
twice**

~or~

**Add an Almond
from the supply to
your Warehouse.**

**Perform the
"Clear" Action
twice**

~or~

**Add an Almond
from the supply to
your Warehouse.**

**Perform the
"Clear" Action
twice**

~or~

**Add an Almond
from the supply to
your Warehouse.**

**When using the
"Build" action, you
may add a
Splitter/Joiner.**

~or~

**Add a Cashew from
the supply to your
Warehouse.**

**When using the
"Build" action, you
may add a
Splitter/Joiner.**

~or~

**Add a Cashew from
the supply to your
Warehouse.**

**When using the
"Build" action, you
may add a
Splitter/Joiner.**

~or~

**Add a Cashew from
the supply to your
Warehouse.**

**When using the
"Build" action, you
may add a
Splitter/Joiner.**

~or~

**Add a Cashew from
the supply to your
Warehouse.**

**When using the
"Build" action, you
may add a
Splitter/Joiner.**

~or~

**Add a Pistachio
from the supply to
your Warehouse.**

**When using the
"Build" action, you
may add a
Splitter/Joiner.**

~or~

**Add a Pistachio
from the supply to
your Warehouse.**

When using the
"Build" action, you
may add a
Splitter/Joiner.

~Or~

Add a Pistachio
from the supply to
your Warehouse.

When using the
"Build" action, you
may add a
Splitter/Joiner.

~Or~

Add a Pistachio
from the supply to
your Warehouse.

Turn any Box
Holder two
quarter turns to
the right.

~Or~

Swap a Boxed Nut
in your Warehouse
for a Boxed Nut of
any other type in
the supply.

Turn any Box
Holder two
quarter turns to
the right.

~Or~

Swap a Boxed Nut
in your Warehouse
for a Boxed Nut of
any other type in
the supply.

Turn any Box
Holder two
quarter turns to
the right.

~Or~

Swap a Boxed Nut
in your Warehouse
for a Boxed Nut of
any other type in
the supply.

Turn any Box
Holder two
quarter turns to
the right.

~Or~

Swap a Boxed Nut
in your Warehouse
for a Boxed Nut of
any other type in
the supply.

When using the
"Slide" action, you
may slide the tile
up to 3 spaces
instead of 1 (but
not through
another tile).

~Or~

Add a Peanut from
the supply to your
Warehouse.

When using the
"Slide" action, you
may slide the tile
up to 3 spaces
instead of 1 (but
not through
another tile).

~Or~

Add a Peanut from
the supply to your
Warehouse.

When using the
"Slide" action, you
may slide the tile
up to 3 spaces
instead of 1 (but
not through
another tile).

~Or~

Add a Peanut from
the supply to your
Warehouse.

When using the "Slide" action, you may slide the tile up to 3 spaces instead of 1 (but not through another tile).

~OP~

Add a Peanut from the supply to your Warehouse.

Turn any two Box Holders one quarter turn to the right.

~OP~

You and one other player may trade Boxed Nuts in your Warehouses (the other player must agree to the trade).

Turn any two Box Holders one quarter turn to the right.

~OP~

You and one other player may trade Boxed Nuts in your Warehouses (the other player must agree to the trade).

Turn any two Box Holders one quarter turn to the right.

~OP~

You and one other player may trade Boxed Nuts in your Warehouses (the other player must agree to the trade).

Turn any two Box Holders one quarter turn to the right.

~OP~

You and one other player may trade Boxed Nuts in your Warehouses (the other player must agree to the trade).