

“Nuts” Quick Ref Card

Turn Order

Configuration

2 Actions:

- Build: Add a Cross Tile
- Clear: Remove a Conveyor Tile
- Slide: Move Conveyor Tile left or right 1 space.
- Spin: Turn a Box Holder one quarter turn clockwise.
- Slide Machine: Slide a Salter or Roaster one space left or right.
- Feed the Squirrel: Squirrel does not move or eat nuts off any belts.

Squirrel Movement

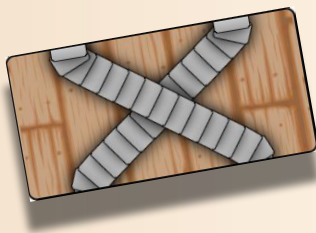
If “Feed the Squirrel” Action was used, or Squirrel is on a Connected Path, skip.

Otherwise, roll d6:

- Stop (1-3): Squirrel does not move. Proceed.
- Scamper: (4): Roll d8, move Squirrel to that column. Proceed.
- Hunt: (5): Move one space towards the closest Connecting Path. Proceed.
- Hunt & Roll (6): Hunt. If Squirrel is on a Connecting Path, proceed. Otherwise roll again.

Production

Collect one Boxed Nut token for every Connecting Path not blocked by Squirrel.



If the “Feed the Squirrel” action was taken, and the Squirrel is on a Connecting Path, you can collect Boxed Nut tokens for Connecting Paths blocked by the Squirrel as well.

Collected Boxed Nut tokens go in the Warehouse.

If a Boxed Nut comes off a path that passes through both a Salter and a Roaster, collect a Bonus Card.

Shipping

You may collect one Truck card.

Discard the Boxed Nuts pictured on the card from your Warehouse.

Score the points indicated on the Truck card.

Discard the Truck card.

Cleanup

If you have more than 6 Boxed Nuts in your Warehouse, discard down to 6.

If you have more than 3 Bonus cards in your hand, discard down to 3.

Game End

When a player’s turn ends and they have 50 or more points, the endgame is triggered.

Every player (including the one who just got 50 or more points) gets one more turn.

Winner is highest score. Tie break is the earliest to get to the high score.