



2-4



8+



45-60 min

Introduction

In the game of Nuts!, you and your fellow players are workers on the chaotic factory floor at Bumble & Cragg's Nut Foundry.

Bumble & Cragg have some peculiar notions about the most efficient way to run things: every day you must reconfigure the factory floor to route each type of nut to a matching box.

And watch out! Sir Chipper McNibbleton, squirrel and gentleman thief, has invaded the factory and will steal whatever nuts he can grab!

Things are gonna get nutty...

Components

- Rulebook
- Game Board (24x20)
- 8 Nut Dispenser Tiles (2 each in 4 different nut types)
- 8 "Box Holder" Tiles
- 24 "Conveyor Cross" Tiles
- 16 "Conveyor Splitter/Joiner" 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

Key Concepts: Nut Types and Connecting Paths

Bumble & Cragg's ships four kinds of Nuts: Almonds, Cashews, Peanuts, and Pistachios.

The factory floor is laid out with a row of Nut Dispensers at the top: two of each kind. (The icons on the machines indicate the nut type).

Across the bottom there are Box Holders, each holding four boxes with a nut type printed on the box. The Box on top of the nut holder is the one that matters: this is the Box that will receive a nut dropped by a Dispenser and carried through the factory on Conveyor Belts.

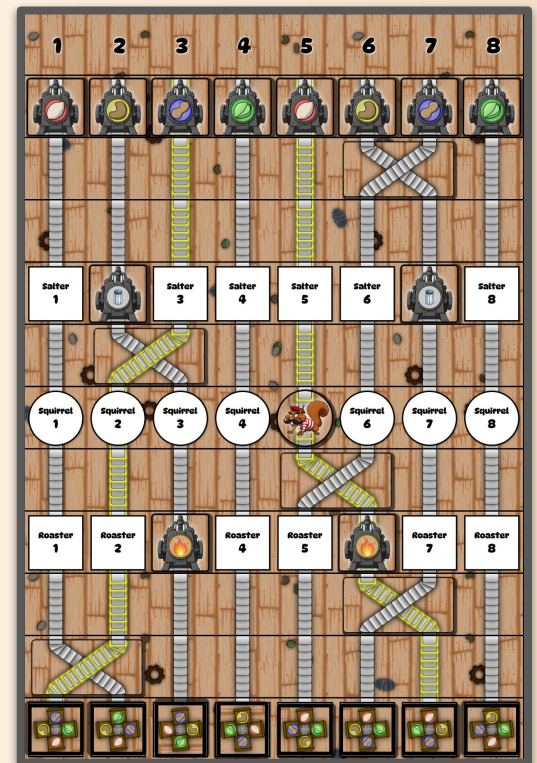
A path from a Dispenser to a Box Holder is said to be a "Connecting Path" *if the nut type of the Dispenser at the top of the path matches the nut type of the topmost box at the end of a path.*

Note: a Connecting Path may pass through a Roaster, a Salter, and/or the Squirrel.

In the example on the left, there are two Connecting Paths, highlighted in yellow:

1. *from the Peanut Dispenser in column 3 to the box holder with a Peanut Box on top in column 1.*
2. *from the Almond Dispenser in column 5 to the box holder with an Almond Box on top in column 7.*

Note that the second path passes through a Roaster and Sir Chipper McNibbleton: it is still considered a Connecting Path.



Game Setup

The Board

Place the board in a central location.

Add the Nut Dispenser tiles exactly as shown across the top row of the board.

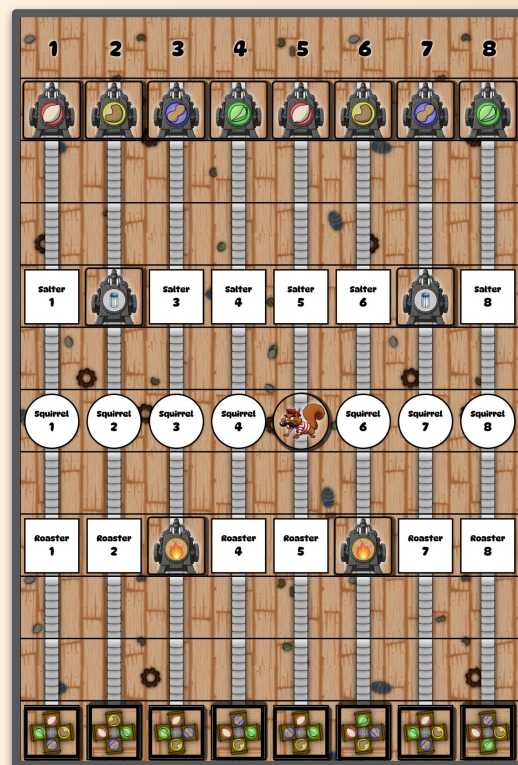
Place the Salter, Squirrel, and Roaster tiles exactly as shown.

Place the Box Holder tiles across the bottom. The order and orientation don't particularly matter, as long as:

1. There are no Connecting Paths (the nut type on the topmost box on the Box Holder does not match the nut type of the Dispenser at the top of the same column).
2. There's a fairly even distribution of nut types across the tops of the Box Holder (at least one of each nut type).

Note that the on the initial board, the nut type of the topmost box on each Box Holder does NOT match the the nut type of the Dispenser that feeds into the Box.

There are no Connecting Paths!



Cards

Shuffle the Bonus Cards and place in a face-down stack by the board.

Place the Truck cards face-up in a grid at the top of the board. Sort them from smallest to largest by point value.

Conveyor Tiles

Place the Cross Tiles and Splitter/Joiner Tiles in several stacks next to the board. Note there are two orientations for the Splitter/Joiner tiles: keep these in separate stacks.

Boxed Nut Tokens, Dice, and Scoring

Sort the Boxed Nut tokens by type and place in a reserve by the side of the board.

Place the two Squirrel Dice (D6 and D8) next to the board.

Place the Scoring Track next to the board.

Player Setup

Each player takes a Warehouse card in their color and the scoring token in their color, which is placed on the '0' space of the Scoring Track.

Each player also gets a reference card.

Select a starting player, and you are ready to go!

The full game setup:

1. *Board with Dispensers, Salters, Squirrel, Roasters, and Box Holder Tiles.*
2. *Truck Cards, sorted by points.*
3. *Boxed Nut tokens, sorted by type.*
4. *Bonus Cards*
5. *Dice*
6. *Cross Tiles and Splitter/Joiner Tiles.*
7. *Scoring Track with player scoring tokens on the '0' space.*
8. *Player Warehouses.*



Gameplay

Turn Order

Starting with the Starting Player and proceeding clockwise, players take their turn. A player turn has several Phases, performed in order:

1. **Configuration**
2. **Squirrel Movement**
3. **Production**
4. **Shipping**
5. **Cleanup**

During **Configuration**, a player spends Actions to reconfigure the factory floor, trying to make Connecting Paths.

During **Squirrel Movement**, the Squirrel may move to intercept a nut.

During **Production**, the factory runs: nuts move along newly created Connecting Paths, to land either in appropriately marked boxes or the wicked jaws of the Squirrel. Filled Boxes produce Boxed Nut tokens, which are stored in the player's Warehouse.

During **Shipping**, players may moved Boxed Nuts from their Warehouse onto Trucks: the Truck leaves (the card is used up) and the player scores points.

Finally, during **Cleanup**, a player must discard Boxed Nuts and Bonus Cards to stay within allowed limits.

Phase 1. Configuration

During the collection phase a player gets two Actions to configure the factory floor. **The general goal is to create Connecting Paths**, which will allow the player to collect a Boxed Nut token of the Paths' nut type.

Actions cannot be "banked": a player may opt not to use their Actions, but they will not carry over to later turns.

A player may perform two different Actions, or the same Action twice.

The Actions are ***Build, Clear, Slide, Spin, Slide Machine, and Feed the Squirrel.***

Build

The active player takes a Cross Tile from the Supply beside the board and places it on the factory floor.

Note: by default a player may only place Cross Tiles not Splitter/Joiner Tiles. Certain Bonus Cards grant the privilege of using a Build Action to place a Splitter/Joiner Tile.

When placing a Conveyor Tile (Cross or Splitter/Joiner), a player must adhere to the following rules:

- *It must be placed within the black boundaries that define a Row.*
- *It must be placed so that the conveyor belts on the tile line up with the conveyor belts on the board.*
- *It must fit completely on the board.*
- *It may not overlap any other Conveyor Tile.*
- *It may not be in the rows set aside for Dispensers, Salters, Roasters, the Squirrel, or Box Holders.*

Clear

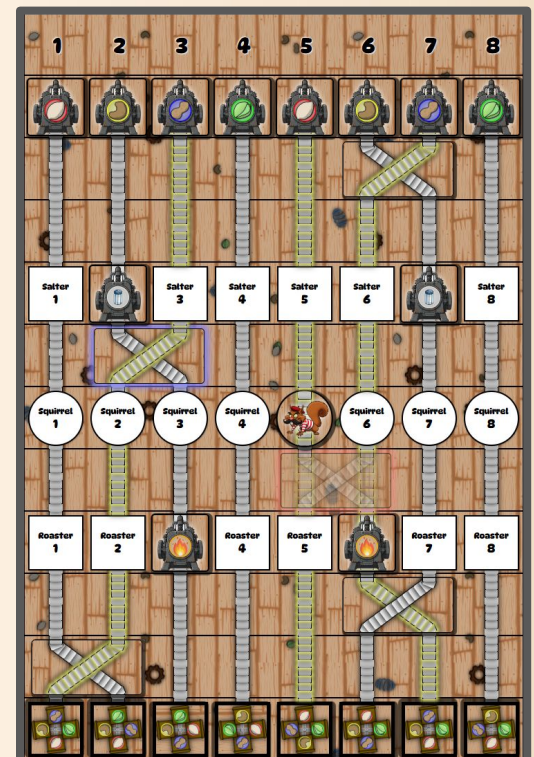
Remove a Conveyor Tile from the factory floor and return it to the supply.

This could be a Cross Tile or a Splitter/Joiner Tile.

Mary uses her first Action to Build, placing the Cross Tile highlighted in Blue. Note it is lined up with the conveyor belts on the board, and within the black lines delineating a row.

She uses her second Action to Clear, removing the Cross Tile that was spanning columns and 7 just below the Squirrel, highlighted in pink.

This creates 3 new Connecting Paths: the Peanut starting in Column 3, the Almond starting in Column 5, and the Peanut starting in column 7.



Slide

Slide a Conveyor Tile (Cross or Splitter/Joiner) one space to the right or left.

The final position of the Tile must be legal (i.e. fully on the board, properly aligned, not overlapping other tiles, etc).

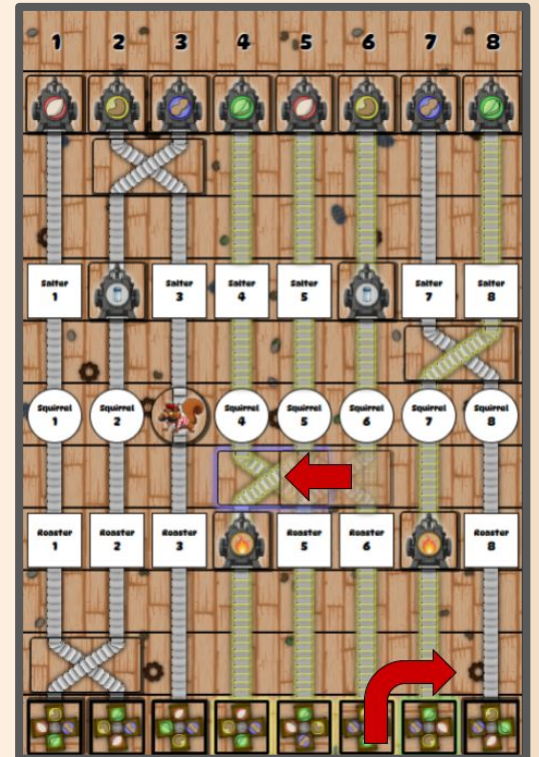
Spin

Rotate one Box Holder one quarter turn to the right (clockwise).

Alex uses an Action to slide the Conveyor tile that was spanning columns 5-6 one space to the left, so that it is spanning columns 4-5. (See blue highlight)

He uses a second Action to rotate the Box Holder in column 7, one quarter turn to the right. This moves a Pistachio Box into the top position. (see green highlight)

He now has 4 Connecting Paths (highlighted in yellow).



Slide Machine

Move a Salter or Roaster one space to the right or left. The space moved into must exist (no moving off the board) and must be empty.

Feed the Squirrel

Skip the Squirrel Movement phase this turn, **and the Squirrel will ignore any nuts that pass through him.** He's had a snack, and is napping.

Note: Neither Slide Machine nor Feed the Squirrel do anything to create Connecting Paths. The first may earn a player a Bonus Card, and the second guarantees a player's nuts are safe from being stolen. See below for more on both of these topics.

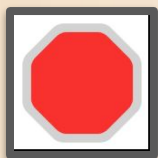
Phase 2: Squirrel Movement

During this phase, Sir Chipper McNibbleton will try to steal a nut as it passes by on a conveyor belt.

If the active player used an Action to Feed the Squirrel, they may skip this phase!

Also, if the Squirrel is already on a Connecting Path, the active player must skip this phase: the Squirrel stands to steal a treat right where he is, so there's no need to move.

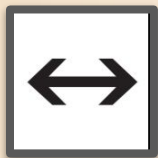
If neither of these cases are true, the Squirrel may scurry about to try to grab a nut off a conveyor belt. Roll the D6 Squirrel Die:



Stop: The Squirrel does not move.



Scamper: Roll the d8. Move the Squirrel to the corresponding column in his row.



Hunt: The Squirrel moves one space to the right or left towards the closest Connecting Path. If there's a tie, the active player may choose.



Hunt and Roll: Resolve a "Hunt" result. If the Squirrel's new location is *not* along a Connecting Path, roll the Squirrel Die again.

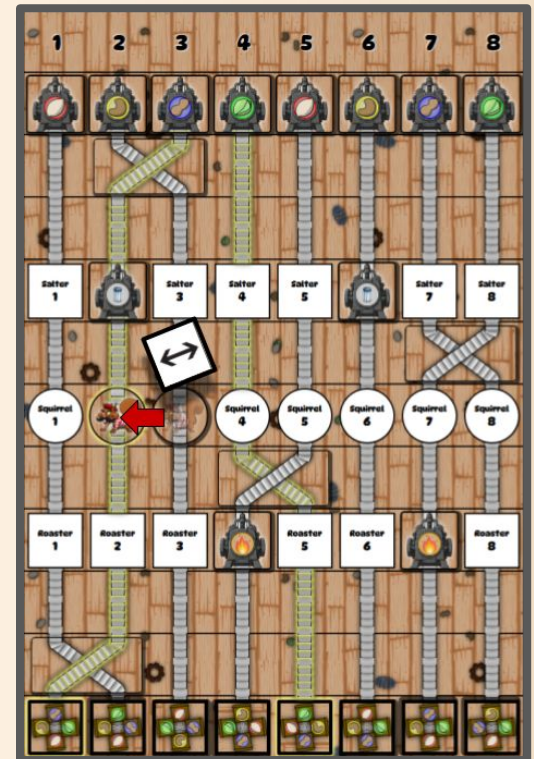
With a series of Hunt and Rolls, an unlucky player may see Sir Chipper McNibbleton race across several columns to intercept a Nut!

Mary did not Feed the Squirrel during Configuration, and the Squirrel (who started in column 3) is not astride a Connecting Path.

So when the Squirrel Movement phase comes, she has to roll the die.

She rolls a Hunt: the Squirrel will move one space towards the closest Connecting Path.

There are two Connecting Paths equally close to the Squirrel, so Mary gets to choose which way he moves: she decides she'd rather collect the Pistachio, so she moves the Squirrel one space to the left to sit on the Connecting Path to the Peanut.



Phase 3: Production.

In the Production phase, the Nut Dispensers on Connecting Paths are turned on, sending Nuts through the factory to end up in matching boxes (or in the tummy of Sir Chipper McNibbleton)

For each Connecting Path:

- If the Squirrel is NOT on the Path, the active player collects one Boxed Nut token matching the type of the Box at the end of the Path. Boxed Nuts are placed in their Warehouse.
- If the Squirrel IS on the Path, he eats any/all Nuts that pass by, and no Boxed Nuts are collected for that Connecting Path.

Bonus Cards

For any Boxed Nut collected, if the Nut passed through both a Salter and a Roaster, **it is Extra Delicious, and earns the player a Bonus Card!** Bonus Cards offer a choice of powerful one-time abilities which can be key to securing a victory later in the game.

Depending on a player's goals and strategy, they may want to use their Actions to produce a single Boxed Nut with a Bonus Card instead of a handful of random boxed nuts.

See "Bonus Cards" section below for more on collecting and using Bonus Cards.

Box Rotation

At the end of Production, whether Boxed Nuts are collected or the Squirrel eats them, **turn the Box Holder at the end of each Connecting Path one quarter turn to the right so that it is no longer a Connecting Path.**

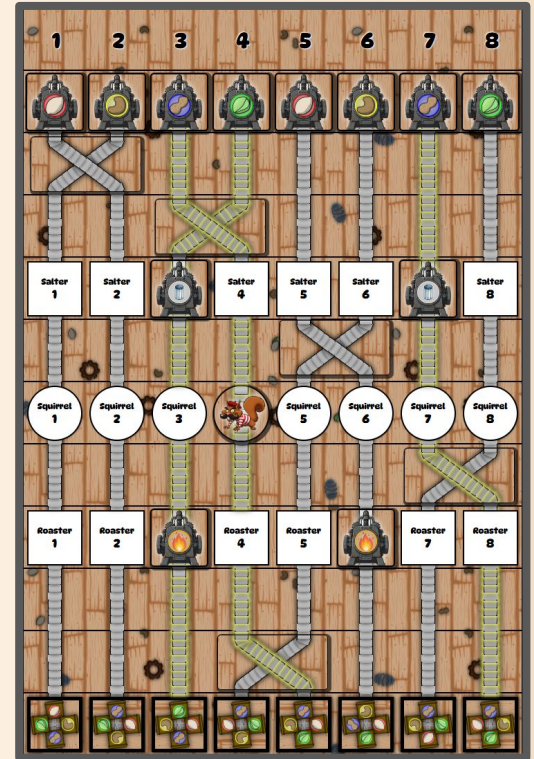
At the start of the Production Phase of Alex's turn, the board looks like this (Connecting Paths highlighted in yellow).

He did not Feed the Squirrel, so the Peanut from the Dispenser in column 3 winds up in the jaws of Sir Chipper McNibbleton: he collects nothing for that path.

He does collect both a Pistachio and Peanut Boxed Nut token for the paths starting in columns 4 and 7, respectively.

Best of all, the Pistachio is both Salted and Roasted: for such an Extra Delicious nut, Alex draws a Bonus Card!

Finally, Alex rotates the Box Holders at the end of all Connecting Paths (columns 2, 5, and 8) so that they are no longer Connecting Paths.



Phase 4: Shipping

In the Shipping phase, players load boxed nuts from their Warehouse onto Trucks to score points.

To load a truck, a player must discard from their Warehouse all of the Boxed Nuts depicted on the Truck Card. They then score the points listed on the Truck Card by moving their token on the Scoring Track,, and they collect the Truck Card and slide it face-down under their warehouse (it is now out of play for the rest of the game).

Essentially, the each Truck Card is a one-shot, first-come-first-served scoring opportunity: once a player fills the Truck, it “drives away” and cannot be filled again.

A player may only claim one Truck card per turn, even if they have enough Nuts to claim multiple cards.

Note that Shipping is never required: a player may not have enough Nuts in their Warehouse to fill any of the available Truck Cards, or they may choose not to ship (even though they could) because they are trying to build towards a larger shipment later on.



At the beginning of Mary's Shipping phase, she has 5 boxed peanuts, one boxed Almond, and one boxed Pistachio in her Warehouse.

She discards 4 Peanuts and one Almond, matching the Boxed Nuts listed on the above available Truck Card. She immediately scores 13 points on the scoring track, and the Truck card is set aside.

Phase 5: Cleanup

Finally, before a player ends their turn, they must ensure they are within certain limits.

A player may not end their turn with more than **6 Boxed Nuts** in their Warehouse: any excess Boxed Nuts must be discarded (the player gets to decide which Boxed Nuts to discard). Note that it's fine to have more than 6 Boxed Nuts in the Warehouse *during* a player's turn: the size limit is only applied in this final Cleanup Phase.

Also, a player may not end their turn with more than 3 Bonus Cards in their hand: any excess Bonus Cards must be played or discarded. Again, this limit only applies at the end of a player's turn.

Ending the Game

The first time a player ends their turn with **50 or more** points, the end-game is triggered: each player (including the one who crossed 50) gets one more turn, and then the game is over.

The player with the most points wins. If there is a tie, the tied player who reached their final score first is the winner.

Alex, Mary, and Thea are playing a 3 player game. Mary ends her turn with a score of 56, triggering the end game. Alex, Thea, and Mary each get one more turn, in that order.

Alex's final score is 46, while Thea and Mary are tied with 56 (Thea scored some points during her last turn, Mary did not). Since Mary reached her final score before Thea, she is the winner.

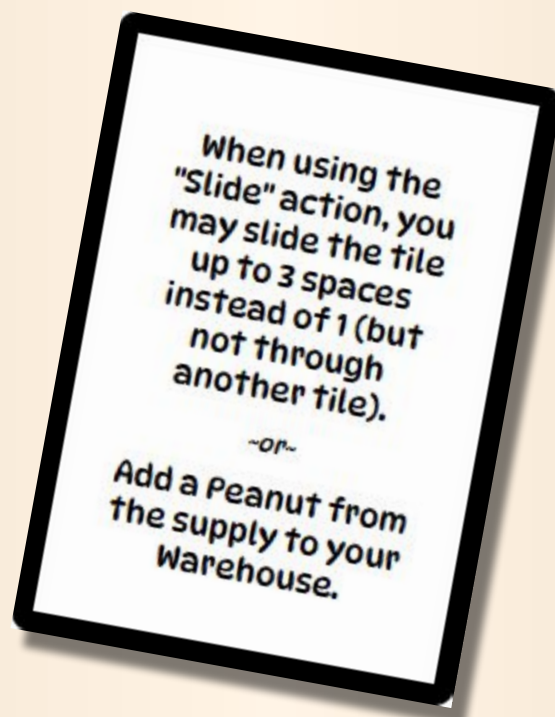
Bonus Cards

As mentioned above, for each Boxed Nut collected whose Connecting Path goes through both a Salter and a Roaster, the active player collects a Bonus Card.

Each card offers two choices on how it can be used: the first choice tends to grant extra abilities around factory Configuration, while the second tends to focus on Warehouse management or Shipping.

Further rules around Bonus Cards.

- Bonus Cards may be played as soon as they are acquired (during the Production Phase).
- A player may acquire multiple Bonus Cards in a single turn: one for each Salted Roasted Boxed Nut collected.
- A player may play as many Bonus cards as they have access to during their turn.
- Each Bonus Card has an “or” clause: players must choose which function they want to use.
- Bonus Cards are not permanent powers, they are “one-shots”: play the card face up to use one of its powers, and discard the card.
- During the Cleanup phase, a player must play or discard down to 3 Bonus Cards.



Splitter/Joiner Tiles

As mentioned above, during a normal “Build” Action a player may only place a Cross tile on the factory floor.

However, certain Bonus cards allow a player to use a Build Action to place a “Splitter/Joiner” tile.

When placing such a tile, a player may select either of the two layouts (forking right or forking left), and they may place it on the board either right slide up (so that a single path forks) or upside down (so that two paths join).

Once placed, it cannot be re-oriented (turned upside down), or swapped with a Splitter/Joiner of the opposite orientation. It may, however, be slid or removed using Slide or Clear Actions, just like a Cross Tile.

When evaluating Connecting Paths that run through Splitter/Joiner tiles, use this basic rule of thumb: for each distinct Connecting Path (that isn’t blocked by the Squirrel), collect a boxed nut token.

If the Squirrel is blocking multiple Connecting Paths (and the active player did not Feed the Squirrel), he eats all of the Nuts on those paths.

At the beginning of Thea’s Production phase, the board looks like this.

There are 3 connecting paths, all leading to the Peanut Box at the top of the box holder in column 6.

If she did not Feed the Squirrel, she would collect a single Boxed Peanut token, since the other two paths are blocked by the Squirrel.

Fortunately, Thea did feed the Squirrel, so she collects 3 Boxed Peanut tokens and places them in her Warehouse.

She then turns the Box Holder at the bottom of column 6 one quarter turn to the right, so that the Pistachio box is now on top.

