
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.

But watch out: Sir Chipper McNibbleton, Squirrel and Gentleman thief, has invaded the factory and will steal a nut if he can!

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
- 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

# 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.

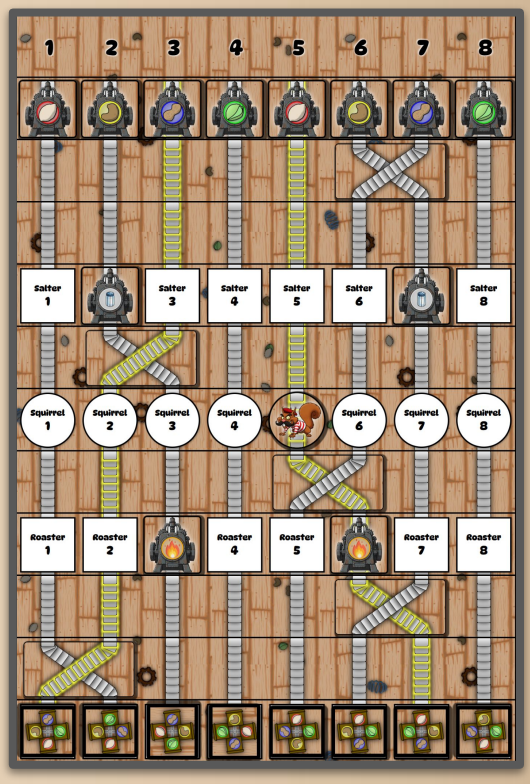
A path from a Dispenser to a Box Holder is said to be a "Connecting Path" ***if the nut type of the Dispenser at the top of the path matches the nut type of the topmost box at the end of a path.***

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.

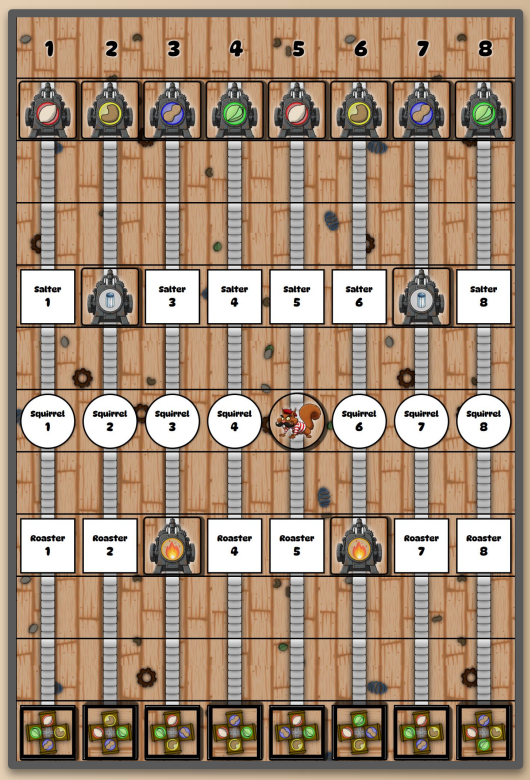
Add the Nut Dispenser tiles exactly as shown across the top row of the board.

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).

It should be fairly easy to just place a holder in each empty space, then rotate the holders until the above conditions are satisfied..




## 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. You might want to order them from smallest to largest by point value.

## Conveyor Tiles

Place the Cross Tiles and Splitter/Joiner Tiles in a stack next to the board.

# Game Setup (continued)

## Miscellaneous

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. They also take the scoring token in their color and place it on space 0 of the Scoring Track.

Select a first 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.*


**Important!**

**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!**

# Gameplay

## Summary

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 **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 take action if they are over certain limits:

- If they have more than 6 Boxed Nuts in their Warehouse, they must discard until they have just 6.
- If they have more than 3 Bonus Cards in hand, they must play or discard until they are down to 3 cards.

## Phase 1. Configuration

During the collection phase a player gets two Actions to configure the factory floor.

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

Take a Cross Tile from the Supply beside the board and place it on the factory floor.

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

When placing any 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

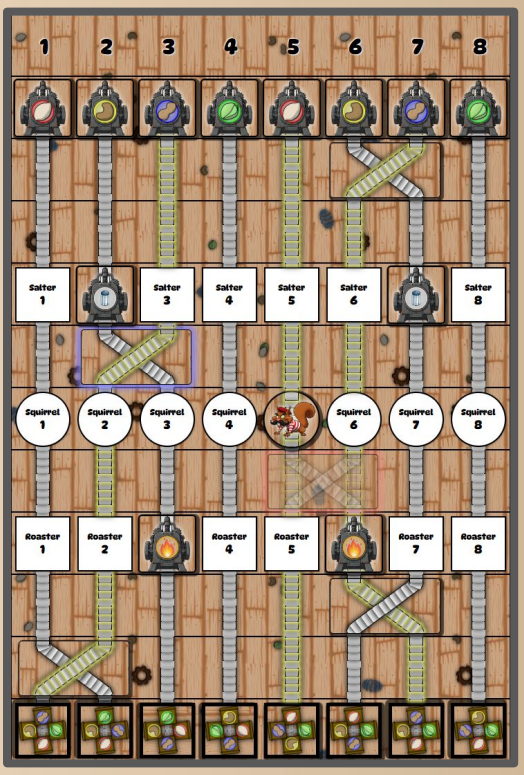
Remove a Conveyor Tile from the factory floor and return it to the supply.

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).

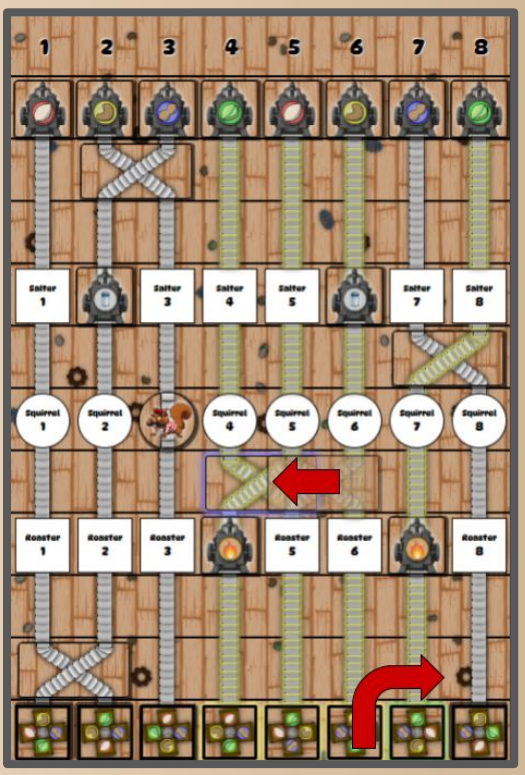
### Spin

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 you a Bonus Card, ahd the second guarantees your nuts are safe from being stolen. See below for more on both of these topics.*

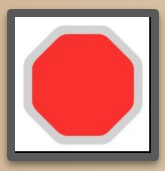
## Phase 2: Squirrel Movement

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 may skip this phase: the Squirrel stands to steal a treat right where he is so there's no need to move.

Otherwise, roll the Squirrel die, and proceed according to the result:



**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.

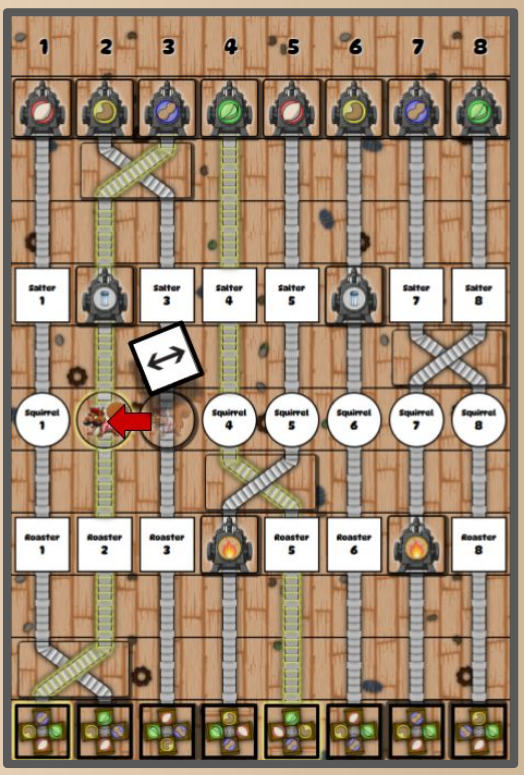
With a series of Hunt and Rolls, an unlucky player may see Sir Chipper McNibbleton race across several columns to intercept a Nut!

*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 get 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:**

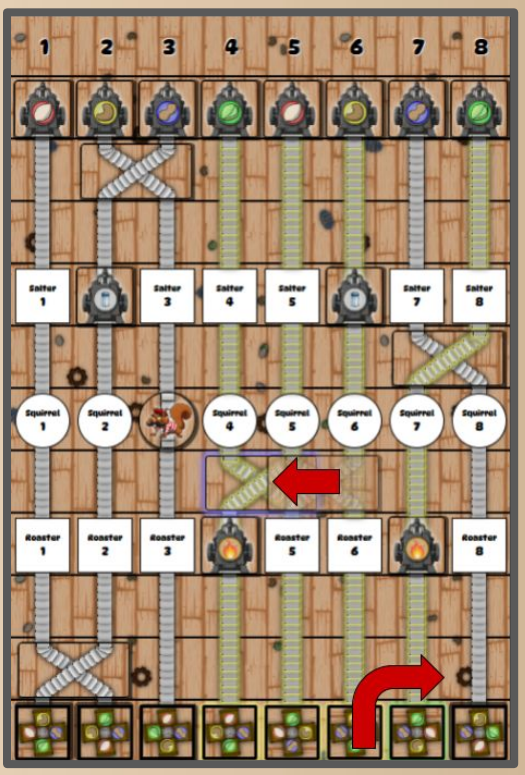
- If the Squirrel is NOT on the Path, collect one Boxed Nut token matching the type of the Box at the end of the Path.
- If the Squirrel IS on the Path, he eats any/all Nuts that pass by, and no Boxed Nuts are connected for that Connecting Path.

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

Notes:

Splitter/Joiner tiles complicate matters here, because paths might fork or join.

If the path forks, imagine the nut being “cloned” at the fork: one goes down each path.  So if a single dispenser has paths to multiple Box Holders, each Box Holder with a matching type box on top is considered a Connecting Path.  (Any nut on the path that terminates on the Splitter/Joiner tile is lost).



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