NUTS

A GAME BY DOUG BANKS

OVERVIEW

You are all Managers at the Zimmerman Nut Factory.

Each day you reconfigure the factory floor to deliver Nuts to matching Boxes, then load the Boxes onto the waiting trucks. But watch out for the pesky Squirrel, Herr Nussbaum, who has invaded the factory.

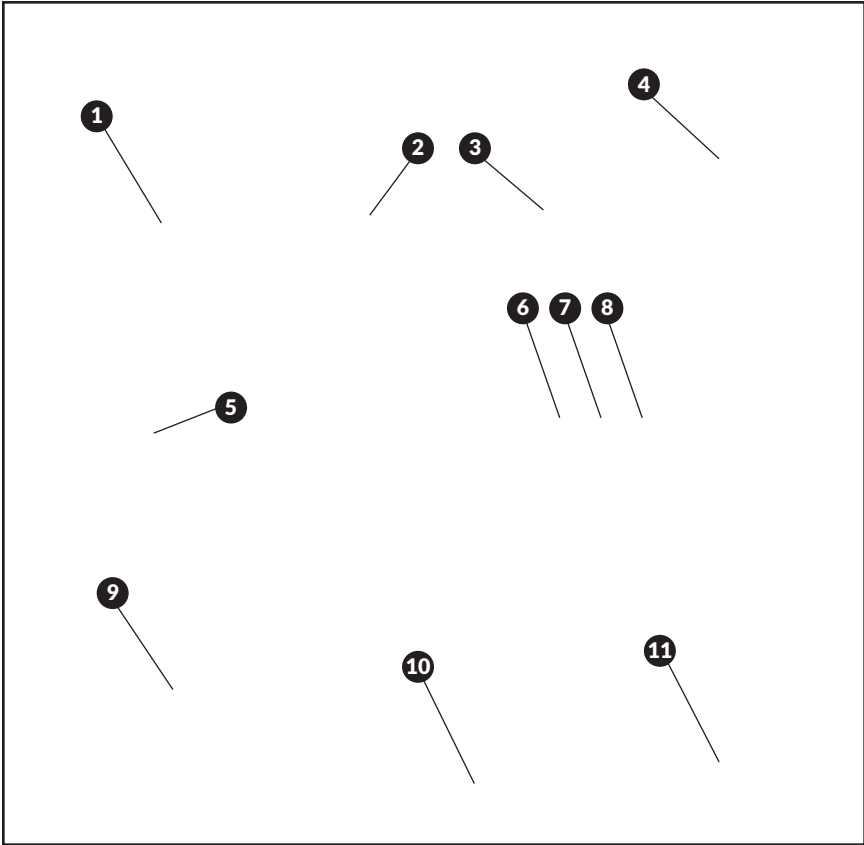It's gonna get nutty…

COMPONENTS

1. Gameboard
2. Cross Tiles
3. Splitter/Joiner Tiles
4. Scoring Track
5. Bonus Cards
6. Salter
7. Roaster
8. Squirrel
9. Box Robots
10. Truck Cards
11. Warehouse

TABLE OF CONTENTS

SETUP

THE BOARD

Assemble the board so it looks like the picture below: place in a central location.
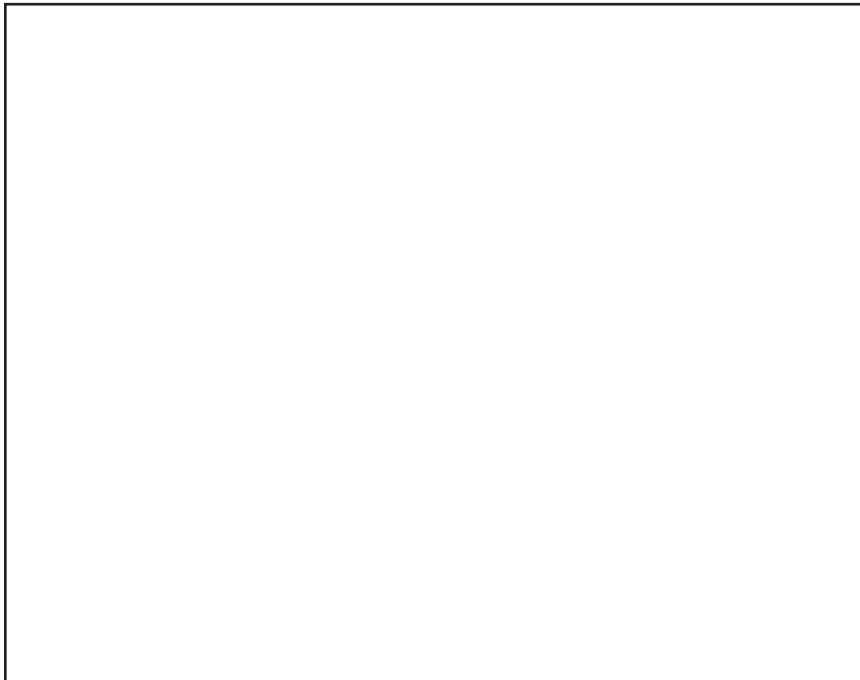
Place the Box Robot tiles in the cells across the bottom of the board so that

CARDS AND TOKENS

Place the following in some central location:
- The Cross Tiles in a stack.
- The Splitter/Joiner tiles in a stack.
- The Scoring Track
- Place all the Truck cards in a grid where everyone can see them.

A sample Factory configuration for 4 players

THE FACTORY

Arrange the factory tiles as pictured (see image below), so that the columns are numbered from 1 up.

For a 2-4 Player game, use 12 columns. For a 5-6 Player game, add the final panels to create 16 columns.

Nut Markers

Place Nut Markers in the Dispenser Row according to the number of players:

2-4 Players

Nut Type	Almond	Cashew	Peanut	Pistachio
Columns	1, 5, 9	2, 6, 10	3, 7, 11	4, 8, 12

5-6 Players:

Nut Type	Almond	Cashew	Peanut	Pistachio
Columns	1, 5, 9, 13	2, 6, 10, 14	3, 7, 11, 15	4, 8, 12, 16

Salters

Place Salter Markers in Salter row according to the number of players:

Number of Players	2-4	5-6
Columns	2, 7, 12	2, 7, 12, 14

Squirrel

Randomly place the squirrel in a space on the Squirrel Row (use a D12 or D16 as needed.

PLAYER SETUP

Each Player takes a Score Sheet and a Quick Reference Card.

Each Player draws 3 Bonus Cards. He must keep at least one, he may keep 2 or all 3 if he wants. Any unwanted Bonus Cards are discarded. Note:
- Bonus cards are "disjoint" (any scored nut can only be used for one Bonus Card)
- There is a penalty for unfulfilled Bonus Cards.

Be careful to not overcommit!

Randomly select a starting Player, give him the First Player Marker.

GAME PLAY

SUMMARY

Players take turns spending Action Tokens to configure the factory floor, creating Matching Paths connecting Nut Dispensers to Orders of the same Nut type.

Collected Nuts are added to the Player's Score Sheet.

When a round ends with at least one Player having completed 2 rows of his Score Sheet, the game is over and the Player with the most points wins!

ROUNDS

The game is played in a series of Rounds.

Starting a Round

At the beginning of each Round, do the following:

1. Each Player collects 3 Action Tokens (adding them to any Action Tokens unspent from previous turns)
2. Roll a D4 to set the Squirrel Hunger for the round. Place a Marker on the corresponding space of the Squirrel Hunger track on the Squirrel Tracker.
3. Fill all open Order Slots (the bottom row of the factory board)

Filling Order Slots

Any time you fill Order slots:
1. Start with the leftmost open Order Slot.
2. Flip the top card of the Order deck.
3. If that Order Card would create a match in the given slot, discard it, otherwise place it in the slot.
4. Repeat until all slots are full.

A sample board at the beginning of the first round, with all Order Slots filled:
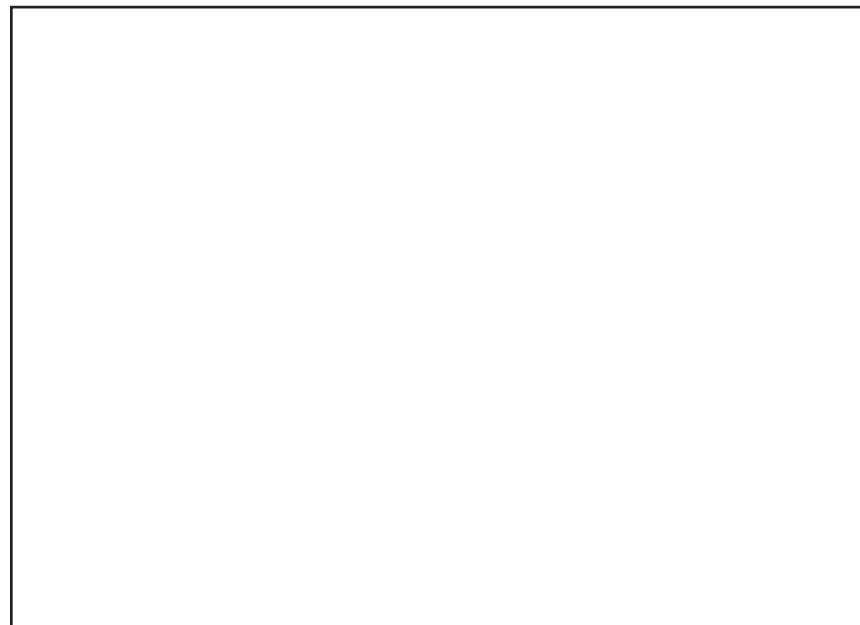
Playing a Round

Players take turns starting with the Starting Player and proceeding clockwise. On his turn a Player may Pass or Play.

Passing

A Player simply announces his intention to pass. Play proceeds to the next Player. Note that a Passing Player may opt to Play in a later turn in the same Round.

Playing

A Player spends Action Tokens to do Actions, and then he may "run the factory" to collect Nuts.

He may perform as many Actions as he can afford, and he may do the same Action more than once (but he must pay for it each time)

Cost (# of Action Tokens)	Action Name	Details
1	Plan	Draw 2 Bonus Cards, keep at least one.
1	Feed the Squirrel	Skip the Squirrel Roll this turn.
1	Refill	Refill the 2 leftmost empty Order spaces.
1	Build	Add or Remove a Cross Tile.
1	Salt	Move a Salter one space to the right or left. No "hopping" other Salters.
2	Reposition	Move an Order to an empty space.
3	Swap	Swap the position of two Dispensers.

Plan

COST: 1 ACTION TOKEN
Draw 2 bonus cards, keep at least one. Again, note that this can be risky:
- Bonus cards are "disjoint": you cannot use the same nut for two different cards.
- Unfulfilled bonus cards have a penalty: you lose the indicated points.

You might wind up with Bonus cards requiring more nuts of a particular type than you're allowed to collect.

Feed the Squirrel

COST: 1 ACTION TOKEN
Skip the "Move the Squirrel" phase this turn. This is particularly useful when the Squirrel is very Hungry, or you want to create a Matching Path that runs right next to the Squirrel.

Refill

COST: 1 ACTION TOKEN
Fill the leftmost 2 empty Order Slots, using the procedure described above in "Filling Order Slots".

Build

COST: 1 ACTION TOKEN
Add or remove a Cross Tile. Cross Tiles must go in "Conveyor" rows, aligned so that the belts on the Tile line up with the belts on the Factory Floor. A Cross tile must fit completely within the Factory, and cannot overlap another Cross Tile.

Salt

COST: 1 ACTION TOKEN
Move a Salter one space to the right or left. Note you cannot "Hop": a Salter in column 2 cannot move to the right if there is a Salter in row 3. Also you cannot "Teleport": a Salter in column 1 cannot move to the left and show up on the far right.

Reposition

COST: 2 ACTION TOKENS
Move an Order to an empty Order Slot.

Swap

COST: 3 ACTION TOKENS
Switch the locations of two Dispensers.

Important: Actions that configure the floor (marked in blue in the table above: Build, Salt, Reposition, and Swap) must all be along a single Matching Path!!

At the end of your turn, there must be a single Matching Path that is somehow affected by each of these moves. This will be explained in more detail in the "Sample Turn" section below.

Important: Use Undo Tokens.

Often a Player will get halfway into reconfiguring the factory, and then decide to back it out.
It can be very difficult to remember the original state of the board.

While not absolutely necessary, it is highly recommended to place "Undo" Tokens on any changes to the Factory Floor:
- **Build:** Mark the location of added or removed Cross Tiles.
- **Salt:** Mark the new and old location of the Salter.
- **Reposition:** Mark the new and old location of the Order.
- **Swap:** Mark the two Dispensers that were swapped.

See the "Sample Turn" section on page [x] for an example.

Run the Factory

If the Player has configured the Factory Floor so that at least one Matching Path was created, he must Run the Factory.

Update Tokens

Remove any Undo Tokens, and Place a "Run" Token on the Dispenser of any Matching Path (Note: this may include a Path opened up by Squirrel movement).

Move the Squirrel

Once the factory is configured, but before it is run, the Squirrel has a chance to try to steal a nut from a Matching Path.

If the "Feed Squirrel" action was taken, the Squirrel is content, and this step can be skipped.

Otherwise, the Active Player rolls a D6 and adds the current Hunger Level. The Squirrel may move depending on the result:

Roll	Movement	Details
2-5	Stop	The squirrel stays where he is.
6	Scamper	The squirrel moves to a random location on his row.
7-10	Hunt & Roll	The Squirrel moves one space right or left towards the nearest Matching Path where it crosses the Squirrel Row (if there's a tie, the current Player chooses right or left). • If he lands on a Matching Path, stop. • Otherwise, roll again.

After any movement is resolved, if the Squirrel is sitting along a Matching Path:
1. The Order on that Path is discarded.
2. The Active Player places a Score Token on in the Squirrel box of his Score Sheet (when he has collected enough Tokens in the Squirrel Box he can claim a "Squirrel Buddy" Goal card).
3. He does NOT collect the Nut for the discarded Order (the Squirrel ate it!).

Score Nuts from matched Orders

For each remaining Matching Path (including any Matching Path opened up by Squirrel movement), the Active Player removes and discards the Order. He should also remove the "Run" Token from the Matching Path.

He adds a Score Token on his Score Sheet, placing it in the highest open space of the column corresponding to the Nut on the Order.

If the Nut was carried through a Salter, he also places a Score Token in the Salt box of his Score sheet. (Salt tokens are worth extra points at the end of the game, and may earn you a Salty Mama Goal card).

Claim Goal Cards

The active Player may now claim any unclaimed Goal cards for which he has met the requirements. He may not have more than one Goal card of the same type.

Goal cards offer extra points and/or other benefits.

At this point the Player's turn is over and play passes clockwise.

Ending a Round

A Round ends when no Players want to (or can) play anymore.

Check for the End Game condition: if any Player has two or more rows in the Score Sheet filled, the game is over: proceed to Final Scoring.

Otherwise pass the Starting Player marker to the left and begin a new Round.

FINAL SCORING

Each Player calculates their final score as follows:

- For each complete ROW of the Score Sheet: add 7 Points.
- For each column of the Score Sheet: add Points based on the number to the far left odff the bottom most Nut in each column. (E.g. if you have 3 Almonds you score 6 points for that column).
- For each Marker in the Salt box: add 2 points.
- Goal Cards: add points according to the instructions on the Card, where applicable.
- Bonus Cards:
  - If the Player has the nuts on the Card, add the given points.
  - Otherwise subtract the given points.
  - REMEMBER: a Nut cannot be used for more than one Bonus Card! (it might help to score the bonus card by removing one Score Token of the appropriate type from the Score Sheet for each Nut on the Card.)

Highest total wins. If there is a tie, resolve using the following rules, in order:
1. Most Nuts
2. Most Markers in Salt Box.
3. Fewest Markers in Squirrel Box.