

# NOTS!

## THE GAME OF SQUIRRELS AND THEIR NUTS

### WELCOME!

*Nuts* is a fast-paced card game for two to six players, requiring anywhere from ten to twenty minutes to play.

### PREMISE

Squirrels. They love their nuts. They'd do anything to get their hands on nuts. They sometimes mess with each other to get their hands on each others' nuts. In the end, for a squirrel, it really is all about the nuts.

That's what this card game is about. Each player takes on the role of a squirrel in the park, trying to gather the best nuts. Naturally, you'll want to stop other squirrels from getting their hands on your nuts.

### THE GAME OF NUTS

In *Nuts*, each player takes on the role of a squirrel. You grab nuts and mess with each other until one squirrel is the first to gather a nut Stash worth twenty points. He or she is, naturally, the winner.

### WHAT DO I NEED TO PLAY?

You need two things to play *Nuts*:

1. A deck of *Nuts* cards.

2. A sense of humor. This is almost more important than the first thing. Almost.

### THE TYPES OF CARDS

There are five types of cards in *Nuts*. The top left hand corner, next to the card's name, has an icon which shows what type of card it is. Each type of card also has its own background, which will help you recognize the cards once you've played a couple of times.



*Nut* – these cards represent different types of nuts that squirrels like to grab. The point value of a Nut represents how awesome the nut is – from one to five, with one seven pointer.



*Grab* – these cards represent different ways for a squirrels to grab nuts.



*Defense* – these cards represent ways to stop a squirrel from grabbing your nuts.



*Mayhem* – these cards represent bad things that can happen when squirrels are trying to grab nuts.



*Antics* – these cards represent ways that things do not go the way squirrels want when grabbing nuts.

### HOW TO PLAY

#### Grab It and Go!

When squirrels get going, you'll find yourself in trouble if you pause. Each player should take their turn quickly to keep the fun and action moving. If a player is taking too long, feel free to use the "5 Peanut" rule – each player has until the count of five peanuts on their turn to play a card, or his or her turn is skipped! (One peanut... two peanut... three peanut...)

#### The Object of Nuts

Nuts cards are worth a certain value of Nuts. When you grab those Nuts, you build up that many "points" worth of Nuts. You want to grab as many points as possible, while preventing your opponents from doing the same. When a player accumulates 20 points of Nuts, he or she wins!

#### Starting the Game

There are a few steps for you to follow to get yourself set up to play *Nuts*:

1. There are two different types of cards, as differentiated by their card backs. The one with the solid nut background is the Nuts Deck, the other is the Play Deck. Separate them into two distinct piles.
2. Shuffle both decks.



- Deal each player a hand of five cards, face down, from the Play Deck.
- Deal each player one Nut from the Nut Deck. These cards should be played face up in front of each player, so that everyone can see them. You'll keep all your Nuts in this area and it is called the Stash.
- Determine who gets to go first. You can do this however you want, but we often say it should be the youngest player or the person who most recently ate nuts. If you've already played a game, we recommend letting the player with the fewest points last game start this one.

### Taking Turns

Each player's turn should go something like this. In general, the object is for you to be using Grab cards to grab Nuts out of other players' Stashes, while defending your own Stash.

- Draw a Nut from the Nut deck and put it in your Stash, face up where everyone can see it.
- You may then play one Grab, Mayhem, or Antics card on any other player.
- If you play a Grab card on another player, choose the Nut (or Nuts) that you're going after. That player may play a Defense card, if appropriate. Sometimes another player may play a Defense card against your Grab card.
- If the Grab card is not defended against, you may grab the Nut you were trying to grab and put it in your own Stash.
- You may choose not to play a Grab, Mayhem, or Antics card. Instead you may discard any number of cards in your hand and immediately draw new ones from the Play Deck.
- Your turn ends and the player on your left gets to go now. Each player should repeat these steps.

### Playing Out of Turn

In general, you'll play most Defense cards in response to another player using a Grab card to try and steal a Nut or Nuts from your Stash. Sometimes these Defense card will simply stop the player in his tracks, but some of the Defense cards have interesting effects, which you'll find out as you play!

The *Keep Your Nuts Safe* Defense card is special. It can be played in response to another player, in which case it saves the Nut from being grabbed and works until the start of your next turn. You can also play it on your turn to defend your Stash for one entire turn.

Some cards will tell you that there's nothing you can do about it, and that means you just have to do what the card says without argument. Life isn't always fair for little squirrels!

### Missing a Turn

Some cards, such as the *Polish Your Nuts* or *Chasing Tail* Mayhem cards, force a player to miss his or her turn. You do not draw a Nut card on turns you are forced to miss.

### Drawing Cards

Whenever you play a card, whether on your turn or out of turn, immediately draw a card from the deck. You should always have five cards in your hand.

### Discarding Cards

On your turn, you must either play a card (Grab, Mayhem, or Antics) or discard. If you choose to discard, you may throw away any number of cards in your hand and immediately draw back up to five cards. Put these cards in the discard pile next to the Play Deck, so they can be reshuffled, if necessary.

If you are instructed to discard a Nut by a card, put that Nut in the Nut Deck discard pile. They will be shuffled back in if you run through the Nut deck.

### Running Out of Cards

If a game lasts long enough that you draw through all the cards in the Play deck, then reshuffle the discard pile and keep playing – but take out the *Protect Your Nuts* and *Mouthful of Nuts* cards to help speed things up.

If you run out of Nuts cards, simply reshuffle the discard pile.

### Winning The Game

The first player to acquire a Stash that's worth 20 points or more is the winner! Be sure to total your Stash after every Nut card you grab. If somehow two or more players end up with Stashes worth 20 points or more at the same time, such as through the play of an *Everyone Loves Nuts* Antics card, the player with the highest value Stash wins.

That's it. All the rest of the rules you'll need to know are directly on the cards. Go grab some nuts!

### 2 Player Games

Several of the cards in *Nuts* function best in games with three or more players. If you are playing with only two players, the following cards are modified the following ways.

- Sleight of Nuts* and *One Good Nut Deserves Another* Defense cards simply stop someone from grabbing one of your Nuts, like *Protect Your Nuts*.
- Chasing Tail* Mayhem cards only make the other player lose his or her next turn.
- Whose Got the Biggest Nuts?* Mayhem cards mean that both the remaining players must play rock, paper, scissors.

Check our web-site for Frequently Asked Questions (FAQs) at [www.nutsthecardgame.com](http://www.nutsthecardgame.com)

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