

Example:

Marlene (red) finishes her turn successfully and pushes her squirrels from the starting track up into the 2-squirrel-area above. She now has three squirrels in the section belonging to spaces number 2,3, and 4 of the starting track. She takes two of them back into her supply and pushes Christine's blue squirrel up into the 3-squirrel-area. Marlene's third red squirrel stays where it is. She takes the acorn and replaces it with a new nut from the draw pile.



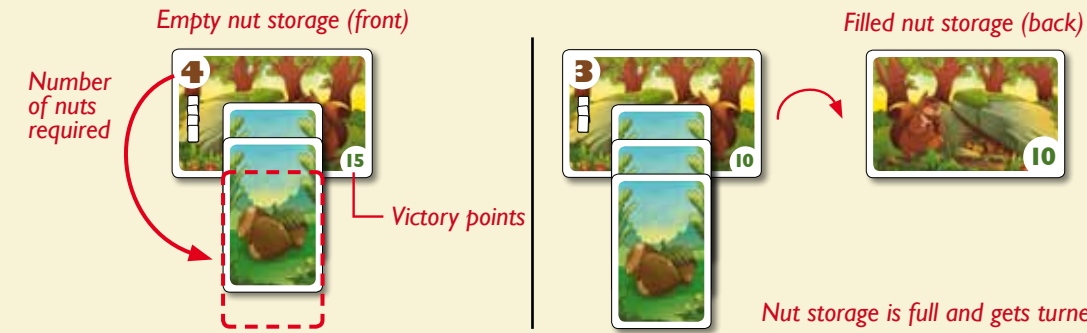
Since Christine's blue squirrel has been pushed up into the 3-squirrel-area, she now has three blue squirrels there. She takes these back into her supply and pushes all squirrels belonging to the other players (black, white and red) up into the 4-squirrel-area. Now, she gets to choose between the two nuts below the "2-4" and the "5-6" section. She picks the walnut and replaces it with a new nut from the draw pile.

Now Anna (white) has had a squirrel pushed into the 4-squirrel-area, which means that she has enough squirrels there to collect a nut. She takes the four squirrels back into her supply and chooses one of the four face-up nuts below the starting track, replacing it with a new one. The other players' squirrels aren't pushed on.



PUTTING NUTS IN STORAGE

Each nut storage card has an empty and a full side.



On the front side, you can see on the left how many nuts fit on each nut storage card. The number on the bottom right tells you how many victory points the card is worth if it's completely filled by the end of the game. Each time you get one or more nuts, you'll have to put them in storage immediately, on a card of your choice. You can't put nuts of more than one type on the same storage card. You can't move nuts to a different storage card later during the game, either. Once you've filled one of your storage cards completely, turn it over so the back shows and put the nuts back in the box. You won't need them anymore.

Jokers



Unlike other nuts, jokers don't have to be stored immediately. You can keep them until the end of the game. Jokers always count as one of the two nuts shown on them, and they can't be stolen by David the raccoon.

The End of the Game

The end of the game draws near as soon as you've used up the draw pile while collecting nuts. Now, the eight cards you have put aside at the start of the game come into play as the new draw pile. First, finish checking if any more players have enough squirrels in the 2-, 3-, or 4-squirrel-area to collect any more nuts. Then, push all squirrels remaining on the board up into the 4-squirrel-area. Now, all players get one of the four face-up cards for any four squirrels they have on the board, beginning with the player closest to the one whose turn it is in a clockwise direction.

As soon as all nuts and any jokers you might still have are stored away on the storage cards, start scoring:

- Each filled storage card is worth as many victory points as shown in its bottom right corner.
- Each nut on a partially filled storage card is worth one point.

The player who has collected the most points wins the game. If there is a tie, the player with the most valuable filled nut storage card wins. If there is another tie there, the players share their victory.

Example: Uwe has three full and two partially filled nut storage cards. The full cards are worth the full number of points, and the nuts on the partially filled ones count one point each.



5 + 10 + 15 + 2 + 1 = 33



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Hier geht's zur Spieleerklärung!

AUF DIE NÜSSE!

Michael Feldkötter

In the Nuts!

Spieler: 2-4 Personen

Alter: ab 8 Jahren

Dauer: ca. 30 Minuten

The Idea of the Game

The nuts from all storage places have been gobbled up, so you'll have to refill them. Roll the dice and cleverly place as many squirrels as you can on the game board. Depending on where you land, you'll need a certain number of squirrels in order to pick up a nut. Put the nuts on your storage cards. If you manage to fill one, it will give you extra points at the end of the game. But sometimes, you'll "get it in the nuts" when David, the cunning raccoon, steals nuts you have stored!

Components

60 Ewooden squirrels (15 each in colours black, red, blue and white)

3 dice (2 white and 1 green)



32 nut storage cards (8 for each player, different motives)



David, the thieving raccoon



60 nut cards (12 each of walnuts, hazelnuts, beechnuts, acorns and 12 jokers)

Preparation

Put the game board in the centre of the table and press the hedges into their slots.

Each player takes **all** squirrels of his or her chosen colour and 8 nut storage cards with the same motif. The nut storage cards are not assigned to any colours.



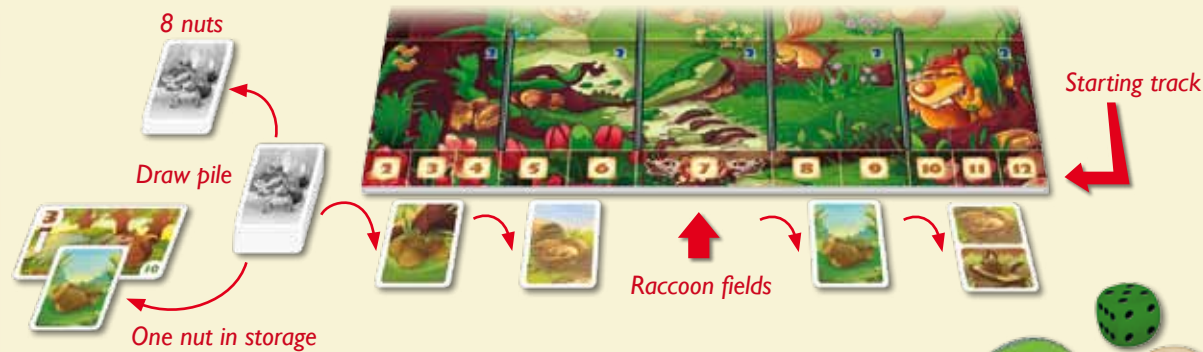
Shuffle the nut cards and jokers together. Turn over the top four cards and put them below bottom of the game board, so that they each line up with one of the sections ("2-4" / "5-6" / "8-9" / "10-12") of the board.

If there are fewer than four players, take some of the nuts out of the game first:

For **2 players**, take two walnuts, two hazelnuts, two beechnuts and two acorns out of the deck and put them back in the box.

For **3 players**, take one walnut, one hazelnut, one beechnut and one acorn out of the deck and put them back in the box.

You will need all 12 jokers, no matter how many players there are.



Take one nut each. This card immediately goes on a storage card of your choice. Then take eight nut cards and put them aside face-down. You'll need them at the end of the game. Put the remaining nuts in a draw pile next to the game board face-down. Get the three dice and David the raccoon ready.

The player who last has seen a squirrel goes first. The other players follow in a clockwise direction. Before the first player starts his or her turn, however, the other players get to put some of their squirrels on the board. The player to the starting player's left puts one squirrel in any section of the 2-squirrel-areas. The next player to the left (if you are three or four players) puts two squirrels in the 2-squirrel-area, and the last player (if you are four) puts three of them there. Please note that **no** player can put **more than one of his or her squirrels in any one section** and that you can't put squirrels in the raccoon field.



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Playing the Game

At the start of your turn, roll all three dice. Then, put one of your squirrels on the space of the starting track that corresponds to the **sum of one of the white dice and the green die**.

Example: Anna has rolled a 2 on the green die, and a 1 and a 6 on the white dice respectively. She can choose to put her squirrel in space number 3 or number 8.



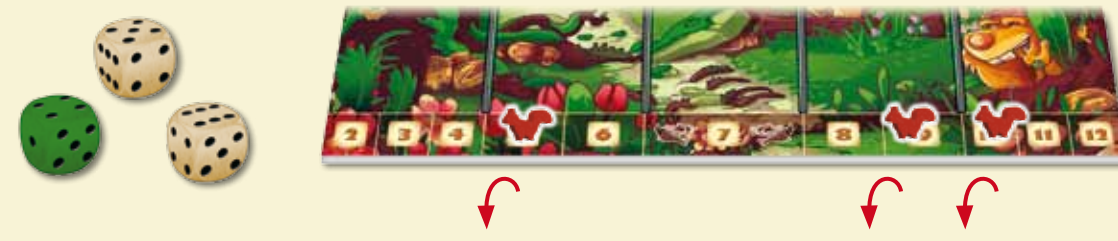
Important: There can be only one squirrel in each of the spaces of the starting track.

Every time you have put a squirrel on the starting track, you can choose to end your turn or roll again. As long as you can put your squirrels on empty spaces on the scoring track, you can continue your turn.

Bad Roll

If you roll a number that prevents you from putting any squirrels on the starting track, because all corresponding spaces already have squirrels in them, your turn ends immediately and you have to take all of your squirrels from the starting track back into your supply. Then it's the next player's turn.

Example: Marlene has rolled a 4 on the green die, and a 5 and a 6 on the two white dice. Unfortunately, she already has squirrels in spaces number 9 and 10. Her turn ends and she has to take all of her squirrels back from the starting track.



Ending Your Turn Successfully

Every time you've placed a squirrel on the starting track, you can choose to end your turn successfully instead of rolling the dice again. If you do, push all of your squirrels up from the starting track to the 2-squirrel-area of the board.



COLLECTING NUTS

At the end of each turn, check if there are enough squirrels belonging to any one player in a section to collect some nuts.

First, check the 2-squirrel-area, then the 3-squirrel-area and finally the 4-squirrel-area. Check each area from left to right.

Checking the 2-Squirrel-Area

In order to take a nut from the 2-squirrel-area, there have to be at least **two squirrels** belonging to the same player in the same section. If you have enough squirrels in one section, take two of them back into your supply and push any squirrels from the same section belonging to the other players up into the 3-squirrel-section. You're never allowed to push your own squirrels. Finally, take the nut below the starting spaces of the section you have taken your squirrels from. The nut you've collected is immediately replaced with a new card from the draw pile.

Note: In the 2-squirrel-area sections corresponding to spaces number 2-4 and 10-12, it's possible to have four squirrels at the end of your turn. If that's the case, take the first nut from this section for your first two squirrels, and then immediately take the new nut from the draw pile for the other two.

Checking the 3-Squirrel-Area

Once you have checked all sections of the 2-squirrel-area, continue with the 3-squirrel-area. Here, you will need **three squirrels** to pick up one nut, but the sections are bigger as well. If you have enough squirrels in a section, take three of them back in your supply and push the other players' squirrels up into the 4-squirrel-area. Then, take one of the two nuts below the starting spaces of the section of the 3-squirrel-area you're checking. Replace the nut you have picked with a new one from the draw pile immediately. If more than one player has at least three squirrels in a section of the 3-squirrel-area, the first player to pick a nut is the one closest to the player whose turn it is, counting clockwise.

Note: If more than one player has enough squirrels in the same section, only push up your opponents' squirrels if there are fewer than three of them.

Checking the 4-Squirrel-Area

Finally, check the 4-squirrel-area. If you have enough squirrels in the area, take **four** of them back in your supply and pick one of the four face-up cards. The nut you've picked is immediately replaced with a new one from the draw pile. If more than one player has at least four squirrels in a section of the 4-squirrel-area, the first player to pick a nut is the one closest to the player whose turn it is, counting clockwise.

The Raccoon Fields in the 2-Squirrel- and 3-Squirrel-Area



The two raccoon fields work a bit differently from all other sections of the 2-squirrel- and 3-squirrel-area. If you have two or three squirrels in the raccoon fields of the 2-squirrel- or 3-squirrel-area respectively, you take back two or three squirrels in your supply and push the other players' squirrels up as usual. However, you get to pick **any one of the face-up nuts** as well as **one additional nut** that you **steal** from one of the other players. You can only steal nuts from storage cards that haven't been filled completely, and you can't steal any jokers ever. David the thieving raccoon moves to the player who has had the nut stolen. This player's nuts are safe until David moves to another player: You can't steal from him or her.

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