

NUTTY SQUIRRELS

RULE BOOK



NUTTY SQUIRRELS GAME RULES

GAME OVERVIEW: Nutty Squirrels is a competitive, turn-based, press-your-luck game of movement, acorn gathering, and scoring, with some special powers thrown in for some real fun and excitement! A solo mode is also available (with separate instructions).

OBJECTIVE: Be the first player to earn 20 points or have the most once every available leaf card is flipped.

GAME PIECES:

- 1 Centre Trunk board
- Leaf Deck (64 leaf cards, 6 power reference)
- Acorns (45 brown cubes, 15 golden cubes)
- Matching coloured player boards and tokens

SETUP: Place the trunk board onto the centre of the table. Remove the 6 power reference cards from the leaf deck and give one to each player. Shuffle the remaining leaf cards and deal, face down, in straight lines, five cards out from the centre along each edge of the trunk (totaling 30 cards), forming the six tree limbs. Set the remaining cards aside creating the LEAF DECK. Place a brown acorn on the middle and farthest leaf cards from the centre trunk on each branch. Place all remaining cubes to the side, forming the GENERAL SUPPLY. Grab player boards and tokens equal to the number of players, placing the tokens onto the centre trunk. Shuffle and deal out the boards face down. Pick a coloured token, then have all players reveal their board. Whoever has that colour goes first—play proceeds in a clockwise fashion.



PLAYER BOARDS:

There are four main sections:




(1) **THE SQUIRREL:** Used to track acorns a squirrel is actively gathering, up to a maximum of two, in their cheeks.

(2) **POWER SLOTS:** A player may have up to three power cards at any time, with no duplicates, which sit face-up, adjacent to an available slot on your player board. Power cards are explained later.

(3) **THE NEST:** Use this to temporarily store acorns, if you choose to, from your cheeks or backpack, before burying them. You must be on the centre trunk board to do this.

(4) **THE BURROW:** This is your burying site, and any acorns buried here are safe and secure. It is also where you score points.

GAME TURNS: On their turn, a player has three Action Points (AP)  to spend. There are six actions available, with differing AP costs.

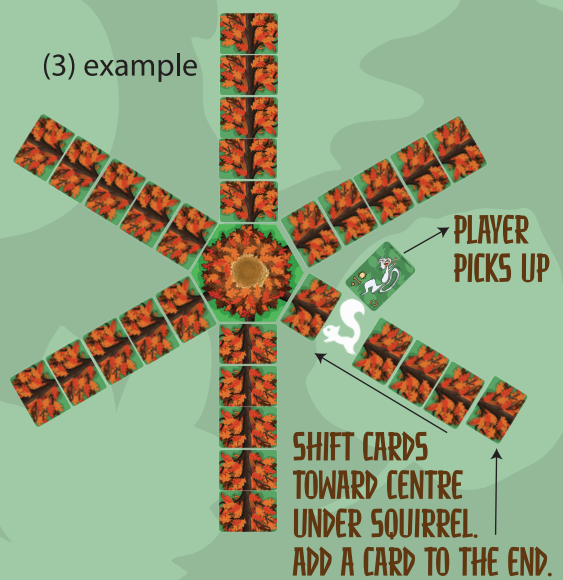
MOVE: Basic movement costs one AP, allowing a token to traverse from one leaf card (revealed or not) or the trunk to an adjacent leaf card, and vice versa. Traversing onto a broken branch costs two AP. You cannot end your turn on a broken branch.

FLIP: For one AP, a player may flip the unrevealed leaf card they are currently standing on. You may flip even if other players are on the same card. There are three possible outcomes:

(1) You reveal a leaf card containing 0-3 brown acorns or a golden acorn. Remain where you are, gather the respective number of acorns from the general supply and place them onto the newly revealed leaf card.

(2) You reveal a broken branch causing anyone on that card to fall! Move all player tokens that occupy this card to the trunk and return any acorns they are currently holding in their cheeks and backpack to the general supply. The active player's turn is immediately over.

NOTE: If two broken leaf branch cards are revealed adjacent to one another or end up adjacent from someone claiming a power card (explained later), that tree limb has broken off and fallen. Remove any other cards (revealed or not) beyond the two broken branch cards and place them out of play.



(3) You reveal a power card: claim the card if you choose. Picking up a revealed power card or one left behind from another player has no AP cost. If you have a free slot on your player board, set it face-up next to an available power slot — leaf cards further down the branch shift towards the trunk. Add a new leaf card to the end of that branch face down. Place all player tokens, previously on the revealed power card, onto the card that shifted in to close the gap. Player tokens and acorns remain on any other card that moved in this fashion. If the card shifted under you is a revealed broken branch, move any player tokens occupying that card to the next card closer to the trunk (repeat if necessary). If you have no available power slots, but want to claim the power card available, merely swap the positions of the claimed with one of the power cards from your power slots – do not shift any other cards.

NOTE: if claiming a power card from a shortened tree limb, do not add a new card to the end.

GATHER: Gathering acorns from cards has no AP cost. You may only carry up to two acorns in your cheeks at any given time. You may freely drop and pick-up acorns on cards any time during your turn (e.g., drop a brown acorn to pick up a golden one). Place gathered acorns into the cheek slots on your player board.

STASH: While on the centre trunk, at no AP cost, a player may move any number of acorns from their cheeks or backpack into the nest section of their player mat or back.

CONVERT: While on the centre trunk, for one AP, a player may trade five brown acorns from their nest for a golden acorn from the general supply. Converting can save time and AP when burying.

BURY AND SCORE: While on the centre trunk, a player can move acorns from their cheeks, backpack or nest to their burrow (on their player board) for one AP per acorn. Acorns cannot be unburied. Only buried acorns count toward your score. Brown acorns are worth one point each, and golden acorns are worth five points each.

POWER CARDS: Power cards improve your squirrel's ability to traverse, gather, or even sneakily steal acorns from other players. Here is a breakdown of the available cards:



SWINGING SQUIRREL: This reduces the cost to traverse onto a revealed broken branch card from two AP to one AP. This card will not save you from the surprise of revealing a broken branch card while using the flip action.



BACKPACK: This allows you to store an additional acorn, directly on the card, beyond the two available slots in your squirrel's cheeks. It's almost like having a third cheek! You can freely exchange acorns from your cheeks and backpack when Gathering. You will lose acorns in a backpack if you fall. However, they are safe from theft, so think about storing valuable ones here.



SUGAR RUSH: This gives the player one additional AP per turn, for a total of 4.



STICKY FINGERS: This can be used to steal one acorn, at a cost of one AP, from other players, but only once per turn. You may steal from another player's nest when: (1) you are on the trunk and (2) they are not. You may steal directly from a player's cheeks when on the same leaf card (but not the trunk). Stolen acorns are tracked on the power card (up to a maximum of three). Once full, these acorns are automatically buried with no AP cost, and the card is removed from play. Alternatively, instead of acorns, you may steal one power card from another player when on the same leaf card; remove the Sticky Fingers card out of play afterwards. **NOTE:** You can elect to do this even if you have previously stolen acorns but have not reached the limit of 3. Any acorns stolen in this scenario are removed from play and not buried.



THE OWL: This gives the player a powerful aid to wreak havoc from the skies! Being your pet owl, you are unaffected. While on a branch, you can have the Owl scare other players off that same branch, causing them to fall (following the same rules of revealing a broken branch card). While standing on the trunk, you may freely choose any branch and cause all affected players to fall. Alternatively, you may use this card to destroy any single power card another player has, regardless of where you stand. ***This is a one-time use card – remove it from play once used.***



FLYING SQUIRREL: This enables a player to traverse from one tree limb to an adjacent tree limb, for one AP per movement. Ensure that your leaf card position remains the same (e.g., moving from the fourth leaf card on one branch to the fourth leaf card of another). You cannot land on a broken leaf card. You cannot skip over a fallen branch that would have no card available to land on.

Flying Squirrel Movement



END GAME: There are one of two possible scenarios:

(1) One player buried enough acorns to reach 20 points. Congratulations, they are the winner! Just make sure they don't go spending their acorns all at once now!

(2) When the final leaf card is revealed, the end game triggers. Once the current round has finished (i.e., everyone has had an equal number of turns), all players will get one final turn before the game is over. Whoever has the most points wins!

In the event of a tie: the player with the most golden acorns wins. If it is still a tie, the player with the highest value of gathered and stashed acorns win. If it is still a tie game, it's a tie game!

SOLO RULES

GAME OVERVIEW: As a solitaire style game, most multiplayer rules are in effect, with a few changes where noted. Actions have no AP cost. Acorn conversion no longer applies.

OBJECTIVE: You win if you can collect at least 20 points worth of acorns for winter, with hopes of achieving a higher score with each playthrough. Brown and golden acorns are worth the same as the 2-6 player version.

SETUP: Remove all power cards, except the Owl and the Sticky Fingers cards, from the deck and set aside. Shuffle the remaining cards and deal them, following the same set-up as the multiplayer rules. Do not place any brown acorns on cards during the setup. Place your token on the centre trunk to start.

ACORNS: These are now treated as currency too, and can be used to purchase powers. Spent acorns go back to the general supply.

THE MARKET: Retrieve one Flying Squirrel, one Backpack, and one Swinging Squirrel Power Card, and keep them within reach. They form the market. At any time, a Power can be bought for 5 acorns each. Purchases can be made using any acorns from your cheeks, stash, or backpack (once purchased). Power cards function as follows:

FLYING SQUIRREL: This card behaves as per the multiplayer rules.

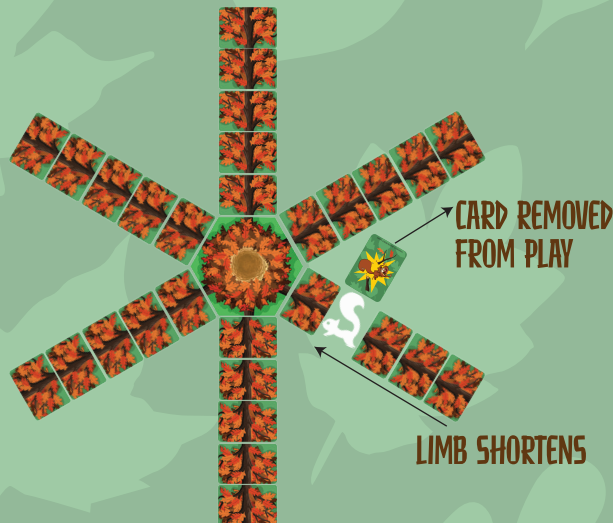
BACKPACK: This card behaves as per the multiplayer rules.

SWINGING SQUIRREL: This card now allows you to jump over a card ignoring any affects related to the skipped card. Established acorn costs still apply when moving away from the trunk.

MOVE: When you land on an unrevealed card, you must flip it. Moving away from the trunk onto previously revealed cards cost one acorn per card. Moving towards the trunk, or laterally across branches, onto previously revealed cards has no acorn cost.

FLIP: There are some special rules depending on what's revealed

- (1) You reveal a card with 0-3 acorns – continue as per the multiplayer rules
- (2) You reveal a broken branch card – use the multiplayer rules for falling here. In addition, remove the broken branch card from play, and shift the remaining cards towards the trunk. That branch is now shorter.



- (3) You reveal an Owl Power Card – you must bribe the Owl at a cost of 3 acorns or the game is immediately over.
- (4) You reveal a Sticky Fingers Power Card – a greedy squirrel runs amuck! If you have any acorns in your cheeks or backpack, loose the lowest valued acorn. Do not remove this card. Anytime you move onto this card, you must pay again until the thief's bag is full (3 acorns), then remove the Sticky Fingers card and shift the remaining cards on the limb inward.

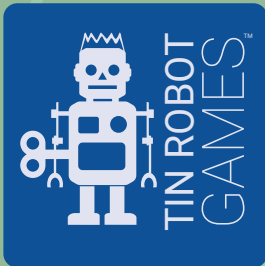
GATHER: Follow the multiplayer rules here.

STASH AND BURY: Any acorns gathered can remain on the nest portion of your player board and do not need to be “buried.” All will count as points toward your final score.

ENDING THE GAME: If you have successfully gathered 20 points worth of acorns, the game is over and you have won. Additionally, if going for a high score, when all available moves have been exhausted, the game is over. As a reminder, if you are ever unable to bribe the Owl, the game is over.

Special thanks to all playtesters who have helped make this game a reality!

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