



Nutventure



OUTLINE AND AIM OF THE GAME:

The squirrels meet at the top of the tree to look around for where the best nuts are hidden.

Now they have to go get the nuts, without running into the owl or the fox.

They need to take the nuts to the different places and hideaways in the tree. The game ends when one of the squirrels has filled all those places with nuts.

WHAT YOU'LL FIND IN THE BOX:



1 tree



4 coloured dice to move the squirrels



1 eight-sided die to move the fox/owl



18 nut tokens
(6 tokens with 2 nuts and 12 tokens with 1 nut)



4 squirrel figures



1 owl figure



1 fox figure



2 plastic holders



4 player boards

GAME SETUP:

1

Choose which colour of squirrel you would like, take the corresponding player board, and place the squirrel figure of the same colour at the top of the tree – right in the middle, in the big start square:



2

Place 6 tokens with 2 nuts and 12 tokens with 1 nut on the squares marked with twigs on the tree and under the tree. Any time you play the game again afterwards, you can place the nuts wherever you like.

Place the tokens with 1 nut on these twig symbols:
– these nuts are worth 1 point.



Place the tokens with 2 nuts on these twig symbols:
– these nuts are worth 2 points.

3

Finally, place the owl and fox figurines on the tree.

Place the owl on any square showing this symbol:



Place the fox on any square showing this symbol:



The player who was most recently in the forest begins. The game then continues clockwise.

FAQ

CAN I SWAP A NUT?

Yes. If a squirrel is holding a nut for one point, you can swap it for a nut for two points if you land on a square with that type of nut. Leave the nut for one point where your squirrel is standing. You cannot swap a nut that you have already stored in one of the rooms.

DOES A ROLLED DIE SHOWING THE X SYMBOL MEAN IT IS NOT BEING USED, I.E. IT IS A MOVE FOR ONE OF THE MEANIES?

No.

CAN A SQUIRREL JUMP FROM THE MIDDLE LEVEL BACK TO THE TOP LEVEL?

No, a squirrel only goes back to the top of the tree if it has been scared by a Meanie. It can, however, jump from the middle level under the tree and back and between the four areas under the tree as much as it likes. Coloured arrows tell you which colour you need to roll on one of your dice to jump over to upper or lower level of the tree.

DOES A NUT IN THE SQUIRREL'S PAWS COUNT AT THE END OF THE GAME WHEN SCORING?

No, only nuts in the rooms on the player board are scored.

MOVING THE SQUIRRELS:

You decide the direction in which your squirrel moves using the 4 dice, which you roll all at the same time. Each die has sides with one colour and sides with more than one colour. A side with one colour means that you can move to an adjacent square of that colour. A side with more than one colour means you can choose between those colours - choose one colour and move to a square of that colour. You cannot step on to the same square more than once during one move and **more squirrels can be on the same square at the same time**. You are only allowed to move orthogonally, not diagonally. If you have rolled a combination of colours that you cannot fully use or that does not help you on your journey, you can decide to use only some of the rolled dice; however, you must always use at least one coloured dice (if the game makes this possible).

JUMPING BETWEEN THE LEVELS OF THE TREE:



There are squares marked with a square symbol on the top level (the one with the start square) and the middle level. You can jump from a square marked in this way on the top level to a square with the same symbol on the middle level. As soon as you choose a direction from the start square at the top of the tree (start), you cannot go back or jump to a different branch; your onward journey must continue downwards to the middle level.



There are also squares marked with a circle symbol on the middle level and the bottom level. These symbols mean that you can jump between these squares from the bottom level to the middle level, and vice versa.

However, to jump up or down, you still need to follow the rules for moving; i.e. you have rolled a die with the same colour as the square you want to jump up to or down to. The square must also be „next to“ the square you are jumping from – i.e., the jump ends on the nearest square with the corresponding symbol, see figure.

MOVING UNDER THE TREE:



Digging under: There are 4 multi-coloured squares and a tunnel square on the game board under the tree, which allow the squirrels to dig under the leaves. You can get to this square by rolling any colour on the dice. After that, you can dig your way to any other square of this type on the game board by rolling another colour on the dice. The square with the fern and with the mushroom are the other two multi-coloured squares (no tunnel).

GATHERING AND STORING NUTS:

A squirrel can gather a nut by ending its move on a nut square. When this happens, the player takes the nut token from the game board and places it in the squirrel's paws on their player board. A squirrel can only carry one nut token at a time.

The squirrel stores the nut by moving to one of these squares on the game board (in any order):



It finishes its move there and the player moves the nut from the squirrel's paws to the corresponding room on their player board.

Gathering or storing a nut ends your move. If you have gathered/stored a nut, do not use the other rolled dice – these now move the Meanies. So it is better to plan your route to the nut so that you use as many dice as possible.



BUT BEWARE: FOR EACH MOVE DIE YOU DECIDE NOT TO USE, ONE OF THE MEANIES, MEANING THE OWL OR THE FOX, MOVES ONE SPACE (SEE MOVING THE MEANIES).



Note: To make it simpler, you can place the rolled dice on the game board when planning your route



Correctly using the yellow side of the dice to jump to the bottom level.

Incorrectly using the yellow side of the dice to jump to the bottom level.



Example 1: A player rolls the following colours on the move dice: yellow 1; yellow-red 2; green 3 and X 4. The player decides to move like this: red square 5 – yellow square 6 – green square 7.

(X means that this die does not count in the move – for the player or the Meanies.)

MOVING THE MEANIES:

Any move dice a player does not use are counted as a move for the Meanies (owl or fox) – a Meanie moves one square for each die not used. When it is a Meanie's turn to move, roll the eight-sided die to decide which Meanie moves, and in which direction.



-  None of the Meanies move.
-  The player who threw the die decides which of the Meanies moves, and in which direction.
-  Moves the owl in the direction shown by the arrow on the die. The owl flies over this square.
-  Moves the fox in the direction shown by the arrow on the die.
-  Both the owl and the fox move in the direction shown by the arrow on the die.

SCARING AND BEING SCARED:

The squirrels are afraid of the Meanies and are scared every time they meet one. A Meanie scares every squirrel that is standing on the same square or on the square next to the Meanie (even diagonally). A frightened squirrel drops its nut where it is standing (if it has one) and climbs back to the start square at the top of the tree. Meaning that the squirrels cannot go through or around the Meanies.



The owl only moves along the branches (i.e. along the middle level of the tree) on the squares marked with bird tracks. The owl flies from branch to branch, meaning that it doesn't scare a squirrel that it flies over. It only scares a squirrel that is sitting where the owl lands.



The fox only moves underneath the tree (on the bottom level of the game board), along the squares marked with fox tracks. The fox moves in such a way that it circles the tree. If it moves more than one square, it scares every squirrel it passes (including any squirrel on the square where it lands).

END OF THE GAME:

As soon as one of the players manages to fill all the spaces on their player board with nuts, each of the other players takes one final turn, and the game ends. All players then add up the points for the nuts in the rooms on their player board, and the one with the most points wins. If players have the same number of points, the one with more rooms filled with nuts is the winner. If it's still a draw after that, then both win – the squirrels will have more food for the winter.

ALTERNATIVE AND FASTER VERSION OF THE GAME:

If you want to speed up the game, put the gathered nuts in the rooms on the player board right away. This eliminates the need for a squirrel with a nut in its paws to get to a square on the game board, shortening the playing time quite a lot.



Example 2: The owl moves from position 1, two steps, ignoring this square 2, its first step. The owl ends up on this square 3, thus not scaring any squirrels away.



Example 3: The fox moves 2 steps to land on the square with the pink squirrel 3. Unlike the owl, the fox does not fly over the first square, but runs through it, thus scaring the blue squirrel on the way 1, as if it had landed at the first square.



Example 4: Meanies scare every squirrel that stands on the same or adjacent square, even diagonally. Thus, the squirrel 1 will be frightened, while the squirrel 2 is safe from the fiend.

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