



Little Nutters

The Card Game

Rules Booklet

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What's Happening?

You're a squirrel and you've been busy burying your nuts in the forest, ready for winter. Now winter is on its way, it's time to collect your hard-earned nuts BUT you can't remember exactly where you buried them.



Winning the game

The first player to find and store the target number of Nuts in their Nut Sack wins the game.



- 2 - 4 players, find 7 Nuts to win.
- 5 players, find 6 Nuts.
- 6 players, find 5 Nuts.

Setting up the game

Begin by giving each player a random character card. Each character has their own unique ability which can be used during the game. This card is also your Nut Sack, under which you will store Nuts when you find or steal them.



Squirrel Note You can't use your unique ability if you have the most Nuts in your Nut Sack or you are tied with another player for the most Nuts.

Create the Patches

The Patches are the areas in the forest where you might have buried a Nut or maybe even 2.

Shuffle together 14 **DEFENCE** cards with all **ANIMAL ATTACK**, **OBSTACLE**, and Nut cards. Why should you do all the work? You can have someone else help you with the shuffling.

Make piles of 4 cards, evenly spaced on the table. This will make 27 Patches.



Setting up the Draw Pile

Shuffle together the **BOOST!**, **TROUBLE**, **BUST-A-NUT**, and remaining **DEFENCE** cards to make the Draw Pile. Deal 7 cards to every player. This is your hand. There are no limits to how many cards you can have in your hand during the game. Place the rest of the Draw Pile near the Patches where all players can reach it.

 **Squirrel Tip**  After the game is over, keep the **ANIMAL ATTACK**, **OBSTACLE**, and Nut cards shuffled together and keep the **BOOST!**, **TROUBLE**, and **BUST-A-NUT** cards shuffled together. This will make the game faster to set up in the future.



How to Play

The player who has the nearest upcoming birthday goes first, followed by the player to the left.

Each turn has 2 parts, the **PATCH** Phase and the **PLAY** Phase. The **PATCH** Phase allows you to **Dig** and **Excavate** Nuts out of the patches, **OR** you can **Search** a patches to find where the nuts are hiding.

After the **PATCH** Phase, move on to the **PLAY** Phase to play a card from your hand.

At the beginning of your turn,
pick a Patch and choose.....
Dig and Excavate OR Search.

The **PATCH** Phase - Searching a patch.

This allows you to see all the cards in 1 Patch but it doesn't allow you to collect any Nuts this turn.

To Search a Patch, discard 1 card from your hand. Pick up any Patch you like and look through the cards. After a good look, return the Patch to the table and move on to the **PLAY** Phase. You can only **SEARCH** 1 Patch per turn.

The PATCH Phase - Dig and Excavate.

You have 2 ways to get to your Nuts, you can Dig or Excavate. You can only Dig and/or Excavate 1 Patch per turn.

Dig a Patch card. choose your Patch very carefully, **ANIMAL ATTACK** and **OBSTACLE** cards could end your Dig or even your whole turn.



To Dig, turn over the top card of your chosen Patch, for all to see. If you're lucky and Dig a Nut, place it under your Nut Sack and continue to Dig or Excavate. If you Dig a **DEFENCE** place it in your hand and continue to Dig or Excavate. If you Dig an **ANIMAL ATTACK** or **OBSTACLE**, read the card and see if you survive!

If you remove all the cards from the Patch, move on to the PLAY Phase.

Excavate a Patch card. This is the safest way to avoid an **ANIMAL ATTACK** or an **OBSTACLE** card but it will cost you.

To Excavate, discard 2 cards from your hand. Take the top card of your chosen Patch directly into your hand, ignoring the card text, and continue to Dig or Excavate. No Patch card can stop you when you excavate it! If you find a Nut, place it in your Nut Sack.

If you remove all the cards from a Patch, move on to the PLAY Phase.

 Squirrel Notes  You can switch between Dig and Excavate during your PATCH Phase. For example, you can Dig the first Patch card and then Excavate the second Patch card and so on. This is where Searching a Patch is especially useful for planning your next PATCH Phase.

After successfully Digging or Excavating at least 1 Patch card, but before turning over the next card, you can end your PATCH Phase and move on to the PLAY Phase.

The PLAY Phase

This is your opportunity to give yourself an advantage, steal someone else's Nuts, or generally cause trouble for other players. So go a little nuts!

The cards in your hand can only be played during your PLAY Phase and only 1 card can be played per turn. **DEFENCE** cards, however are reactionary cards which can be played at anytime but only in response to another event, such as encountering an **ANIMAL ATTACK** in the Patches or defending your Nut Sack from a **BUST-A-NUT**. You can play as many **DEFENCE** cards as you like.

Play a card from your hand by placing it on the table and carry out the card's instructions. All cards in your hand are single use and are discarded after they have been played UNLESS the card tells you to place it next to a Nut Sack.

Some cards are placed next to your own Nut Sack giving you a temporary or permanent advantage.

Other cards are placed next to your opponent's Nut Sack and can give them a temporary or permanent disadvantage.

Ending your turn

Once you have played a card from your hand, or you don't have a card to play, take a card from the Draw Pile to end your turn.

What's on a card?



Random Selection

Any card which has a layout similar to this: is a random selection card. These cards have multiple potential outcomes which all depend on random chance.



Play a random selection card during your PLAY phase. Turn over the top card of the Draw Pile and match the symbol of the Draw card to the symbols on your random selection card. Then, carry out the corresponding action. Return the Draw card to the Draw Pile and reshuffle it. Discard the random selection card and draw a card to end your turn.

An example of random selection in action is shown on the next page using a **BUST-A-NUT**.

BUST-A-NUT: Go steal some nuts!

Playing this card gives you the chance to steal a Nut from another player's Nut Sack and it uses random selection.

Play the **BUST-A-NUT** card during your PLAY Phase and name the player whose Nut Sack you're going

to raid. Your target can then use a **DEFENCE** card to protect their Nuts. If they have no defence, or choose not to defend, perform the random selection:

Playing your **BUST-A-NUT** cards

1. Play your **BUST-A-NUT** against your enemy.
2. Turn over the top card of the Draw Pile.
3. Match the symbol to determine the outcome.

Glossary and stuff

“.... cannot be stopped” – Obstacle and Animal Attack cards have no effect on you, and other players cannot play a card against you if it stops your turn. Unstoppable!

“DIG STOPPED” – Your Dig is immediately stopped and you move on to the PLAY Phase.

Draw Pile runs out. Shuffle the discard pile and use as the new Draw Pile.

“END TURN” – Your turn is immediately ended and you do not draw a card.

“In play” - Any face up card on the table.

“Nullify” – When this is used against another player’s card, it prevents the player from carrying out their card’s action and it is discarded instead.

“Play at any time.....” – These special cards can be played at any time, during any players turn. This automatically applies to all Defence cards.

Random Selection Fail. If there is no symbol match when performing a random selection, draw another card from the Draw Deck.

Squirrel Friends

The **Squirrel Friends** are the friendly animals which live in the forest and can help you gather your Nuts. Cards with the **Squirrel Friend** symbol work the same as regular cards, but they can be affected by other players.

Be on the lookout for cards which can protect you from your enemies’ **Squirrel Friends**. Although helpful, the **Squirrel Friends** have zero loyalty.

“The top Patch card” – At the beginning of each player’s turn, whichever card is on top of the Patch is considered the top Patch card.

Unblock a Patch. If a Trouble card is blocking a Patch and it can be removed by discarding cards, discard those cards from your hand at any time

CREDITS

Game Design: Andrew Taylor

Lead Tester: Kyle Stewart

Artwork: Anthony Wallace

@anthonyb.wallace on Instagram

and

www.abwillustration.com

**Special thanks to: Sandra, Chris, Cat, Katie,
Sam, Laura, Greg, Cam, Jen, Colton, Henry,
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