

Nice One Squirrel!

Rules v1.41

Introduction

A card game for 3-5 players. (Although it might work with more or fewer: see what you think.)

As a greedy squirrel, you naturally want to make sure that you stash your nuts for the winter into the best caches, with the most delicious combination of other nuts present.

Unfortunately, there are other squirrels trying to achieve just the same thing...

Materials

There are nine cache cards, four squirrel cards, and 32 nut cards.

The nine caches are numbered 1-9 - you should lay these down in a rough circle.

The four squirrels are each named - you should give one of these to each player.

The nuts are two of each of every combination of red, blue, green and yellow of acorns, hazelnuts, walnuts and chestnuts, so 32 in total.

Print them out onto card, cut them up, and away you go!

Setup turn

Shuffle the nuts. Deal one face-down into each of Cache 1-8. (With 5 players, Caches 1-4 and 6-8.) Deal the remainder out evenly to the players.

On the first turn, each player (starting with the youngest, and then proceeding clockwise) in turn does this:

- they place their squirrel onto any Cache they choose where there is not already another squirrel;
- they turn over the face-down nut card there;
- they may EITHER play a nut (face-up) from their hand into that Cache, OR do nothing;
- if they played a nut, they score points for it as discussed below.

Subsequent turns

In subsequent turns players continue playing in sequence. Each turn they do this:

- they move clockwise 1, 2, 3 or 4 Caches – their choice – but they must not end on a Cache where there is another squirrel;
- they turn over the face-down nut card there (if there still is one);
- they may EITHER play a nut (face-up) from their hand into that Cache, OR do nothing;
- if they played a nut, they score points for it as discussed below.

Scoring

When a squirrel plays a nut into a Cache, they score points for doing so according to the nuts that were in the Cache.

- They score 1 point for each nut, already in the Cache, that's of the same *colour* as the one they're playing;
- plus, they score 1 point for each nut, already in the Cache, that's of the same *type* as the one they're playing;
- plus, if there's a nut of this exact type/colour combination already in the Cache, they score a further 2 points.

(So the least a nut can score is 0, and the most is 16.)

So suppose a Cache currently has in it a blue chestnut and a yellow walnut. If you play a blue acorn into it, you will score 1 point (as there was one blue nut in the cache). If the next squirrel to land on the Cache plays a yellow chestnut, they would score 2 (as there was one yellow and one chestnut in the cache). And then if the next squirrel plays a blue chestnut, they would score 6 (as there were two blues and two chestnuts in the cache, plus the bonus of 2 because the other blue chestnut was already here).

Play continues until either a player first empties their hand. Then everyone apart from that player gets one more turn, and the highest total score wins.

Optional rule

Taking up nuts

A player may, instead of putting down a nut on their move, take one up from the cache into their hand. If you do this, you have to add the victory condition that the game ends when a payer first reaches 20 points (and then everyone else gets another turn), or it might carry on indefinitely.



Cache 1



Cache 2



Cache 3



Cache 4



Cache 5



Cache 6



Cache 7



Cache 8



**Tufty
Squirrel**



**Cyril the
Squirrel**



Cache 9



**Squirrel
Nutkin**



**Squirrel
Smith**







