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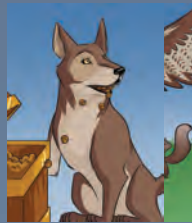
## OBJECT OF THE GAME

Play as a squirrel or a chipmunk collecting nuts by matching corresponding die rolls and stashing nuts before winter. The most nuts stashed wins. Only the strongest species will survive the winter!

## CONTENTS



Stash Deck - 36



Predators - 4



Nut Deck - 36 Cards



4 Dice

## SET UP

1. Choose whether you are a squirrel or a chipmunk. Every game needs an equal number of squirrels and chipmunks for teams. But, odd numbers are still fun!
2. Grab a corresponding species die (one per player).
3. Shuffle the nut, stash and predator cards into one main deck.
4. To begin, flip the top card from the deck and count down (3, 2, 1) to start the first roll.



## HOW TO PLAY

1. Players roll simultaneously until someone matches the number on the card.

a) Once a match is made, snatch the card and replace it with the top card from the deck. Meanwhile, the scoring player places that card on their side: If it's a Nut Card place it on a Stash Card to store it or on its own to store later.



b) If it's a Stash Card place it on its own or place it and fill it with Nut Cards that currently aren't stored.

c) You can add up numbers of nuts to fill up Stash Cards.



2. Once the Stash Card is filled with Nuts, turn the stack over to store it. This means none of these nuts can be stolen later.

3. You cannot relocate nuts once they've been stashed.

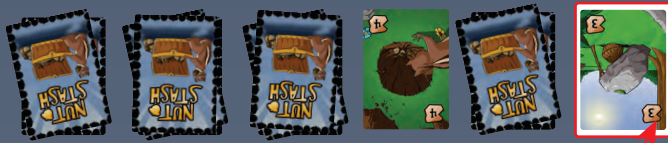


4. If both parties decide they do not want a card they are rolling for stop and remove that card from the game.

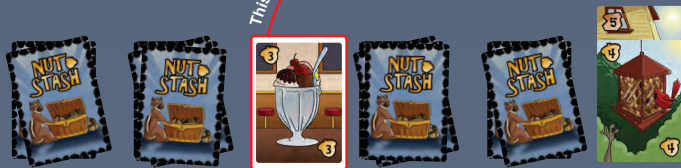


5. Once the deck runs out, winter has arrived and you can stop rolling.

6. You may now steal the opposing players free nut cards even if they are in an incomplete stash pile. You do this to fill your remaining stash card piles. Be warned your opponent will also be trying to steal your Nut Cards.



This card can be stolen to fill your stash when winter hits.



7. Any incomplete stashes or free nuts left freeze and are now negative points. (-1 per card)



## PREDATORS

Each predator has it's own effect. When the card is flipped face up from the deck all players must roll at the same time once. Unless you need to break a tie. Lowest number receives the predator. The effect goes into play at that time.

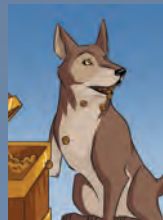
### HAWK

This card allows you to steal one unstored Nut Card from another player to bring to your side.



### COYOTE

This card allows you to steal one unstored Stash Card from another player to bring to your side.



## END GAME

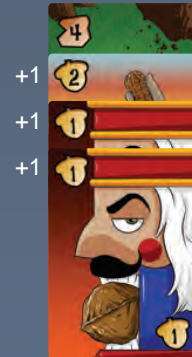
### POSITIVE POINTS

1. Count up the number of Nut Cards per completely filled stash, each card is one (+1) point.
2. Receive one (+1) bonus point for having two nut cards in one stash.
3. Receive two (+2) bonus points for having 3 Nut Cards in one stash.
3. Receive three (+3) bonus points for having 4 Nut Cards in one stash.

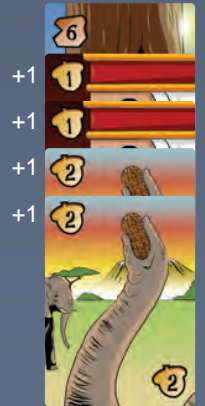
Examples of bonus scoring:



1+1=2  
2+1 bonus point = 3



1+1+1=3  
3+2 bonus points = 4



1+1+1+1=4  
4+3 bonus points = 7

Examples of regular scoring/matching:



+1



+1

### NEGATIVE POINTS

1. Count up the number of Nut and Stash Cards that weren't stored. Each card is worth negative one (-1) point.
2. If you have filled a stash pile incorrectly those cards become negative points.

### WINNER

The winner is the person or team with the most points at the end. That species has now stored enough nuts to survive the winter!

### CONTACT

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