

NUT HUNT

This print and play material is for your personal use. We put a lot of time, resources, and love into the game, illustration, and components, so please do not reproduce, distribute, or sell any of our IP. We retain all copyrights, trademarks, etc, etc.

If you like what you see here, your support would mean a lot to us. Tell your friends about Nut Hunt (heck, play it with them), throw us a follow on social media, and if you have the means, back the project.

If you have questions, concerns, or just want to say hi, shoot me an e-mail:
jasper@pineislandgames.com

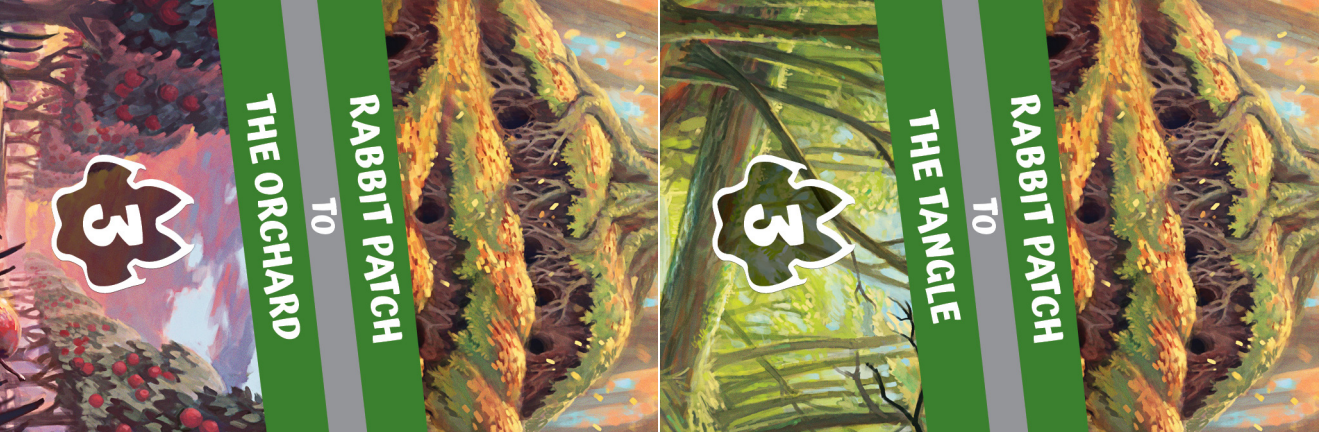
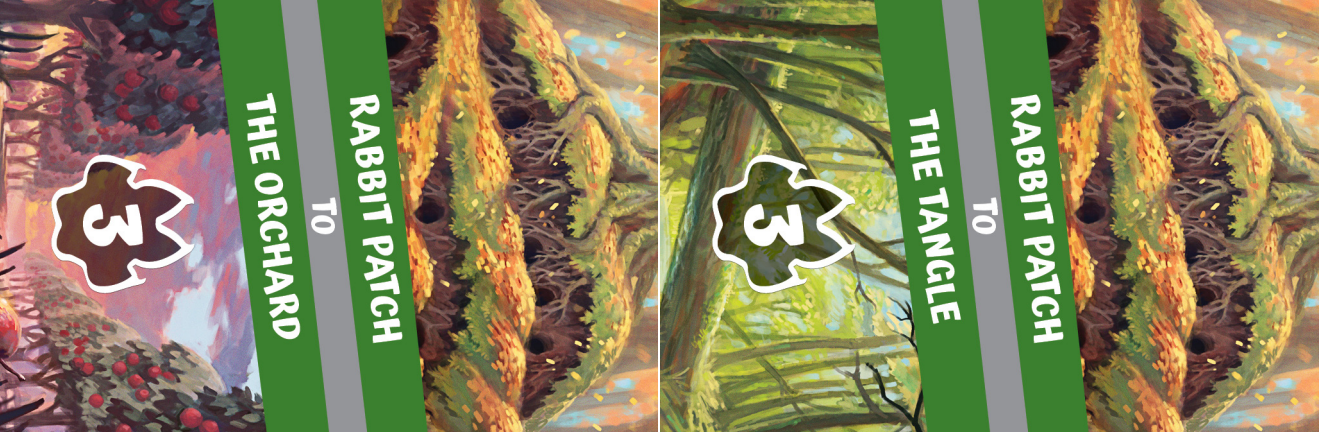
In addition to the print materials contained in the following pages, you'll also need:

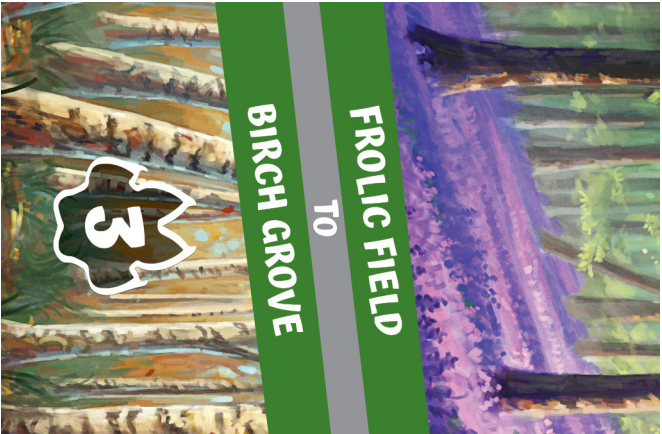
- 15 Squirrel meeples per color (8mm cubes work great)
- 5 Squirrel nest meeples per color (regular 16mm meeples work great)
- 1 Fox meeple (a 25mm meeple works great- although in our first prototype we used a Cat Bus meeple from Totoro, which was pretty awesome)
- 1 Die
- The rulebook, which is a separate pdf

Design by Jasper Burch
Illustration by Stephen Nickel
Graphic & Component Design by Christine Santana

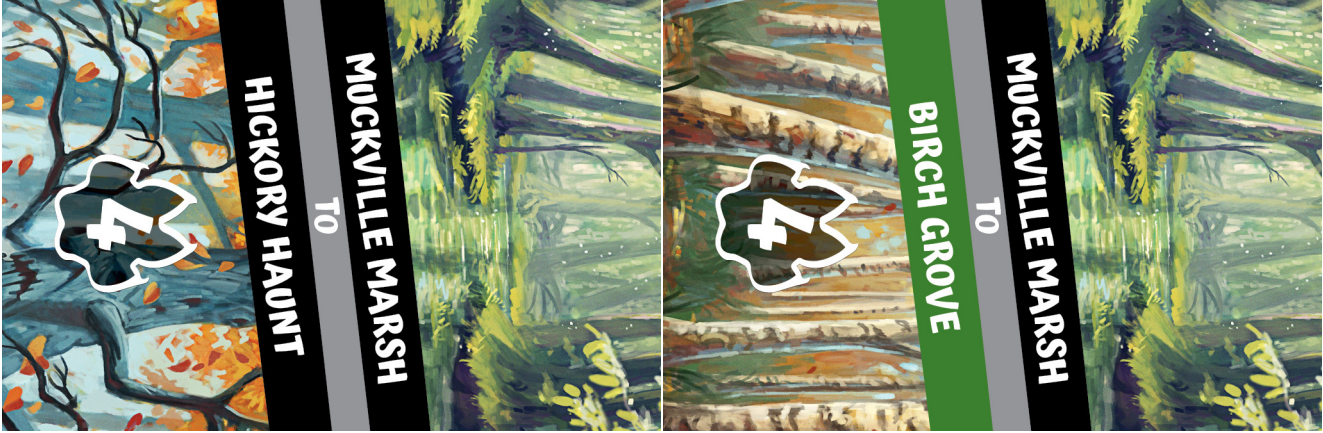
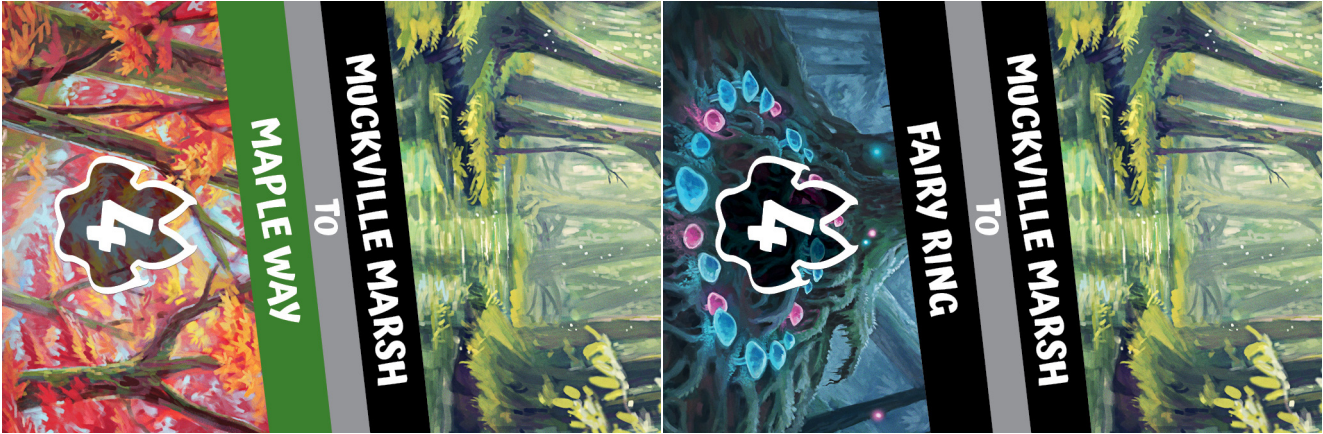
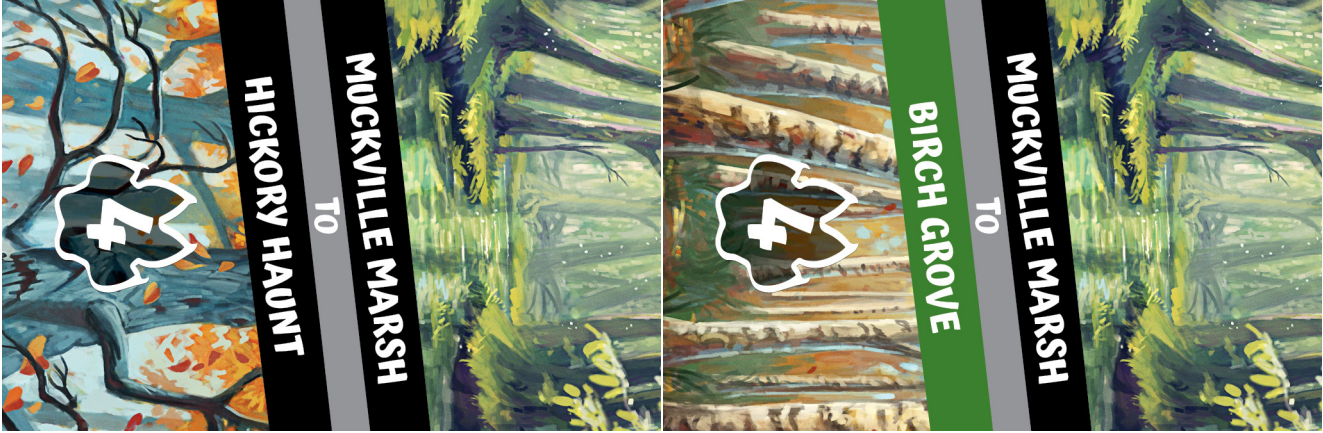
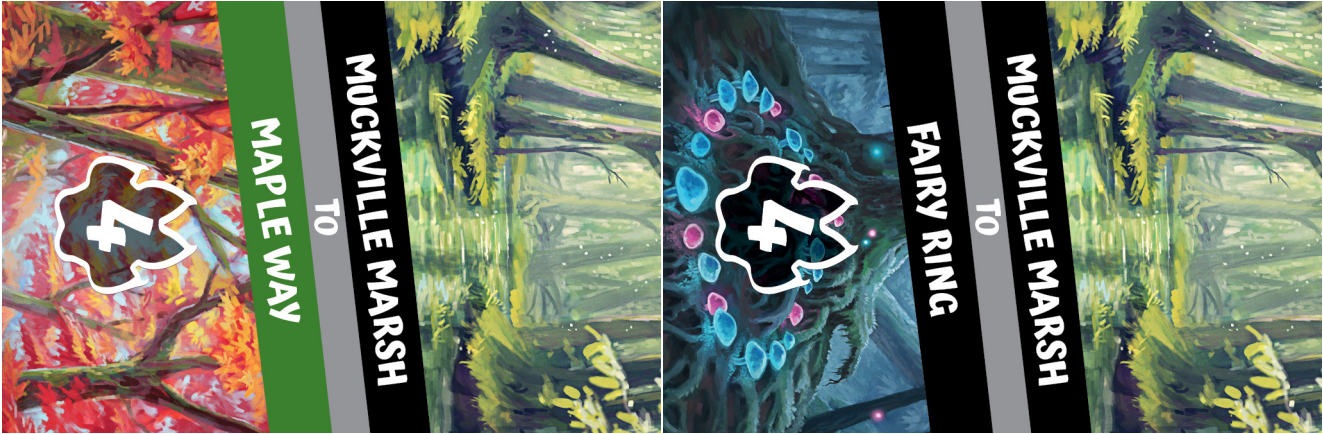
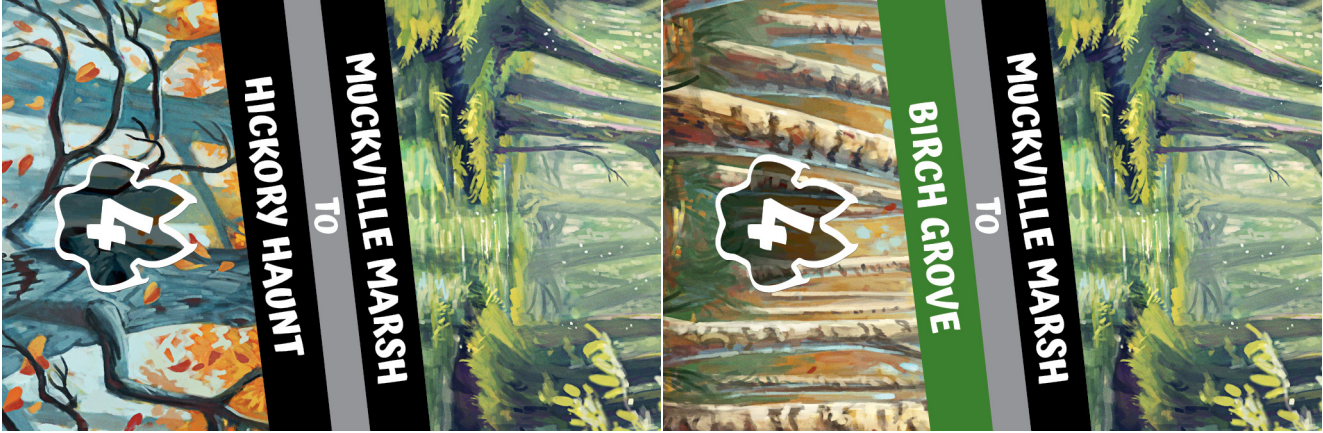
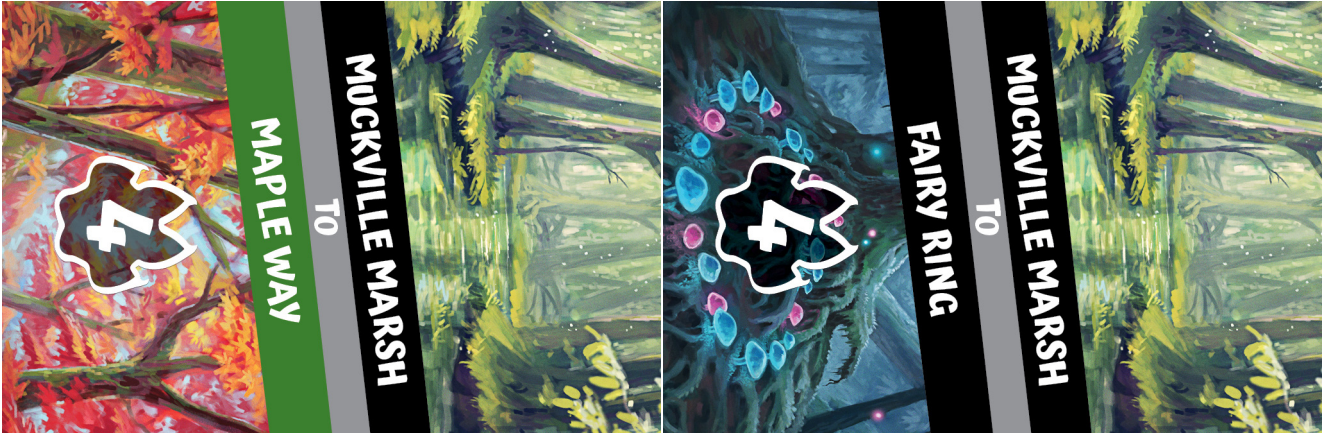
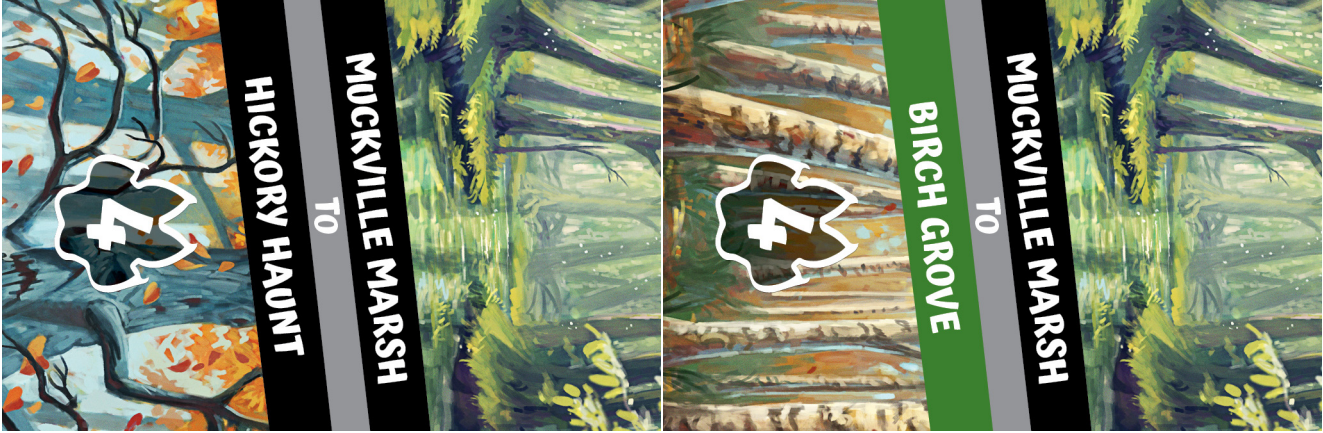


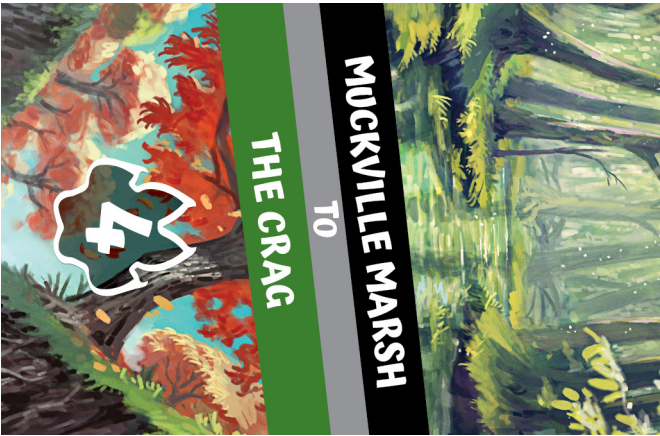
Pine Island
Games













HICKORY HAUNT

TO

HEART OF THE WOOD



RABBIT PATCH

TO

MAPLE WAY



THE GIANT TOADSTOOL

TO

PINE BARRENS



FAIRY RING

TO

PINE BARRENS



HEART OF THE WOOD

TO

PINE BARRENS



Structure of a Turn

Mandatory Action: Move the Fox!

- Scatter Squirrels
- Forage for 2 Nuts

Optional Action: Choose up to 1

- Recruit a Squirrel
- Hassle the Fox
- Scatter Squirrels
- Forage for 1 Nut
- Scout an Objective
- Look at the top 2 Objective Cards, keep up to 1

Free Action:

Trade 3 of 1 Nut for 1 of another

Structure of a Turn

Mandatory Action: Move the Fox!

- Scatter Squirrels
- Forage for 2 Nuts

Optional Action: Choose up to 1

- Recruit a Squirrel
- Hassle the Fox
- Scatter Squirrels
- Forage for 1 Nut
- Scout an Objective
- Look at the top 2 Objective Cards, keep up to 1

Free Action:

Trade 3 of 1 Nut for 1 of another

Structure of a Turn

Mandatory Action: Move the Fox!

- Scatter Squirrels
- Forage for 2 Nuts

Optional Action: Choose up to 1

- Recruit a Squirrel
- Hassle the Fox
- Scatter Squirrels
- Forage for 1 Nut
- Scout an Objective
- Look at the top 2 Objective Cards, keep up to 1

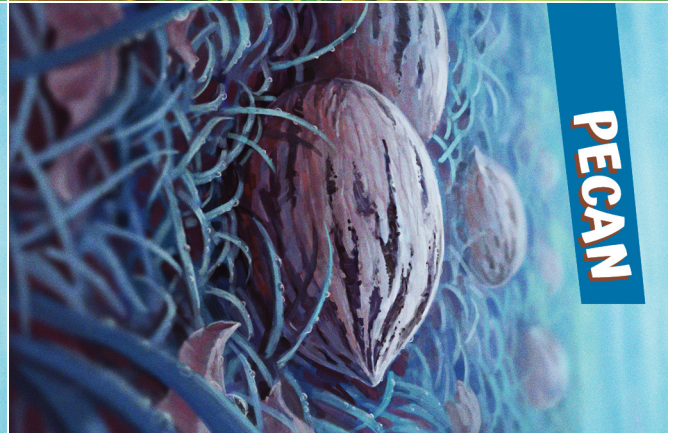
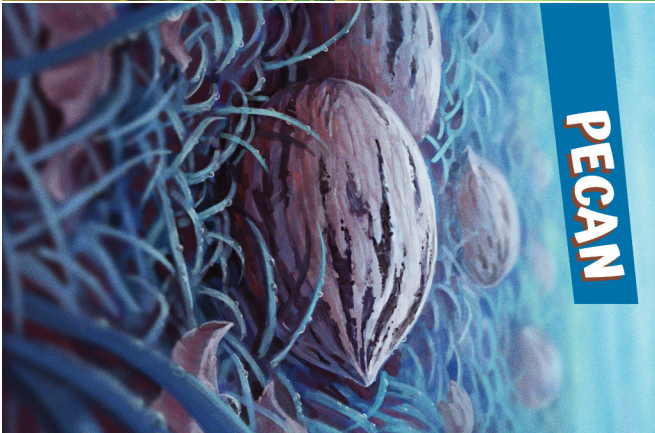
Free Action:

Trade 3 of 1 Nut for 1 of another

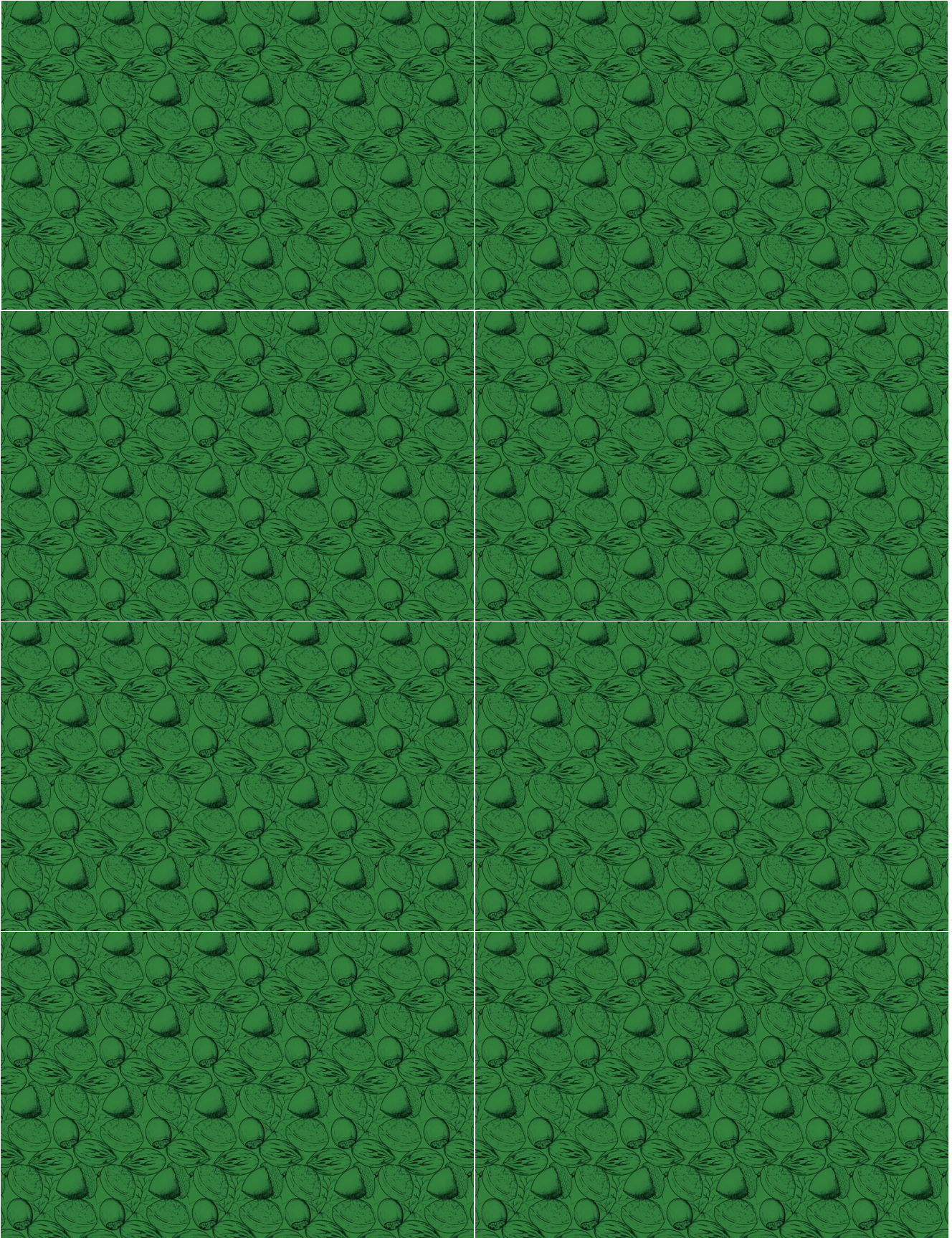
These are the backs for the objective cards. If you sleeve your cards in opaque sleeves, don't bother printing this page. If you laminate your cards, you'll need 6 of this sheet.



You're going to need a couple copies of this page. ~4 if you're playing solo (8 of each nut), ~6 for 2 players, ~9 for 3-4 players, and ~11 at 5 players.



These are the backs for the nut cards. If you sleeve your cards in opaque sleeves, don't bother printing this page. If you laminate your cards, you'll need the same number of this sheet as the previous page.



HICKORY HAUNT

FORAGE 3

FAIRY RING

FORAGE 3 OF SAME

THE GIANT TOADSTOOL

FORAGE 4 OF SAME

HEART OF THE WOOD

FORAGE 1 1 1 1

PINE BARRENS

FORAGE NO RECRUITING

FROG POND

FORAGE NO ENTRY NO RECRUITING

