

Nutty Business

1925, USA.

During the hazelnut prohibition era, you play as an unscrupulous squirrel gang trying to get ahead by smuggling hazelnuts. Avoid customs officials and thieves; launder your earnings through the gang's banker; prepare yourself for police raids; and above all else, collect as many hazelnuts as possible!

Goal of the Game

Have the most hazelnuts at the end of the game.

Material

- 40 cards (8 cards per "gang," each player having a different design and color on the back of the cards)
- 75 hazelnut tokens (42 of value 1, 21 of value 5, 12 of value 10)

Setup

1. Each player takes in hand 8 cards of one gang.
2. All hazelnut tokens are placed in the center of the table within reach of all players.
3. Each player chooses a card from their hand and places it face down in front of them, forming their first pile.
4. The player who most recently ate hazelnuts in any form (e.g. nuts or spread).

How to Play

Beginning with the first player players will take a turn in clockwise order. A player's turn is divided into two *mandatory* phases:

1. Play a card from their hand.
2. Apply all card effects of the top card on their pile(s).

Play a Card

The player chooses a card from their hand. If they have one single pile, they may play the card onto that pile or form a new second pile next to it. If instead the player already has two piles, they must play the card onto one of the two piles. For clarity, it is never possible to create more than two piles!

Apply all Card Effects

For each pile the player has, they must apply the effect of the top card. They may choose to apply the two cards in either order. Note: Banker and Customs Agent cards are applied at a specific timing mentioned later.

How the Game Ends

When a player has no card to play at the start of their turn, the game ends immediately. That player does not apply any card effects. (Note: when a player places the last card of their hand, the other players have only one turn left to play.)

The players then count their hazelnut tokens. The player with the highest number wins. In the case of a tie, the winner is the player who has the highest total (summed) value of Contraband cards in their hand. In the case of a continued tie, the winner is the player who has the highest total (summed) value of Contraband cards on top of their piles.

Note: certain cards (i.e. Customs Officer, Banker, and Contraband) remain active and may interact with other players' effects until the very moment that the game ends and scoring begins.

Card Effects

Contraband - On your turn after you play a card, if a Contraband card is on top of your pile, you gain hazelnuts from the central reserve equal to the value written on the card: 2, 3, or 5. If any other player has a Customs Officer on top of a pile in the moment that you play a Contraband card, you must pay that player 1 hazelnut if your Contraband is of value 2 or 3, or 2 hazelnuts if your Contraband is of value 5. (See Banker for an exception.)

Customs Agent - As long as the card remains on top of one of your piles, whenever another player plays a Contraband card of value 2 or 3, they must pay you 1 hazelnut, and whenever another player plays a Contraband card of value 5, they must pay you 2 hazelnuts. For clarity, this is triggered only by the Contraband card being played, and not when the Contraband card's effect is applied in later rounds.

Thief - On your turn after you play a card, if the Thief card is on top of your pile, each player must give you 1 hazelnut for each Contraband card they have on top of a pile (i.e. between 0 and 2 hazelnuts).

Banker - As long as this card is on top of your pile, you do not have to pay for other players' Custom Agents or Thieves.

Police Raid - On your turn after you play a card, if the Police Raid card is on top of your pile, take one pile from another player and place it on top of their other pile. You cannot use this if that player only has one pile. If the top card covered was a Banker, gain 2 hazelnuts from the reserve. Otherwise, gain 1 hazelnut from the reserve.

Beach Holiday - Only once, when this card is played: choose one of your piles; take all the cards from that pile back into your hand; place the Beach Holiday in the place of that pile. (This card can only be used once per game, since it cannot pick itself up.)