



# Nutty Numbers

Build a woodland path to collect acorns in this fun counting game!

## Contents

- 1 3D two-piece tree
- 1 tree base board
- 4 3D squirrel playing pieces
- 4 squirrel picnic cards
- 36 path cards
- 1 dice

### Setting up the game

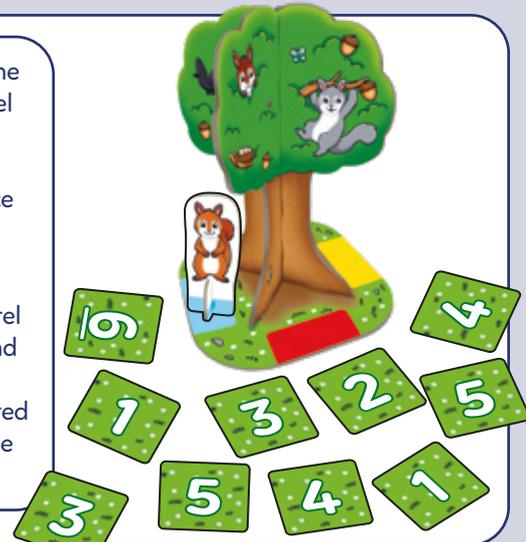
Slot together the tree and place it on the tree base board. Place in the centre of the table.

Insert the squirrel character into the matching coloured base. Press firmly against a solid surface.



Spread out all the path and squirrel picnic cards around the tree, number side face up.

Each player chooses a squirrel playing piece and places it on the matching coloured space on the tree base board.



### 1 Roll the dice

The youngest player starts by rolling the dice and picks up a card with the matching number shown.



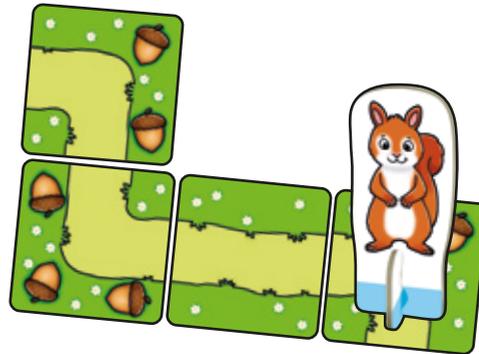
### 2 Build a path!

Turn over the card and place it in front of your character against the tree base to begin your path. Move your squirrel onto the path.



Players take turns rolling the dice and choose cards to add to their path.

**Note:** If your path comes into contact with someone else's path or the edge of the table, you can rearrange your path.

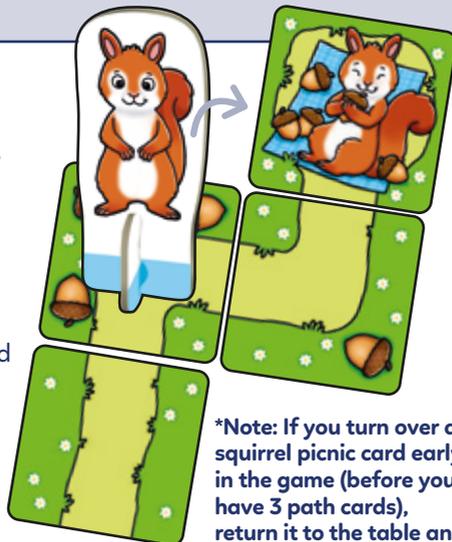


If you **cannot** find a card with the matching number rolled, play moves on to the next player.

### 3 Ending the path

If you turn over a **squirrel picnic card\***, the squirrel has collected enough acorns and ends their adventure. If it matches your squirrel, place it at the end of your path. If it does not, place it at the end of the path belonging to the squirrel it does match.

Once a squirrel picnic card has been added to a player's path, they can no longer add more cards to that path. However, they can continue to roll the dice and turn over cards. If they turn over a path card, this is placed to one side, out of play. If they turn over a squirrel picnic card, they can add it to the matching path.



**\*Note:** If you turn over a squirrel picnic card early in the game (before you have 3 path cards), return it to the table and shuffle the cards.

### 4 The winner

Once everybody has ended their path, count the acorns on your path. (The acorns on the squirrel picnic card do not count towards the final total.)

The player with the **most acorns** is the winner!

