

The Squirrel is hungry and wants to eat lots of fruit from the garden. He will pay for it with his nuts. To win the game, players try to capture Acorns from both the Squirrel and the other players. Who is more clever, the Squirrel or you and the other players? And who is the best at bluffing? Be careful, and don't get caught trying to fool the Squirrel.

**Contents:**

- Spinner
- Squirrel
- 60 Fruit Tokens
- 26 Acorns



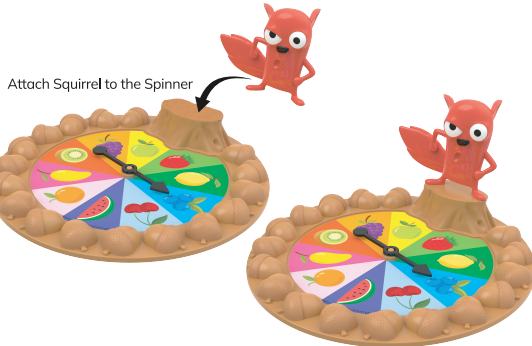
**Object of the Game:**

Be the first player to collect six Acorns.



**Set Up:**

1. If this is the first time playing the game, punch out all the Fruit Tokens (Fruit).
2. Insert the stump onto the Spinner, then insert the Squirrel into the top of the stump.
3. Place the Spinner in the middle of the table. Place the Acorns and the Fruit near the Spinner. Fruit should be placed face down and scattered on the table, not stacked.
4. Each player starts with five Fruit and three Acorns.



Assembled Spinner

**Playing the Game:**

1. **Placing the Fruit:** The youngest player goes first by spinning the Spinner. That player places a Fruit face down on the table next to the Spinner. The Fruit pictured on the Token can either be the correct Fruit shown on the Spinner or any other Fruit, depending on what Fruit the player has.
2. **After the first player places a Fruit, all other players place a Fruit from their hand face down on the table.** Again, the Fruit can either be the correct Fruit shown on the Spinner or any other Fruit (the player bluffs), depending on what Fruit the players have.
3. **Challenging Another Player:** Next, players may challenge one other player by placing an Acorn next to that player's Fruit. (The challenger's Acorn is a bet against the Fruit matching the Fruit on the Spinner.) Players do not have to challenge another player. It is their choice.
4. **Scoring:** Once all Fruit and Acorns have been placed, players turn over their Fruit and reveal their selections. Depending on the Fruit in place, one of the following will happen:
  - If no one challenges a player, and the player's Fruit matches the Spinner, the Squirrel rewards that player with one Acorn from the pile next to the Spinner.
  - Any player who was challenged and placed a Fruit that did not match the Fruit on the Spinner must give the player who challenged them one of their Acorns. The Acorn the challenge player bet is also returned.
  - Any player who was challenged and placed a Fruit that matched the Fruit on the Spinner collects the Acorn that was placed in front of that player by the challenger.
5. **At the end of a round, players place all played Fruit face down into the pile of Fruit on the table, and all players mix up the Fruit.** Players then draw back to five Fruit in their hands.
6. **Play continues clockwise.** If any players run out of Acorns, they may still hold and play Fruit in each round. If they win more Acorns, they are back in the hunt to win.
7. **In the event that a challenger cannot be paid their Acorn, the challenger may take an Acorn from the pile by the Spinner.**

**Winning the Game:**

The game ends when one player has collected six Acorns. That player is the winner!

**National Game Design Contest**

Who Took My Nuts?™, designed by Songlin Tian, is the grand prize winner of the 2023 National Game Design Contest. Songlin created this game for his senior project at the Otis College of Art and Design in Los Angeles.



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**The Dog Ate My Homework™**  
Ages 5 and Up  
2 to 4 Players

**Shoe Shoo Pigeons™**  
Ages 6 and Up  
2 to 4 Players



Designed by Otis School of Design Student Songlin Tian.

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Ages 6 and Up  
2 to 5 Players

**Who Took My NUTS?™ GAME**

The family **BLUFFING GAME** that will drive everyone **NUTS!**



**Instructions**

