



A “NUTZY” game for three or more players.

RULES

1. The game is best when players use different types of nuts i.e. Hazel, Walnut, Pecan, Monkey, Almond, Macadamia, etc. You need four more nuts each than the number of players – i.e. for five players, each must have nine nuts. If you do not have nuts available, the game can be played with coloured tokens, balls, buttons or coins or a mixture thereof as long as each player's tokens are easily identifiable.
2. Sit around a table which is clear of obstructions and ornaments. Print, read the rules aloud, and begin.
3. Each player chooses a different type of **Nutz**.
4. Decide by random means who is to play first. Play then continues clockwise.
5. Place a bowl, saucer or side plate in front of each player. These will be called “**BOLT-HOLES**” in the rules.
6. Place all six of your own **Nutz** in a group in front of you between your bolt-hole and the edge of the table. This space is called your “**HOME-BASE**” in the rules.
7. Using only legal moves described below, the object is to get one of your **Nutz** into each of the **bolt-holes** including your own.
8. The moment you have achieved this you shout “**NUTZ**” in a very loud voice.

LEGAL MOVES

1. Each player can only move one **Nutz** each turn.
2. Unless the “**NUTZ TO YOU**” rule is invoked, you can never move an opponent's **Nutz** unless it is in YOUR bolt-hole.
3. You are only allowed to make ONE of the following moves during your turn:-
 - a. You can move one **Nutz** from your **home-base** to YOUR OWN **bolt-hole**; OR
 - b. You can move any one **Nutz** belonging to any player from your **bolt-hole** to the **bolt-hole** clockwise or anticlockwise; OR
 - c. You can move any one of your **Nutz** from any **bolt-hole** to the **bolt-hole** next to it in a clockwise or anticlockwise direction.
4. There is a special rule called the “**NUTZ TO YOU**” rule which works as follows:

If, when it is your turn to play, you notice that whatever legal move you can make, some other **Nutzer** will win, you are permitted to shout, loudly, “**NUTZ TO YOU**” and move any two of their **Nutz** from any **bolt-holes** to any adjacent clockwise or anticlockwise **bolt-hole**.
5. Each player is only allowed to use the “**NUTZ TO YOU**” rule once in any game. If a player makes a second call or a wrong call in error, all of that **Nutzer's Nutz** are returned to their **home-base**.

GENERAL

It is strongly advised that each player remains very wary of any other player offering advice as, with experience of playing **NUTZ**, you will quickly discover that advice usually disguises a hidden winning opportunity! Alcohol lubricates the excitement considerably.

Any player pointing out or even hinting at a “**NUTZ TO YOU**” situation developing has all of his or her **Nutz** returned to the home-base. **So there!**

HISTORY

The game was invented as a challenge in 1986 by science fiction author, Tony Harmsworth, during tests for his other game, NESSIE HUNT. On the island of St. Lucia, later that year, it was test played with dozens of visitors at a Cunard hotel. A commercial version was made, but it didn't sell owing to people considering it was expensive for a box of nuts! What a shame. LOL.

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