

NUTS AND GRAINS

A drafting, trading card game with what else but nuts and grains. 3 – 4 players.

Instructions on How To Play

COMPONENTS

- 49 Nuts and Grains Cards
- 5 Favorites Cards

SETUP

1. Set aside the five Favorites Cards, face-down.
2. Choose a Dealer. They shuffle the cards and deal 6 cards to each player.
3. Turns are simultaneous, and all players play at the same time.
4. This is a drafting game, where players choose one card from their hand to keep, then pass the rest to another player.

GAMEPLAY

FIRST DRAFT PHASE

Once all players have their hand, players must choose one card from the hand they have, and keep it. **The rest must be passed to the player on their left.**

When all players have only one card left in hand, it is Discarded and this phase ends.

FAVORITES PHASE

The Dealer mixes the five Favorites cards and then deals one to each player.

The Favorites Cards indicate which variety of card will give that player extra points. It's in each player's best interest to spend the rest of the game collecting this variety of card.

TRADE PHASE

This phase is a free-for-all negotiation and trade segment of the game. Players can freely trade their cards with one another, in any way they see fit. The following ground rules apply to any negotiations.

- Players may not trade Favorite Cards.
- Players may not show each other their hands, though they may talk about them.
- Players may not share hands, cards, or sets beyond the Trade Phase.
- Players must trade cards face-up to reveal them first.

When it's clear that no more deals will be resolved, then this phase is completed.

SECOND DRAFT PHASE

The Dealer shuffles the unused cards and the Discard Pile together, and deals out one more hand of 6 cards to each player. **Passing goes to the right.** This phase is otherwise identical to the First Draft Phase, and is complete when players discard the last card in their hand.

RESOLUTION PHASE

This is identical to the Trade Phase, and it's an opportunity for players to make good on any potential deals struck in the previous Trade Phase. Again, this phase is completed when it's clear that no more deals will be settled. If a dispute seems to be going on too long, the players not involved can set a two-minute timer after which no more deals can be struck, and the Resolution Phase ends.

SCORING

Scoring is different, based on your Favorites Card and other cards in your collection. Count each card only once, in the highest-scoring set possible. See below.

FAVORITES CARD – for each matching card	OTHER CARDS – for each matching card
0 Favorites = -10 points	1 Commodity = 1 point
1 Favorite = -6 points	2 Commodities = 3 points
2 Favorites = 0 points	3 Commodities = 5 points
3 Favorites = 4 points	4 Commodities = 8 points
4 Favorites = 10 points	5 Commodities = 11 points
5 Favorites = 18 points	Each matching card after the 5th = +1 point
Each matching card after the 5th = +2 points	1 of each Commodity = 12 points
	Beetle = -3 points
	One Big Sack = this "wild card" adds one commodity of your choice to a set

The player with the most points wins the game! If there's a tie, the player with the most cards that matches their Favorites Card. Otherwise the tied players share the victory.

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