



## INSTRUCTIONS

**Object:** To collect the most Corn

### **Multi-Player Set Up:**

Shuffle all cards. Flip the top card face-up in the center of the table. Then deal 14 cards to each player face-down. Players cannot look at their cards. Place any unused cards back in the box. Finally, place all Corn in a pile next to the flipped card.

### **Single Player Set Up:**

Same as multi-player, except deal yourself 25 cards face-down and place the unused cards back in the box.

### **Overview:**

Player(s) take turns guessing if the card they will flip is higher or lower than the face-up card in the center of the table.

## Game Play:

1. Youngest player goes first
2. Player announces, "High" or "Low," and flips over his/her top card onto the center card to create one pile, then if Guess is:

**Correct:** Player takes 1 Corn from the center \*

**Incorrect:** Player returns 1 Corn from his/her pile to the center \*

**If the numbers match:** No action is taken

\* If no Corn can be taken/returned then no action is taken

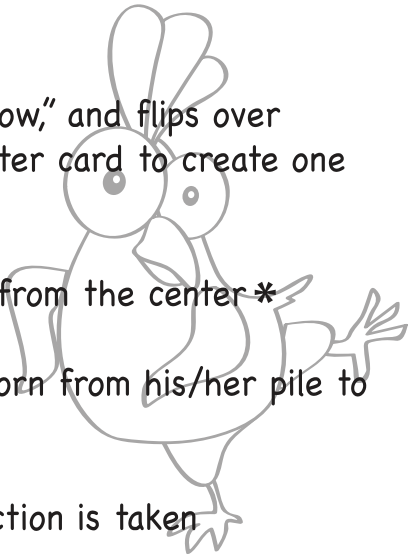
3. Continue with next player, clockwise, by repeating Step 2. Play until the last card is flipped onto the center pile.

**The player with the most Corn wins!**

**For a single player game, player must win all Corn.**

## TIE BREAKER:

Deal out 5 new cards to every tied player and flip a new card face-up in the center of the table. Players then take turns guessing and flipping. Every time a player guesses incorrectly he/she is eliminated. Repeat if necessary. Last player wins!





## INSTRUCTIONS

### Object:

To collect the most acorns.

### Set Up:

Assemble the 4 ring pieces, in any order, and place the ring in the center of the table. Keep the acorns in the box. Randomly select 4 acorns from the box and place 1 in each circle on the ring. Each player then selects a Ninja Character Card. Any unused characters can be placed back in box. Next, shuffle cards. Deal them all, face down, evenly to the players. Do not view your cards.

### Game Play:

The youngest player goes first by flipping his/her top card into the center of the ring.\*

*\* A player should not view the card as it is flipped.*

Players continue to take turns flipping their top card onto the pile until a matching card is flipped. A matching card has a Ninja Squirrel and acorn that are the same color.



When a matching card is placed on the pile, all players try to grab the matching colored acorn on the ring.\*

The first player to grab the acorn wins it. The player then takes it off the ring and keeps it.\*\*

*\*If no matching colored acorn is on the ring, play continues until another matching color card is flipped.*

*\*\*The empty spot on the ring is filled by randomly picking another acorn from the box. Note: It is possible to have 2 or more of the same colored acorns on the ring. However, when a matching card is flipped, each player can only try to grab 1 acorn.*

If a player grabs incorrectly, he/she must return 1 acorn from his/her pile back to the box. If the player does not have an acorn, then there is no penalty.

### **Ending the Game:**

The game ends when either all cards are flipped or all acorns are won, whichever occurs first.

### **Winning the Game:**

The player with the most acorns wins.

### **Tie Breaker:**

Return all acorns to the box. Randomly select 4 acorns and place 1 on each circle. Next, shuffle all cards and deal all cards evenly, face down, to all tied players. Youngest player begins. The first player to win 1 acorn wins!

