



INSTRUCTIONS

Object:

To collect the most acorns.

Set Up:

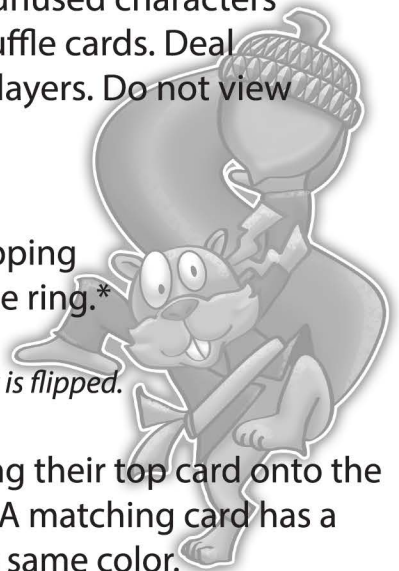
Assemble the 4 ring pieces, in any order, and place the ring in the center of the table. Keep the acorns in the box. Randomly select 4 acorns from the box and place 1 in each circle on the ring. Each player then selects a Ninja Character Card. Any unused characters can be placed back in box. Next, shuffle 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!

