

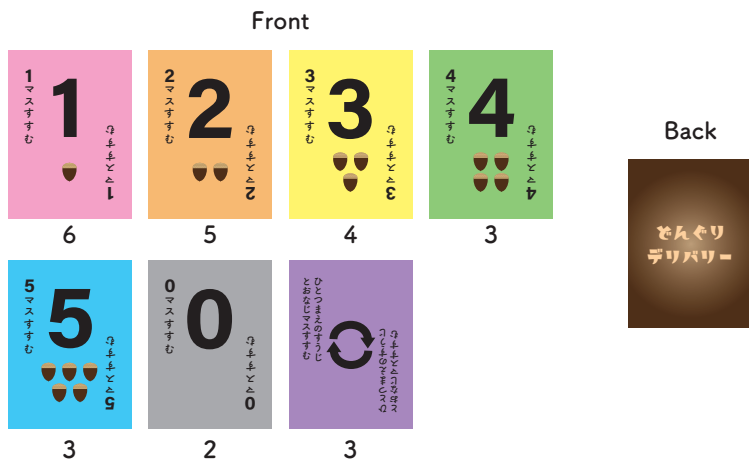
# Acorn Delivery

## Instruction Manual



### ★ Contents

- 1 Play Sheet (Front: Normal Map, Back: Challenge Map)
- 26 Cards



- 1 Acorn Piece
- Instruction Manual



### ① Story

Deep in the forest, the squirrels discovered a huge acorn. "Let's share it with everyone at the nest!" they exclaimed excitedly. But to get back to the nest, they had to cross several steep slopes. Will the squirrels manage to carry the acorn all the way to the nest without dropping it?

### ② Objective

Players use cards to work together to move a single acorn piece. Be careful not to go too far and end up on the "Acorn has dropped" square, and if the acorn piece lands exactly on the "Goal" square, you win.

### ③ Setting Up the Game

- (1) Decide whether to play the Normal Map (for beginners) or the Challenge Map (for advanced players), and place the play sheet so that the side you choose faces up.

※ For first-time players, we recommend the Normal map.

- (2) Place the acorn piece on the "Start" square on the play sheet.
- (3) Deal two cards face down to each player. The dealt cards form your hand and must be kept hidden from the other players

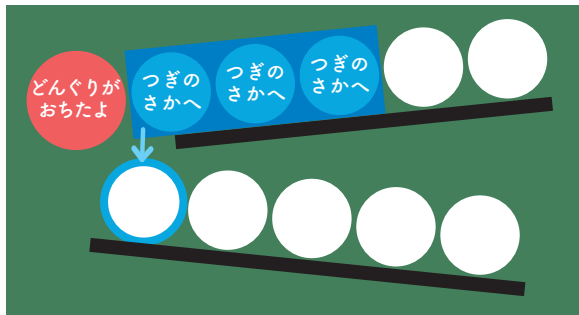
△ While playing the game, do not reveal the contents of your hand or ask questions about it.

- (4) Place all remaining cards face down to form a draw pile, and place it in the center of the table.
- (5) Decide who plays first by rock-paper-scissors or some other way.

### ④ Game Play

- (1) On your turn, draw one card from the draw pile.
- (2) Choose a card from your hand, place it on the discard pile on the table, and move the acorn piece forward by the number shown.  
※ "Move the same number of squares as the previous number" means moving the acorn piece the same number of squares as the last card played (or, if repeated, the most recent different card). This card cannot be played at the start of the game.

- (3) If you land on “To the Next Hill” square move your acorn to the first square on the next hill. If you miss that square and land on “The Acorn has dropped,” square you lose. To play again, place your acorn back on “Start” square and begin again.



< Squares and Hills with special effects on the play sheet >

▷ The first square on the third hill (みつつめのさかの最初のマス)



→When a player reaches the first square on the third hill, each player chooses one card they no longer need and discards it, starting with the next player. Every player must discard exactly one card.  
(From now on, play with one fewer card than you started with.)

▷ The fourth steep hill (よつつめのきゅうなさか)

よつつめのきゅうなさか +2 +2 +2 +2 +2

→As long as the acorn piece is on the fourth hill, it moves forward by the amount equal to “+2” added to the card played.  
(e.g., Play “Move 1 square” card → Move the acorn 3 squares.)

▷ (In the Normal map) the fifth bumpy hill (いつつめのでこぼこざか)

-1 -1 -1 -1 -1 ひとつつめのでこぼこざか

→As long as the acorn piece is on the fifth bumpy hill, it moves forward by the number of spaces equal to “-1” on the card played.  
(e.g., Play “Move 1 square” card → The acorn stays on that square.)  
(e.g., Play “Move 1 square” card → The acorn stays on that square.)  
(It does not move back one space.)

▷ (In the Challenge Map) the fifth bumpy hill (いつつめのでこぼこざか)

ひとつつめのでこぼこざか

→As long as the acorn piece is on the fifth bumpy hill, it moves 1 square forward or backward, depending on the square it lands on.

(e.g., Play “Move 1 square” card and land on a “Move 1 square back” → the acorn piece returns to the square it was originally on.)

(e.g., Play “Move 0 square” card and land on a “Move 1 square back” → the acorn piece moves back one square from its original square.)

- (4) Once you've moved the acorn piece, your turn ends.

The turn passes clockwise to the player to your left.

- (5) Players take turns. When the draw pile runs out, shuffle the discard pile, place it face down, and use it as a new draw pile.

## ⑤ Ending the Game

If the acorn piece lands exactly on the “Goal” square, you win.

If it ends up on the “Acorn has dropped” square, you lose.

To try again, place it on the “Start” square and begin over.

## ★ Easy Mode

For younger children, deal three cards to each player instead of two at the start of the game to make play easier and much easier to win.

# Acorn Delivery

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ver.1.0.1



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△Warnings△ (Please Read)

- Do not give this product to children under 3 years of age. There is a risk of choking.
- Keep away from fire. This may cause deformation or a fire.