

# Quick Start Instructions

## Go Nuts for Donuts (2-6 players)

### Setup:

- Find the **numbered donut row indicators**, in the center of the play area, place these indicators in a line that will stay there throughout the game. **Use 1 additional indicator than the number of players.**
  - For example, in a four-player game, use donut row indicators 1-2-3-4-5.
- Give each player a set of little rectangular **numbered selection cards** equal to the **number of players plus 1** (so also equal to the number of donut row indicators)
- Shuffle the deck of donut cards. Place it face down where all players can reach.
- To begin, draw the number of donut cards equal to the number of indicators and place 1 donut card **face up** below each of numbered donut row indicators. This is called the **donut row**.

### How to Play:

- On each round, every player secretly decides which donut in the donut row they want. Each player finds the corresponding indicator number among their **small selection cards**. Keep your choice and your card secret and place it face down in front of you once you know which donut you want. Wait until everyone has their selection card chosen and face down in front of them.
- Then, **count 1-2-3 together**, turn over all your selection cards at once to reveal which donut every player picked.
  - Are you the **only player** who picked a certain donut? Yay! You get to take this donut card from the donut row and add it to your cards in front of you.
  - Did **more than one player** pick the same donut? Oh no! That means **no one gets it!** This card is moved to the **discard pile**.
- Some donut cards score only points, whereas others may have **actions** that you need to deal with immediately after picking them up from the donut row. If multiple players picked up cards with actions, the **card from the lowest numbered spot in the donut row goes first**.
  - If you get a donut card from another player that has an action on it, you cannot activate the action again! It is a one-time use.
- At the end of each round, all open slots in the donut row are filled with new cards from the draw pile.

### Game End and Scoring:

- The game ends when the donut row cannot be fully filled from the draw pile.
- Each player counts their points, and the player with the highest total wins!