

NUTS

By Roberto Grassi



“Nuts” is a simple storytelling game for two players. This game is suitable to be used in the evenings with friends to spend an evening with joy.

All the players need to do is to tell a story and when they disagree on something they must bring into play their peanuts to decide who wins.

Here's how.

Have 10 peanuts (or 10 small objects) for each player and determine who begins to tell.

The first player starts to tell a story and stops when the other player wants to oppose.



Example:

Player A (narrating): There was once a fisherman who lived in a house near the ocean. The fisherman was very poor ...

Player B (opposing): NO! For me, the fisherman was rich and had many boats.

At this point, the player B, who opposes, brings into play a number of peanuts to 'win' the narration. Peanuts at stake are placed in the middle of the table.

Example:

Player B: I play 3 peanuts.

The player can decide:

1. To give up the conflict immediately. In this case the player B wins the storytelling and

gains the right to narrate. Player A has the right to take by default half of the peanuts on the table.

2. To participate in the conflict. In this case, player A is forced to raise with a higher number of peanuts.

Example:

Player A: No. Bid with 4 peanuts.

The betting proceeds until a player gives up because he has no more peanuts or because he does not want to take any risk.

In this case, the player who wins gains the right to narrate and take one nut (if any) from the center of the table. The loser takes up to three peanuts from the table (if any).

Thus, the story proceeds as before, until the next conflict.

The game ends when at least one of the two players, who won the right to tell, has a number of peanuts less than 2.

In this case, the player who has the right to tell ends the story with no opportunity to oppose by the other player.

Game Time	Variable
N. of Players	2
Level	Easy
Needed	20 Peanuts