GAMEWRIGHT®

gonuts for donuts!™

rules of play



Contents

70 donut cards • 42 selection cards • 7 donut row indicators

Objective

A massive tray of fresh donuts has just rolled out of the bakery. You and your fellow donut lovers want to eat as many as you can, but there is no sharing in this game! If two or more players pick the same donut, nobody gets it. Pick your donuts wisely and see if you can get the most points by the time all the donuts are gone!

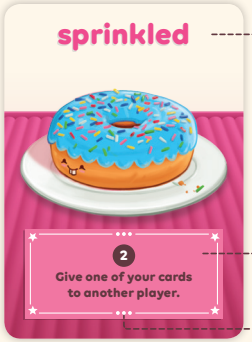
Setup

1. Give each player a set of selection cards equal to the number of players plus one. For example, if there are three players, each player should receive the 1, 2, 3, and 4 selection cards. Place any extras back in the box.

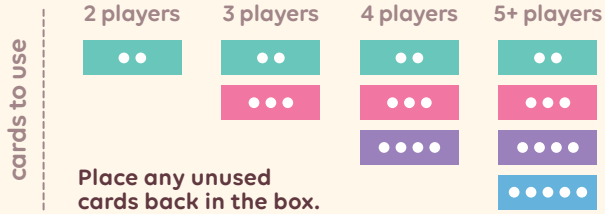


2. Take a moment to look over the various donut cards in the game.

Reference the Donut Guide in the back of the rules for specific scoring features and powers.



3. Create the donut deck by adding or removing cards according to the number of players. Each card has a colored background and dots around its description box that indicate the minimum number of players it takes to include that card in the game.

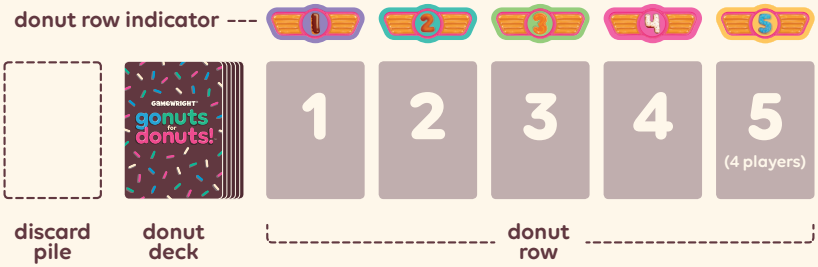


4. Shuffle the donut deck and place it face down near the center of the play area. (Leave space to the left of the deck for a discard pile.)

5. Draw and place cards face up to the right of the donut deck equal to the number of players plus one. This is the donut row.

6 Place a donut row number indicator above each card in numerical order, starting with the card closest to the deck and moving to the right. (The card closest to the donut deck will be referred to as card 1, the next donut card is card 2, and so on.) These indicators will stay in place throughout the game.

Starting layout for 4-player game.



How to Play

A game takes place over several rounds. To start a round, each player secretly picks which card they want from the donut row by taking a selection card from their hand and placing it face down in front of them. The numbers on your selection cards represent the position of the card in the row. (For example, if you want to take card 2 from the row, then place your "2" selection card face down in front of you.)



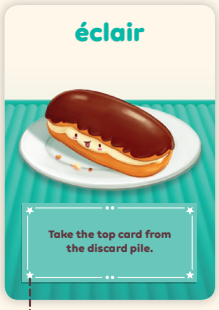
Once each player has a selection card face down in front of them, everyone simultaneously reveals it. Then, **starting with the lowest selection number and counting up,** players look to see if they get to take the card:

- If two or more players picked the same card, no one gets it! Immediately discard that card to the discard pile.
- If you are the only player to pick a card, take it from the donut row and place it face up in front of you. (All cards you own stay face up in front of you for the rest of the game and are open knowledge.)



Action Cards

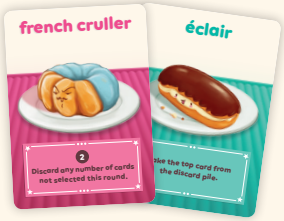
If a card has a ★ at the corners of its description border, that means it has a special power that must be activated immediately when it is taken from the donut row. Read the text on the card for the specific action. **Competing actions are resolved in numerical order.** (In other words, resolve any card action in the 1 slot before moving onto the next selection number.)



action card

IMPORTANT: You may only activate a card's power when you take it from the donut row. The power does not activate when you get the card from another player, draw from the deck, or take from the discard pile.

Example: Claire won an éclair from the donut row and uses its power to take the top card from the discard pile. She gets a french cruller and places it face up in front of her. She does not use the power for the french cruller, but still gets 2 points for that card at the end of the game.



Starting a New Round

When all of the selected cards have been taken (and all powers have been resolved), refill the empty spaces in numerical order with cards from the donut deck. All players should take back their selection cards into their hands and begin a new round, which plays out just like the previous one.

Ending the Game

The game ends when there are not enough donuts in the donut deck to fully replenish the donut row. At that point, each player counts up their points and the player with the highest total is the winner. If there is a tie, the player with the most cards wins the game. If the players are tied for both most points and cards, they share the victory.

Donut Guide

(Cards ordered by number of players, quantity in parentheses.)
★ Indicates action card



Chocolate Frosted (3) ~ ★ When you take this card from the donut row, immediately draw the top card from the donut deck and place it face up in front of you.



Donut Holes (6) ~ Count the number of donut hole cards you have at the end of the game. Score **1 point if you have one, 3 for two, 6 for three, 10 for four, or 15 if you have five or more.**



Éclair (3) ~ ★ When you take this card from the donut row, immediately take the top card from the discard pile.



French Cruller (1 per player count color) ~ Score **2 points** at the end of the game. ★ When you take this card from the donut row, discard any number of cards in the donut row that were not selected this round.



Glazed (5) ~ Score **2 points** at the end of the game.



Jelly-Filled (6) ~ Count the number of jelly-filled cards you have at the end of the game. Score **0 if you have one, 5 for two or three, 10 for four or five, or 15 if you have six.**



Maple Bar (2) ~ Score **3 points** at the end of the game if you have more than six types of donuts.



Plain (7) ~ Score **1 point** at the end of the game.
If you have more plain donut cards than any other player, score **3 additional points for the set.** (If it's a tie, each tied player gets 1 bonus point.)



Powdered (4) ~ Score **3 points** at the end of the game.



Boston Cream (6) ~ Count the number of boston cream cards you have at the end of the game. Score **0 if you have one, 6 for two, 0 for three, 15 for four, 0 for five, or 25 if you have six.**



Double Chocolate (2) ~ ★ When you take this card from the donut row, immediately draw two cards from the donut deck. Keep one of them face up in front of you and put the other back on top of the deck.



Red Velvet (2) ~ Score **-2 points** at the end of the game. ★ When you take this card from the donut row, take one donut of your choice from the discard pile.



Sprinkled (2) ~ Score **2 points** at the end of the game. ★ When you take this card from the donut row, give one of your cards to an opponent. If you have no other cards, you must give this card to an opponent.



Bear Claw (2) ~ Score **-2 points** at the end of the game. ★ When you take this card from the donut row, take a card from an opponent.



Cinnamon Twist (2) ~ Score **1 point** at the end of the game. ★ When you take this card from the donut row, all players simultaneously pass a previously collected card to the player on their left. If one or more players have no cards to pass, discard this card instead.



Coffee (2) ~ At the end of the game, score **1 point** for each card that gives you negative points. (The negative point cards still count as negatives.)



Day-Old Donuts (1) ~ Score **-7 points** at the end of the game.
★ When you take this card from the donut row, take up to any 3 cards of your choice from the discard pile.



Milk (1) ~ Score **5 points** at the end of the game.
★ When you take this card from the donut row, discard 3 of your cards, or discard this card.



Old Fashioned (2) ~ Score **5 points** at the end of the game if you have fewer than 10 donut cards.



Maple Frosted (2) ~ Score **5 points** at the end of the game if you have the fewest cards of all players.



Mucho Matcha (2) ~ Score **3 points** at the end of the game if you have fewer than 7 types of donuts.



Raspberry Frosted (2) ~ ★ When you take this card from the donut row, discard one of your previously collected cards. If you have no other donuts, you must discard this donut.



Strawberry Glazed (2) ~ Score **-2 points** at the end of the game.
★ When you take this card from the donut row, discard one card of your choice from an opponent. If none of the other players have any cards, you just keep this card.

A Word from Gamewright

Strategy...Choices...Tension... Three essential ingredients to any great game. All of them play a vital role in this easy-to-learn and instantly engaging card game from first-time inventor Zachary Eagle. Together with the team at Daily Magic Games, Zachary created a unique twist on set collection card games. In addition to the whimsical variety of donuts inside, part of what makes **Go Nuts for Donuts!** stand apart from the crowd is the secret bidding. This adds a delicious layer of tension that will surely tempt you to come back for another round!

Game by Zachary Eagle

Illustrations by Claire Donaldson

Special thanks to Mike Brodu
for input on card design





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