

# Best Nest

## Overview

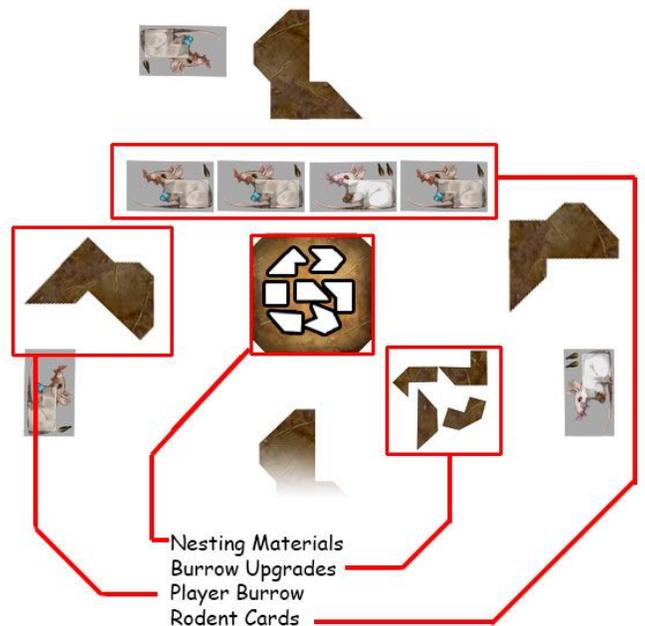
*Best Nest* is a **2-4 player competitive game** where players play as rodents that are gathering materials to make large and well packed nests and burrows

## Goal

Score the most points by collecting and allocating material pieces strategically within burrows to make a beautifully packed nest.

## Setup

1. Players begin by taking a Mouse card.
2. Shuffle the Rodent cards, only including 1 Hamster card per player, and place them face down by the Gathering Space. Do the same with the remaining Burrow upgrades.
3. Randomly pull 7 Nesting Materials and place them face down on the Gathering Space
4. Place Rodent cards equal to the number of players face up in the Rodent Space above the Gathering Space.
5. Place Upgrade cards equal to the number of players face up in the Upgrade Space near the Gathering Space
6. The game now begins, with the player that last pet a rodent going first, spending their actions.



## Round Structure

*Best Nest* is broken into 2 phases: Gathering and Maintenance.

**Gathering:** Players go counter clockwise, taking turns performing 1 action, per rodent owned, After every Rodent has returned to the Burrow, the Gathering is over.

**Maintenance:** Players may spend seeds to rearrange their Nesting Materials and the Nesting Materials, Rodent Cards, and Burrow Upgrades are replaced. When everyone is satisfied with maintenance, a new Gathering round begins.

The Round ends after the Maintenance phase ends.

## Rules

### Golden Rule-

Players may **NOT** re-adjust any of the Nesting Materials out of their turn. **They can only be altered through actions.**

### Gathering Space-

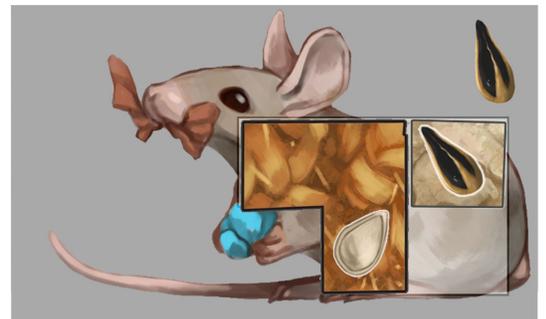
- There are always 7 nesting materials in the Gathering Space at any given moment.
- When a Nesting Material(s) is gathered from the Gathering Space they are replaced with facedown nesting materials at the end of the round.

## Gathering phase-

- Players take turns performing any of the follow actions with their Rodents.
  - Gather Nesting Materials
  - Steal Nesting Materials
  - Buy Another Rodent
  - Upgrade the Burrow.
  - Defend

### Gathering Nesting Materials-

- Players, when they have a Rodent on the Gathering Space may gather Nesting Materials for the corresponding Rodent.
- The player may gather as many Nesting Materials as they want, as long as the Materials fit in the Rodent Card's carrying space without the pieces overlapping.



### Stealing Nesting Materials-

- Players chooses a rodent that has not taken an action and takes 1 of any Nesting Material from another players Burrow.
- The chosen rodent must have enough space in its inventory to steal the Nesting Piece
- A player trying to steal, must have more Rodents in the Burrow they are stealing from than are defending that Burrow. So if a player is stealing a Material from a Burrow guarded by 2 Rodents, they must have 3 of their own Rodents in the Burrow.

### Buying Another Rodent-

- Players may spend seeds to add 1 rodent Rodent to their group from the Rodent Space
- Players may only buy a rodent once per turn.
- New Rodents may use their action immediately.
- Players are only allowed to have 1 Hamster each.

### Upgrading the Burrow-

- Players choose one of the Burrow Upgrades from the Upgrade Space.
- Players may only upgrade the Burrow once per round.
- Burrow upgrades extend the volume of the Burrow, and can be placed anywhere along the Burrow.
- Burrow upgrades can overlap.
- At the end of a round, any missing Burrow upgrades are replaced beside the Gathering Space with newly drawn Burrow Upgrades.



Must have a rodent defending the burrow to upgrade.

## Maintenance Phase-

During Maintenance the Rodent cards and Burrow Upgrades are replaced with newly drawn cards.

Players can also spend 1 Seed to rearrange a piece of Nesting Material. The Nesting Material may be placed anywhere within the space of the Burrow, including over or under another piece, as long as it does not move another Nesting Material.

Rearranging a Nesting Material also allows players to decide to discard a Nesting Material, where it will join the other pieces not in the Gathering Space, to reenter the game later.

### Nesting Materials-

- Nesting materials come in repeating shapes and sizes, but will have different textures (paper, fabric, and wood chips) and different Seeds laying within them.
- Nesting materials must fit within the burrow and may overlap each other.

### Seeds-

- Seeds are gathered at the end of each round.
- Players gather seeds equal to the visible seeds in their Burrows. If a Seed is not visible, or only partially visible, it is not scored.
- Seeds are the main currency and used to calculate who wins the game.



Because this seed is covered, its value is not calculated at the end of the Maintenance phase.

## **End Game**

When the final nesting material is gathered, any players left to take their turns in the round complete their turns. When the round is over, players gather seeds one final time, see what bonuses they qualify for, and the game ends.

### **Bonuses-**

Players can earn additional seeds at the end of the game through several aesthetic bonuses.

#### **Favorite Material- 5 seeds**

The player with the most of a certain Material (paper, fabric, and wood chips) earns 5 seeds. So the player with the most paper earns 5 seeds, the player with the most moss earns 5, etc.

#### **Neat and Tidy- 1 seed**

For each contiguous cluster of 5 Materials, a player may earn an additional seed. [DIAGRAM]

Whoever has the most seeds has the Best Nest and is the winner!