



OFFICIAL RULE GUIDE

VERSION 1.0

INTRODUCING

RANSACK!

The world is a cold and cruel place, especially for these poor critters trapped in an endless ice age! Just when all hope seems lost, rumor spreads that there are legendary Golden Nuts hidden in the tundra with the power to provide everlasting warmth. As a last ditch effort towards survival, the remaining creatures decide to team up in pursuit of these divine seeds.

However, the journey ahead is perilous and full of danger. Lurking predators, devastating traps and many more await as you guide your team of critters towards their nutty fate!

HOW TO WIN

Be the first to fill your Stash Zone with 3 GOLDEN NUTS!



CARD TYPES

CRITTERS

These cuties are how you will find and defend those coveted crystalline kernels.



Card Type - Critter Class

Level

SP (Search Power) Value

AP (Attack Power) Value

Card Name

Card Effect
only active while on the Field

Level Up Bonus Effect

CARD TYPES

CRITTERS

(CONTINUED)

SP

The SP Value of a Critter determines how many cards are flipped from the top of the Encounter Deck when that Critter is Searching.

AP

The AP Value of a Critter is compared when that Critter is Attacking, Defending, and/or encountering a Predator.

LEVEL

A Critter may only be played from hand by placing X-1 other cards from your hand to the bottom of the Critter Deck, where X is the Critter's Level. You may Level Up one of your Field Critters with a Critter in your hand that is 1 Level higher as an Action.

LEVEL UP BONUS

When a Critter Levels Up, the new Critter obtains the Level Up Bonus effects of the Critters beneath them. These effects stack, but Keywords obtained by Level Up Bonus effects cannot be used multiple times (ex. two instances of EVADE will both trigger simultaneously).

CRITTER CLASS

Some card effects will reference the class of a Critter within their card effect. For example, Skruffy gets an additional 1 SP & 1 AP while there are 2 or more Skratchers on your Field. In this example, "Skratchers" is referencing the Critter Class of those Critters.

CARD TYPES

ENCOUNTERS

Encounter cards are the denizens of the Encounter Deck. There are 4 different types of Encounter cards:

PREDATORS

When encountered, Predators force a battle between themselves and the searching Critter.

If the Critter wins the battle, the player that searched with it is awarded a Draw from the Critter Deck and the search continues!

If the Critter loses the battle, it is considered "killed" and placed at the bottom of the Critter Deck.



EQUIP ITEMS

When encountered, Equip Items will be placed underneath the searching Critter.

Some, like the Trap! shown to the right, will have adverse effects on your Critters while others will be helpful.

When a Critter is killed while an Equip Item is in its stack, place any Equip Items from that stack on the bottom of the Encounter Deck.



CARD TYPES

CRITTERS (CONTINUED)

HOLD ITEMS

When encountered, these items have effects that can trigger immediately, but they also have the ability to be placed into your unoccupied Item Zone for later use. The player that encounters a Hold Item makes the choice.

During your turn, you can spend an Action to use an Item from your Item Zone.

When the Item is used, it is removed from the Item Zone.

Some Hold Items are also Equip Items!



STASH ITEMS

When encountered, Stash Items are placed into the Stash Zone of the player that controls the searching Critter.

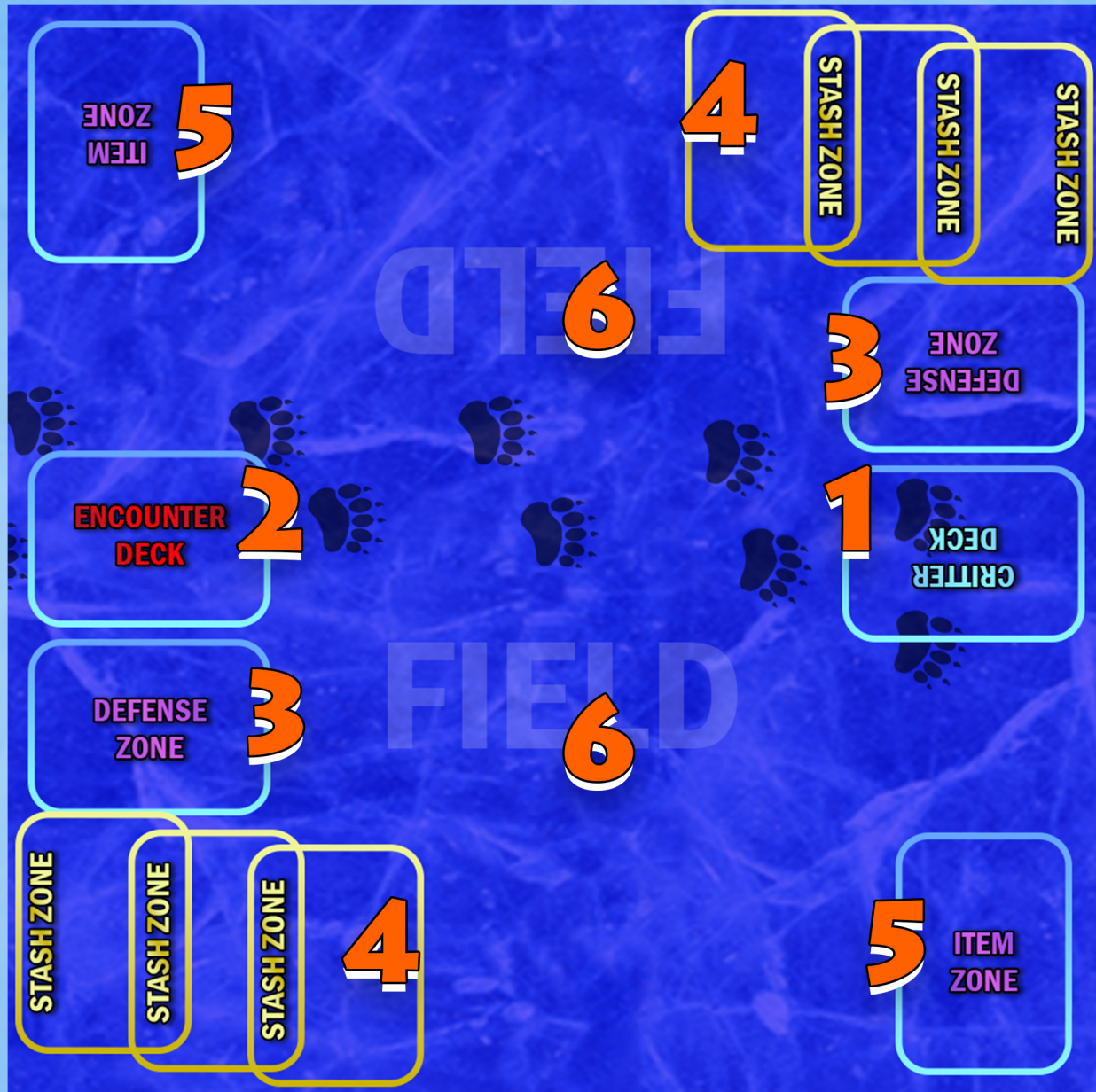
Only 1 Stash Item may occupy each Stash Zone.

Currently, the only Stash Items are the Golden Nuts. Different and unique Stash Items will come in the future!



STARTING UP

THE GAME BOARD



1 CRITTER DECK ZONE – place the Critter Deck here face-down

2 ENCOUNTER DECK ZONE – place the Encounter Deck here face-down

3 DEFENSE ZONE – place a Critter here face-up to defend your Stash Zones

4 STASH ZONE – place the Stash Item cards you encounter in these zones (1 card max per zone)

5 ITEM ZONE – place the Hold Item cards you encounter in these zones

6 FIELD – this is where your Critters go. Critters on the Field are considered “Fielded Critters”. A Critter’s card effect is only active while in this zone, unless otherwise stated

STARTING UP

SETTING UP

Before beginning the game, all players have the opportunity to shuffle the Encounter Deck and Critter Deck. Place the decks, face-down, in their appropriate zones after shuffling has concluded.

All players roll 1 D6. Highest roller takes the first turn and begins the game.

Starting with the highest roller and traveling clockwise, all players Draw 3 cards from the Critter Deck.

TURN STRUCTURE

- 1. TURN START** – *some abilities resolve in this step*
- 2. READY PHASE** – *unsuspend your suspended Field Critters*
- 3. DRAW PHASE** – *Draw 1 from the Critter Deck*
- 4. ACTION 1** – *Perform 1 Action*
- 5. ACTION 2** – *Perform a second Action*
- 6. TURN END** – *Turn is passed to the next player*

Actions are listed on the next page!

ACTIONS



DRAW 1 FROM THE CRITTER DECK



PLAY A CRITTER FROM HAND TO FIELD



PLAY A CRITTER FROM HAND TO DEFENSE ZONE



SEARCHING WITH A FIELD CRITTER



ATTACKING WITH A FIELD CRITTER



LEVELING UP A FIELD CRITTER



UTILIZING A CARD IN YOUR ITEM ZONE



DOING NOTHING (YOU MUST VOCALLY CHOOSE THIS OPTION)

STARTING UP

SEARCHING

SEARCHING is the primary way Critters will obtain Golden Nuts. To **SEARCH** with a Critter, suspend the Critter and declare that you are **SEARCHING** with it.

Critters **SEARCH** by flipping the top card of the Encounter Deck face-up. This occurs a number of times equal to the **SEARCHING** Critter's SP value.

ENCOUNTER CARDS ARE FLIPPED AND RESOLVED ONE AT A TIME. Each Encounter card must resolve its ability in full before the **SEARCH** may continue.

If the **SEARCHING** Critter is killed during the **SEARCH**, the **SEARCH** immediately ends.



STARTING UP

ATTACKING

ATTACKING is how Critters battle other Critters and how Critters help steal the opponent's Stash Items!

To **ATTACK** with a Critter, suspend the Critter and audibly state that you are **ATTACKING** with the Critter. Then, determine your attack target.

Viable attack targets are:

- Suspended Field Critters
- Critters in the Defense Zone

If you **ATTACK** with a Critter while the opponent's Defense Zone is unoccupied, automatically steal 1 Stash Item.



STARTING UP

GAME TERMS

SUSPEND

Turning the card from the upright position to the sideways position. This signifies card use and vulnerability.

KILLED

When a Critter loses in battle. Level 1 Critters can also be **KILLED** by a Poison Equip Item. **KILLED** Critters, and their stacks, are placed on the bottom of the Critter Deck.

KEYWORDS

LVL BREAK

PLACE THE TOP CARD OF THE CRITTER'S STACK ON THE BOTTOM OF THE CRITTER DECK.

DEFENDER

THE CRITTER MAY MOVE FROM THE FIELD TO THE DEFENSE ZONE. THIS CONSUMES AN ACTION POINT.

SCOUT

YOU MAY SUSPEND THE CRITTER TO LOOK AT THE TOP X CARDS OF THE ENCOUNTER DECK, WHERE X IS EQUAL TO THE CRITTER'S SP. THIS CONSUMES AN ACTION POINT.

EVADE

THE CRITTER IGNORES THE FIRST TRAP OR PREDATOR IT ENCOUNTERS WHEN SEARCHING.

REVENGE

WHEN THE CRITTER IS KILLED BY ANOTHER CRITTER, BOTH CRITTERS DIE FROM THE BATTLE.