

HOW TO PLAY

V. 1.0

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SQUIRMISHY™

THE VIDEOGAME
OF BRAWLING BEASTIES



Squirmish is a card game where beasts, brawlers and bullies battle to see who's boss. It takes 30 minutes or so to play, and is for one player or online PVP. NO BABIES!



The Squirmish Deck:

The classic deck contains 70 cards. A custom deck can contain 36 to 70 cards. A mini-deck contains 12 cards. Different decks are used for different play-styles.

WINNING THE GAME!

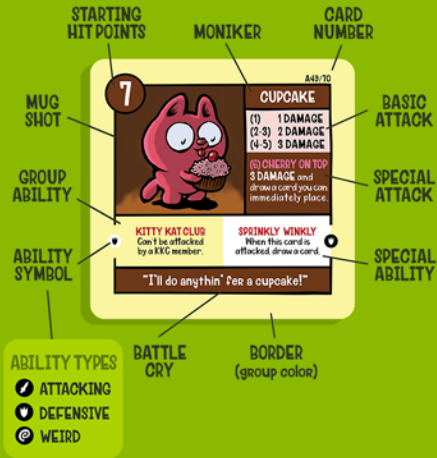
The first player with three cards in their victory pile wins the game! The cards in your victory pile are shown by the stars underneath your avatar in the upper left of the screen.



SETUP:

You and your opponent are each dealt six cards. The remaining cards are stacked in a face down pile off to one side, which will be the deck. The top card is revealed and placed next to the deck to start the discard pile.

ANATOMY OF A SQUIRMISH CARD



SEQUENCE of PLAY

1: ATTACK!

2: Resolve any abilities & clean up.

3: Place a card or move, if you wish.

4: Draw a card, if you wish.



HOW TO PLAY

Squirmish starts with a weigh-in. Each player picks one of their cards and places it face down in front of them. The cards are then revealed at the same time. The player who picked the card with the lowest hit points goes first by placing it face up in the center of the playing area grid. Then the opposing player places their chosen card adjacent to that card. All cards face the player that controls them to keep track of who controls what cards. The connected cards in the middle of the table are collectively known as "The Squirmish."



If more than one player reveals a card with the same hit points in the weigh-in, the player that goes first is inscrutably determined by mysterious forces you can neither control or comprehend. Such is life.

After the weigh-in, the game continues starting with the player who placed their card first. On each turn, players take the following steps, in order:

STEP 1: ATTACK!



Cards can only attack adjacent cards unless the card says otherwise. To attack a card, click on one of your cards you want to attack with. Target icons will then appear on other cards showing what cards you have available to attack. Clicking on a target initiates the attack.

Next, a six-sided die is rolled for your attack. The effect of the roll can be read on the first screen of your attacking card. Damage or healing is applied to the attacked card's hitpoints. If you rolled high enough to enact your card's special attack, it will usually have other immediate effects on the game as well.

The first time you attack with a card, if you click the "battle cry" button on the card, the card will say its battle cry, and you earn a **+1 DAMAGE** or **+1 HEALING** modifier to your roll with that card on that turn. If multiple cards are affected by your attack, the battle cry modifier only affects damage or healing done to the card directly attacked.



- Some attacks heal rather than doing damage. Isn't that nice?
- When applying modifiers to an attack, addition or subtraction modifiers are always applied before any multiplication or division modifiers.
- An attack result of "NO EFFECT" cancels all modifiers, including from a battle cry.
- A knocked out card is added to a victory pile after abilities are resolved in STEP 2... some abilities can potentially affect the attack results.

STEP 2: RESOLVE ANY ABILITIES & CLEAN UP

Every card has a special ability listed on it. Attacking abilities 🗡️ happen on attack, defensive abilities 🖐️ happen when defending against an attack, and weird abilities @ happen when specified by the card.

Some cards also have group abilities, which are similar to special abilities, but are affected by other group member cards in play. Group cards have a border color specific to that group, and the group abilities share this color.



Members of
The Society
of Slime

Cards in play with weird abilities can be resolved by their owners even if they are not part of an attack. These abilities are so weird they even work in outer space!



Group abilities are only activated when more than one member of that group is in play (and they are activated even if the cards in play are controlled by different players).

Attacking and defensive abilities happen automatically. Weird abilities you choose to activate during this phase by clicking on the swirl that appears next to that ability on the card at the appropriate time.

After all abilities have been dealt with, get out your mop... it is time to clean up the Squirmish. Any cards that have been knocked out go to the appropriate victory pile. That could leave the Squirmish broken!



Any cards disconnected from the Squirmish by a knockout (or for any other reason) are fragmented. We don't let them escape that easily, though! Fragmented cards must be immediately re-attached to any open card edge around the perimeter of the Squirmish by the card's controlling player. If multiple cards are disconnected, the active player re-connects their cards first. The largest island of cards is the Squirmish. If there is more than one island of the same size, the Squirmish is determined automatically through sinister, opaque machinations.

STEP 3: PLACE A CARD OR MOVE, IF YOU WISH

Before a card can fight, it must be placed in the Squirmish.

TO PLACE A CARD YOU CAN EITHER:

- Set a card from your hand adjacent to another card in play, OR
- Replace a damage-free card you already have in play with a card from your hand. (The replaced card is discarded in the discard pile.)



- At most, a card can have 4 adjacent cards, one on each side.
- You may have up to 5 cards in play at a time.
- You may have up to 17 fingers on each hand.

Cards you control are placed facing you, which is how you keep track of who controls them. Alternately, you can just smell your opponents on them.



If you choose not to place a card, you may instead move one of your cards. To move a card, you swap the positions of your card and another card. Cards can only move to an adjacent position unless a card says otherwise.

STEP 4: DRAW A CARD, IF YOU WISH

To end your turn, you may choose to draw the top card off the deck and add it to your hand. You may have up to five cards in your hand at any time. If you have more than five cards, you must discard one. After drawing a card, the other player starts their turn.



KNOCKOUT!

If a card has taken damage equal to or greater than its hit points, it is knocked out and goes into the attacker's victory pile.



- You may attack your own cards, but if you knock them out, they are discarded instead of going in your victory pile (unless a card says otherwise).
- **CONSOLATION PRIZE:** If your last card in play has been KO'd and the game isn't over, you may immediately place a card from your hand anywhere in the Squirmish. Then draw a new card. Feel better now?
- You may still resolve special abilities on cards in play in **STEP 2** before a card is officially knocked out. Go down fighting!

VARIATIONS

Now you know the basic rules for playing Squirmish "Classic 70," but there are other play-styles you can try! You can build your own decks to use in the card management section of the app.

- **CUSTOM DECKLIST** lets you play with a preconstructed thematic deck you choose.
- **2 GROUP MONTE** lets players pick a group to have included in a generated 36-card deck.
- **CONSTRUCTED MINI** Players each construct a 12-card mini-deck, and then those are included in a generated 36-card deck.
- **CARD DRAFTING** Players take turns picking their starting hand from the available cards in the deck.



TERMINOLOGY

ACTIVE GROUPS: Groups with two or more of that group's cards in play (regardless of who controls them.)

ADJACENT: Cards that share edges to the top, bottom, left or right of another card. Diagonally located cards are not adjacent. Most cards can only attack adjacent cards.

BASIC ATTACK: Each card has a basic attack at the top of the card which is resolved by rolling a six-sided die and reading the results. Attacks can do damage or heal, and often have other effects as well.

BATTLE CRY: The quote at the bottom of a card. By clicking the battle cry button the first time a card attacks, that card does **+1 DAMAGE** or **+1 HEALING** on one attack on that turn.

CARD LIMIT: Each player is limited to five cards in play at a time.

DAMAGE: Amount subtracted from a card's starting hit points from damaging attacks.



GROUP ABILITY: Group abilities are activated when more than one card of that group is in play. (Note that this is true even when the group cards are controlled by different players.)



GROUPS: Some cards are members of groups, denoted by different color card borders unique to that group. Groups will often be referred to by acronyms on that group's cards (example: SVC for the Spooner Valley Cryptids group).

HAND: Cards held by a player that have not been placed in the Squirrmish. Hands are not generally shown to other players.

HEALING: Amount added to a card's starting hit points from healing attacks. This can never exceed starting hit points.

HIT POINTS (HP): The number in the circle in the upper left corner of all cards is the card's starting hit point count, which is also the maximum number of hit points that card can have. If a card has damage on it, it can't be replaced in play by the player controlling it.

IN PLAY: Cards are in play when they are in the Squirmish.

MODIFIERS: Effects of special abilities or special attacks that alter the results of an attack (example: 2x **DAMAGE**).

MOVE: When a card is moved, it changes positions with another card in play. Cards can only move to adjacent positions unless an ability says otherwise.

NO EFFECT: If a card attacks and gets a result of **NO EFFECT**, that attack does no damage or healing, and any attack modifiers are ignored.

PLACED: A card is placed when a player takes it out of their hand and puts it into the Squirmish.

REPLACED: A card is replaced when a player chooses to put a new card in the position of a card they have in play that has no damage.

Replaced cards are discarded.

RE-ROLL: Ignore the results of a roll and roll again.



ROUND: The time from the beginning of a player's turn to the beginning of their next turn.

SPECIAL ABILITIES: Abilities listed on a card after its basic attack. These vary greatly, and are used at different times in the game depending on the ability.

SPECIAL ATTACK: A named attack that happens on high die rolls.



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