

HOW TO PLAY SQUIRMISH

VERSION 1.0



SQUIRMISH IS A CARD GAME FOR 2-4 PLAYERS... NO BABIES! 30 MINUTES OR SO TO PLAY.

ME AM SEVEN AND OLDER.



TO PLAY, YOU WILL NEED:

- THE SQUIRMISH CARDS
- ONE SIX-SIDED DIE
- DAMAGE COUNTERS

(WE RECOMMEND USING O-SHAPED CEREAL)

NO EATING YOUR DAMAGE!



GOAL:
BE THE FIRST
PLAYER TO KNOCK OUT
THREE CARDS.

(NOTE: FOR A LONGER OR SHORTER GAME, PLAY FOR MORE OR LESS CARDS)



THE ANATOMY OF A SQUIRMISH CARD



SEQUENCE of PLAY

- 1: DRAW A CARD, IF YOU WISH
- 2: PLACE A CARD, IF YOU WISH
- 3: MOVE OR ATTACK
- 4: RESOLVE ANY ABILITIES



PORTRAIT of a 4-PLAYER SQUIRMISH GAME



Each player's cards face that player when they are placed in the Squirish. This is how you keep track of which cards are whose.

SETUP

Shuffle the cards and deal out five face-down to each player. Set the remaining cards in a pile, which will be the deck. Turn the top card over and place it next to the deck to start the discard pile.

The stinkiest player goes first. If this cannot be agreed on, the oldest player goes first. If everyone was born at the same moment, use rock-paper-scissors. Should that fail, use pistols at high noon.

STEP 1: DRAW A CARD, IF YOU WISH

Players can choose to take a card off the top of the deck and add it to their hand. A player may have up to five cards in their hands at any time. If they have more than five cards, they must discard one or place one.

STEP 2: PLACE A CARD, IF YOU WISH

Before a card can fight, it must be placed in The Squirmish, the writhing mass of cards battling in the middle of the table.

To place, a player can either:

- Set a card from their hand adjacent (to the top, bottom, left or right) to the edge of another card in play, OR
- Replace a damage-free card they already have in play with a card from their hand. They discard the replaced card in the discard pile.

At most, a card can have four adjacent cards, one on each side, and no card can have more than one card adjacent on the same side.

Each player can have up to five cards in play at a time.

Obviously, the first player simply places a lone card looking for a fight.

Each player's cards face that player, which is how you can keep track of who controls what card.

When placing a card, if a player reads the "battle cry" at the bottom of the card out loud in a silly voice, doing so gives them +1 DAMAGE or +1 HEALING on their next attack if attacking with that card on that turn. If multiple cards are attacked by the placed card on that turn, this only applies to one attack of the attacker's choice.

STEP 3: MOVE OR ATTACK

If a player chooses to move a card, they simply swap its position in The Squirmish with an adjacent card.

If they choose to attack a card, they first declare which one of their cards is attacking which other card. Cards can only attack adjacent cards (cards to the top, bottom, left or right) unless the card says otherwise.

To attack, players roll a die and read the effects in the basic attack at the top of the card. If they forget to declare their attack before rolling, the attack has no effect. Place damage counters on the attacked card to record the damage done (or, if it is a healing attack, remove them). Any modifiers (example: x2 DAMAGE) affecting an attack are applied addition and subtraction multipliers first before any multiplication or division multipliers.

If a player's attack does enough damage to a card to leave it with no hitpoints, that card is knocked out and it goes into the attacker's victory pile. While players can attack their own cards, if they knock them out they are discarded rather than going into their victory pile.

Any cards disconnected from the Squirmish by a knock out must be immediately re-attached to any open card edge around the perimeter of the Squirmish by the controlling player. If multiple cards are disconnected, re-attach starting with the cards of the player whose turn it is and go clockwise. If there are two groups with multiple cards, the player whose turn it is reattaches the two groups, keeping the cards in the same configuration in both groups.

STEP 4: RESOLVE ANY ABILITIES

Every card has a special ability listed on it. Some cards only use special abilities when attacking, others are used when the card is attacked, and others are used in other situations as stated on the cards.

Some cards also have group abilities, which are similar to special abilities, but are affected by other group member cards in play. Group abilities are only activated when more than one member of that group is in play.

Read the cards and remember your abilities so you can use them at the appropriate time. If you forget to use an ability until after the turn you would use it on has passed, it is too late to use it.

After the abilities of the cards in play are resolved, the player whose turn it is declares their turn over, and the next player clockwise starts their turn.

Any serious dispute over interpretation of a particular ability on a card should be resolved with rock-paper-scissors. Any silly disputes should be resolved by hitting each other with socks filled with jelly.

GOAL: The first player with three prize guys in their victory pile wins the game.

SQUIRMISH 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. If said out loud in a funny voice when the card is placed, that card does +1 DAMAGE or +1 HEALING on one attack by that card on that turn.

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

DAMAGE Number of hitpoints an attack takes off of a card's hitpoint count.

DAMAGE COUNTERS Markers on a card keeping track of how much damage a card has taken. We recommend using small, o-shaped cereal.

DECK The stack of cards the players draw new cards from.

DISCARD PILE The stack of cards that have been removed from play without ending up in a victory pile.

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. The group cards are denoted by different color card borders unique to that group. The groups will often be referred to by their 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. Hands are not generally shown to other players.

HEALING Number of hitpoints an attack adds to a card's hitpoint count up to a card's starting hitpoints.

HITPOINTS (HP) The number in the circle on the upper right or left of all cards is their starting hitpoint count, which is also the maximum number of hitpoints that card can have. If a card has damage on it, it cannot be replaced in play by the player controlling it.

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

KNOCKED OUT A card that has lost all its hitpoints has been knocked out. Usually this means the card is moved to the victory pile of the player whose card knocked the card out. You can not knock out your own cards unless an ability allows it.

MOVE When a card moves, it changes positions with another adjacent card in play.

NO EFFECT If a card attacks and gets a result of NO EFFECT, that attack does no damage or healing, and any attack modifiers (such as +1 DAMAGE from a battle cry) are ignored.

PLACED A card is placed when a player takes it out of their hands and puts it in play.

PRIZE GUYS Cards in a victory pile.

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 into the discard pile.

RE-ROLL Ignore the results of a roll and roll over.

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

STARTING HITPOINTS The number of hitpoints listed on a card that a card starts with, and the maximum number of hitpoints that card can heal to.

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.

THE SQUIRMISH The active cards in play that have been placed on the table.

VICTORY PILE Each player has a victory pile full of "prize guys" they have knocked out. Once they have three prize guys, they win the game.

ABILITY SYMBOL KEY

- ★ SPECIAL ABILITY
- ⊗ GROUP ABILITY
- ✓ ATTACKING ABILITY
- ⚡ DEFENSIVE ABILITY
- ✱ HEALING ABILITY
- @ WEIRD ABILITY



SPECIAL THANKS TO MY DAUGHTERS MITZI AND ESTHER, WHO HELPED CREATE THIS GAME. ALSO THANKS TO LEIGH ANNE, MOM, DAD, SEAN, BEN, HENRY, THE CANNONS, THE FAUSTS, THE LEVELWINDS, MALIK AND SORREL FOR ENCOURAGEMENT, ADVICE AND PLAYTESTING.