

When both players are ready they reveal their stack and perform the action on both of their top coins in the order outlined on the list below and action cards. If a player is unable to complete their action, that action is canceled. A movement that could be completed but ends prematurely due to a dog or puddle space is considered completed. Some examples of being unable to complete an action include, but are not limited to:

- Playing a Move 1 when facing the edge of the board.
- Playing a Move 2 when you can only move one space. *
- Playing any move that would end in the opposing home space or an occupied space. *
- Playing a Switch 2 Tiles when only one adjacent tile is unoccupied.
- Playing any action that is cancelled out by your opponent's action.

* Even if it could end prematurely due to a dog or a puddle

When the top coin for both players has been played then the top coin is removed, revealing the next coin, and the second actions are performed. Once the second actions are resolved, players reveal and resolve the third actions in the same way.

If a player has lost all remaining actions by entering or attempting to pass through a dog or puddle space they must still participate in squabbles initiated by their opponent and may still gather any nuts they are entitled to.

At the end of each round any squirrels on tiles with nuts take a nut token unless they already have 5. *Note: If a squirrel has not moved off the space they were on at the beginning of the round, they may not gather nuts from that space, nor do they lose a nut if sitting in the same puddle space.* Squirrels may never have fewer than 0 or more than 5 nuts.

WINNING THE GAME:

Once a player has 5 nuts they must return to their home space to win. The first player who makes it to their home space at any time in any action wins. If both players accomplish this on the same action the game ends in a tie.

OVERVIEW OF ACTIONS:

Different actions have priority over other actions. In the list below the actions higher on the table are executed before the actions lower on the list.



Your opponent must flip over their top action tile. That action that is now showing is the action they must take, resolving at the appropriate time. Two Flip Actions or a Flip Action and Squabble played simultaneously cancel each other out.



Flip over any one board tile that is orthogonally adjacent to your squirrel. Tiles occupied by your opponent may not be flipped. Flipping a home tile cancels the action. Two Flip 1 Tile actions played simultaneously cancel each other out.



Switch 2 tiles that are orthogonally adjacent to your squirrel. Tiles occupied by squirrels may not be switched. Both home tiles may be switched. Two Switch 2 Tile actions played simultaneously cancel each other out.



Move your squirrel 1 space in the direction it is facing. If two squirrels attempt to end their moves on the same space, both moves are cancelled. All movement actions (Move 1, Move 2, Turn Left, Turn Right, and U-Turn) are performed together.



Move your squirrel 2 spaces in the direction it is facing. If two squirrels attempt to end their moves on the same space, both moves are cancelled. All movement actions (Move 1, Move 2, Turn Left, Turn Right, and U-Turn) are performed together.



Turn your Squirrel 90 degrees clockwise. All movement actions (Move 1, Move 2, Turn Left, Turn Right, and U-Turn) are performed together.

it at the end of the round. If the puddle is empty, they drop a nut at the end of the round. Flip the puddle tile over to reflect the dropped or picked up nut.



Blank: No effect.

SQUABBLES:

Squabbles are initiated whenever somebody plays a Squabble action. The one who played the action is the attacker and the opponent is the defender. There are three parts to a squabble: **movement**, **battle**, and **resolution**.

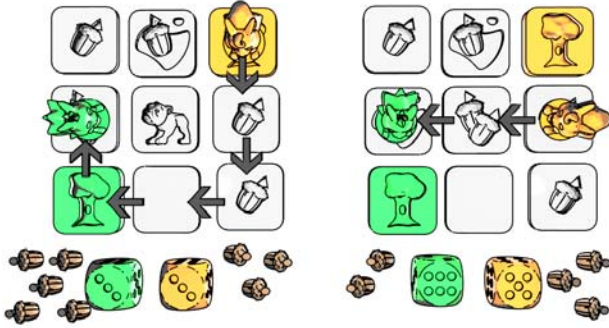
- **Movement:** To begin the squabble, the attacking squirrel must first move to the space occupied by the defender, counting the number of board spaces they enter to get there (do not count the starting space, but do count the ending space). The attacker must not move through dog or puddle spaces, but may pass through their opponent's home space and may end their movement on a puddle. If multiple routes are available, the attacker should choose the shortest route to use. No diagonal movement is permitted, but the squirrel may turn as many times as necessary. Once they have reached the defender, the squirrel may face any orthogonally adjacent space.
- **Battle:** Both players roll the squabble die. Modify the attacker's roll by adding 4 and subtracting the number of spaces they had to travel. The player with the higher total wins the battle. A tied score is considered a draw.
- **Resolution:** In a draw, the attacking player must return their squirrel to its home space, facing any orthogonally adjacent space. Otherwise, the winner gets to steal a nut from their opponent as long as the loser is carrying at least 1 nut and the winner has fewer than 5 nuts. The loser then moves their squirrel to its home space, facing any orthogonally adjacent space.

A squabble in which the defender is already on his home space is cancelled, as his opponent cannot enter that space. If the attacking squirrel cannot make a path to

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the defender's space without passing through dog and/or puddle spaces, then the squabble is cancelled.

SQUABBLE EXAMPLE, ORANGE ATTACKS GREEN



Example 1

Example 2

Green: 3 Orange: $3 + 4 - 5 = 2$ Green: 6 Orange: $5 + 4 - 2 = 7$

- In Example 1 the orange squirrel cannot pass through the bulldog or mud pit squares, but can pass through green's home. So the orange squirrels must take 5 steps. They both roll a 3. Orange adds 4 and subtracts 5 for the steps for a final score of 2. But green already has 5 nuts and can't take another so orange just returns to its home space.
- In Example 2 the green squirrel is on a mud tile, but the orange squirrel can enter the mud tile to finish its move for a squabble, so it only has to move 2. Green rolls a 6, orange rolls only a 5 but gets to add 4 and subtract only 2 ending with a score of 7. Orange wins and takes a nut. Green returns to its home and orange is stuck in the mud for the rest of the round.

SQUIRREL SQUABBLE

SQUIRREL SQUABBLE

By Rebekah Bissell
3D Printable Version by Joseph Larson
<http://cymonsdesigns.blogspot.com>

10 MINUTES.

2 PLAYERS

CONTENTS:

- 9 board tiles
- 12 action coins
- 2 squirrel tokens
- 10 acorns
- 2 numbered 6 sided dice.
- 2 action cards



OBJECT:

Be the first player to collect 5 nuts and return home.

SETUP:

Separate the 12 action tiles into two groups, one for each player.

Drop all the board tiles onto the play surface. Without flipping any of the tiles over one player should arrange them in a 3x3 grid with the home trees in opposite corners. The other player should then choose which squirrel they will play.

Each player takes the 6 action coins and the squirrel of their color. Place the squirrels on their home tree facing either orthogonally adjacent tile.

HOW TO PLAY:

Players secretly pick 3 of their action coins per round, put them in a stack, and place them on the table covering them with their hand. The players must consider which side of their coins will be revealed as that will be the action they'll play.



Turn your squirrel 90 degrees counter-clockwise. All movement actions (Move 1, Move 2, Turn Left, Turn Right, and U-Turn) are performed together.



Turn your Squirrel 180 degrees. All movement actions (Move 1, Move 2, Turn Left, Turn Right, and U-Turn) are performed together.



A Squabble is initiated. See below for details about resolving Squabbles. Two Squabbles or a Flip Action and Squabble played simultaneously cancel each other out.

BOARD SPACES



Home: Squirrels start the game on the home space matching their color and attempt to return there after gathering 5 nuts. Squirrels may enter their own home space at any time, but may never end a move on their opponent's home space.



Nut(s): A squirrel sitting on a nut space at the end of the round gathers the appropriate number of nuts.



Dog: A squirrel attempting to enter or pass through a dog space gets scared back to their home. They immediately lose 1 nut and any remaining actions in the round. The player then places their squirrel on their home space facing any orthogonally adjacent space.



Mud Puddle: A squirrel attempting to enter or pass through a puddle space falls in the puddle and remains there for the rest of the round, losing any remaining actions. If there is a nut in the puddle, they may gather