

SQUIRREL



1-4 8+ 20-30'

Spring is here, and soon fall will have passed. Such is the life of a squirrel. You will need to take this time to carefully stock your supplies, and draw a map, so you don't forget where everything is. In Squirrel, you will scurry around a park, collecting items and adding them to your map. You will need to plan carefully, while avoiding the big mean bulldog.

COMPONENTS

1 Gameboard



1 map sheet per player



11 tiles



1 pencil (with a good eraser) per player



8 tokens



1 drawbag



4 Squirrels



1 Bulldog Die



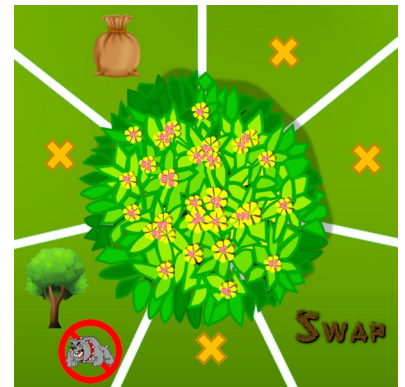
8 Pine Cone tokens



SETUP

- Shuffle the tiles.

Place one face up on each space of the game board marked with an X below. Deal 1 for each player to a pile to the side of the board. Place the remaining tiles in the corner marked "Swap", separating them so they are all clearly visible.



- Add the 8 tokens to the drawbag. Place it in the corner where the drawbag icon is located.
- Each player receives a squirrel, a map sheet, and a pencil.
- The player who most recently saw a squirrel goes first. Play will progress clockwise. But first, the last player will

choose from the tiles set aside earlier. Then second last, and so on, with the start player receiving the last tile.

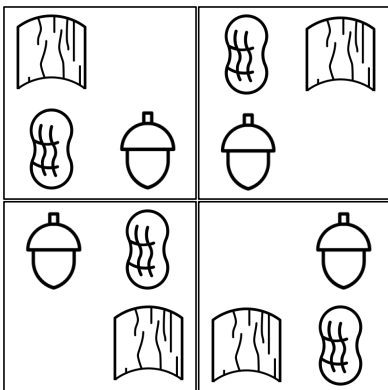
DRAW PHASE

During the first draw phase, each player will draw the 3 icons of their tile simultaneously, anywhere on their map sheet. Thereafter, each new tile you receive must be drawn adjacent to any previously placed tile.

The tile may be oriented however you like, but it cannot be mirrored and must retain its L shape.



Example: This tile can be drawn any way shown below; draw each item in its own box.



The items might be drawn something like this:

ACORN PEANUT BARK



BERRY TREE FLOWER



Of course, feel free to get creative, but keep in mind that your opponents may be waiting for you to take your turn if you get too creative.

If you draw a tree, you must roll the Bulldog Die.

BULLDOG DIE

If you roll the tree, circle the +1 in the column beneath the doghouse. If you roll a fire hydrant, you must erase one square on your map. If you roll a dog, you must circle the -3 beneath the dog house.

Distribution:



ACTION PHASE

The first player will take their turn when ready. Players will continue placing their pawns in clockwise order. Choose an unoccupied space to put your pawn. Thereafter, each turn, you can move your pawn to *either of the next 2 unoccupied spaces* clockwise.

If the space contains a tile, you will place your old tile in the space when you take the new tile. Then place your squirrel on top.

If the space contains the word "swap", you may swap your tile for a tile on the edge of the board. You will draw the tile, but each opponent will be able to choose an item from your tile to draw adjacent to any items they've already drawn; opponents may choose to pass on this option.

If the space you move to contains the tree, you may draw a tree. You will not need to roll the Bulldog Die when drawing a tree from this space.

If the space you move to contains the drawbag, you will draw 2 tokens. If any of the 2 tokens is an acorn, bark, berry, flower or peanut, you will draw the item adjacent to any previous drawing. If you draw a +2, you will draw 2 more tokens. If you draw a stop sign, you will only resolve your other token; the stop sign negates the +2, however. The last token is a dog. If you draw

the dog, roll the Bulldog Die. See *Bulldog Die*.

END GAME

Continue taking actions and drawing pictures until any player fills their board. Complete the round.

If you are unable to draw a full tile, draw just 1 square of the tile. In the rare case that you would complete your map due to the drawbag with tokens leftover, you may choose which tokens to draw.

SCORING

At the end of the game, lose 1 point for each unmarked space.



Score 3 points for each **acorn** that is not orthogonally adjacent to a blueberry.



Count the number of **peanuts** in each cluster (all adjacent peanuts). The first peanut is worth 0 points, plus 2 points for each additional peanut. For example, if you have a cluster of 6 peanuts, you will score 10 points.



Bark is worth 5 points if it is in the same row and same column as a tree (there will be 2 different trees).



Each row and column with just 1 **blueberry** scores 2 points.



The player with the most **flowers** scores 7 points. The player with the fewest loses 7 points.



If a **tree** is completely surrounded by other items — it must not be on an edge; there must not be any empty spaces or other

trees adjacent to it on all 8 sides—score 8 points.

Add or subtract points from the Bulldog Die (circled on your map).

Total the sections. The highest score wins. If tied, the tied player whose squirrel is closest to the tree clockwise wins.

SOLO RULES

Set up tiles as normal. Do not deal a tile to yourself. Place 3 tiles around the Swap space. (Excess tiles are removed from play.) Place your squirrel on this space.

Draft 1 of the 3 tiles and draw the pictures to start.

On a turn, do the following:

- 1) Move to one of the next 2 spaces clockwise.
- 2) Draw the tile, the tree, or the tokens you've selected.

If you return to the Swap tile, swap your tile with it and flip your old tile down. Draw the tile as normal. If you pass the Swap tile without stopping there, simply flip one of the available tiles. Thereafter, you may not select that tile.

END

After circling the board twice, you must end at the Swap tile. You will draw the last remaining tile, if you are able. Then score the game.

If your map is entirely filled before you reach the Swap tile, score 5 points. If your map is not entirely filled before you reach the swap tile, lose 1 point per empty square in your map.

SCORING

Score 0 points for 4 flowers; -3 for each missing flower or +3 for each additional flower.

Score the remaining objectives as described. Score 70 points or more to win.

PINE CONE TOKENS

Pine Cone tokens are not required to play by the rules above, but they can be used optionally. Distribute 2 to each player at the start of the game. You may spend 1 at the start of your turn to move to any unoccupied space. *You may not use them to remain in the same space.* If you roll a tree with the bulldog die, you may acquire 1 instead of circling the +1. Pine Cone tokens are not worth any points at the end of the game, however. *Pine Cone tokens are never used in the solo game.*



Design ©2021, Iffix Y Santaph
All artwork is taken from the public domain.

Instructions: Optionally, print these on sticker sheet and apply these stickers to discs. Alternatively, you may use cubes in 8 colors, if you have a way to identify these as +2, acorn, bark, berry, dog, flower, peanut and stop. You will need to provide a drawbag and something to represent your squirrel for yourself.







-3

-3

+1

+1

Empty

-1





-3

-3

+1

+1

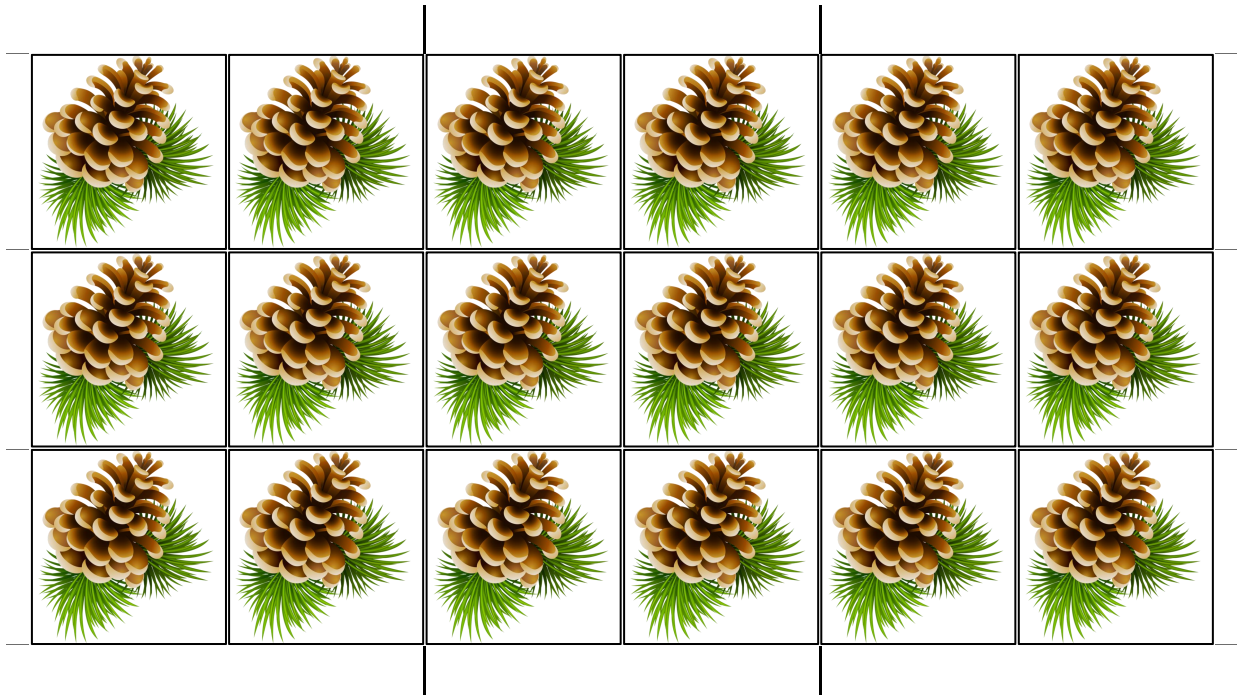
Empty

-1





Instructions: Cut & Fold.
 Tiles should have squirrel logos on the back.



Instructions: Cut, fold, and glue.