Squish!

A family game in which players doge and weave trying to avoid being squished!

Objective

Simple Game:

- Be the last player not squished!

Advanced Game:

- Get the most points by "collecting" all of the numbers (1-4) for your colour and/or be the person with the most when the last person is squished

Components

- Game Board
- Player Markers (8)
- Large squish Mat (simple game)
- 4 small squish mats (advanced game)
- Dice 1 ten sided, 1 six sided, 1 four sided

Simple Game Setup

Put the large squish block onto the board in the designated square (large green square)

Each player puts their marker on an unoccupied square along one of the walls.

Everyone rolls a die the highest goes first, then playcontinues clockwise around the table.

Starting The Game

Each Player on their turn

1. Rolls the direction (10-sided dice) and the distance dice (6 sided) for the block and moves it accordingly (see instructions and examples below).
2. Each player then rolls the 6-sided dice for themselves and moves their marker in any direction, including diagonally, up to that number of squares.

• No Player can move through an occupied square (that of another player or a squish block or thru a wall)

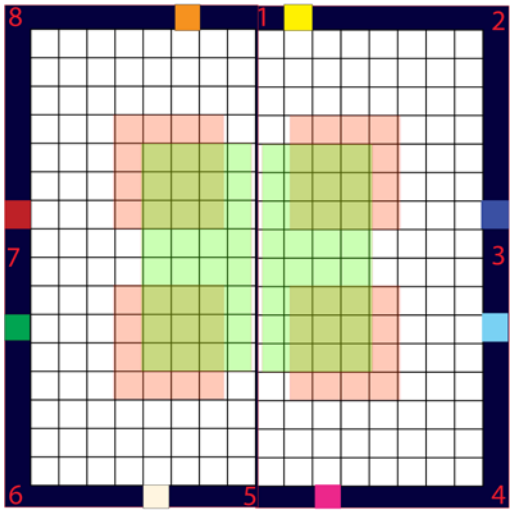
• A player may use up their remaining movement points to move another player 1 square in the direction they were going, prior to being blocked by that player, if direction is not blocked by another player, wall, edge of the board or squish block. When doing so the player ends their turn in that other player's original square.

• If you have been squished, you keep rolling the dice to move the blocks on your turn.

Winning And Losing the Game

When only 1 player is left un-squished, at the end of their turn they win. If the last players get squished on the same last turn, then everybody loses.

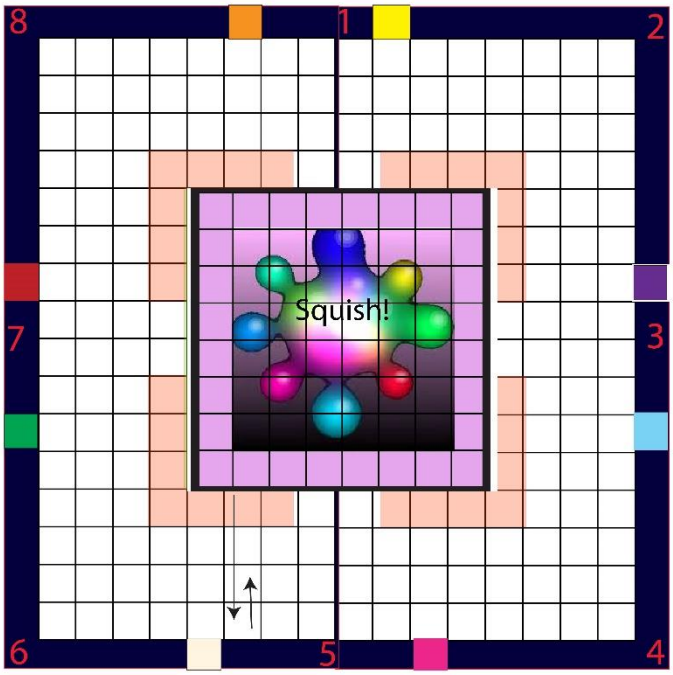
Block Movement



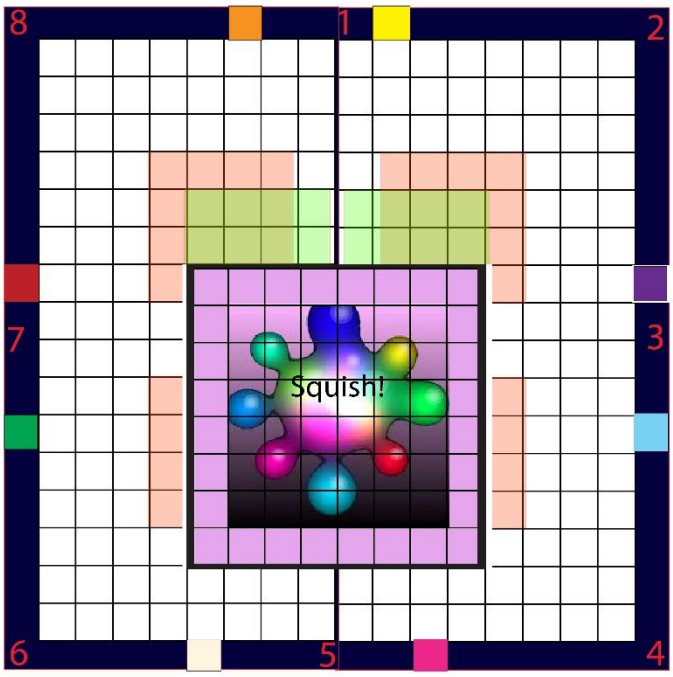
- The number rolled on the 10-sided die indicates the direction the big block is to be moved. The number on the 6 sided die is the distance.
- The red numbers on the outside of the board indicate the corresponding direction on the board.
- On rolling a 9 the player gets to choose the direction.
- Rolling a zero means no direction (no movement).
- If a player's marker is in the way of the block, it gets pushed along in the same direction until the block stops moving or the player gets squished.
- If another Player's marker is along that same path they get pushed along as well.
- The Player is "Squished" when the block pushes the player "off" the board or between other squish blocks.\
- When a block hits a wall and still has movement points left then
    - If It hit straight on, the block moves back the way it came
    - If a block hits the wall at an angle then it bounces like at a ball at a 90 degree course. (eg moving right in direction 2 would become direction 4. Moving left in direction 6 would become direction 8).

Examples of Block Movement

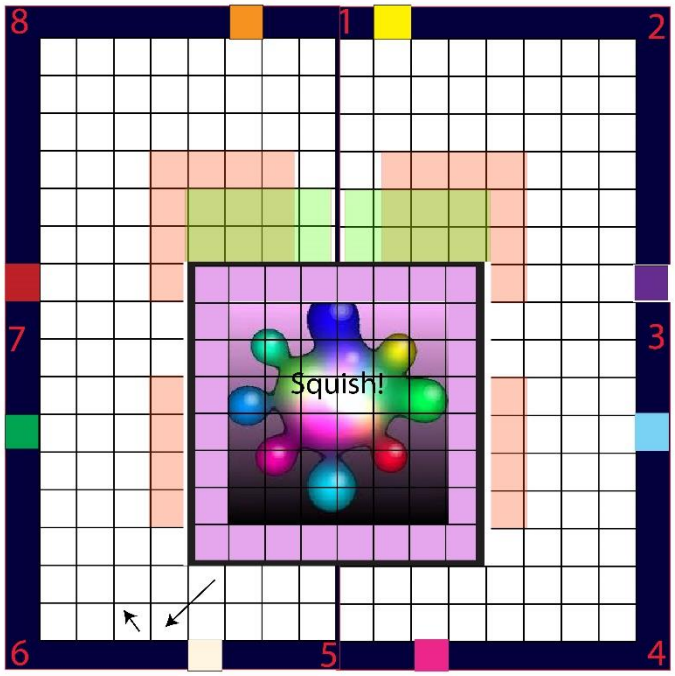
Roll Direction 5 for distance of 6



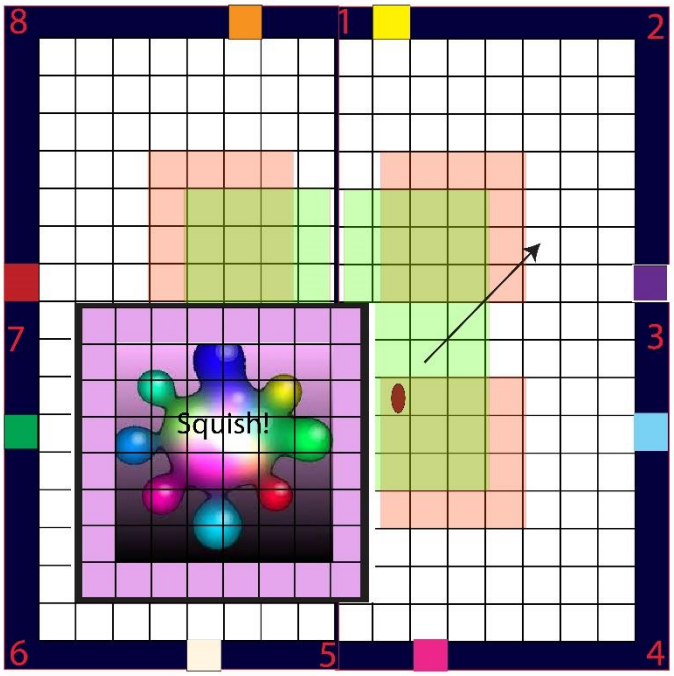
Bounce off wall and final position



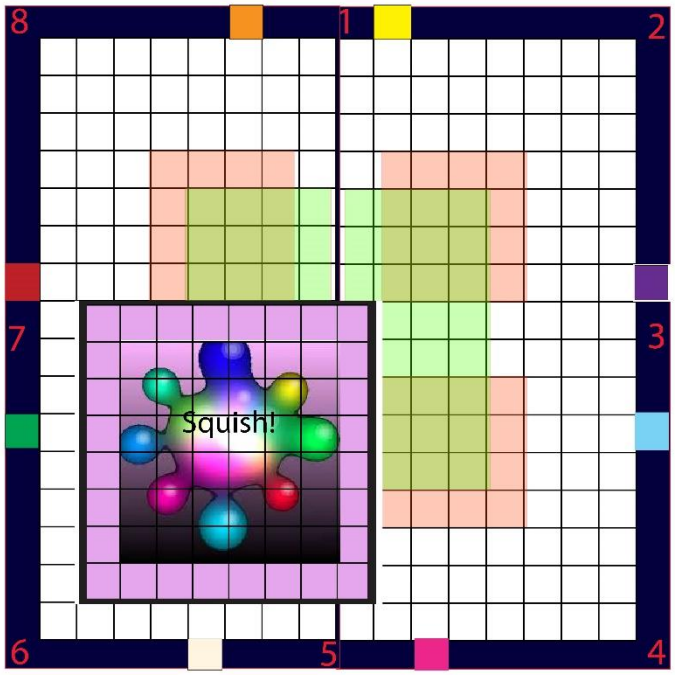
Roll Direction 6 for distance of 3



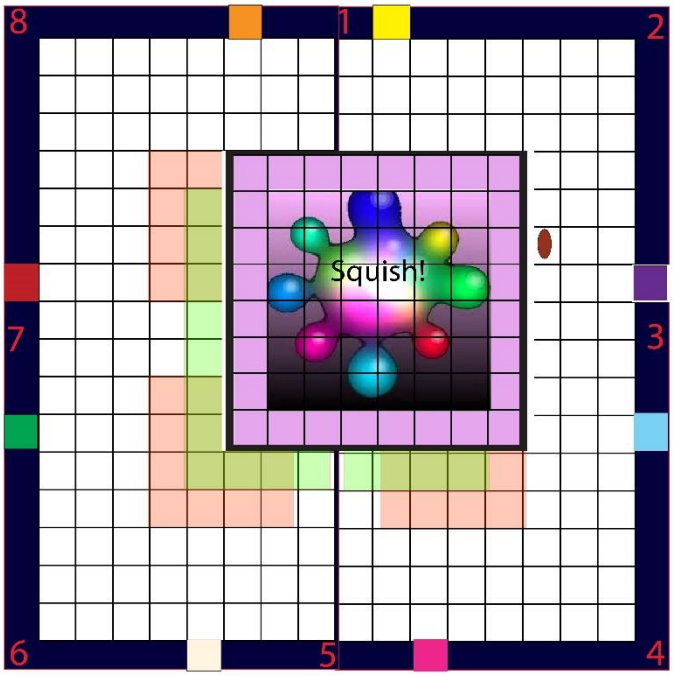
Roll Direction 2 for distance of 4



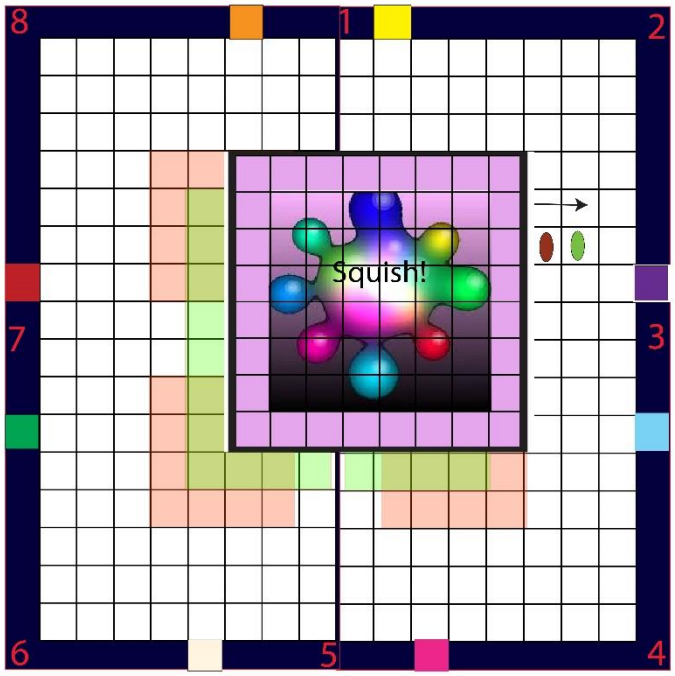
Bounces at 90 degrees so direction becomes (direction 8)



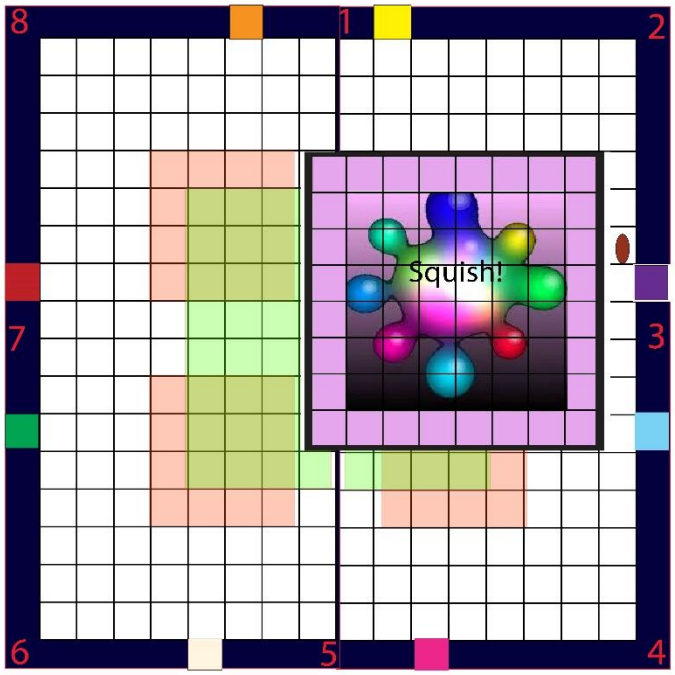
Pushes player along same direction



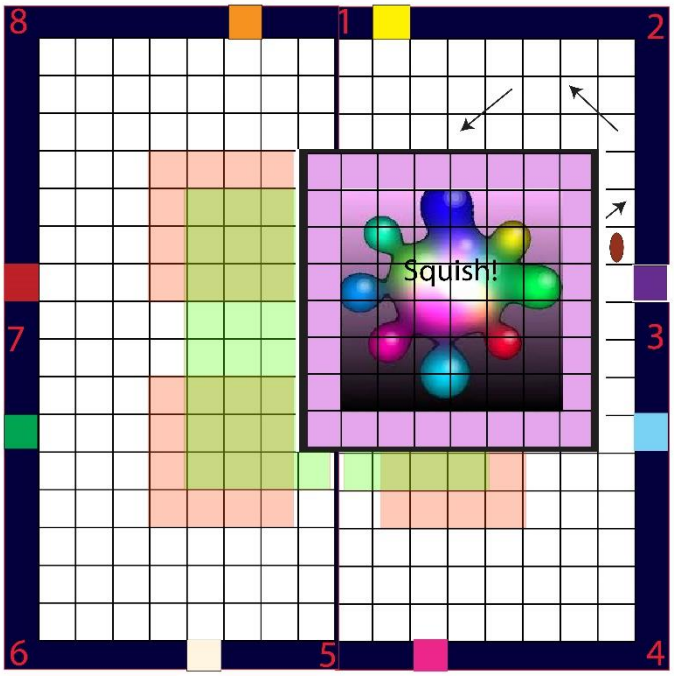
Roll Direction 3 for distance of 2



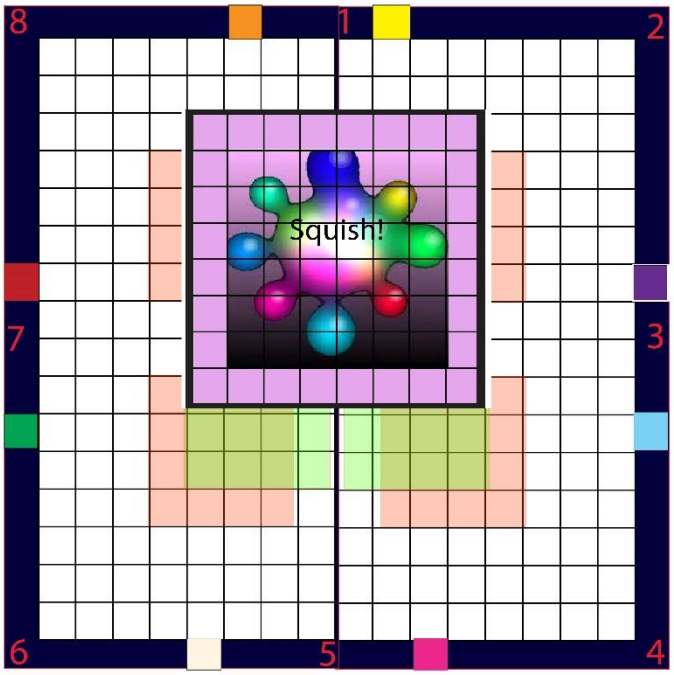
Pushes both players, green player is squished. Ouch!



Roll direction 2 for distance of 5



Moves 1 space the Red player is squished and then bounce at 90 degrees becoming direction 8 after moving 2 more spaces bounces off top wall and direction becomes direction 6 for last 2 spaces



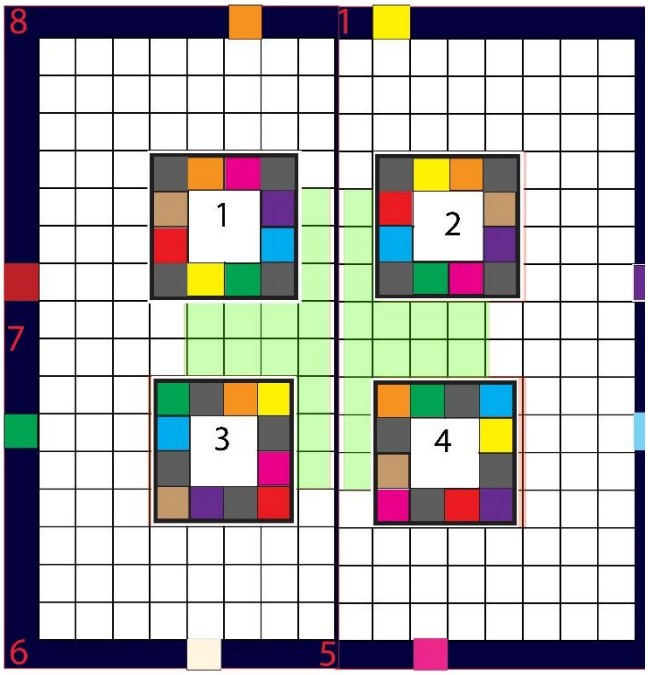
Advanced Game:

Objective:

Be first to collect all your own colored Shards (numbered 1 thru 4) from on top of the corresponding Block.

Setup

1. Place the 4 small squish blocks on the board 1 oneach of the squares with the corner covering the squares showing the red squares.



2. Each Player puts the small shards of their coloron the squish block of the same number. (Or set in a pile to 1 side so can be collected later as required) Each player puts their player marker on their colored square along the wall.

Movement

Is the same as in the Simple game with the following additions.

1. A four sided is used when rolling for block movement to indicate which squish block the player is to move on their turn.
2. Blocks bounce off other blocks just as they would walls. Once the original block has finished moving then.
    a. The collided into block also continues in the original direction for the remaining number of squares.
    b. If multiple other blocks are hit at the same time, then each of those other blocks also move, resolving the movement based on lowest block number moving first.
    c. if a block is collided with and cannot move in the appropriate direction because another block is touching it on that side then the remaining movement is transmitted through the middle block to the 3rd blockand the middle block does not move.
    d. When resolving block bounces only the first hit on a particular block before resolution has any effect. Forces <u>are not</u> added together.
3. If a player is squished, then they lose all the shards they have collected and start over at their original starting location
4. For a player to collect one of their numbered colored Shards, they must be in an adjacent square, including diagonally, and use one movement point.
    a. The player is then "given" that marker from the collection. That matches the number of the block they have collected from.
    b. You may only collect 1 marker per turn.
    c. A player may move and collect in any order for as long as they have movement points.

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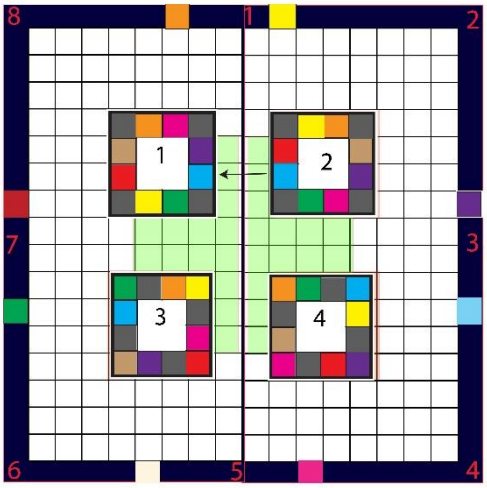
Winning the Game:

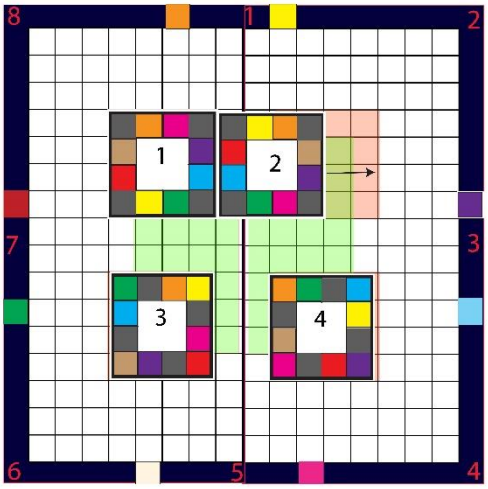
When a player has collected all four of their shards and gotten back to their starting place on wall, that player is the winner.

Example Block Movement

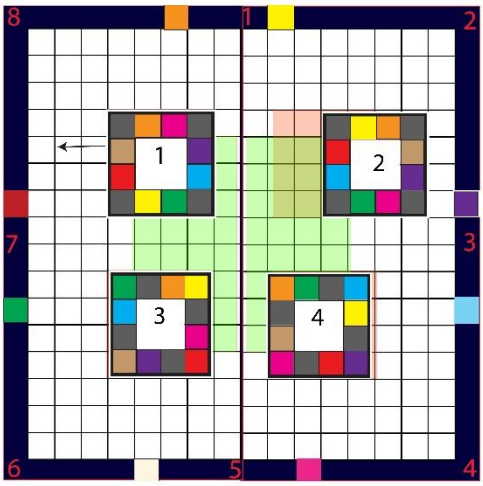
Roll Block 2 moves Direction 7 for a distance of 6. After the first 2 spaces it hits Block 1 with a force of 4 (6 - 2).



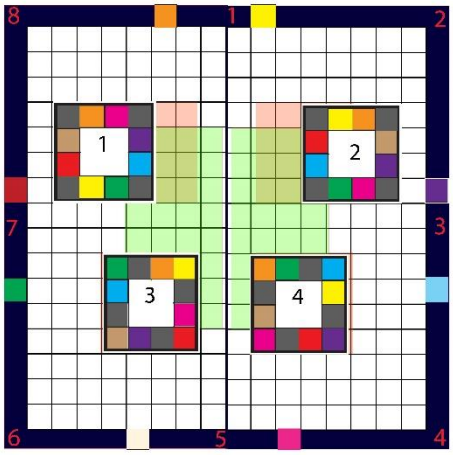
First resolve Block 2 bounce



Then resolve the force applied to Block 1 which was 4



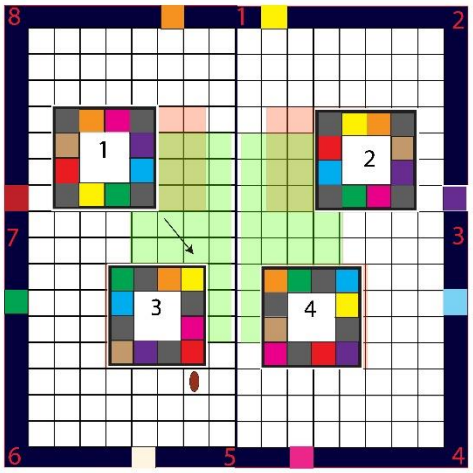
Which leaves the final position



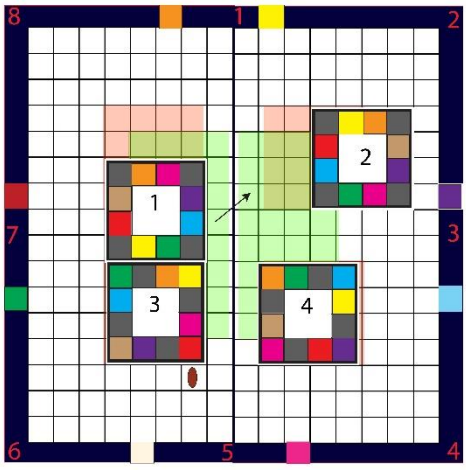
Remember:
Player markers are pushed along and squished the same way they were in the simple game.

Another example:

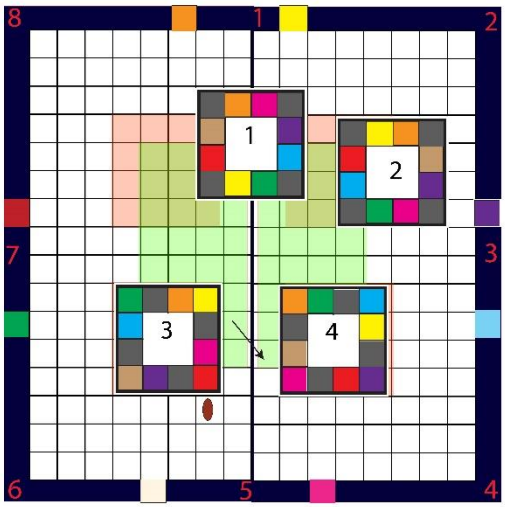
A roll of Bock 1 moves direction 4 for a distance of 5.



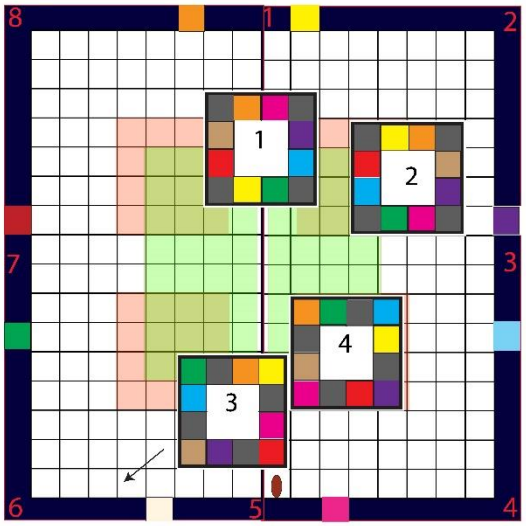
First Resolve Block 1 Bounce
It goes direction 2, for three spaces (5 -2)



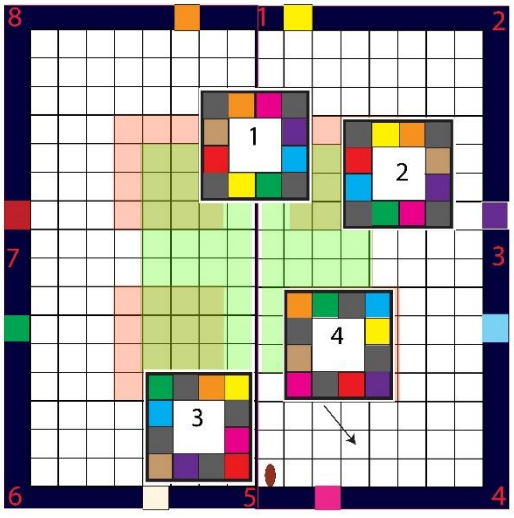
Next resolve the movement of Block 3 which was hit with a strength of 3



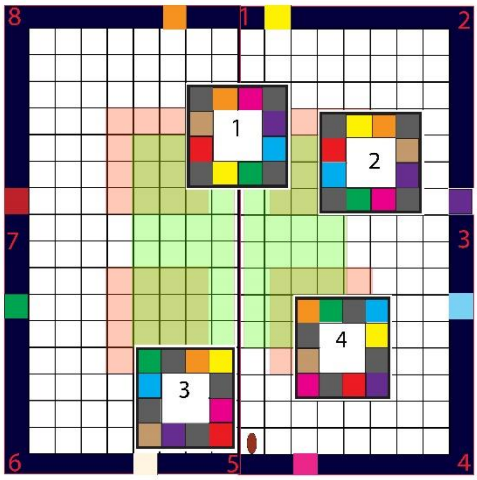
Block 3 will move 2 spaces pushing the player marker and bounce off Block 4 with a strength of 1 (3-2). Resolve the block 3 bounce and then come back to block 4 and resolve its move.



Block 4 moves in the direction it was hit for a distance of 1

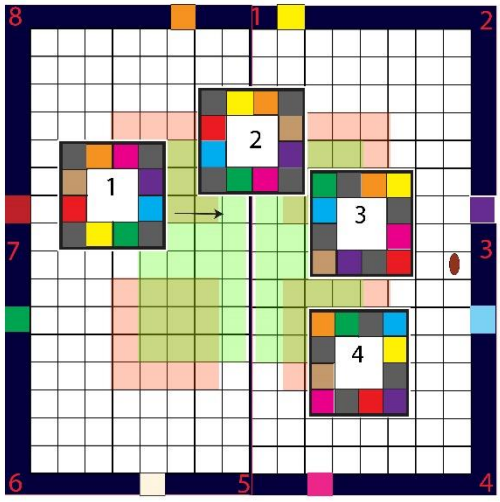


So final position is

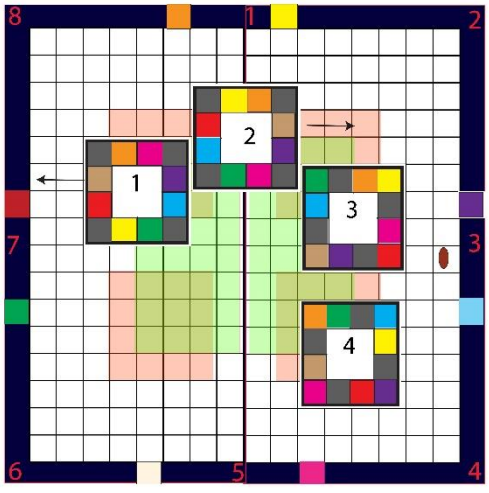


Example 3:

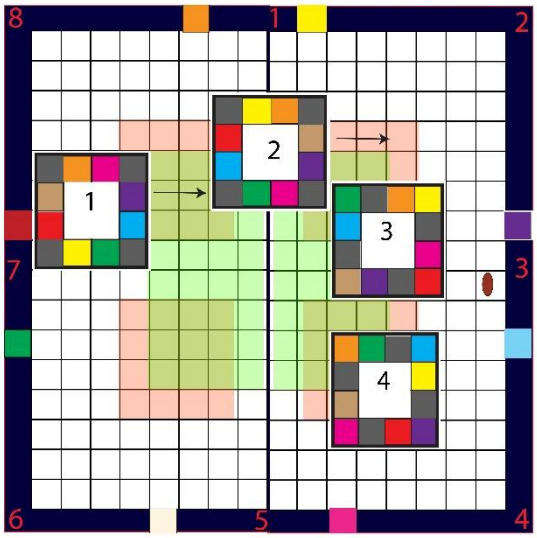
Block 1 is to move in direction 3 for 6 spaces.



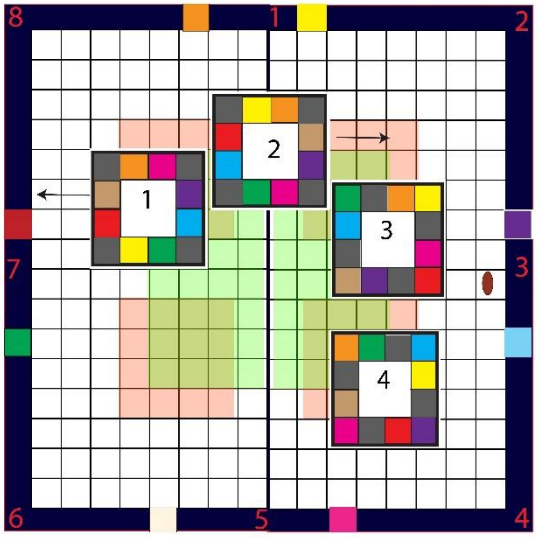
Block 1 moves 1 space and hits Block 2 with a force of 5 and bounces back in direction 7 with a force of 5.



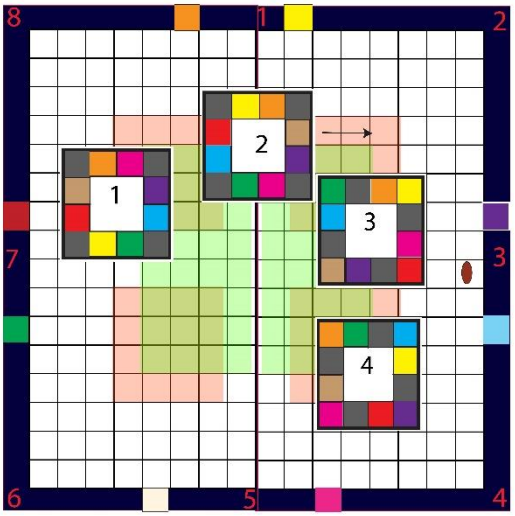
Block 1 moves 2 spaces and bounces off the wall with a Force of 3 (5 – 2)



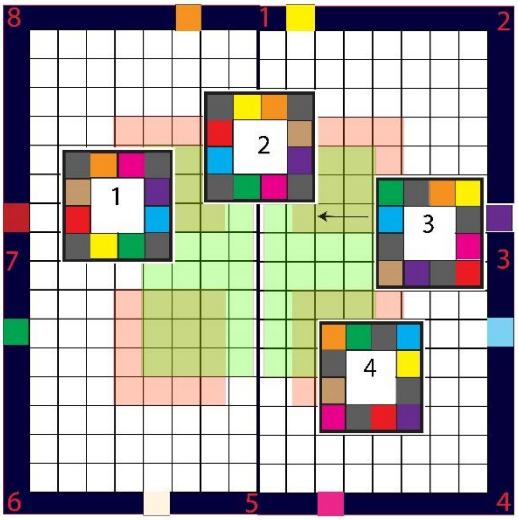
Block 1 hits block 2 with a force of 1 and bounces again in direction 7, for 1 space.



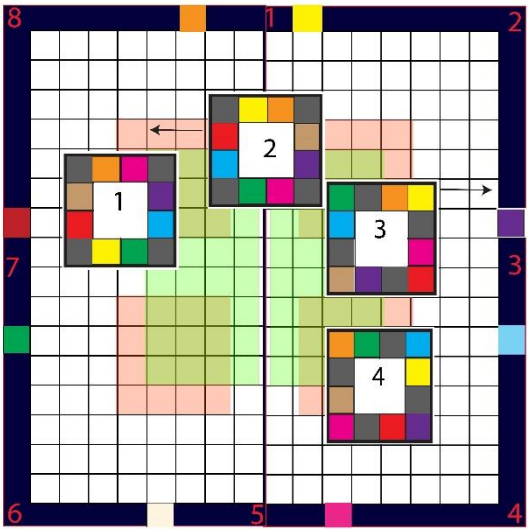
Now resolve Block 2, it has been hit with a force of 5 in direction 3 (a 2nd hit has no effect). Block 3 is touching and in that direction so Block 2 can't move the force is transmitted to Block 3. Block 3 should be moved in direction 3 5 spaces.



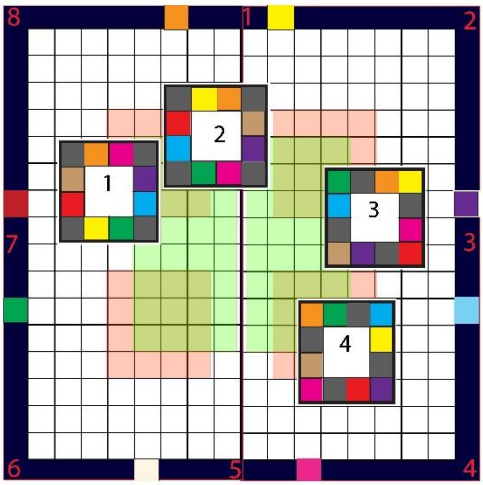
Block 3 moves 2 spaces squishes the player and then bounces in direction 7 for 3 spaces (5 – 2)

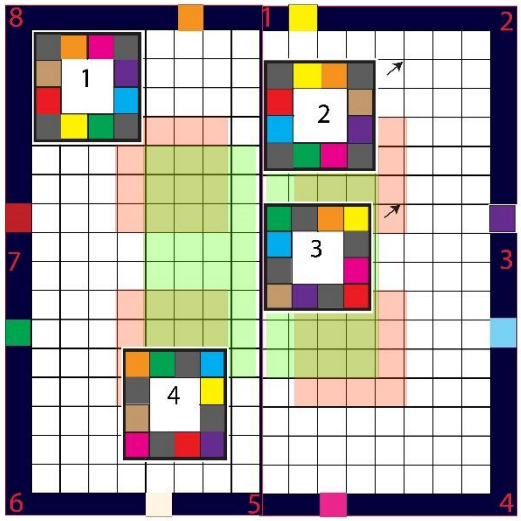


Block 3 moves 2 spaces and then hits Block 2 with a strength of 1 (3 – 2).



So, the final position is

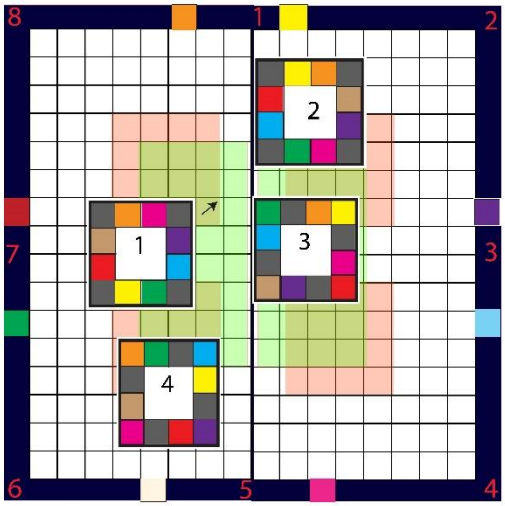




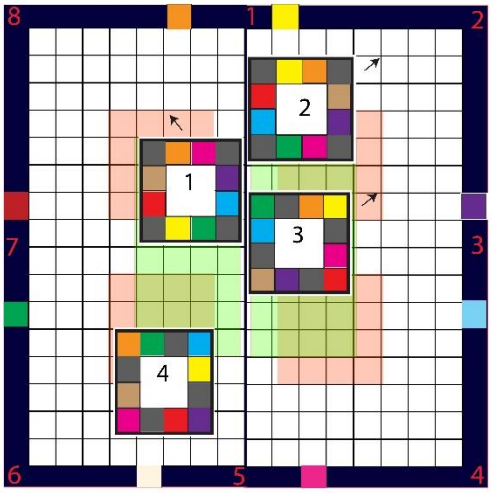
Note: if block1 had more force it would have bounced back in direction 4.

Example 4:

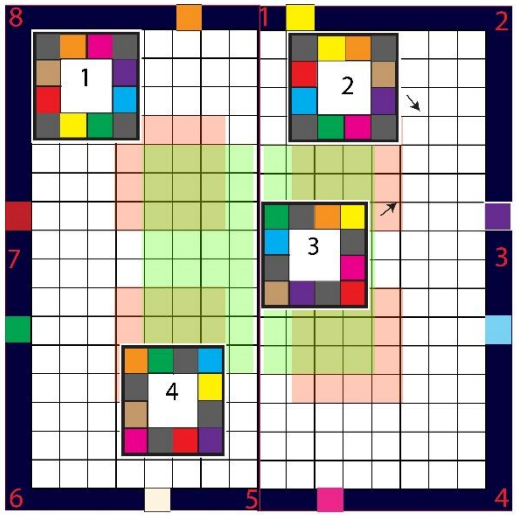
Block 1 moves direction 2 for 6 spaces



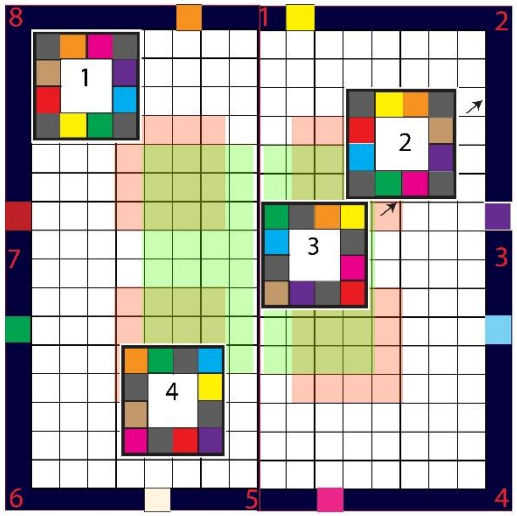
Block 1 bounces off in direction 8 for 4 spaces.



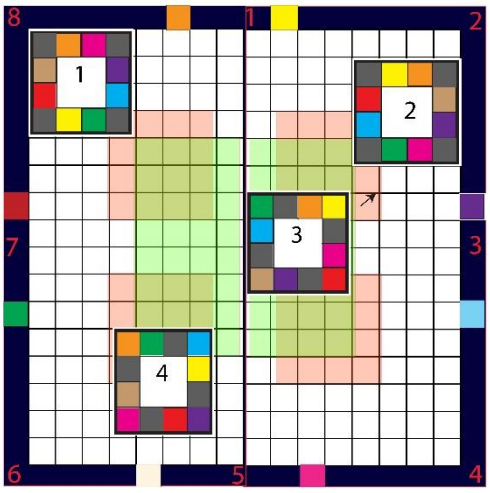
Now resolve block 2 (lowest numbered block in multi block hit). It moves Direction 2 for (6 -2) = 4 spaces. After 1 space Block 2 bounces off the wall and goes direction 4 for 3 spaces (4 -1).



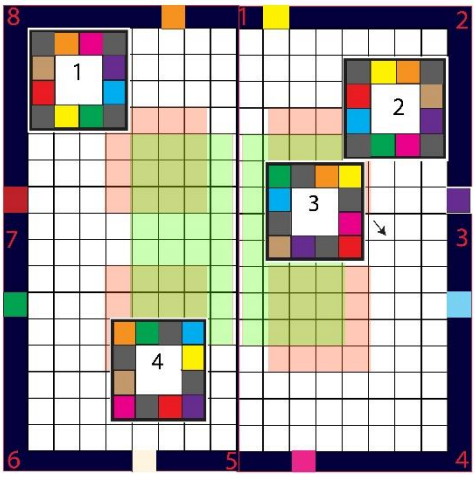
After 2 spaces Block 2 bounces off block 3 for a strength of 1.



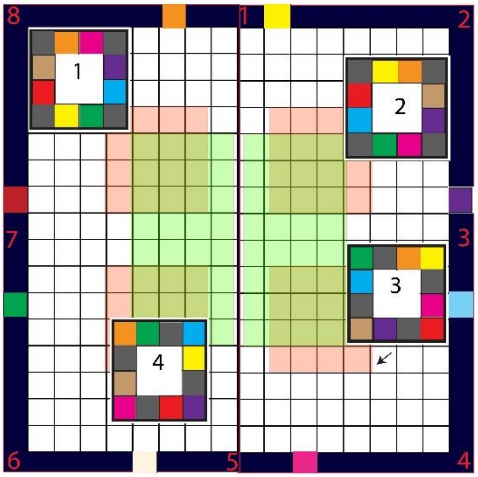
With Block 2 resolved we move on to resolving Block 3 it is to move in direction 2 for 4 spaces.



After 1 space in bounces off Bock 2 and moves in direction 4 for 3 spaces.



Final position is



Note: if Block 3 had been hit harder it would have bounced off wall in direction 6.

Possible Rule Variations:

- For Block bounce resolution multiple hits are cumulative)
- After first collision resolve each block simultaneously move each block 1 square at a time, rotating through all affected blocks.