

A Squeebul's Guide to Squabbling

SETTING UP

1. **Shuffle** the 40 hexagonal Squeebul cards, **deal one face down** to each player, and place the remaining deck in the center of the table. **This is now the Squeebul draw pile.**
2. **Shuffle** all 63 rectangular cards, **deal five face down** to each player, and place the remaining cards face down next to the Squeebul deck. **This is now the Food and Mischief draw pile.**
3. **Flip** the top rectangular card over, place it face up to create the **discard pile.**
4. Pass around the **burlap sack** to each player, allowing everyone to blindly draw **a single shiny object** to start their collection in front of them.
5. Each player **flips** over their Squeebul card, and play proceeds **clockwise**, starting with the youngest player.

Your setup should look like this:



EXAMPLE TURN

1. At the start of your turn, **draw** until you have a minimum total of **5 cards** in your hand.
2. **Play** one Food or Mischief card from your hand. **This is your action!**

Food - Food cards can nourish or poison Squeebuls, depending on what color they are. You can feed or poison any Squeebul you want- not just your own! Once played, put the card under the Squeebul you play it on.

Mischief - Once played, discard it into the primary discard pile unless the card notes otherwise.

3. **Discard** any single card from your hand, putting it into the primary discard pile and ending your turn.
4. Proceed clockwise, and don't forget to plot your next move!

So basically, every turn consists of...
Draw, Play, Discard!

HOW TO WIN

When your Squeebul hits a value of 10...



...It Spawns! **Flip** it over, **discard** any cards under it, and **draw two** more Squeebul Cards to attach to it and grow your Squad! Then **draw a shiny object** from the burlap sack, and **discard** to end your turn.

The first player to collect a total of 5 Shiny Objects is the winner!

SPECIAL STUFF

Twinstones - What's that clear Shiny Object...? It's a Twinstone! These are rare Shiny Objects equal to two Shiny Objects. They follow the same rules as other Shiny Objects, meaning they can even be stolen.

Buying Cards - In place of an action on your turn, you can use a Shiny Object to buy a Squeebul card from the Squeebul draw pile. Use this mechanic wisely!

My Only Squeebul Died! - Darn. You can use your next turn to buy a Squeebul back with a Shiny Object, which will be your only action on that turn. No Shiny Objects? No problem! You can still use your next turn to draw a Squeebul from the pile if you have none left.

Confused? We've got your back!
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Card Anatomy

These are Squeebul Cards.

Squeebul cards can be Blue, Green, Yellow, or Grey. **This is the type of food they are able to eat.** The number is their **base value**, which can be added to or subtracted from using Food or Mischief cards. If the total reaches 10 or more, it **Spawns**- but if it goes to zero, return it to the bottom of the deck.



Special Squeebuls are **Pinkish-Purple**, and don't have any type-specific Foods. Instead, they can take **only positive Food values** from anything, and **cannot be poisoned**. The only way to kill a Special is through the use of **specific Mischief Cards**.

This is a Food Card.

You can play Food Cards on just about ANY Squeebul!
...Which means you can poison other Squeebuls.

Both of these Squeebul card colors can eat this, and get **+2 points** added to their value!



Some cards are **Favorites**, like this one. This is Bogster's favorite, giving him **+5 points instead of +2** when played on him.

These two Squeebul card colors get food poisoning from this, and have **-2 points** deducted.

Watch out! Favorite cards like this are also another Squeebul's **Toxin!** When played on Fern, it deducts **-5 points as opposed to the regular -2**.

This is a Mischief Card.

These cards really get the game going! Follow the instructions on the cards to start wreaking havoc on other players or get the upper hand. Playing a mischief card counts as the **play phase** of your turn, with two exceptions:



- The **Nope** card can be played by any other player to negate another player's action phase, but must be played **before that player discards to end their turn**. ...And yes, Nopes can be Noped.
- The **Baby Shower** card can also be an instant extra card- played when your Squeebul spawns.