

SQUIRREL OR DIE



Players: 2-4

Ages: 14+

10 min or less

**For video instructions,
game variants like the
“Birdhouse” and “Reverse or Die”
and game play videos, please go to
www.fightinabox.com/squirrel-or-die.**

**Or join us on Facebook where
we’re always hoping to help:
www.facebook.com/fightinabox**



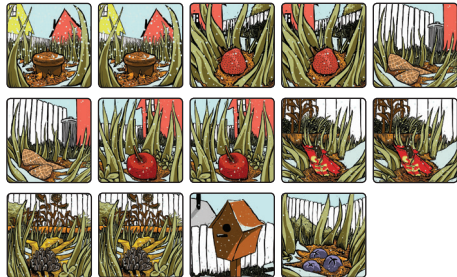
FIGHT IN A BOX

Game Contents: 28 Cards

Death



Food



Special Cards:



The Bomb: when flipped counts as 2 deaths instead of just one.



Again: the current player takes another turn immediately.



The Sleepy Squirrel: hibernating is good. The current player skips their next turn.



Squirrel Love: gain an additional life point. It takes 4 death cards to take you out of the game.



Confused Cat: the current player picks an opponent. This card counts as a death for that opponent! (That's so mean. You won't go to squirrel heaven.)

Important Note: Card effects only happen during Winter (Phase II).

Setup:

#1. Ensure the proper death to squirrel ratio.



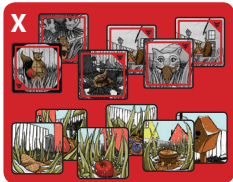
Remove 2 food
and the birdhouse



Remove 3 deaths



Remove 6 deaths,
5 food, and the
birdhouse



- #2. Put all the remaining cards in a stack. Place one face down and three face up.
- #3. Each player draws 3 cards.
- #4. Person who looks most like a squirrel goes first.

3-Player Example



Draw Pile



Starting Grid



Player's Hands (kept hidden from each other)

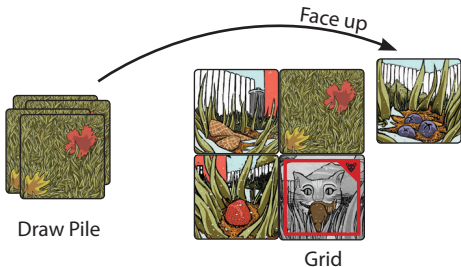
Game Play:

Phase 1: Autumn

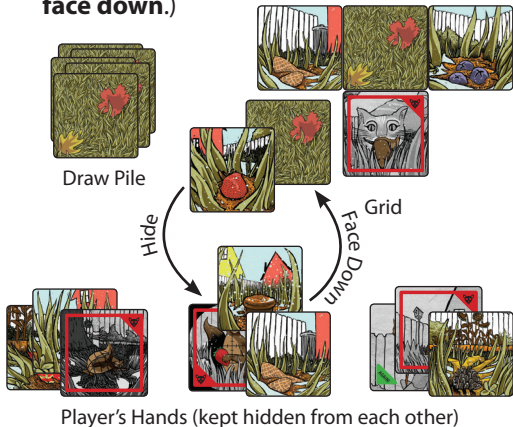
Play goes around the table clockwise.

Each player does two things on their turn:

#1: Drop. Take a card from the stack and place it face up on the grid.



#2: Swap. Exchange a hidden card from your hand for **any face up** card on the grid. (The card from your hand will go **face down**.)



Continue going around the table until there are no more cards to draw. Afterwards, just do step #2 Swap.

After the face up cards are gone, on your turn place **one** of your remaining cards face down on the grid. Never exceed 5 cards in any grid row or column (4 cards in 2-Player).

Autumn ends when all the cards are face down.



2-Player



4x4 grid



3-Player



4-Player



5x5 grid

Phase 2: Winter

Each player selects a card and turns it face up in front of them. Then one of three things happens:



Birdhouse



Food



Nothing happens...

Next player's turn.



Death



You die a little...

Next player's turn.



Special Card



See special
card list

LOSE



Three deaths and you're out!

GAME OVER

Play ends when only one squirrel remains.

WINNER

Last squirrel standing wins.

TIE BREAKER

In the unlikely event of a tie, squirrel with the most food wins! (The other starved to death.)

Acknowledgments:

Fight in a Box wants to thank all of our fans, friends and loved ones. Nothing happens without you.

Game Mechanics by: Seppy Yoon

Art by: Graham Judd

Graphic Design by: Melonie Lavelly

If you'd like to know more about Squirrel or Die or Fight in a Box, please visit us on [facebook/fightinabox](https://facebook.com/fightinabox) or fightinabox.com

Video instructions available online:
fightinabox.com/squirrel-or-die

Squirrel or Die is dedicated to the critters in Bob's yard who ate hundreds of dollars of tulip bulbs and made him crazy(er).

©Fight in a Box LLC 2017