Squirrel Attack! The Dice Game

Welcome to the world of scrambling for nuts. We hope you enjoy your stay. As a squirrel, you will learn the importance of the Squirrel Powers and how valuable your nuts, and just possibly, your opponent's nuts can actually become. So, on to the rules!

All Your Nuts

Definitions

Forest - A series of Trees or rolls of the dice where score is kept from Tree to Tree. When the final score is tabulated, the player who has the most nuts wins the Forest.

Hand - The dice that a player rolls.

Nuts - theses are tokens, snacks, real nuts, coins or anything used as counters in the game.

Nut Pile - This is the pile of Nuts that a player has during play. After winning a roll, the player draws from the Tree a single nut and puts it in his Nut Pile.

Roll - This is the throwing of the dice on the table. It is also used to indicate the process of rolling the dice, then determining the effects of any squirrel powers used, then determining the winner of that roll of the dice.

Squirrel Face - The custom face on a Squirrel Die included with this game.

Squirrel Powers - This is a special ability that can be invoked when a player rolls a die face with a Squirrel Face on it.

Tree - A Tree contains the nuts the squirrels are fighting over. A Tree becomes empty when the agreed upon number of Rolls are over. A series of Trees played together where the score is tracked one to the other is called a Forest.

Goal: To steal the most Nuts from the Trees.

Game Play: Each player starts with a pre-agreed number of dice. For the purpose of these rules we will use 4 dice but it could be 2 or 10 or whatever number suits the players. More dice will make for more complex play while fewer will make for simpler play. No less than two are recommended and four is optimal.

Everyone rolls their dice. As many squirrel powers as the players choose may be enacted. The order that the players may enact Squirrel Powers is based on the dice combinations before any modifications. So, if a player has a 5, 3, 2 and Squirrel Ahoy he would go after the player who has a 1, 1, 2 and ASMBE Squirrel Face. This is because the second player has a pair of ones which is the highest hand.

The highest combination of dice is determined and that player wins the roll.

Ranking is as follows:

> *Four of a kind (i.e. four 5's beat three 5's, four 5's beat four 4's).*
>
> *Three of a kind (i.e. three 5's beat two 5's, three 5's beat three 4's).*
>
> *The highest pair (i.e. two 5's beat a single 5, two 5's beat two 4's).*
>
> *The highest single die (i.e. a 5 beats a 4).*

Squirrel face of the die has a face value of 0, and does not count as matches.

If there is a tie, the next highest dice are consulted. For instance, if a player rolls a 4, 3, 2, and a Squirrel Face and his opponent rolls a 4, 2, 1, and a Squirrel Face, the first player would win based on his second highest die being a 3 vs. the second player's 2.

The highest total is determined and the winner **collects one Nut from the Tree**. When there are no nuts left in the Tree, that Tree is done, the number of nuts in each player's Nut Pile tallied, added to their total and players move on to the next Tree.

Endgame: The game ends when the number of Trees agreed on have been visited, their nuts taken and the Forest completed. The player with the most Nuts wins.

Special Squirrel Powers For All Your Nuts

All Squirrel Faces may be used from a Roll. Even if all 4 die show Squirrel Faces, the player may choose which, if any, squirrel powers to use. Once used, the Squirrel Face die leaves play until the next roll. For example, if an ASMBE die is used, then a Squirrel Ahoy die cannot be used to modify it to become a 5.

All Squirrels Must Be Eaten (ASMBE): These are Zombie Squirrels who love to grab on and make off with a victim. Remove one die from your opponents Roll per ASMBE Squirrel Face showing. All dice are returned for the next Roll.

Squirrels Ahoy: Give 'em a broadside! Add one or subtract one per Squirrel Ahoy Squirrel Face showing from the total of any dice rolled, including the opponent's Hand. For example, a 2 becomes a 3, a 3 becomes a 4. If this makes a match, then it adds to the total. For example, a 2 and a 1 would be come a pair of 2's if one was added to the 1 rolled. If a Squirrel Face is decreased it becomes a 5.

Shaolin Squirrels: Using your squirrel-fu you pluck a die from your opponent's roll and add it to your pile. You may use the die plucked from the other player's hand whether it is a numeric face or a Squirrel Power. After the Roll the die is returned to the original owner.

Squirrel Attack!: Being wily creatures, Squirrels can use their speed and agility to seemingly escape from any trap, turning miss-fortune into success...and sometimes the opposite. Re-roll any one die per Squirrel Attack! Face showing in the roll. It can be yours or your opponent's.

Custom Hands

A player may customize the dice in their hand before play begins. They may have four ASMBE dice or they may use four Squirrel Ahoy dice or 1 of each kind of die.

Play Examples

Setup: Jim and Tony will be playing four Trees for their Forest. They agree that they will use 4 dice for their Hand. Jim's Hand contains four Squirrel Ahoy dice while Tony decides to use one of each kind.

They set the Nuts out for the Tree in easy reach of each other. They agree to a 9 Nut Tree.

Play: Tony and Jim roll their dice.

Jim rolls a 3, 2, 4, and a 4.

Tony rolls a 2, 2, 4 and a Shaolin Squirrel.

Tony, being the only one with a Squirrel Face showing, declares he will pluck Jim's 2 from his Hand. Tony now has three 2's beating Jim's two 4's. Tony wins the Hand and takes a Nut from the Tree. There are now, 8 Nuts left in the Tree.

They roll again.

Jim rolls a 2, 3, and two Squirrel Ahoy.

Tony rolls a 1, 2, 3 and an ASMBE Squirrel.

Since Jim has a 3 and 2 they compare with Tony's 3 and 2 but Tony then has a 1 which compares to Jim's Squirrel Ahoy (remember, Squirrel Faces are worth 0 in this case). Tony goes first. He declares that his Zombie Squirrel will take out Jim's 3 but to no avail. Jim is able to then use his two Squirrel Ahoy dice to raise his 2 to a 4 for the win. Jim takes a Nut from the Tree.

Jim: 1, Tony 1, Tree: 7

They roll again.

Jim rolls a 4, 4, 3 and a Squirrel Ahoy.

Tony rolls a 2, 2, Squirrel Attack and Shaolin Squirrel. Jim gets to go first. He subtracts 1 from Tony's Shaolin Squirrel to make it a 5. Tony then uses his Squirrel Attack die to have Jim re-roll one of his 4's. Jim does so but rolls a Squirrel Ahoy and adds it to his 3 to give him a pair of 4's again and wins the Roll. He takes a Nut from the Tree.

Jim: 2, Tony 1, Tree: 6

They roll again.

Jim rolls a 1, 2, 5, and Squirrel Ahoy.

Tony rolls a 4, 4, 5 and Squirrel Ahoy.

Tony goes first with his pair of 4's. He uses his Squirrel Ahoy to make his 5 a 4 and give him three 4's. There is no way Jim's Squirrel Ahoy die can get him a win so he concedes. Tony takes a Nut from the Tree.

Jim: 2, Tony 2, Tree: 5

They roll again.

Jim rolls four Squirrel Ahoy.

Tony rolls a 5, 3, 2, and ASMBE. Tony goes first and uses his ASMBE die to eliminate one of Jim's dice. Jim uses one Squirrel Ahoy die to turn another into a 5, then uses the last Squirrel Ahoy die on itself to turn it into a 5, leaving him with a pair of 5's. Jim wins and takes a Nut from the Tree.

Jim: 3, Tony 2, Tree: 4

They roll again.

Jim rolls a 3, 2, 4 and a Squirrel Ahoy.

Tony rolls a 3, 4, 5, and a Squirrel Attack. Tony goes first, and has Jim re-roll his Squirrel Ahoy. Jim rolls a 1 and Tony wins with a 5 high. Tony takes a Nut from the Tree.

Jim: 3, Tony 3, Tree: 3

They roll again.

Jim rolls a 5, 5, 5, 3.

Tony rolls a 1, 2, 3, 3. Jim wins and takes a Nut from the Tree.

Jim: 4, Tony 3, Tree: 2

They roll again.

Jim gets a 3, 4, and two Squirrel Ahoy.

Tony gets a Squirrel Ahoy, Shaolin Squirrel, Squirrel Attack and an ASMBE. Since Tony has an effective 0, Jim goes first. Jim uses one of his Squirrel Ahoy to subtract 1 from Tony's Shaolin Squirrel (making it a 5) and one to make his 3 into a 4 giving him a pair of 4s. Tony then uses his ASMBE to eliminate one of Jim's 4s, his Squirrel Ahoy to add one to his Shaolin Squirrel die and make it back into a Squirrel Face, then use it to pluck the other 4 from Jim's Hand. He then uses his Squirrel Attack to re-roll the same Squirrel Attack die and rolls a 4. Tony wins with a pair of 4s and Jim literally has no dice in play. Tony draws another Nut from the Tree.

Jim: 4, Tony 4, Tree: 1

Since they are playing a Forest, Jim can still fight for that last Nut. Remember, every nut counts even if you lose a Tree, you can still win the Forest.

They roll one last time.

Jim rolls a 3,4, 5 and a Squirrel Ahoy.

Tony rolls a 4, 3, 2, and 2. Normally, Tony would go first but he has no Squirrel Faces showing. Jim uses his Squirrel Ahoy to up his 4 to a 5 and win with a pair of 5's. He takes the last Nut from the Tree.

Jim: 5, Tony 4, Tree: 0

Although Tony lost the Tree, he records his Nuts on a scrap of paper. Jim does likewise and they continue to play the Forest. When they have completed the agreed upon number of Trees for the Forest, they will compare the number of Nuts they have gathered and the one with the largest total wins the game.

That's it! Check out www.hinterwelt.com for more squirrel related mayhem!