





SQUASH YOU ALL FLAT

SUMMARY

Mr. Bear Squash you all Flat is a fun board game for two, based on the beloved 1950 children's story of the same name, about a lunatic monster bear that destroys cute woodland animals' homes for no goddamn reason.

GOALS OF PLAY

One player takes on the role of Mr. Bear, and their opponent controls a coalition of forest animals, including chickens, turtles and rabbits. The game takes place on a board divided into 101-hexagons. Two orange hexagons represent tree-stump animal warrens and blue water hexagons surround the board, creating an island.

The goal of **Mr. Bear** is to destroy both stumps and the goal of the **animals** is to eliminate Mr. Bear.

RULES OF PLAY

Setting the board-

Mr Bear begins play in his dirty hole in the ground in the center of the board.

The chickens begin play in the yellow spaces surrounding both stumps.

Six turtles begin play on the spaces marked with lilly pads.

Two rabbits begins play wherever the player controlling the forest animals chooses to place them (before the game begins).

New players may choose to place 4 rabbits instead of 2 to lower difficulty for the animals.

Mr. Bear moves first, after the rabbits have been placed.

Mr. Bear's awful abilities-

Mr. Bear moves three spaces each turn.

Mr. Bear can remove animals by jumping over them. Once Mr. Bear has begun jumping, he may continue jumping over additional animals, but cannot make another normal move.

Jumping over a **turtle** does not remove the turtle from the board (unless Mr. Bear has taken a stump- see "The Maddening Light of the Moon".

Mr. Bear can move onto a **stump** and on the beginning of the next turn it will be removed from play.

Mr. Bear may also jump over a stump, but this does not remove the stump from play, and ends his normal movement.

While Mr. Bear cannot jump over an animal that has another animal behind it, he may jump over an animal onto a stump.

To Defeat Mr. Bear, three animals must move onto him on a normal space during a single turn, **or** one animal may move onto him while he is in the water or on a stump. The **turtles** may only move onto Mr. Bear when he is in the water.

THE MADDENING LIGHT OF THE MOON-

After Mr. Bear destroys one of the stumps, he enters a rage and is able to move four spaces each turn for the remainder of the game. In addition, he can remove turtles by jumping over them, and turtles can attack Mr. Bear on land.

Animal Abilities-

Each turn, the player controlling the animals must move three of their pieces. (if less than three animals remain, those pieces move, but do not get additional moves).

No animal can share a space with another animal.

Animals can 'shelter' inside a stump. The bear cannot jump over to take an animal inside a stump, but if the bear moves **onto** the stump he will remove both the stump and the animal at the beginning of the next turn.

Chickens may move one space each turn.

Turtles may move three spaces in the water or one space on land each turn. (A combined-terrain move might be one or two water spaces and a single land space)

Rabbits may move two spaces each turn.

Turtles can only be removed from the board if they are sheltering inside a stump that Mr. Bear moves onto, or after Mr. Bear has already removed a stump.

GOOD LUCK

