



A BOARD GAME BY  
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2-4 PLAYERS

30-60' ⌚

# SQUIRREL ISLAND RULEBOOK

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*You were born a squirrel on Squirrel Island,  
thus you don't scurry for nuts to survive, but to win.  
When the first nut falls, the game to gather nuts begins.  
For many seasons you have been part of successful teams,  
gaining much experience and respect among your peers.  
Which begs the question you have always wondered,  
if you have what it takes, not to follow but to lead?  
It will all come to show, at the end of this fall.  
Raise your banner and scurry to become,  
the champion of Squirrel Island!*



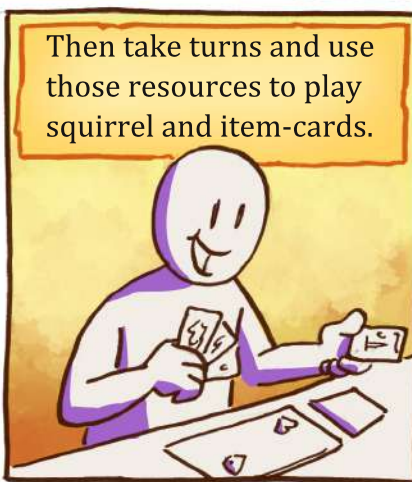
# GAMEPLAY OVERVIEW & SETUP



In Squirrel Island you will build up your own team of squirrels to help you gather as many nuts as possible over a series of 4 days.



You begin each day with gaining new resources.



Then take turns and use those resources to play squirrel and item-cards.



If you can't play any card you instead go to sleep.



When all players have gone to sleep you begin the next day.



The one with most nuts after the final day wins!

## THE ISLAND BOARD

Place this in the middle of the table.



## THE DECK OF 120 CARDS

Shuffle and place it next to the Island board.



## NUT & COIN TOKENS

Make piles within reach for all players.



## 4 PLAYER TILES & MATS

Place one pair in front of each player.

## 4 STAMINA TOKENS

Each player puts one on "0" on their stamina bar.

## FIRST PLAYER TOKEN

Give to the player who last climbed a tree. (Or select randomly.)





# COMPONENT INFO

## CARDS

The deck is shared between all players. Drawing a card from the deck means you take the card on top of it and put it into your hand. Only you can look at the cards in your hand. **There is no limit to how many cards you can have in hand.**



## SQUIRREL ISLAND

### THE ISLAND CARDS

To play, pay the cards cost & **1** or **1**  
Replace with new cards from the deck after playing and drawing.

### DAY ONE

#### MORNING PHASE

+3  
+2  
+5



When everyone is done, reveal 4 ISLAND cards.

### DAY TWO

#### MORNING PHASE

REFRESH all your squirrels.  
Collect all your **Q**.

+3, +2, +1  
Wake up.

Reveal a new ISLAND card.

## THE ISLAND BOARD

This component holds cards that any player can draw and play. It also shows what happens at the start of each new day.



## NUTS

Store all nuts you gain in your nut collection on the left side of your mat. The player with most nuts at the end of the game wins. It should be clearly visible how many nuts you have. If you lose nuts you put them back in the supply.



## COINS

Keep coins you gain in your bank on the right side of your mat. There is no limit to how many coins you can have. When you pay coins you put them back into the supply. Coins are mainly used to play items.

**You can use 3 coins to pay for 1 stamina.**

## PLAYER TILE

Is double-sided and shows what you can do on your turn if you are awake or asleep.



## PLAYER MAT

Where you keep track of your stamina and store your nut- and coin tokens.

## STAMINA BAR & TOKEN

Stamina is what you use to play squirrels. Keep track of how much stamina you have with your stamina token and the stamina bar on your mat. You can not have more than 5 stamina.

**Any stamina you gain when your bar is full will instead give you 1 nut each.**



## FIRST PLAYER TOKEN

The player who has the first player token will start playing each new day.



When all components are set up as shown on page 1 you can start playing. **You begin the game and each new day with a morning phase.** Now all players will collect resources simultaneously. What resources to collect is shown on the Island board for each day.


The first day you will:


- Move your stamina token to 3.
- Gain 2 coins.
- Draw 5 cards from the deck.


**When each player is done you put the top 4 cards of the deck face-up on the Island board.** Place three in the available spaces in the top row and the last one in the leftmost space in the bottom row. Thus covering the first morning phase. After revealing the Island cards the morning phase is over and you begin taking turns around the table.


### HOW TO BEGIN THE FOLLOWING DAYS

At the start of days 2, 3 and 4 you will, in addition to collecting resources, also refresh all your squirrels and then collect their loops. When you are done you wake up by flipping your player tile to the "awake" side. When everyone is awake you reveal a new Island card and proceed with taking turns.

+1  = Gather 1 nut from the supply.

+1  = Gain 1 stamina.

+1  = Gain 1 coin from the supply.

+1  = Draw the top card of the deck.



*The effects for the first morning phase.*



*This is where you place the new Island cards each day.*

LEARN HOW TO EXHAUST AND REFRESH ON PAGE 5

### WHAT IS A LOOP?

Most squirrels have one or more so called loops that you will collect each morning phase. The symbol inside the loop shows what resource you will gain 1 of when you collect that loop. You can also play cards that let you collect loops from squirrels if you exhaust them.



*This is a loop.*



*Example, if you would collect the loops from these squirrels, you would gain 1 nut from Thief, 1 stamina & 1 coin from Motivator and 1 card from Messenger.*



After the morning phase you will take turns one at a time in clockwise order around the table for the rest of the day. The player with the first player token takes the first turn.

**On your turn, when you are awake, you play one card from either your hand or the Island.** You can only play one card at a time and then you pass the turn to the player on your left. If you do not play a card you instead go to sleep.



1. COST
2. NAME
3. PLAY EFFECT
4. ABILITY (SQUIRRELS ONLY)
5. PICTURE
6. CARD TYPE & SQUIRREL TRIBE
7. RARITY (COPIES OF CARD IN DECK 1, 2 OR 4)
8. STASH VALUE (SEE PAGE 6)

## HOW TO PLAY A CARD FROM YOUR HAND

- To play a card you must first pay its cost.
- After you have paid the cost you play out the card in front of you and resolve its play effect.

Squirrels cost stamina to play. **If you play a squirrel you place it in front of your player mat and then resolve their play effect.** The ability on squirrels is not part of this effect. **Thus you do not collect its loops when you play a squirrel.**

Items cost coins to play. **If you play an item you resolve the play effect first and then place it to the right of your mat.** The items you have played form a pile called your used items.



*The most common squirrel tribe is Tree followed by Ground, then Flying.*



*Squirrels in front and items to the right.*



*Pay either resource, it doesn't matter if the card is a squirrel or an item.*

## HOW TO PLAY CARDS FROM THE ISLAND

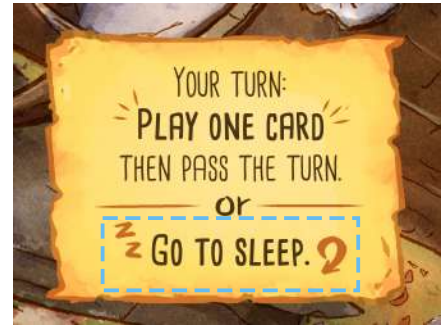
Instead of playing a card from your hand you can play one from the Island. **The only difference is that you must pay an additional cost of either 1 stamina or 1 coin.** This cost is not dependent on the type of card you play. If you play or draw a card from the Island you immediately replace it with the top card of the deck. **If you play a card from the Island you replace it before you resolve the play effect of the card. If you would draw 2 or more cards from the Island you only replace them after you have finished drawing.**

When it is your turn and you can not or do not want to play a card you instead choose to go to sleep. Flip your player tile to its other side to indicate that you have gone to sleep. **This is done individually and the first player who goes to sleep each day gets the first player token and will start playing the next day.** The current day continues until everyone is asleep.

### WHEN YOU ARE ASLEEP

Even though you are asleep you still take your turns. You can not play any more cards but instead you may gather 1 nut if you exhaust any 1 of your squirrels. **You do this the turn you go to sleep as well.** If you do not have any squirrels to exhaust you pass the turn. You may pass without exhausting but you may not exhaust more than 1 squirrel on each of your turns.

**When the last player awake goes to sleep they may also gather 1 nut.** Then instead of it being the next players turn the current day ends. If it was not the final day you begin the next day with a new morning phase.



### EXHAUST & REFRESH SQUIRRELS

Squirrels can be either refreshed or exhausted. A squirrel is always refreshed after you play it and all squirrels become refreshed at the start of each new day. To exhaust a squirrel you rotate the squirrel card sideways to show that it is exhausted. **An exhausted squirrel does not give you its abilities.** To refresh a squirrel that has been exhausted, you rotate it back up. You can not exhaust or refresh other players squirrels unless it is specifically stated.

### GO AGAIN!

If a card tells you to Go again! you will **take another turn** instead of passing the turn to the left. This new turn works just like a normal turn where you can play a card or go to sleep and gather 1 nut. If you get more than one instance of Go again! you will take that many more turns, even if you go to sleep.



### SABOTAGE EFFECTS

There are some cards with effects that have white text on a red background. **This is only to show that it affects the other players.** Steal means you take 1 nut from another players collection and add it to your own. Players can not have a negative amount of nuts.





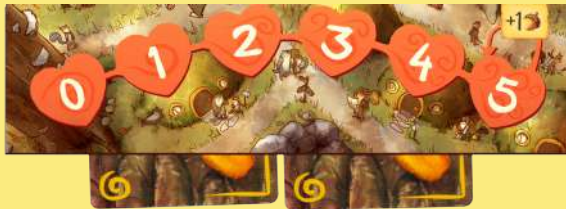
When all players have gone to sleep on the fourth and final day, the game ends. **Instead of starting a new day you will now add your stashed nuts to your collection.** Reveal your stashed cards and add the combined stash value from them together with the nuts you have gathered to see your final score.

**The player with most nuts wins the game!**

In case of a tied score the tied player with most squirrels wins. If it is still a tie the residents of Squirrel Island consider you equally worthy to be known as champions!



*For example: If you have 20 nuts and these 4 stashed cards, your final score would be 26.*



*These are two stashed cards.*

## WHAT ARE STASHED CARDS?

Some effects will tell you to you stash a card. This means you tuck the card face-down, halfway under your player mat. **All cards have a stash value in the bottom right corner which indicates how many nuts the card will give you at the end of the game if it has been stashed.** The stashed cards remain stashed until the end of the game. You are not allowed to peek at what you have stashed while playing. **When you stash a card from the top of the deck you do not look at it.** If you would stash a card from your hand you choose which one to stash.

## SQUIRRELS WITH UNIQUE ABILITIES

The unique squirrels have unique abilities instead of loops. These abilities either activate when you do something specific on your turn or they have an ongoing effect that only applies to you.

- **If the squirrel is exhausted you do not have its unique ability.**
- There is no limit to how many unique squirrels you can have.
- **The unique abilities that activates on your turn does not activate during the morning phase.**
- If an ability activates when you play a card you can choose to resolve the unique ability before or after the play effect of the card.
- If multiple abilities activate you choose the order they resolve.
- The unique squirrels play effect can activate its own ability.
- **The unique abilities are not optional and you should help to remind each other whenever they activate.**



*For example, if you have the Cartographer you will gain 1 nut each time you draw 1 or more cards during your own turn.*

**DO I LOSE MY STAMINA WHEN I GO TO SLEEP?**

No, all your stamina, coins, nuts and cards in hand are saved between days.

**WHAT HAPPENS IF I LOOK AT A CARD I STASH FROM THE TOP OF THE DECK?**

We recommend that the player should still stash that card instead of a new one. Also even though you know what cards you've stashed from your hand you still shouldn't look at them during play.

**WHAT HAPPENS IF THE DECK RUNS OUT OF CARDS?**

If this happens you can not draw or stash cards from the deck and the Island cards won't be replaced with new ones. If you think you will run out of cards during the morning phase you should deal out the remaining cards in turn order.

**IN THE MORNING PHASE, DO I ACTIVATE THE ABILITIES ON MY UNIQUE SQUIRRELS?**

No, you only activate CARTOGRAPHER, CHIEF OF POLICE and WITCH DOCTOR on your own turn.

**CAN I EXHAUST A SQUIRREL THAT IS EXHAUSTED?**

No, just no.

**DO I HAVE TO PLAY A CARD IF I'M AWAKE?**

Yes. If you don't you have to go to sleep.

**CAN I DRAW CARDS WITH BACKPACK BEFORE CHOOSING THE SECOND OPTION?**

Yes. Generally you can choose to resolve a cards effects in any order.

**MASTERTHIEFS ABILITY...?**

You only repeat the sabotage effect and not the rest of the effect. For example, if you play a SNIPER you will not gain a 2nd coin but you will exhaust 2 squirrels from the other players. If you choose to do the sabotage effect from THIEF or LASSO you can choose to steal from different players. Although you will not steal any nut if you choose to stash.

**DO I ONLY GAIN 2 NUTS IF I EXHAUST 3 SQUIRRELS WITH RANGER?**

No. You will get the stamina and cards as well.

*Rule clarifications for each individual card can be found at [squirrelisland.com/rules/cards](http://squirrelisland.com/rules/cards)*

*We are happy to answer any rule questions you still might have. Just send us a message or post your question on one of our online community boards that you can find links to on our website.*

Squirrel Island is a board game designed by Rasmus and Robin Karlsson. But they wouldn't have gotten this far on their own. It is thanks to the feedback from everyone who have played the various incarnations with us over the many years that we feel the game has become something special. We are very thankful to you all. Squirrel Island is available as a Print & Play and as a download for Tabletop Simulator on Steam®. All information can be found on our website.

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Fonts used in game and rulebook:

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Illustrations, graphics & text by Robin

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