

# Squish

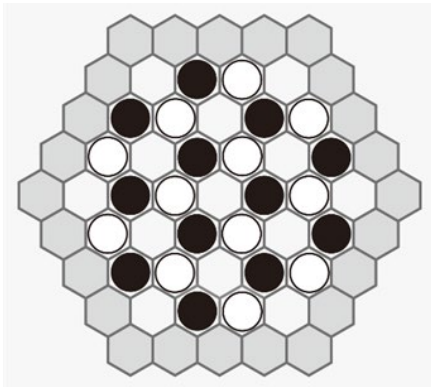
Designed by **Kanare Kato**

2 players / 20 minutes / 8 years and older

**Squish** is a unification game based on simple movement rules. It can be played on hexagonal boards of any size, but the recommended size is 4 or 5 hexes per side. For games of size 5 or larger, recommended using advanced rules.

## SETUP

For a game of 4 hexes per side, place the pieces as shown in the diagram below. For larger games, the same pattern can be extended to place the pieces.



Initial setup

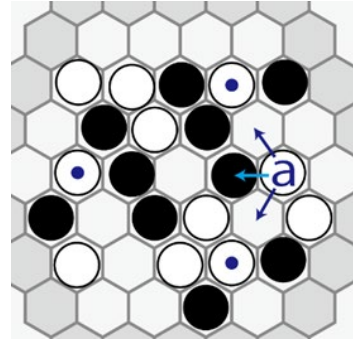
Decide which player will play with which color (white or black). White is the first player to play.

## GAMEPLAY

On your turn, you move one of your pieces to an adjacent hex. You must move it so that it is close to a friendly piece on the

same line. If there is no friendly piece on the same line, the piece cannot move on that line.

If there is an enemy piece on the move, the enemy piece is captured and removed from the game. It cannot move into a hex containing a friendly piece.



The white piece marked with “a” can only move to the adjacent hexes marked with arrows. The white pieces marked with blue dots are the pieces on the same line that “a” can approach.

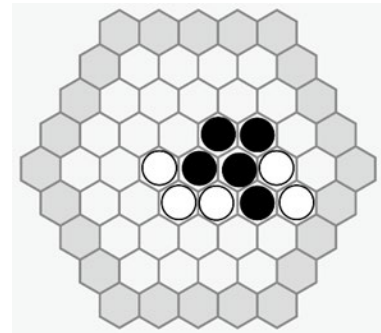
## END OF THE GAME

The player who puts all friendly pieces remaining on the board into one group wins the game immediately.

If your move causes your opponent to achieve the above victory condition, your opponent wins. If both

players achieve the win condition at the same time, the player who made the move wins. If the player fails to move any pieces during their turn, the one loses the game.

This game may cycle. If both players decide that they are in a cycle, the game is a tie.



Black wins.

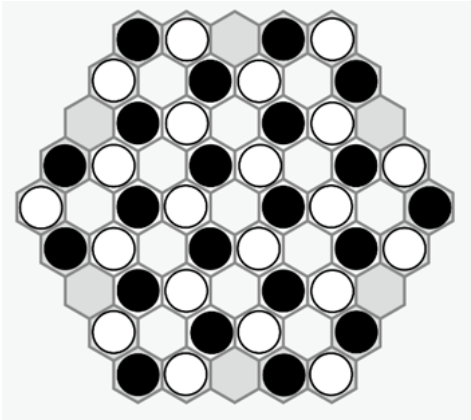
Please Turn Over ⇒

## Variants (Flowish)

As mentioned above, Squish has a design flaw in that it can rarely fall into a cycle. The following variant sets up rules that theoretically prevent Squish from falling into a cycle, while maintaining the gameplay of Squish.

### SETUP

Same as squish, but the recommended size is 5 hexes per side.



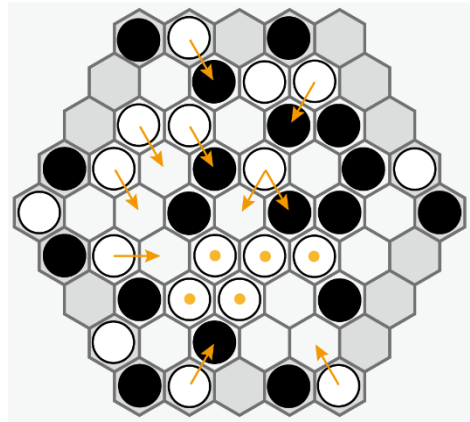
Initial setup (5 hexes per side)

### DEFINITION

A **group** is pieces of the same color that is adjacent to each other. The size of a group is the number of pieces it contains. A singleton is considered a group of size 1.

### GAMEPLAY

The white player plays first. On your turn, you move one of the friendly pieces into an adjacent hex. However, it must be on the same straight line as one of the pieces in your largest group, and you must move it along that line toward that largest group. Such a straight line is called a **flowline**.



The arrows show the pieces that can be moved in White's turn and their directions. Pieces with dots indicate the largest group of white pieces.

As in normal squish, if there is an enemy piece at the destination, the enemy piece is captured and removed from the board. You cannot move to a place where there is a friendly piece.

If the piece you want to move is on more than one flowline, you must move it toward the nearest piece of the largest group (if there is a friendly piece at the destination, the piece cannot be moved).

If none of your pieces are on the flowline at the start of your turn, you move one of your pieces toward the nearest flowline.

### GAME END

The player who has all of their remaining pieces on the board in one group wins the game immediately. The player who has only one piece on the board also wins.

Unlike normal Squish, this game always ends with one of the players achieving a unification.

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Special Thanks: Dale Walton