Squishy Clash — Gameplay Rules

Squish. Battle. Collect!

A card duel for 2 players · Ages 8+ · 5–10 minutes

The Big Idea

Squishy Clash is a two-player duel where adorable Squishies battle with their stats — and, on the rarer cards, a special power.

You each build a deck of 30 Squishies, then take turns sending one into the arena to clash with your opponent's. The first player to knock out three of the other player's Squishies wins the match.

Some Squishies hit harder, some are faster, and some are tough as nails. The rarest ones carry powers that can swing a whole match. Build smart, play smart, squish hard.

The Stats

Every Squishy has four battle stats. Rarer Squishies (Rare and up) also have a Special Power with a Chaos cost.

- **Heart (HP):** How much damage a Squishy can take. At 0 HP it's knocked out (KO'd) and your opponent scores a point.
- **Squish:** Its attack power. In a clash, this is how much damage it deals (before the other Squishy's Cuteness).
- **Speed:** Who strikes first. In a clash, the higher-Speed Squishy attacks first — letting you knock a Squishy out before it gets a turn of its own (though it still lands one last counterattack on the way down).
- **Cuteness:** Armor. Subtract it from ALL incoming damage — clashes and powers alike — though at least 1 always gets through. (Some powers say “ignores Cuteness”; those slip right past it.)

The Clash

This is the heart of the game. When your Active Squishy attacks, the two Active Squishies clash and trade blows:

- The higher-Speed Squishy strikes first. Damage = its Squish – the other Squishy's Cuteness (at least 1). Subtract it from that Squishy's HP.
- Then the other Squishy strikes back the same way (its Squish – the attacker's Cuteness, at least 1) — and it gets this hit even if the first strike just knocked it out. A knocked-out Squishy always lands one last counterattack, its “dying blow,” before it leaves the arena.

Striking first still matters: you can knock a Squishy out before it would get a turn of its own. But you won't dodge its counter just by being faster — only a power that says “no counterattack” can stop the dying blow.

Double knockout: if a dying blow knocks the attacker out too, both Squishies are KO'd — each player scores 1 KO Point and brings in a new Active Squishy. If Speeds are tied, the attacker strikes first.

Example clash

Your Wasabi Warrior (Squish 5, Speed 4, Cuteness 2) attacks an opposing Sad Nugget (Squish 2, Speed 2, Cuteness 2, HP 4). Wasabi is faster, so it strikes first for 5 – 2 = 3, taking Sad Nugget to 1 HP. Sad

Nugget strikes back for 2 – 2 = 1 (the 1-minimum). And even if Wasabi had hit hard enough to knock Sad Nugget out, Sad Nugget would still land that final 1 damage on the way down.

Special Powers & Chaos

Commons and Uncommons have no power — they're pure stat cards, perfect for learning the game. Powers appear on Rare, Super Rare, and Legendary cards, and get stronger with rarity.

- **Chaos is earned by fighting.** A Squishy gains +1 Chaos every time it takes part in a clash — whether it attacks or defends.
- **Paying for a power.** Each power lists a Chaos cost: 3 for a Rare, 4 for a Super Rare, 5 for a Legendary. Once a Squishy's Chaos reaches that cost, you may use its power.
- **One power per turn.** Powers happen before your clash, unless the power says otherwise.
- **Tracking it.** Track Chaos with a token or coin, starting at 0. A benched Squishy keeps the Chaos it has built up.

Power keywords

- **Strike first:** this clash, your Squishy hits first no matter the Speed.
- **Ignores Cuteness:** that damage is not reduced by the target's armor.
- **Deal X damage:** damage dealt straight to a Squishy's HP (from a power, not a clash).
- **No counterattack:** the opponent's Squishy doesn't strike back this clash — the only way to stop a dying blow.
- **This turn / next turn:** stat changes last until your next turn; “next turn” effects land on the opponent's upcoming turn.

Build Your Deck

- Exactly 30 Squishy cards.
- Up to 2 copies of any single card.
- Grab some tokens, coins, or scrap paper to track HP (and Chaos on your powered Squishies).
- Every card in your deck is a Squishy — no energy cards, no trainer cards, nothing else to manage.

Setting Up

- Shuffle your deck and place it face-down as your Draw Pile.
- Draw 5 cards. This is your Hand — keep it hidden.
- Each player picks one Squishy from their Hand and places it face-up as their starting Active Squishy.
- Whoever has the lower Squish on their Active Squishy goes first (underdog advantage). If it's tied, both flip the top card of your deck — lower card number goes first.
- Set any Chaos counters to 0. You're ready to clash!

Your Turn — 4 Phases

Phase 1 — Draw

- Draw 1 card.
- Hand limit is 5. If you go over, discard down to 5.

Phase 2 — Swap (optional)

- Move your Active Squishy to your Bench and bring in a Squishy from your Hand instead.
- Swapping is your big move: if you swap, you skip your Clash this turn.
- Your Bench holds up to 3. If it's full, the Squishy you swapped out goes to the Discard Pile.
- Benched Squishies are paused, not reset — they keep their current HP and Chaos, and they can't be attacked.
- You can swap only once per turn.

Phase 3 — Power (optional)

- If your Active Squishy has a power and enough Chaos, pay its Chaos cost and use it.
- One Special Power per turn. Powers happen before your clash, unless the power says otherwise.
- Commons and Uncommons have no power, so they simply skip this phase.

Phase 4 — Clash

- Skipped if you swapped this turn.
- Your Active Squishy clashes with the opponent's: higher Speed strikes first, and the other strikes back — even a knocked-out Squishy lands one final counterattack.
- Both Squishies in the clash gain +1 Chaos.
- Any Squishy reduced to 0 HP is knocked out.

First-turn rule: the player who goes first does not clash on their very first turn (to keep things fair). They still draw, and may swap or use a power.

Knockouts & Winning

When a Squishy reaches 0 HP, it's knocked out:

- Move it to its owner's Discard Pile.
- The player who knocked it out scores 1 KO Point.
- The KO'd player brings in a new Active Squishy — from their Hand or Bench. From the Bench: keeps its remaining HP and Chaos. Fresh from the Hand: enters at full HP with 0 Chaos.
- **One KO per turn.** You can score at most 1 KO Point on your turn, and a knockout never carries over — leftover damage is lost.

How to win

The first player to score 3 KO Points wins the match! Never lose by running out: if your Draw Pile is empty, shuffle your Discard Pile to make a new one. The only way to lose is to be knocked out 3 times.

Have fun, be kind, and may the squishiest win! · @SquishyClash · #SquishyClash