Squishy Showdown! — Junior Mode

The simple way to play with your Squishy Clash cards!

For ages 5 and up · 2 players · 3–5 minutes

What You Need

Just your Squishy Clash cards. That's it — no tokens, no counters, no rulebook to memorize.

Tip: You can use any cards — Commons, Rares, Legendaries, all mixed together. The more cards you use, the longer the game!

How to Play

- **Shuffle and deal.** Shuffle all your cards together and deal them out so each player has the same number of face-down cards. This is your pile. (If one card is left over, set it aside.)
- **Flip!** Both players flip the top card of their pile at the same time. Yell “SQUISH!” if you want to.
- **Compare the stat.** Each round you compare a different stat: Round 1 is Heart, Round 2 is Squish, Round 3 is Speed, Round 4 is Cuteness — then start over.
- **Bigger number wins.** Whoever has the bigger number on that stat wins both cards and puts them at the bottom of their pile.

The Stat Cycle

Each round you compare the next stat, moving across the card and skipping the purple Chaos stat:

- **Heart** — how squishy and strong they are.
- **Squish** — how hard they can squish back.
- **Speed** — how fast they are.
- **Cuteness** — how adorably tough they are.

After Cuteness, start over at Heart and keep cycling. Play until someone has all the cards!

What about Chaos? Chaos is the purple stat. It's only used in the big Squishy Clash game, so Junior Mode skips it.

Tie? Squish Battle!

If both players have the same number on the stat, it's a Squish Battle:

- Both tied cards go into a pile in the middle — the Squish Pile.
- Each player flips their next card.
- Compare the same stat as the tied round. The winner takes the whole Squish Pile, plus both new cards!
- Tie again? Repeat — add both new cards to the Squish Pile and flip again. The pile keeps growing until someone wins.

Big wins: Squish Battles are the most exciting part of the game — you can win 4, 6, or even more cards at once! After a Squish Battle, the next round moves on to the next stat in the cycle.

How to Win

Be the player with all the cards! When the other player runs out of cards, you win the Showdown — you're the squishiest!

Want a shorter game? Set a timer for 5 minutes. When time's up, whoever has more cards wins.

Let's Play a Round!

Maya and Leo are playing. It's Round 1, so they compare Heart. Both flip a card at the same time:

- Maya flips Cappybarro — Heart 6, Squish 2, Speed 2, Cuteness 4. Her Heart is 6.
- Leo flips Soy Dumpling — Heart 5, Squish 2, Speed 2, Cuteness 3. His Heart is 5.

Maya has the bigger Heart (6 beats 5), so Maya wins and takes both cards. The next round is Squish — they flip again and compare Squish this time!

Try It Different Ways!

- **Tiny Champions (ages 4–5):** Use only Common and Uncommon cards for smaller, easier-to-count numbers. Whoever wins the most rounds out of 5 wins!
- **Random Stat Mode:** Skip the cycle. Before each round, the older player calls out a stat. Keeps everyone guessing!
- **Squishy Team-Up (3+ players):** Everyone flips at once. Compare the same stat across all cards; the highest wins all the cards. Then cycle to the next stat.
- **Trade Mode:** Play a regular Showdown. At the end, the winner may pick 1 card from the loser's pile to keep — but only if both players agree!

Ready for More?

When you're ready for a bigger challenge, try the full Squishy Clash game! In the full game you build your own deck of 30 Squishies, use each Squishy's Special Power, and KO your opponent 3 times to win. But for now… have fun!

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