

# *People SQUASH*



*Fantastic Combat  
Between Clay Humans  
That You Design*

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Between Clay Humans  
That You Design*

# MONSTER SQUASH

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***This One's for Terry Williams***

INTRODUCTION	01
MATERIALS	02
PLAYING THE GAME	03
DESIGNING YOUR HUMAN	03
ARMOR	04
MOVEMENT AND MOVEMENT RATES	05
WEAPONS AND DAMAGE	06
ACCURACY AND COMBAT	07
HUMAN HEALING	08
ORDER OF PLAY	09
ADVANCED PLAY	09
PLAYING HINTS	13
HUMAN CHARACTER SHEET	END

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**People  
 Squash**  
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# INTRODUCTION

The creatures of Blorb 212 were more than a match for the first explorers that tried to take over their world. When a series of attempts to colonize the planet failed, the company that had claimed Blorb 212 waited.

After a few years of planning, they began dropping Mecs and a host of other creatures and life forms to the Planet's surface to rid it of the mutant monsters that lived there.

But this failed also and the company that would call the planet their own, decided on a final course of action. The next step was to create a vast army of high level executives and decision makers that had decided to colonize this awful place.

Like everything else tried on this arm pit of the Galaxy, the plan backfired.

The people dropped on Blorb began to attack everything, including themselves, as they mutated into new and even more bizarre forms.



## People Squash

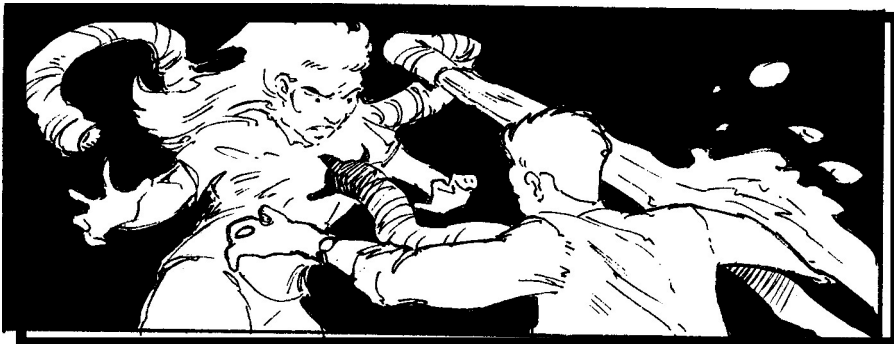
### MATERIALS NEEDED

To play People Squash, you will need a supply of the following materials:

- A 2 or more 6 sided dice (d6)
- B Paper or Index Cards
- C Writing implements (crayons are acceptable)
- D Ruler (or use ruler included)
- E Modeling clay (about 20 lbs. should do it.)
- F At least 2 players (the more, the merrier!)
- G A very good imagination and/or a degree in advanced Human Physiology. Either will do.
- H A large table area (formica works best)
- I 1 or more copies of PEOPLE SQUASH
- J A big plastic spatula or scraper is very useful to pick up squashed clay.
- K Small items, such as buttons, dead flies, etc., may be used to decorate your Human.

#### **WARNING:**

Clay can be hazardous to rugs, especially shag carpets, walls, and furniture. Throwing clay at other players and bringing clay into contact with any home furnishings is not recommended. Consumption of oil clay may be very hazardous to your health and it tastes yucky.

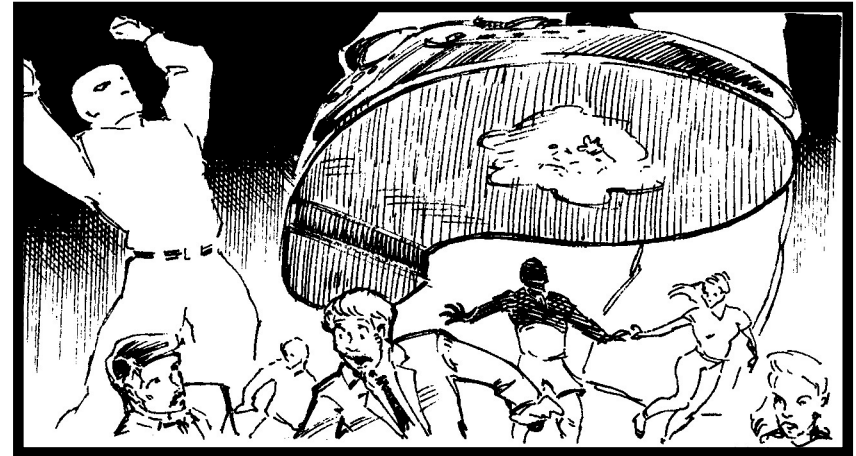


2

## People Squash

### PLAY THE GAME

- 01 Read the rules carefully, at least twice.
- 02 Build your Human
- 03 Try several combat tests.
- 04 Scrape clay off walls and ceilings.
- 05 Invite friends over to play.
- 06 Play People Squash
- 07 Scrape more clay off walls and ceilings
- 08 Play People Squash
- 09 Scrape clay off players and pets.
- 10 Realize the object of People Squash is to have fun destroying the beautiful People and /or monsters your friends have made.
- 11 Repeat steps 6 & 7 until the dog eats your clay.



### START BUILDING

Use a blank piece of notebook paper or a photocopy of the sample character sheet included to keep track of your humans stats. All humans get (5 d10) +30 **Health** points to start building. These points are your life/energy force. Use them wisely. When you are finished building the leftover **Health points** become your energy or **LIFE points**. Remember that when your Health points reach 0, your opponent gets to destroy your human.

**LIFE POINTS ARE HEALTH POINTS!**

3

## People Squash

# LIFE POINTS ARE HEALTH POINTS!

## BODY ARMOR

Now roll (2 d6) +6. This is the number of ARMOR points you will have to buy armor with. ARMOR points can also be used for buying additional weapons and movement after your basic *Human* has been generated.

## RANDOM HELPERS

When you begin building your human random body and body shapes can be rolled on the following tables or use your imagination. Generally People have 2 arms and legs.

### CREATE A BODY TYPE

#### Roll d6

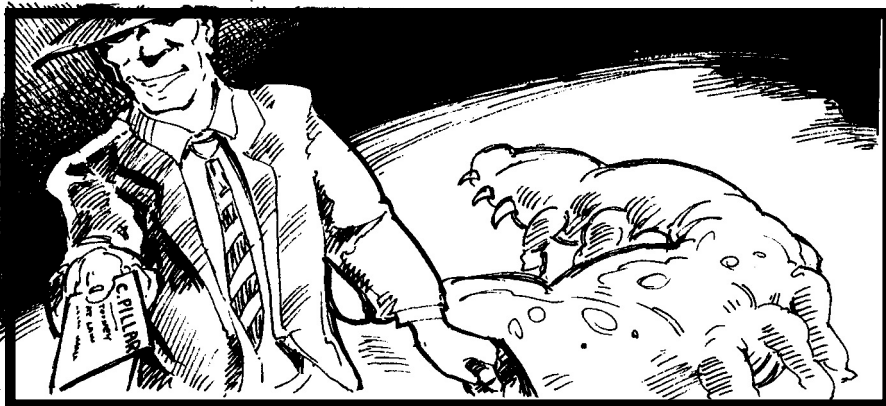
- 01 Real Short
- 02 Short
- 03 Average
- 04 Tall
- 05 Really Tall
- 06 Basketball Player

#### Roll a d6

- 01 Real Skinny
- 02 Thin
- 03 Athletic
- 04 Just a little Plump
- 05 Chubby
- 06 Rotund

## CREATE A BRAIN

Create a brain, place it in the head. There is no cost to this. You write the brains location on your character sheet and keep it secret if you are a mutant. More on that later.



4

## People Squash

# ARMOR YOUR BODY

Use some or all of your build points to purchase armor. Armor rating is the amount of damage absorbed by the armor purchased. Most people have kevlar if they work in Detroit.

ARMOR TYPE	ARMOR STOPS	MOVEMENT MODIFIER	BUILD COST
Clothes	0	+1	—
Light	1	+0	02
Leather	2	-1	04
Kevlar	3	-2	06
Combat Suit	4	-3	08
Space Suit	5	-4	10

## CREATE YOUR MOVEMENT

Movement is the method your human uses to get around. Movement rate is the maximum number of inches per turn your human can travel, depending on what he or she is trying to do. After building your humans body and buying armor, determine it's movement type and index the rate on the following table. Remember that only humans have a varied movement rate and special equipment to change that rate. Record your type of movement on your character sheet and build the appropriate equipment onto your Human.

MOVEMENT TYPE	MOVEMENT RATE (inches)
02 Snail	04
03 2 Legs	06
03 4 Legs	06
04 Lots of Legs	06 (+1 inch per leg)
05 Foot Treads	08
06 Foot Wheels	12
07 Ball Bearing(s)	14
08 Roll	12
09 Hover	14
10 Flight	18
11 Roll Again (Ignoring 11 and 12)	
12 Roll Twice (Ignoring 11 and 12)	

5



## People Squash

### HOVER & FLIGHT LIMITS

A Mutant can hover no higher than 1" from the playing surface. Flight will go no higher than 10"

### EXTRA MOVEMENT

For every 2 additional LFE points spent, movement rate may be increased by 1". Modified movement rates may not exceed TWICE the original movement rate.

### BUY YOUR WEAPONS

From your remaining **Life** points you must buy your weapons from the chart below. You can have any number of weapons up to a maximum of 6.

Then, build the appropriate weapon type on your Person. Maximum weapon length can be no more than 6".

WEAPON	DAMAGE	COST
Pistol	1d6 +1	3
Rifle	1d6 +2	4
Shotgun	1d6 +3	5
Karate	1d6	3
Kung Fu	1d6 +1	5
Blaster	1d6 +4	6
Chain Saw	1d6 +3	5
Axe	1d6 +2	3
Bow and Arrows	1d6	3
Crossbow	1d6 +1	3
Power Drill	1d6 +1	4
Sledge Hammer	1d6 +1	3
Pry Bar*	1d6	3
Rocks	1d6	1

\* A Pry Bar does damage by attaching itself to a part of your opponent with a cumulative chance each turn to rip it off. This will do an automatic 2 points of damage (see ACCURACY AND COMBAT).

Weapons can be picked up if dropped by another person or taken from a body. Some weapons can be taken from monsters or Machines.

## People Squash

### HITTING WITH WEAPONS

### ACCURACY

To determine your humans accuracy, roll 1d6 +4. Record this number. To hit an opponent, you must roll your human's accuracy or under on 2d6.

This applies to any attack.

### USING THAT PRY BAR

When a Pry Bar hits during combat, roll a d6 each turn following. On a roll of 1 on the first turn, a 1 or 2 on the second, etc., the pry bar will succeed in removing the area it is attached to. To escape from a pry bar, the monster must give up one of its attacks the next round and attempt to break free. A roll of a 5 or 6 on a d6 indicates a successful escape.

### DEMOLITION DERBY

When no other options are available, humans's can attempt to use their hands to damage MONSTERS, or MECs. This action does 1d6 -2 damage. A stomp or kick does 1d6-1 with any limbs that can connect.

### WING & LEG DAMAGE

Damage to Flight Devices slows Humans to **Half** Hover and flight. Humans move at 2" when they loose legs. Any limb that takes 12 or more points of damage in a combat round is destroyed. It takes 16 points to destroy a head.

### KILLING A HUMAN

A human is only destroyed when all of its **Life** points are gone. Also see Medical Help and Hospitalization.

### HIT REACH

When attacking an opponent, only weapons able to reach without turning the human may try to hit. Should the player choose to turn the human to make an attack, all remaining movement during that round will be forfeited. All projectile and energy weapons have a range of 16 inches.damage in a combat round is destroyed. It takes 12 points to destroy a head.

## People Squash

### REPAIRING YOUR HUMAN

Just d6 -1 points of your **Life** points may be repaired in one turn if the human doesn't move and stays out of combat while doing first aid.. It costs 2 Life points to make a repair attempt. Should a human choose to use a lost limb from another human it will cost 2 Life points and must be attached in place of another limb. Only parts that have been removed by slicing can be used in this manner. If the human chooses to search for a different weapon to replace a lost one, it will cost one turn. Repair a brain with 3 life Points when somebody damages yours.

### WHERE DO THEY START

All humans start the game at any point along the table edge. humans may then travel anywhere on the table without leaving it. Any human that tries to leave the table (INCLUDING those with flight and hover) are destroyed by laser satellites.



8

## People Squash

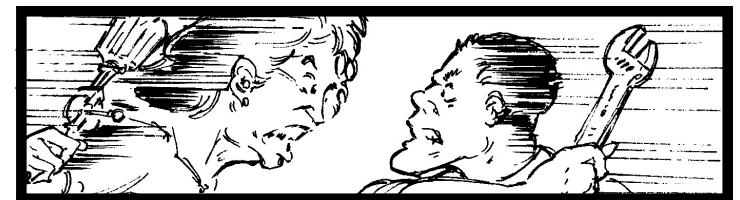
### TURN SEQUENCE

- 1 MOVEMENT:**  
Move up to your movement rate in inches. Players may choose to move simultaneously or take turns by rolling initiative.
- 2 COMBAT INITIATIVE:**  
When any human comes within the range of a monster they have the option to attack. Initiative is found by rolling 1d6 for each player. The player with the highest roll goes first.
- 3 COMBAT:**  
Humans fire weapons or exchange blows. Player with the initiative attacks first, rolling accuracy or under to hit with each weapon. Damage is totaled and limb loss is determined. If the opponent still survives, they may then return attack in the same manner. Missiles launched. Missiles hit from last turn. Robots do Damage or Move.
- 4 REPEAT 1 to 3**  
Until only 1 survivor is left on the battlefield.

### OPTIONAL RULES

A build point modifier may be used to balance the game. Index your accuracy to find out how may Life points you gain as a bonus or lose as you design your human.

ACCURACY	BUILD BONUS
04	+06
05	+04
06	+02
07	+0
08	-02
09	-04



9

## People Squash

### OPTIONAL INITIATIVE MODIFIER

Use this as in initiative modifier for humans that are very slow or wimpy. This is the GM's decision. Roll a 1d6 for the modifier and record it on your sheet.

ROLL	BONUS
01	+0
02	+0
03	+0
04	+0
05	+1
06	+2

### YOU GET A WEAPONS BONUS!

You get 2 advanced weapons for free or 10 more life points to improve your life force.

### YOU GET A WEAPONS BONUS!

You get 2 advanced weapons for free or 10 more LFE points to improve your life force.

### ADVANCED WEAPONS

The following are advanced weapons available. Roll a d6 for the special weapon you get.

- 01 GLUE SPRAYER**  
1d6 DAMAGE  
Reduces opponent's movement by 1" every time they're hit with it. Dissolves in 4 turns. Use 2d6 times.
- 02 ACID SPRAYER**  
1d6+1 DAMAGE  
Does 1d6 damage for the next turn as well.  
Holds 1d6+3 uses.

## People Squash

- 03 ENZYME SPRAYER**  
NO DAMAGE  
Drops accuracy by 1 and movement by 1d6 inches to any opponents hit that turn. Use 2d6 times.
- 04 SMART MISSILES**  
1d6+4 DAMAGE  
Travel up to 10" per turn towards a target. Accuracy is equal to player's accuracy minus 1. If they miss their first attack, they travel 10 inches beyond the target and then can turn around. Next turn they may try again with a -2 cumulative modifier on accuracy per attack. Smart missiles will explode on impact, or will self-destruct after 5 turns. Roll a d6 for the number of missiles you have.

### GETTING MORE SMART MISSILES

Humans with smart missiles can restock d6 more smart missiles at a cost of one turn.

- 05 LIFE FORCE PUMP**  
1d6 Damage  
After a hit, this 8 inch tube sucks life force and transfers 2 Life points to its owners medical kit per turn until ripped out with d6 points of damage. The medical kit can add these accumulated points to the human with a cost of 1 turn for all the stored points.
- 06 LITTLE PARASITE ROBOTS**  
1d6  
After the initial d6 damage, these little robots will drain 2 Life points every turn until ripped out or destroyed with 4 points of damage. Move up to 6 inches. A human can control up to 4 of these.



## People Squash

### HUMANS GOT GUNS

If the player rolls a d6 and the result is a 6 then their Human Colonist has an old gun.

<b>01-04 GUN</b> 1d6 +2 Damage Range 12 Inches Good for d6 shots.	<b>05-06 BIG GUN</b> 1d6 +6 Damage Range 18 Inches Good for d6 shots.
--	--

### SMARTS

Intelligence is determined by rolling 1d6+2. To use intelligence for refraining from combat or computing the odds, roll intelligence or under on 2d6. Humans with a smashed head or damaged brains will lose a turn to get medical assistance.

### THE PLAYING AREA

Before start of play, areas of the table may be marked as rough, swamp, or water.

MOVEMENT TYPE	ROUGH	SWAMP	WATER
<b>2 Legs</b>	<b>-1</b>	<b>-02</b>	<b>-03</b>

### OTHER MOVEMENT TYPES

Caterpillar	03	04	02
4 Legs	04	03	02
6 Legs	05	04	03
8 Legs	06	05	04
Lots of Legs	08	06	03
Roll	05	02	01
Any Wings	--	--	--
Any Jump	--	--	--
Swim	--	--	--

### NOTES ON FLIGHT & WATER

Humans with flight equipment will sink if they land in water. They move 3 inches per turn until they are out of the water.

## People Squash

### HINTS FOR PLAYING:

- A Combine weapons to make attacks more formidable. Concentrated damage can often destroy your foes.
- B Combining weapons saves time. Instead of rolling 6 shotgun attacks, you may roll only once for all 6. This is a called shot, and if you miss, all miss.
- C If your human has a low accuracy, try and put more Life points into buying more weapons to gain more chances of a hit.
- D Move fast and hit hard whenever you can.
- E Dispose of cheats out the door.
- F If your human is crafted with utmost perfection, the other players tend to attack it more.
- G Take pictures of your human before the game.

### OTHER SQUASH GAMES

People SQUASH can be easily combined with any of Tri Tac's 'SQUASH SERIES' Games. All have the same easy systems for play.

MONSTER SQUASH	8010
MEC SQUASH	8020
BUG SQUASH	8030
MUTANT SQUASH	8040
JAPANESE MONSTER SQUASH	8050
PANZER SQUASH	8060
PEOPLE SQUASH	8070

### EPILOGUE

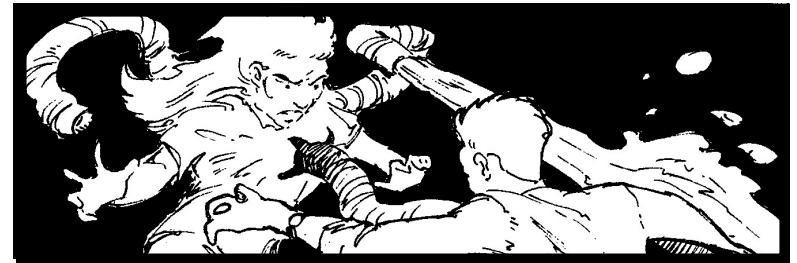
From sea to scummy sea, Blorb 212 became a littered junk yard of dead MONSTERS, MECS, BUGS, MUTANTS, and PEOPLE. The monsters still hunted the world but many had talked to the human invaders. It was hard, but they realized what was at the root of their problem. Now, with their friends, the Humans, they would someday get even with the corporation who created this mess.

As the battles continued, they plotted...



# The Ultimate Clay Combat Games!

## People Squash



People Squash is the classic crazy clay combat game between Humans and Mutants that you design!

Players craft their People from common modeling clay or play doh and combat to bitter end.

Completely compatible with the other *Squash* series games by Tri Tac Games. Clay and Dice Not included.

### Tri Tac Games

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People  
Squash

#8010

CDPDF

NAME \_\_\_\_\_

ACCURACY  SMARTS

MOVE \_\_\_\_\_

Flat Rough Swamp Water

WEAPONS	DAMAGE
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

LIFE  
POINTS

ARMOR

BRAIN