

CREATE YOUR SQUIRREL

On a scrap of paper, write the following details:

1 WHO ARE YOU

- ◆ What's your name?
- ◆ What do you look like?
- ◆ What type of Squirrel are you? (See below)

2 WHAT ARE YOUR STRENGTHS

Write two things you are very good at.
Examples: Running; Climbing; Leaping; Quick; Strong; Smart; Persuading; Flirting; Hiding

3 WHAT ARE YOUR SKILLS

Split these numbers (6, 5, 4, 3) among your 4 skills. The higher the number, the better you are at it:

- AGILE
- BRAVE
- CLEVER
- SNEAKY

4 WHAT IS YOUR STRUGGLE?

What is something you struggle with that you might face during the game? If you successfully face your Struggle twice, it becomes a Strength!

Examples: Self confidence; an injury; a fear; foolhardy; making friends; stealing; arrogance; selfishness; emotions; bad reputation

CREATE THE PARK

Group Questions

- ◆ What is the name of the park?
- ◆ How long has the park been around?
- ◆ What season is it at the park?
- ◆ What is the weather like today?
- ◆ What is the park's most iconic feature?

Individual Questions:

- ◆ What's your favorite place in the park?
- ◆ What's your least favorite place in the park?

PARK FEATURES

- ◆ Playground
- ◆ Duck Pond
- ◆ Soccer Fields
- ◆ River / Creek
- ◆ Ranger Station
- ◆ Running Paths
- ◆ Splash Pad
- ◆ Bridge
- ◆ Dog Park
- ◆ Hiking Trails
- ◆ BBQ Areas
- ◆ Gazebos
- ◆ Frisbee Golf
- ◆ Day Camp

TYPES OF SQUIRRELS

- ◆ Red squirrel "Little cuties"
- ◆ Gray squirrel "Big toughies"
- ◆ Flying squirrel "Tiny gliders"
- ◆ Ground squirrel "Sneaky burrowers"
- ◆ Fox squirrel "Big bushy-tails"

"You don't 'have' to be squirrels. Play as any little, park-dwelling, critters you like."

SQUIRRELFRIENDS

A GAME OF NUTS & SQUEAKS

"You and your Squirrelfriends are enjoying a day at a park, but you'll soon be given a quest from Elder Squirrel. It's up to you to work together to complete the quest!"

START HERE!

You'll need 3 or more people to play. One plays the GM and Elder Squirrel, the others play the Squirrelfriends. Grab some scraps of paper, pencils, and dice...

LOTS OF DICE!

About 7 dice per player should be good. Any even numbered dice will work.

Start by filling the "NEST" with dice in the center of the tabel. The dice in the nest are a shared resource. Now players create their Squirrels and the Park

ROLLING DICE

If you do something risky the GM will ask you to roll dice. Say what you want to do and which skill you are using. The GM tells you how hard it is and sets the target number. If you're using one of your Strengths, the Target is reduced by 1. Facing your Struggle increases the Target by 1.

CHALLENGE

- 1 "You got this"
- 2 "Looks pretty tough"
- 3 "Are you serious?"

TARGET

- 1 even to Squeak by
- 2 evens to Squeak by
- 3 evens to Squeak by

1 BUILD YOUR POOL

Grab a number of dice from the pool, up to your Skill's max, which will represent the amount of effort you are putting into your action.

2 ROLL THE DICE

Roll all dice at the same time and separate the odds and evens.
Evens = "Squeaks"
Odds = "Nuts"

3 READ THE OUTCOME

If you meet or beat the target, you "Squeak By!" Say how it works out and put ALL dice rolled back in to the nest.

If you miss the target "Awe Nuts!" Say how it goes bad and ALL dice rolled are removed the nest. The GM introduces an obstacle.

If you roll all Nuts you get "Stuck!" You become the next obstacle and the others need to work together to help you out!

Once the nest is empty, the GM can begin the final scene or refill it by half to continue the fun!

RUNNING THE GAME

- ◆ Come up with the QUEST
- ◆ Play to find out how they complete the quest
- ◆ Ask questions and build off player answers
- ◆ Help players figure out what stat to use
- ◆ Introduce interesting obstacles when they miss
- ◆ Find ways for them to face their Struggles
- ◆ Keep track of the dice nest

THE QUEST

The Elder Squirrel squeaks:

"Go forth, young squirrelfriends, and..."
"find the fabled golden acorn."

"stop humans from cutting down trees."

"recover the acorns, stolen by the clever fox."

"stop the mean crows from ruining a picnic."

"rescue a woodland critter."

"help out the park rangers."

Or ask the players for ideas!

OBSTACLES

Something else that gets between the Squirrelfriends and completing their quest.

A groundskeeper who REALLY hates squirrels

Rival gang of critters from another park

Unruly dogs have been "unleashed"

A LARP battle breaks out

Kids at a birthday party

Inflatable Jolly Jumper

Or choose your own!

For
Our Squirrelfriend,
Morgan

SQUIRRELFRIENDS
BY
Kristin & Tim Devine

Images
created by
Freepick

www.diceupgames.com