

# SHADOW SQUIRREL

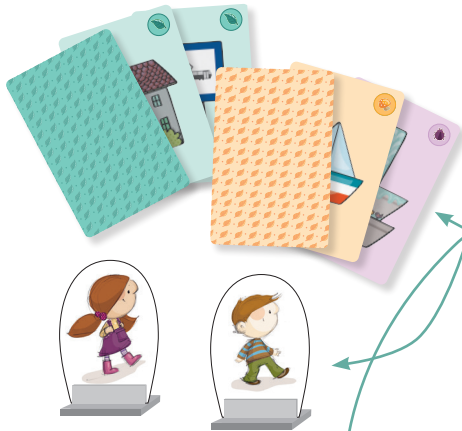
**1-4 players | Age 3+ 20 minutes**



Chloe and her friends went for a hike in the forest.  
They loved the squirrels jumping around from tree to tree.  
On the way home, they got extremely tired.  
It would be amazing right now to turn into a squirrel and just leap home!



To make time pass more quickly, they headed home by jumping  
on the shadows of trees and fences, just like squirrels.  
Help them find the correct shadows, so they can get home!



## Components

- 58 shadow tiles (11 different shapes)
- 4 characters with plastic bases
- 5 helper tokens
- 1 canvas bag
- 38 cards  
(blue deck: 20 pc, yellow deck: 18 pc)
- 1 hourglass (30 seconds)
- 1 "Game rules" booklet



The booklet contains multiple game modes.  
Try out the first one, and when you've mastered it,  
move on to the next one!



## GETTING TO KNOW THE ELEMENTS OF THE GAME

One-person game for the improvement of the youngest players

### 1. BROWSE

Single-player+parental supervision | Age 3+ | 10 minutes

#### Set up:

- Take out the blue deck!
- Draw 5 cards and place them face down on the table in a deck. You can put the rest back into the box; you won't need them.
- Lay the shadow tiles on the table and ensure that they are all visible.
- For this game mode, you won't need the characters, the helper tokens, the hourglass and the canvas bag.

#### Let the game begin!

Flip a card from the deck!

The player's job is to find the shadow tiles that are shaped like the picture on the card.

After choosing the tiles, place them on the card to check if the player has picked the correct shapes.

If the player chose correctly, leave the tiles on the card and move on to the next card.

If the player picked the wrong tiles, put them back in the pile and continue looking for the correct one.

While examining the shapes, the parent can say the names of the shapes so the child can learn them while playing.

When the shadow tiles are successfully matched to the card, the round is over.

Draw a new card and continue the game in the same manner until all the cards are matched to the tiles.



For a bigger challenge, use the yellow cards instead of the blue ones, but be careful not to mix the two decks!

## 2. FEEL AROUND

Single player+parental supervision | Age 3+ | 10 minutes

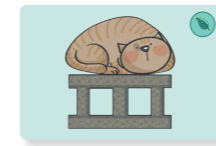
#### Set up:

- Take out the blue deck.
- Draw 5 cards and place them face down on the table in a deck. You can return the remaining cards to the box as they won't be needed.
- Place the shadow tiles in the top half of the box and hand it to the parent along with the canvas bag.
- For this game mode, you won't need the characters, the helper tokens and the hourglass.

#### Let the game begin!

This game is similar to the previous one with a few differences:

- After flipping a card, the parent should choose the correct shadow tiles and put them in the bag along with 3 other tiles.
- The player should find the tiles using touch alone without looking in the bag.
- If the player chooses the wrong tile, put it back in the bag, mix the tiles around, and try again!
- After completing a card, flip the next one and prepare the bag again in the same way (the correct tiles + 3 incorrect ones).
- For a bigger challenge, you can add more incorrect tiles to the bag.

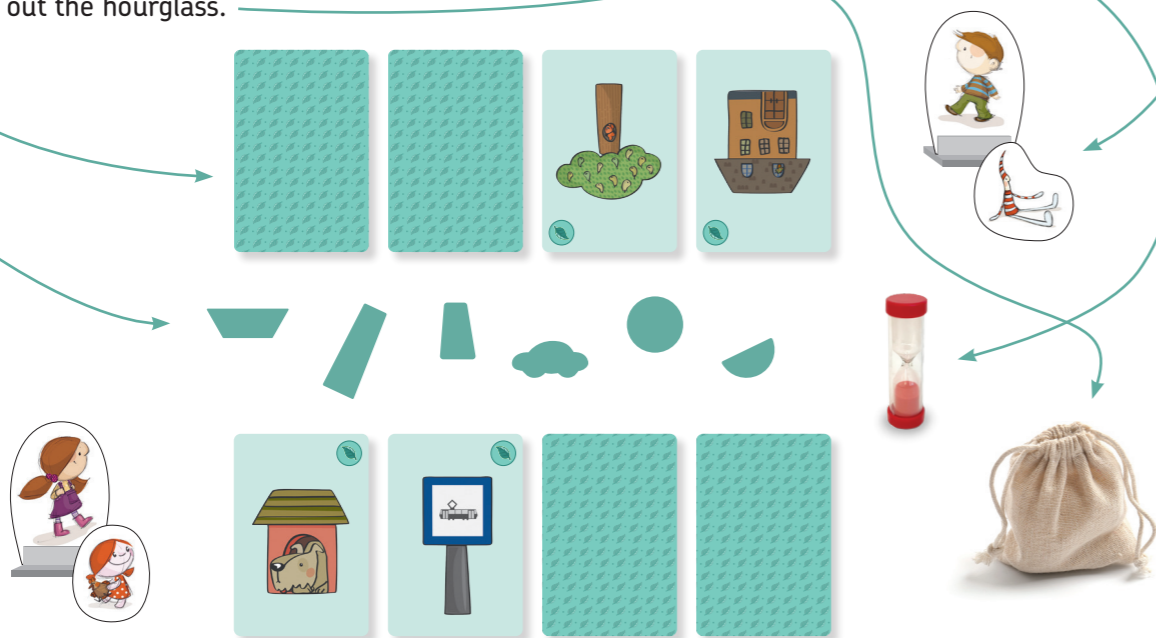


## BASE GAME

### WHO CAN GET HOME FIRST? 2-4 players | Age 4+ | 20 minutes

#### Set up

1. Shuffle the blue deck and give each player 4 cards! Place the cards face down in front of each player, and flip their first two cards face up.
2. Choose a character and take it along with the matching helper token (Chloe+ Polka-dot doll or Snuggles the fox, Perry+ Jingle, Heidi+ Ruffles the dog, Josh+ little car)
3. Place one of each of these shapes in the middle of the table: semicircle, circle, small tree trunk, big tree trunk, small cloud, small house.
4. Put the remaining shadow tiles in the canvas bag.
5. Take out the hourglass.



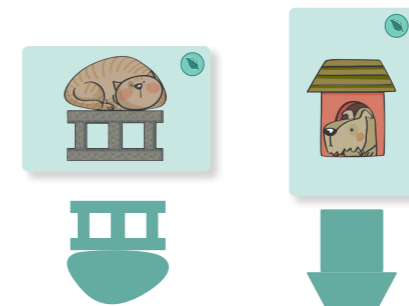
Set up for a two-person game

#### The object of the game

Players must hop on the shadows of the animals, plants, objects pictured on the cards using their characters. The players should feel around in the canvas bag and draw the shadow tile that matches the picture on the card, using touch only. As soon as the next card in line is complete, the characters can be placed on top. The first player to complete their last card and step on it with their character wins.

#### Gameplay

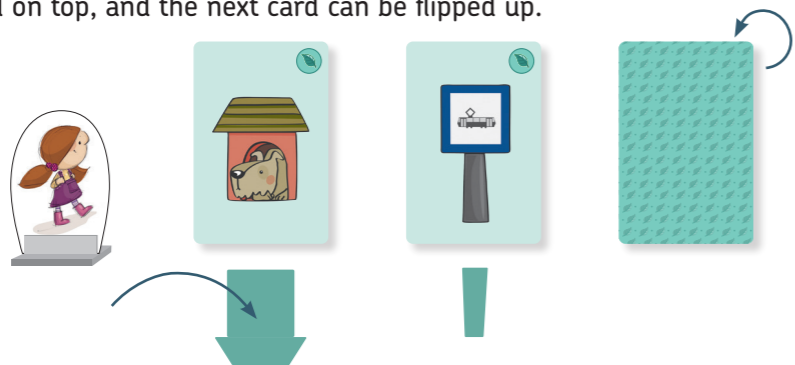
- The player with the smallest shadow starts the game.
- Players take turns after each other, with the player on turn always having the canvas bag.
- When the player is ready to take their turn, another player can start the hourglass, and the player on turn can reach into the bag.
- The task is to find a shadow tile that matches one of the elements in the picture on one of the player's face-up cards.
- You can only draw one tile per turn, so think carefully about which one you choose.
- If time runs out, the player has to stop feeling around the bag and pull out their hand, drawing whichever tile they were holding last.
- If the drawn tile matches any of the player's cards, they can place it below the card, flipped, so it looks just like its shadow. The pictures on the cards match the shadow tiles, making it easy to check if they've picked the correct one just by placing the tile on top of the card. Younger players can also place the tiles directly on the cards instead of mirroring them below the card.



- If the drawn shadow tile matches none of the cards, place them in front of yourself. The collected shadow tiles can later be traded on the market or with one of the other players, or they can be placed on a new card. Details of trading can be found in another paragraph.
- When a card's shadow is complete, the player can step on it with their character.
- Finish your turn by passing the canvas bag to the next player.

### Walking

Cards must be jumped on from left to right in order, but they don't need to be completed in order. Any card can have a shadow tile as long as the shape matches. When the first card is completed, the character can be placed on top, and the next card can be flipped up.



If the new card has any shapes matching one of the incorrectly drawn shadow tiles placed down, the card and tile can be immediately matched, and the tile placed below the card. If there are multiple matches, all of them can be placed.

### Eyeshot

- Players can always see two cards ahead, so there should be two cards face up in front of the character.
- If the card farther from the character is completed first, the character can't jump ahead; the closer card has to be completed first. In this case, the character can immediately jump to the second card as soon as the first is completed, and flip the next two cards.

### Trading

- Unnecessary shadow tiles can be traded. Anytime during a player's turn (before or after drawing a tile), the player can trade two tiles of their choice for one of the tiles placed in the market.
- The player on turn can also trade with another player. In this case, the player on turn can pay with two tiles of their choice in exchange for any of the other player's unused tiles.
- If the player on turn is buying from you, you must accept their offer and give them the tile they want to buy.

**Important note:** The player buying a tile can only choose from the other player's unused tiles; the tiles already matched to a card cannot be picked up again under any circumstances.

### Helpers

In the game, each player has a little helper. Once during the game, you can decide to use its helping power and take a shadow tile either from the market or from the bag. If a player decides to use their helper, the helper has to be placed back into the box, and it can't be used again. If a player uses their helper, they can't draw a second shadow tile after trading it in; they will only draw again in their next turn. The box contains 5 helper tokens. In the base game, players can only choose one (Chloe has to choose either Polka-dot doll or Snuggles the fox; it can't be both).



### Summary of the moves

- The player on turn has the bag and can draw a shadow tile.
- Instead of drawing a shadow tile, the player can use their helper.
- Trading and placing a tile drawn earlier on a new card aren't considered separate turns. These can be done at any time during the player's turn, before or after drawing (or if a helper is used, before or after using it).
- At the end of a player's turn, they can move their character if the next shadow is complete, and they can flip a new card if there are any cards left.

### End of the game

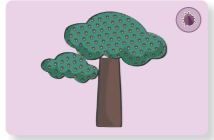
If a player completes their last card and steps on it with their character, that player wins, and the game is over; they got home the quickest.



### Bigger challenge – extra yellow deck

If you like extra challenges, use the yellow deck instead of the blue one!

There are three types of cards in this deck with mushroom, bug, and star signs. Some of these cards have more complicated pictures with 3 or 4 shapes on them.



- For the game setup, use 8 cards with mushroom signs and give everyone 2; place the rest of the mushroom cards back in the box.
- Take the remaining yellow-backed cards (bug and star signs, purple background) and give two of these to everyone.
- The rest of the setup and gameplay are the same as the base game with one exception: if someone gets a special star sign card (motorbike, truck), they can draw an extra shadow tile immediately after flipping it face up.

#### TIP:

#### Extra advantage for the little ones

With these modifications the game can be balanced to provide an equal challenge for both adults and children.

1. Only the kids can use the helpers.
2. Distribute the cards so that kids only get simpler cards (2 shapes, leaf sign) and the adults get more complicated cards (3-4 shapes, bug sign).

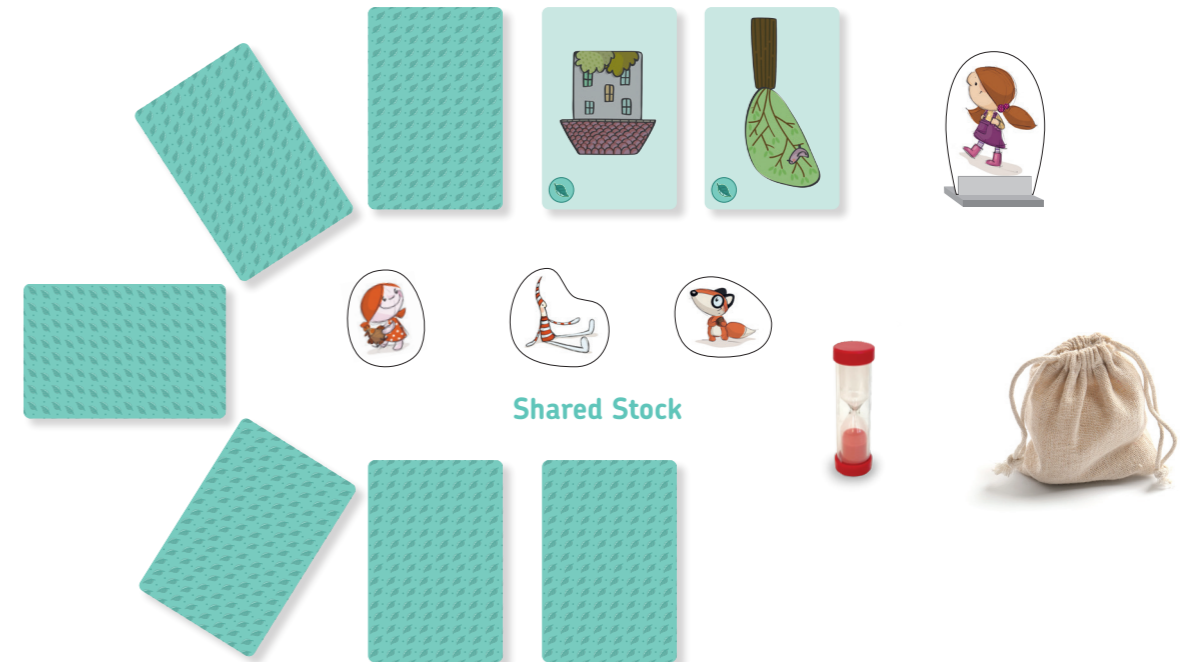
If the child gets stuck and is unable to find the correct shadow tile for multiple rounds, the adult can deliberately draw it, allowing the child to buy it from them. This tactic can work the other way around too. If you can't find a shape, but the other player has one, you can draw one that they need so they will want to buy it from you using the shadow tile you desire.

### COOPERATIVE GAME MODE:

#### BEFORE THE SUN GOES DOWN 2-4 players | 4 years+ | 20 minutes

The gameplay is the same as the "Who can get home first?" base game, with the following differences: Players jump home on the shadows of shared cards. The goal is not to get too tired so they will have enough energy to play when they get home.

During the setup, place 8 cards from the blue deck on the table in the same way as pictured below. Flip the first two face up and leave the rest face down.



- Choose one shared character and place it next to the first card. At first, use 3 shared helpers; later, to make the game more difficult, use less or none. If the game is too hard, use more, 4 or even all 5.



- The player on turn draws from the bag just like in the base game, but here the players work together to complete the cards instead of working separately.
- The players can decide to use a helper anytime. If everyone agrees on using it, spill all the shadow tiles from the bag and find the correct one together. Afterwards put all the shadow tiles back in the bag.
- In this version the market doesn't exist, but the players can still save the incorrect tiles and use them later in the game.
- The game ends when all the cards are complete. Place the leftover tiles on the board printed inside the top of the box, starting from the purple end. If the box can't fit any more tiles, pile them all on the last blue tiredness tile. This tells us how tired we got on the way home.
- The number of tiredness tiles filled with shadow tiles determines the amount of energy left.

ONLY THE PURPLE TIREDNESS TILES HAVE SHADOW TILES:  
Whew, you're really good at this!  
You got home early and have time to play before dinner!

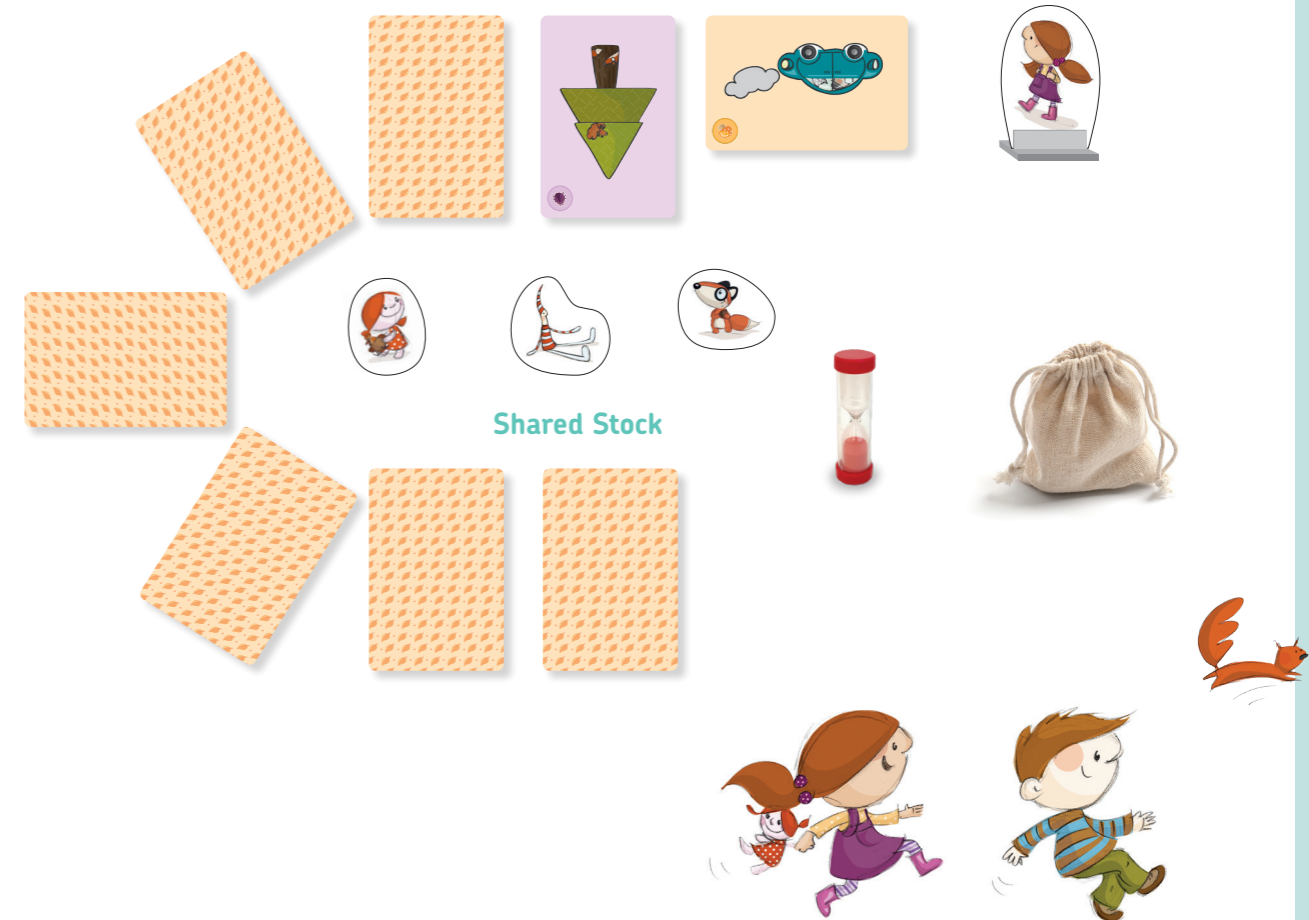
THE YELLOW TIREDNESS TILES ALSO HAVE SHADOW TILES:  
You got real hungry on the way home, it will feel great to drink a big cup of cocoa after this!

THE BLUE TILES ALSO HAVE SHADOW TILES:  
You had to jump around so much on the way home, you're super sleepy and going straight to bed!



### Advanced game mode – extra yellow deck

For a bigger challenge, replace the blue deck with the yellow deck. Shuffle the deck and randomly place down 8 cards during the setup. In case of a card with a star sign, the player who flipped the card after completing the previous one has to draw the extra shadow tile.



## SHADOW TILES, LIFE-SIZE:

During the game you can check your tiles anytime and see the similar shapes so you can know what to pay attention to when feeling around in the bag and avoid mixing them up.



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Based on the book *Sári és a mókusok* by Judit Berg  
Game developer: Tamás Marosvári  
Graphics: Írisz Agócs  
Graphic design: Gabriella Kelényi  
Not suitable for children under 3 years of age!  
Made in China

English rules  
online

