



Cam



Winston



Malcolm



Lola



Tatiana



Michaela



Leonard



Patty



Archie



Sheldon



Stacy



Gordon



Maui



Carl



Chanel



Floyd

8+



ORIGINAL
SQUISHMALLOWS

TAKE 4™

INSTRUCTIONS



TAKE 4

CONTENTS:
1 EXCLUSIVE SQUISHMALLOWS™ BENNY
64 Squad Cards
20 Number Cards

SETUP

Let's set up the playing area. Grab your Number Cards and deck of Squad Cards. First, you'll need one set of Number Cards. A set is comprised of 4 cards: 1, 2, 3, and 4.

Place this set, number-side up, in a line in the middle of the playing area. Next, give each player their own set of Number Cards.

Now, shuffle the Squad Cards and draw 4 cards from the top of the deck. Place 1 Squad Card face-side up next to each of the Number Cards you put in the center of the group.

Finally, place Benny in the center of the play area. All players should be able to reach Benny easily.

Once you're set up, your playing area should look something like this:



Got it? Sweet! Now you're ready to play.

HOW TO PLAY

Your mission is to collect a Full Squad of SQUISHMALLOWS™. A Full Squad is made up of all 4 different SQUISHMALLOWS™ cards of the same Squad. The player to collect a Full Squad first wins!

There are 4 Squads in the game:
Classic, Sealife, Fantasy, and Food.
Each game consists of multiple rounds.
There are 3 simple steps to get the rounds started:



1. All players count down from 3: "3, 2, 1!"

2. Once the countdown hits "1," all players put a Number Card from their hand in front of them.

3. Each player's Number Card should correspond with the Squad Card they want to collect from the center playing area.

Once all players put down their Number Cards, 2 actions can happen:

1. If you want the Squad Card next to the #3 Card, you'd put down your #3 Card. If nobody else put down #3, then that Squad Card is all yours, and you're that much closer to getting a Full Squad!

2. If one or more other players also put down #3, you all race to grab Benny. Whoever grabs Benny first gets to keep that Squad Card! **This happens any time 2 or more players put down the same card.**

After each round, the playing area needs to be reset. Leave the Number Cards in the center of the table. Remove any remaining Squad Cards, and place them at the bottom of the Squad Card deck. Players place the Number Card they played back into their hand. If Benny was grabbed, he must be placed back into the playing area.

Take the top 4 Squad Cards from the deck, and place them next to the Number Cards in the playing area. You're ready for the next round!

Play as many rounds as it takes for 1 player to collect a Full Squad. Collect a Full Squad first to win! Just remember—you need 4 different SQUISHMALLOWS™ in the same Squad.

PRO TIP: If you don't need any of the Squad Cards in the center, you can use that chance to try and steal one that someone else might need to prevent them from winning.