
THE Big Squeeze
¢25
PROTOTYPE
RULEBOOK
1 to 4 Players • Ages 10 and Up • 60 Mintues
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Welcome to Rinddale!

*Let's start with the bad news: the **apocalypse** will hit right around this year's **Big Squeeze** lemonade festival! But legend has it your hometown was founded by alchemists who synthesized a **doom-resistant** fruit — the one we know today as the **lemon.** So as a local lemonade brewer, your goal is clear: Make lemonade and stash resources to help your town survive the apocalypse!*

Contents



1 Game Board



6 Lemonade Stands



36 Recipe Cards



4 Player Pawns



4 Upgrade Boards



140 Tokens



54 Forbidden Recipe Cards



6 Bounty Cards



4 Fame Tokens

Note: *You won't need to open Forbidden Recipe Cards, Bounty Cards or Fame Tokens until later. They can stay in the game box for now.*

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Objective



Your goal before the apocalypse is to stash **goods** *(money and ingredients)* to prepare for the apocalypse. Make and sell lemonade to improve your ability to safely stash ingredients!

Broadly speaking, you'll play The Big Squeeze by visiting different parts of town to collect ingredients, mix ingredients into lemonade, then sell the lemonade.

Each time you sell lemonade, you'll get to decide: invest that money into upgrades now, or stash it to use after the apocalypse?

Setup

1 You'll take turns picking actions on the **Game Board**. Place it with the **Welcome to Rinddale!** side face-up.

2 Form the general supply by pouring all Lemon, Sugar, Ice, and Money tokens near the game board.

Give each player a Lemon, Sugar and Ice token.

3 Place **6** $ on the **Money Pile** area of the Game Board, then add **2 more** $ **per player.**

4 Pick a **Character** and place it in front of you.

Each character has their own special ability.

5 Take an **Upgrade Board** and **Pawn** of the same color.

Place the pawns onto the **Home Kitchen** space on the Game Board.

Line up your Upgrade Mat below your Lemonade Stand. Place a $ onto the bottom of each slot that's marked with a ●, ▲, or ■. These are your starting upgrades.

6 You need **Recipe Cards** to make lemonade!

Shuffle the deck of Recipe Cards and deal **3 cards to each player**. Place the rest of the deck near the Game Board.

Each player chooses one card to place to the left of their Lemonade Stand. This lemonade is now **In Stock**, and can be sold later in the game.

7 Choose a player to go first. If you can't decide, pick the player who most recently drank lemonade.

Players take turns in clockwise order.

The player going last takes a $ from the supply and places onto their leftmost slot on their Upgrade Board.

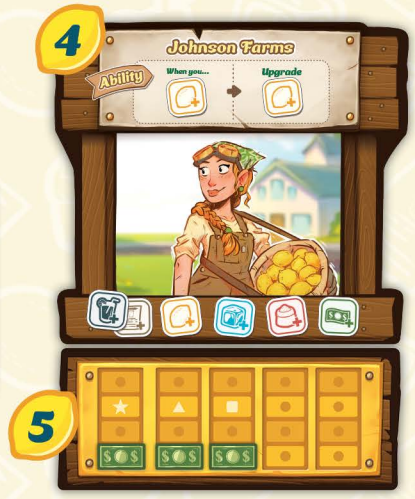








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How to Play



On your turn, you will:

1. Move your pawn to any space on the Game Board *other than your current space.*

2. Do the action shown on that space.

Actions

Actions represent all the steps in running a lemonade stand. Each space has a different effect that triggers when you move there. Some cards and player abilities will also trigger when you go to specific spaces, so plan ahead! You must move to a new space each turn.

If one or more players are already on the space that you move to, you must first give one of them one of your ingredient tokens—if you have any— before taking the action. (*e.g. You move to the Make Lemonade space, but someone else is already there. You give them one of your ice tokens before you make lemonade.)*

Collect Lemons

Take **1** lemon from the supply.

Collect Sugar

Take **1** sugar from the supply.

Collect Ice

Take **1** ice from the supply.

Draw Recipes

Draw **1** card from the recipe deck.

If you have more than 5 cards in hand, discard until you have 5.

Make Lemonade

Pick **1** recipe card from your hand. Spend ingredients (return them to the supply) equal to the *ingredients* shown on the card. Then place that card to the left of your Lemonade Stand. It is now **In Stock** and can be sold later!

Substitutions: When making lemonade, you may substitute 2 of any ingredient type for 1 of another type.

There is no limit to how many cards you can have In Stock or Sold.

Sell Lemonade

Move **1** of your **In Stock** lemonades from the left side of your Lemonade Stand to the right. It's now **Sold**.

When you do this, take a $ from the *Money Pile* on the game board and either:

a) Slide it to the bottom of any section of your Upgrade Board, or;

b) Place it below your Upgrade Board to Stash it! Stashed tokens are safe from the Apocalypse and will be usable later.

Upgrading Actions

Each $ in your Upgrade Board adds **1** to the effect of the action space indicated at the top of that column.

For instance, if you have $ $ under **Collect Lemons** , when you visit May's Lemon Orchard you'll get **3** lemons instead of **1**!



The leftmost column on your Upgrade Board has two icons on top. This means upgrades $ in this column improve both action spaces!

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Lemonade!

Each lemonade you play teaches you a new ability! You can use this new ability regardless of whether your lemonade is **In Stock** or **Sold.**



Abilities trigger after you do something specific. For example, this ability means after you visit Sugar Beet Farm and get sugar, you may additionally choose to discard one recipe card in order to gain three more sugar.



Clarifications

Lemonade abilities can be triggered in any order, *after* you're finished the base action of the space you are on. They're always optional.

Unless otherwise specified, abilities refer to your own stuff. So if something says "- " or "Stash ", you must use your own lemon for the effect. If you have no lemons, you can't use that ability.

When you gain upgrades from abilities, place the into your Upgrade Board from the supply (not from the customer pool).

Stashing Resources

Some effects say "Stash". Whenever this happens, take one of your ingredients and move it below your Upgrade Mat. Effects that say "+ into stash" let you gain an ingredient from the supply, then immediately stash it.



Stealing Resources

Whenever you would gain one or more ingredients and there is none left in the supply, pick any player with more of that ingredient than you. Take that many ingredients from their supply or Stash (they choose).

If nobody has more ingredients than you and the supply is empty, you get nothing!

THE APOCALYPSE

Once the Money Pile runs out, it's time to take shelter from the apocalypse! Here's what to do...

1. Finish the round. For example: if Player 2 emptied the pool, Players 3 and 4 continue their turns like normal but Player 1 does not. *For the rest of the game, all money is gained from the supply instead of the Money Pile.*

2. The Apocalypse hits!

- Stash **2** Lemonades *(whether In Stock or Sold)*.
- Everything stashed below your Upgrade Mat is safe... but you must **destroy** everything else! Return your other lemonades, recipes, ingredients and upgrades to the supply.

3. Prepare for the new world on the next page...

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RINDFALL

Years passed, and your community struggled for survival. Buildings crumbled. Crops failed. Your Bounty Board grew with unmet needs until people gave up writing.

*But somehow, your modest lemonade stand remained a source of rare nutrients for your community. Were the legends of lemons being **doom-resistant** actually true?*

Everything changed one day when scouts came home with rumors: schematics, graffiti and tomes, all over the wasteland. Lemonade recipes promising great power, though surely not enough to rescue your community...?

When you learned that your old rivals were already racing to make these mysterious new lemonades — and that one of them planned to rule the whole wasteland with their power — you knew you couldn't rest and let them take over the last of your community. When life gives you lemons, you know what to do... make lemonade!

SETUP

It's time to enter the new world!

1. Flip over the Game Board over to reveal how everything has transformed!

   Grab the Fame Token matching your player colour from the box and place it on the "0" slot on the **Leader Board**.





2. Take the Bounty cards from the game box.

   Place the one labeled **Re-Stock the Circle** below the **Bounty Board** section of the board, A-side up. Place two random Bounty Cards next to it, also A-side up. Place the rest back in the box.



3. Return the deck of Recipe cards to the game box and take out the deck of Forbidden Recipe cards.

   Deal 2 Forbidden Recipe cards to each player.



4. Flip over your Player Mat.

   Retrieve all stashed ingredients and money from below your Upgrade Mat. Put your money into any Upgrade Board slots you want, and put your pawn on the Brewing Circle space.



5. Move your 2 stashed Recipe Cards to the "In Stock" part of your play area. Continue play with the same starting player.



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UPGRADEABLE CHARACTERS

Your characters have grown up! You start with the same ability as before, but you can now level up to become even stronger as well.

To unlock abilities, invest at least $ $ $ into the Upgrade Board action that matches the icon shown above that ability (, ▲, ■).



Now you've unlocked the ability!

Clarifications

You can have multiple abilities unlocked at once.

If you go down to $ $ in a column, you lose the ability.

Abilities are always optional. You don't have to trigger one if you don't want to.

If you choose to trigger an ability, you have to resolve all of it.

BOUNTIES

You're not just making lemonade for its own sake anymore. There's a community to rebuild! Bounties reward you with Fame for spending resources throughout the wasteland.

To claim a Bounty, visit the action space matching the card. Before or after you take your action, spend the materials shown on the card and gain the reward listed on the bottom. Then, flip the card over to its other side.

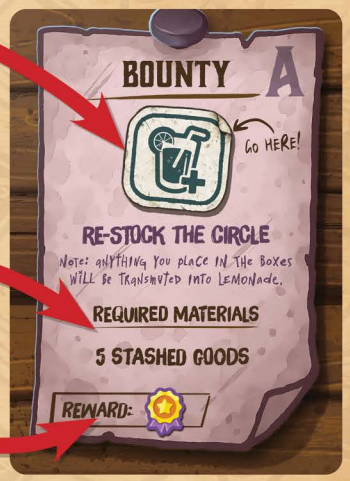
You may only complete one Bounty per turn. You can't do **Substitutions** when filling Bounties.

To claim this bounty, you must first visit the BREWING CIRCLE.

You may claim this bounty before or after using the action space.

This bounty requires a mix of any **5 goods** *(money or ingredients)* from your Stash. Move 5 goods of your choice from your Stash to the supply.

Then, move your Fame Token forward by one space. Flip this Bounty over.



END OF THE GAME

The game ends once anyone reaches a certain amount of Fame on the Leader Board. The amount of Fame you need changes by player count:



PLAYERS	FAME NEEDED
1	9
2	8
3	7
4	6

Once this happens, finish out the round. If multiple players are tied for the most Fame, whoever has the most **sold** lemonade gets a bonus .

The player(s) with the most Fame becomes leader of the new world and wins the game!

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Solo Mode

In Solo Mode you will face off against a Rival instead of other human players. Solo Mode is similar to multiplayer, with the following changes applied:

Goal: Reach 9 Fame before your Rival!

Difficulty Modes: To set your preferred challenge level, adjust the setup of Rindfall (after the apocalypse) as follows:

Easy	Regular	Hard
You start at 1	Rival starts at 1	Rival starts at 3

Setup: Take all 4 pawns for yourself instead of 1. After selecting your character, pick one at random to be your Rival. Give them an Upgrade Board and place a into just their leftmost slot.

Finally, give them 4 random recipes from the deck to put in play. These count as being In Stock for your Rival all game, including the apocalypse.

Gameplay: Instead of moving your pawn on your turn, place any one of your 4 pawns from the supply onto a space. *(Pawn colours don't matter.)*

You may choose spaces occupied by your own pawns, but if you do this, return an ingredient (lemon, ice, or sugar) to the supply if you have any.

In Solo Mode, you may choose the same space multiple turns in a row.

Choose your spaces wisely. Once all 4 of your pawns are on the board, it's your Rival's Turn!

Rival's Turn: First, your Rival **Advances.** The action your rival takes depends on if you are in Rinddale (before the apocalypse) or in Rindfall (after the apocalypse).

In Rinddale: remove a from the Money Pile.

In Rindfall: your Rival gains a .

After your Rival Advances, they may inflict the following effects on you. Look at the position of the in your Rival's Upgrade Board. You suffer the effect(s) below *if* you have any pawns on the matching space(s):

Lose all your .	Your Rival **Advances** again.
Lose all your .	Remove a from the ★ slot on your Upgrade Board.
Lose all your .	Discard all in your hand.

Any goods you lose are returned to the supply.
Goods in your Stash are safe and cannot be removed by these effects.

Finally, move your Rival's one slot to the right on their Upgrade Board. *(If it's already on the rightmost slot, move it back to the leftmost slot.)*

Remove all of your pawns from the board and begin a new round.

The Apocalypse: When the Money Pile is empty, the round ends immediately regardless of whose turn it was or how many pawns you have remaining. Then, reset your Rival's Upgrade Board by moving the back to the leftmost slot. Good luck!

FAQ

Questions? Message ac@wiggles3d.com and we'll be sure to update the rulebook or this FAQ section accordingly.

Q: Can you use abilities in any order?

A: Yes, but only after you've used the main action of that space.

Q: I only want to use half of an ability, like discarding recipes but not stashing ingredients. Can I?

A: You can choose whether or not to activate an ability, but once chosen, you must try to resolve it from top to bottom as best as you can. If you reach a part you can't resolve (i.e. paying a cost) then it stops resolving.

Credits

Game Design: AC Atienza

Graphic Design: Connor Reid

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Editor: Peter Nesbitt

Producer: Don Reid



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