

# SCREECHING TIRES

## INTRODUCTION

Screeching Tires is a simple and quick game for 2-4 players. 1 player is the Frog and controls the Frog Car, the other players are Pigs and control the 3 Pig Cars. The Sheeple aren't controlled by any player, although they do not seem to do anything with that freedom. The Frog wins when he runs over all Sheeple without getting arrested by the Pigs. The Pigs win when they manage to arrest the Frog before he runs over all the Sheeple.

## GAME COMPONENTS

- The board
- The rules
- 86 randomly colored pawns
- 3 toy police cars and 1 green toy car



## SET-UP

1. Decide who will play as the Frog. That player chooses a corner to place his Frog Car.
2. The Pigs put their Pig Cars on the other 3 corners of the board. No matter how many people play as the Pigs, there are always 3 Pig Cars. For example, if there is only 1 Pig, that Pig controls all 3 Pig Cars.
3. Put one pawn (sheep) on each grey tile, standing upright.

## GAMEPLAY

**15 second turns:** The Frog goes first. The Frog has 15 seconds to move the Frog Car 1 - 5 tiles in any direction. Once the frog's 15 seconds are up, the Pigs have 15 seconds to move ALL THREE Pig Cars 1 or 2 tiles in any direction. To keep track of these 15 second turns, use the looping video on <https://badguyboardgames.com/screeching-tires/>, and don't forget to turn the sound on.

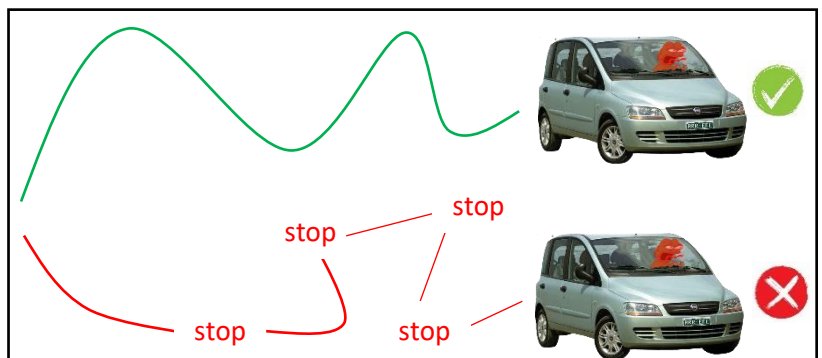
**Keep moving:** Cars must keep moving at high speeds, otherwise their wheels get stuck in the corpses strewn across the city. If a Car hasn't moved during a turn in which it was able to move, it gets stuck and has to spend its next turn spinning its wheels to get unstuck. In other words, that Car skips a turn and doesn't move anywhere.

**How to move:** Bridges also count as tiles, and no Car can go through the river or off the board. When any Car moves, the whole movement (all tiles) must be made in **one continuous motion** (no **stopping in between**).

## SHEEPL

How do Sheeple die?

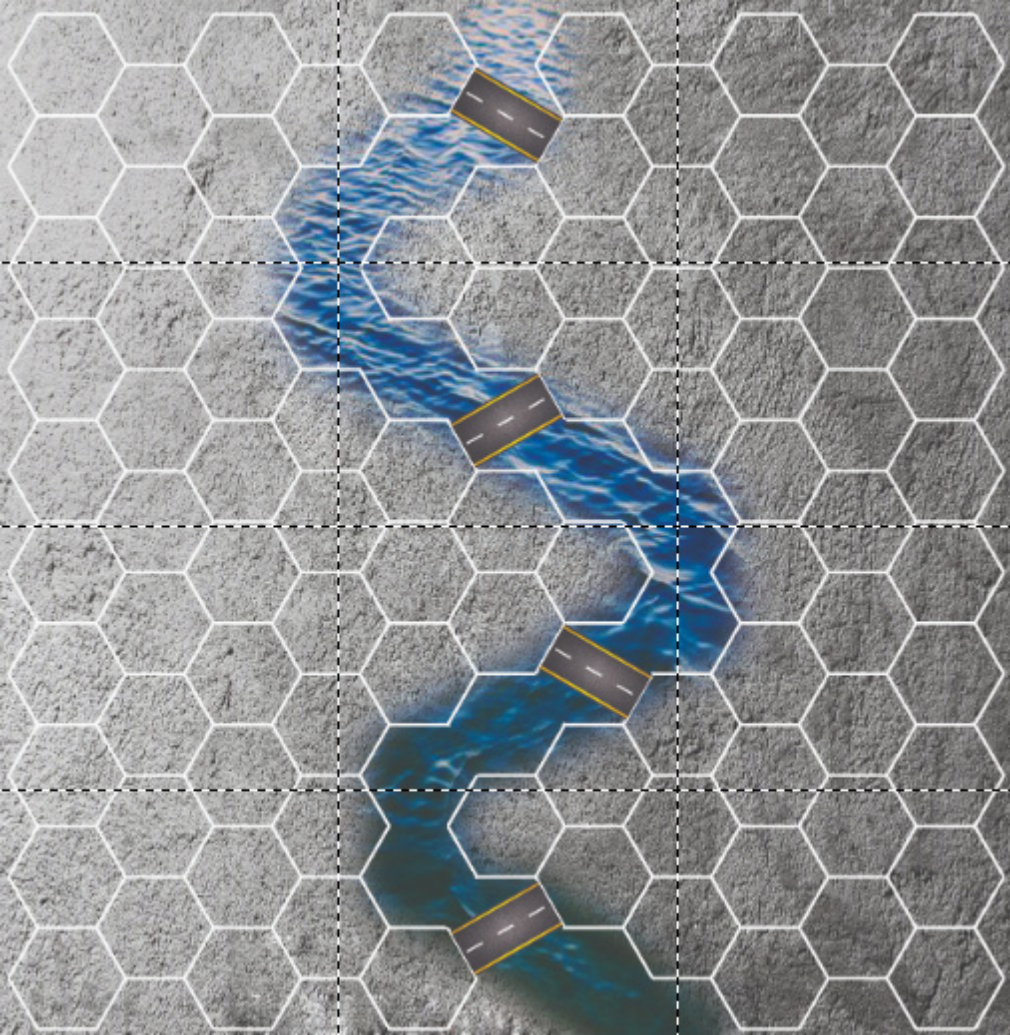
- If they're knocked over by any Car
- If they're knocked over by another sheep
- If they're bumped into the river
- If they're bumped off the board



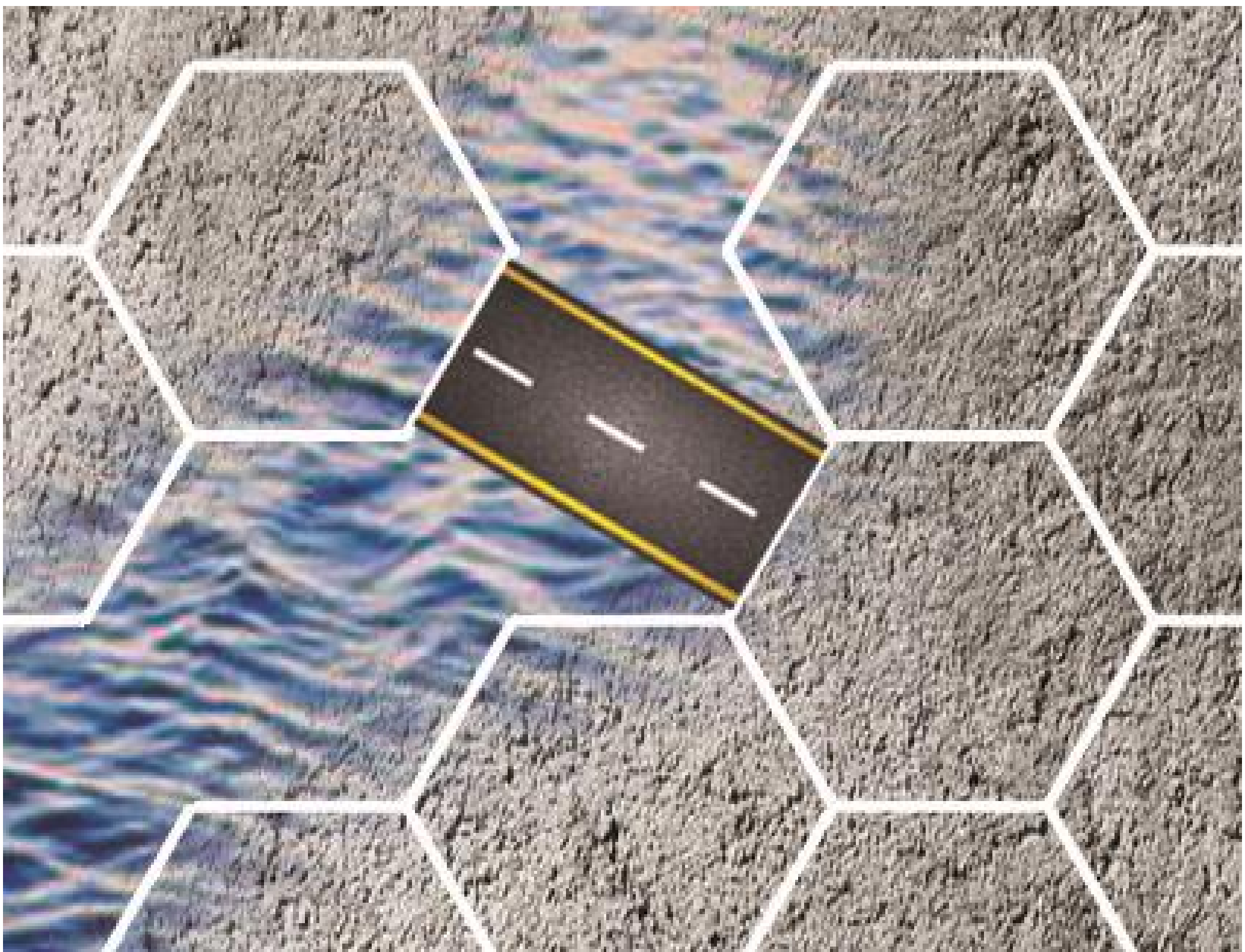
Knocked over sheep are corpses, and will remain on the board. If a knocked over sheep somehow becomes upright, it is no longer considered dead.

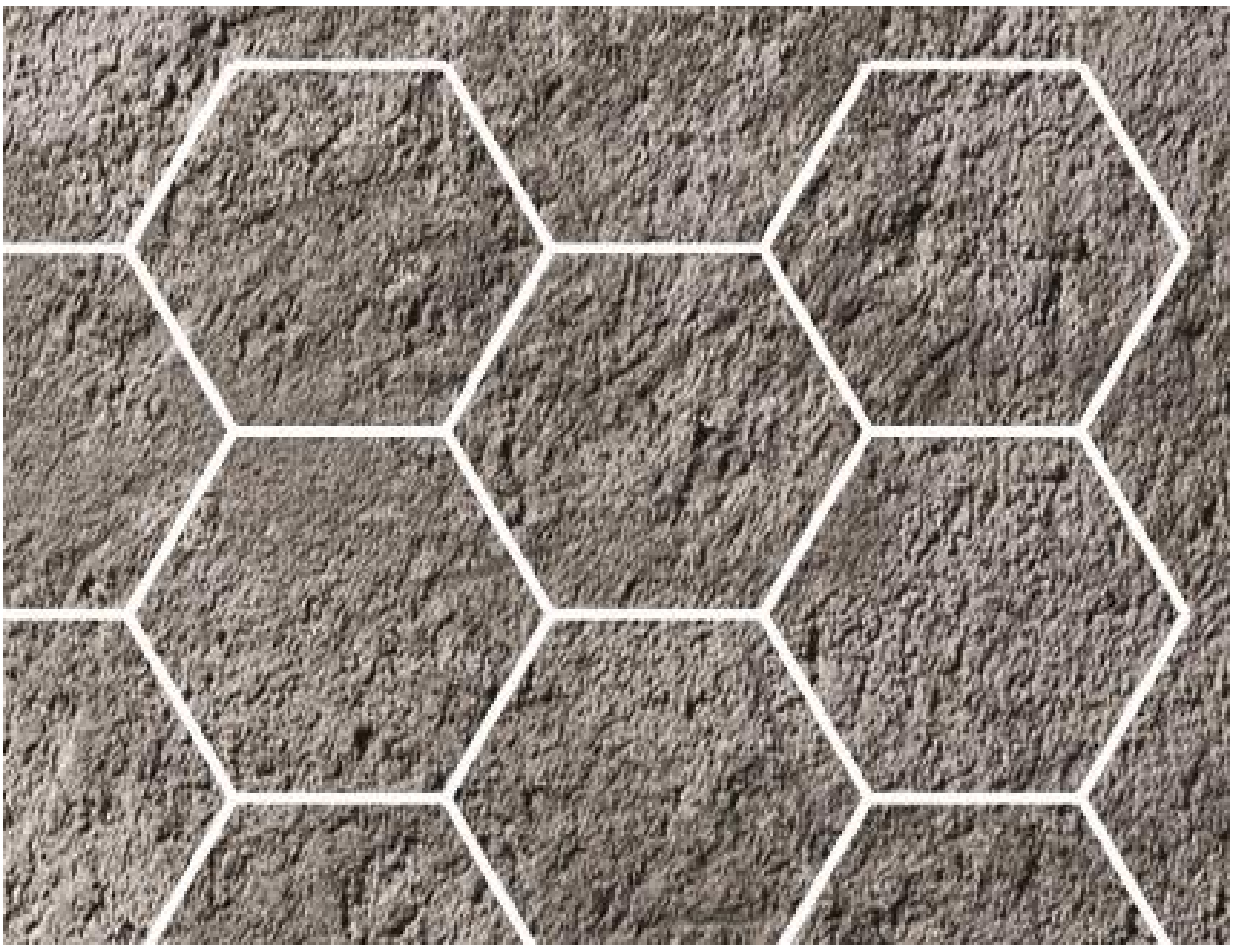
## ARREST

If a Pig Car and the Frog Car are in the same tile at any point, the Frog is arrested and the Pigs win.



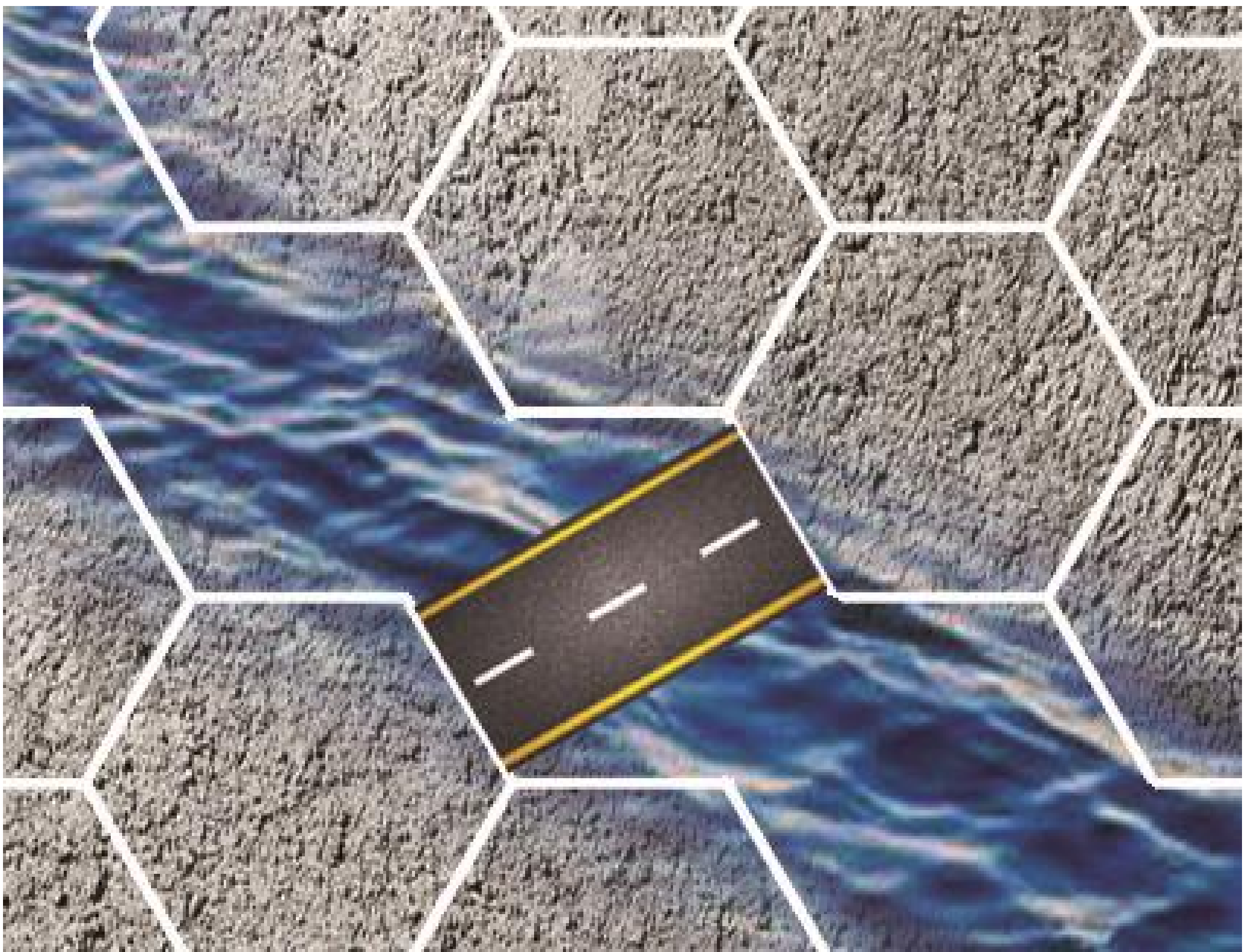














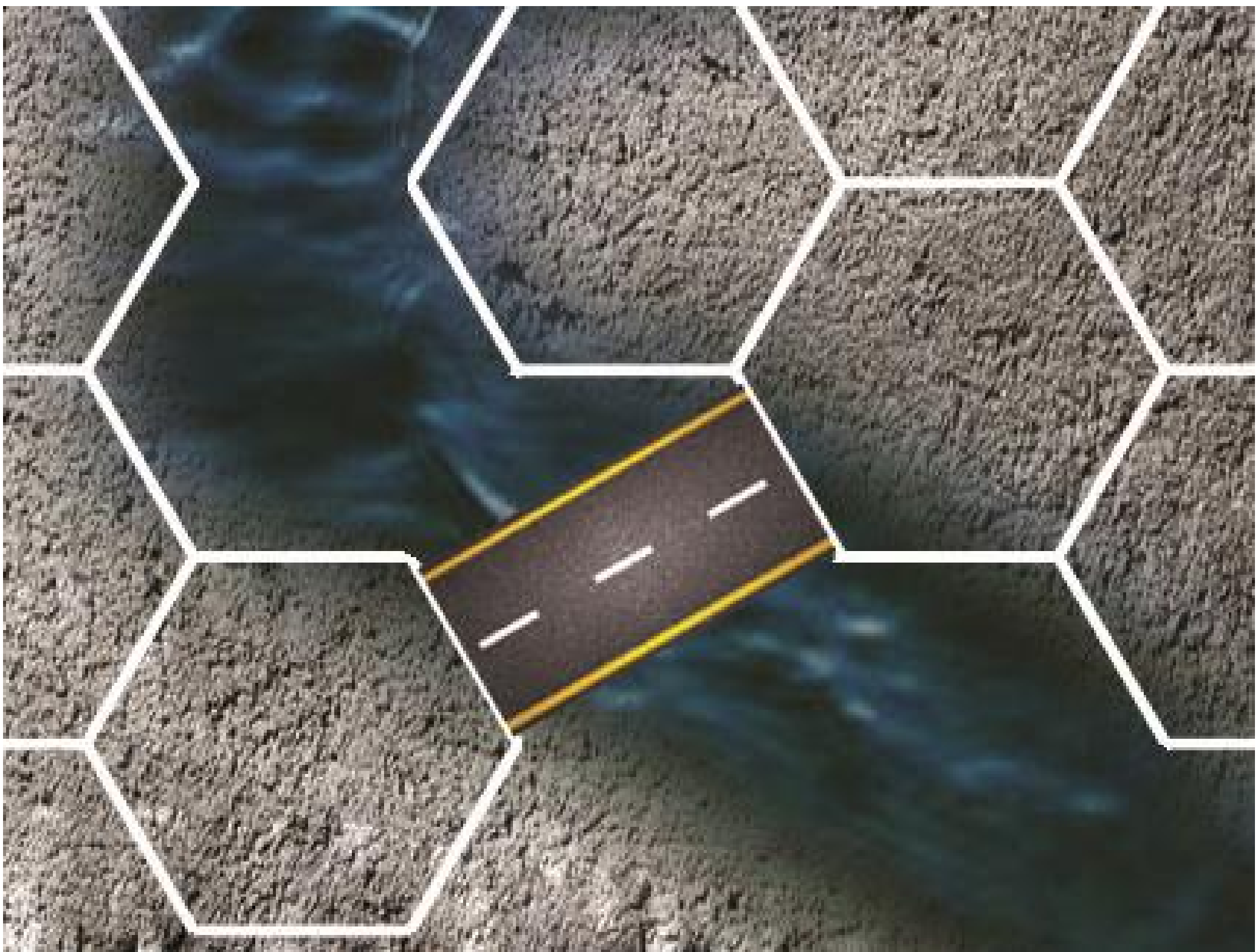














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