Official Game Rules

**Goal**: The goal of the game is to reach Omega Squirrel Level (where the main squirrel is bigger than all of its competitors) in the shortest amount of time.

**Rules**:

1. The main player squirrel starts at a certain size and grows a fixed amount as it consumes more and more squirrels of smaller size
2. If the main squirrel collides with squirrels that are bigger than itself, it loses a health value on the health meter, and once the three lives are up, the game is over
3. If you reach the max size, you get to a stage called Omega squirrel, meaning you won the game
4. The length of time taken to get to Omega squirrel will be compared to the best time recorded which is shown on the top right of the screen (the fastest time is the score to beat)
5. There are multiple different types of squirrels that each have their own functionality:

| Type Of Squirrel | Functionality | Image |
| --- | --- | --- |
| 1. Chernobyl Squirrel | Chernobyl squirrel will end the game you the minute you bump into it |  |
| 1. Unicorn Squirrel | Unicorn squirrel will restore your health meter when you consume it, and the screen will start flashing different colors for 3 seconds (Disco mode) |  |
| 1. Drunk Squirrel | Drunk Squirrel will cause your squirrel controls to invert (to go left, you will need to hit the right arrow key) for 3 seconds |  |
| 1. Vampire Squirrel | Vampire Squirrels are very fast and hard to avoid, same functionality as regular enemy squirrels |  |
| 1. Ghost Squirrel | Ghost squirrels will immobilize the player for 3 seconds if collided with |  |
| 1. Einstein Squirrel | Einstein squirrel restores 1 health on your health meter once consumed |  |

1. To end the game at any point, click the ‘Esc’ button, and the game will terminate immediately.
2. Good luck!