



# INSTRUCTION MANUAL

Ages 6-99 | 2-5 players

Watch the SQUIK instructional video on [www.skillmatics.in](http://www.skillmatics.in) or on our YouTube channel

## WHAT THE GAME IS ABOUT

SQUIK, The Word Edition, is all about forming words with your tiles that meets the criteria on the Goal Card. Be the first player to do this and the Goal Card is yours!

## CONTENTS



34 Goal Cards



20 Action Cards



132 Letter Tiles



1 Cloth Bag

**HOW TO WIN: BE THE FIRST PLAYER TO WIN 5 GOAL CARDS.**

## SET UP

1. Transfer all the tiles from the box into the cloth bag.
2. Shuffle and separate the Goal Cards and Action Cards into 2 different piles.
3. Distribute 3 Action Cards to each player and place the pile of Goal Cards in the center.
4. Ask each player to blindly pick 7 tiles from the bag.
5. Lay out all your tiles in front of yourself so that all the players can see your tiles, however, keep your Action Cards a secret.
6. Flip open a Goal Card from the top of the pile and let the youngest player begin!

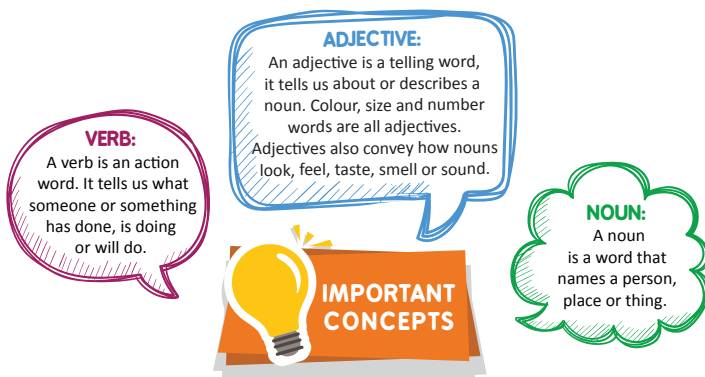


## GAMEPLAY

1. The game is played in a clockwise direction starting from the youngest player.
2. On your turn :
  - Discard any one tile into the bag and blindly pick another tile to help you reach the goal.
  - OR
  - Use one of your 3 Action Cards by playing it in the center.
3. The first player whose word meets the criteria on the Goal Card shouts SQUIK and wins the Goal Card.
4. A player can shout SQUIK and win a Goal Card at any point in the game, and not necessarily on his/her turn.
5. Another round begins as a new Goal Card is flipped open from the top of the pile.
6. The next round begins with the player to the left of the winner of the previous round.

## IMPORTANT RULES

1. At any point in the game, you must have exactly 7 tiles.
2. You can use any number of tiles to form your word.
3. After a player has formed a word and won a Goal Card, he/she must return all the tiles used to make the word back into the bag and pick up the same number of new tiles for the next round.
4. If any player feels that a word made is incorrect or does not match the criteria on the Goal Card, the adult in the room or the majority of players makes the final decision.



## ACTION CARDS



### LEVEL UP

Take a Goal Card  
from any player

**LEVEL UP:** You can use this card to “level up” in the game, by taking a Goal Card already won by another player. This card cannot be played after a player has already collected 5 Goal Cards and won the game.



### SWAP

Swap a tile with  
any player

**SWAP:** You can use this card to swap a tile with another player. The player who plays this card decides which 2 tiles will be swapped. This card cannot be used to swap a tile with a player who has already formed a word that meets the criteria on the Goal Card and won the round.



### DENY

Say no to any  
Action Card used

**DENY:** You can use this card to DENY an Action Card played towards you. This card is played out of turn when another player plays an Action Card towards you on their turn. Playing this card does not count as a turn. This card can also be played as a response to another player’s DENY card.

# 2x

### DOUBLE TRADE

Switch two tiles from  
the bag instead of one

**DOUBLE TRADE:** You can use this card to switch 2 tiles from the bag of tiles instead of 1.



### GOAL CHANGER

Pick a new Goal Card

**GOAL CHANGER:** You can use this card to change the Goal Card. When this card is played, the Goal Card in the center is placed at the bottom of the pile and the player of this Action Card picks another Goal Card.

## EXAMPLES

Make a word that is..

a place  
you go to

Z O O  
B E A C H  
S C H O O L

Make a word that..

uses only the  
letters of  
"BEAUTIFUL"

B I T E  
L A T E  
T A B L E

Make a word that..

completes  
"I love to \_\_\_\_"

A C T  
S K I P  
P A I N T

Make a word that is..

an adjective

B L U E  
C A R I N G  
L O V E L Y