INSTRUCTION MANUAL

Ages 6-99 | 2-5 players

Watch the SQUIK instructional video on www.skillmatics.in or on our YouTube channel

WHAT THE GAME IS ABOUT

SQUIK, The Math Edition, is all about forming an equation with your tiles that equals to the number on the Goal Card. Be the first player to do this and the Goal Card is yours!

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34 Goal Cards

20 Action Cards

80 Number Tiles

52 Operator Tiles

2 Cloth Bags

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

SET UP

1. Transfer all the number tiles from the box to the big bag and the operator tiles to the small 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 4 tiles from the bag of number tiles and 3 tiles from the bag of operator tiles.
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!

We strongly suggest you play the first few games with only the "+" and "-" yellow operator tiles, and leave the green "x" and "÷" operator tiles in the box.

Once you have a good grasp of the game, add the "x" and "÷" green operator tiles to the bag to step up the challenge and truly become a SQUIK MATH MASTER!

GAMEPLAY

1. The game is played in a clockwise direction starting from the youngest player.

2. On your turn :
   - Discard either a number tile or an operator tile into its bag. Then blindly pick another tile of the same type 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 equation equals to the number 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- 4 number tiles and 3 operator tiles.

2. You have to use a minimum of 5 tiles to form your equation- 3 number tiles and 2 operator tiles.

3. After a player has formed an equation and won a Goal Card, he/she must return all tiles used in the equation to their respective bags and pick up the same number of new tiles for the next round.

ACTION CARDS

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: 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 an equation that equals to the number on the Goal Card and won the round.

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.

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

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.

THE GOLDEN RULE

Always Multiply or Divide before you Add or Subtract

$2 + 5 \times 3 = 2 + 15 = 17$ ✓

$2 + 5 \times 3 = 7 \times 3 = 21$ ✗

EXAMPLES

Form an equation that =

6 _____

Possible Equations

4 + 8 − 2 − 4

9 × 1 + 3 − 6

Form an equation that =

13

9 + 5 + 2 − 3

5 × 2 + 7 − 4

Form an equation that =

0

1 + 8 − 5 − 4

4 × 2 + 1 − 9

Form an equation that =

21

9 + 9 + 6 − 3

10 ÷ 2 × 4 + 1