



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 Sentence Edition, is all about forming sentences 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



270 Word 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!

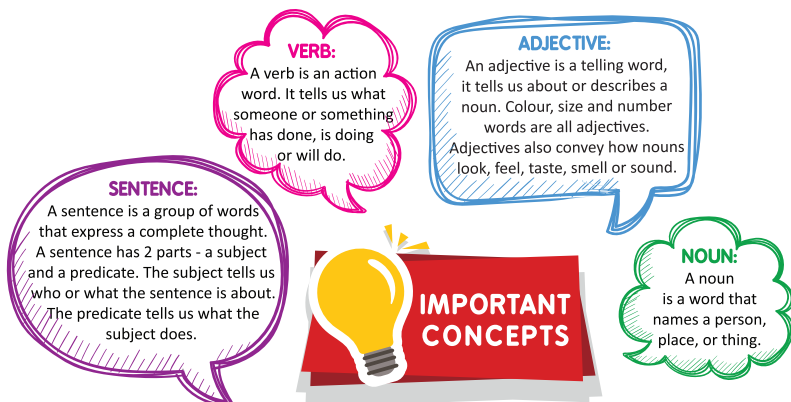


GAMEPLAY

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 sentence 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 sentence.
3. After a player has formed a sentence and won a Goal Card, he/she must return all the tiles used to make the sentence back into the bag and pick up the same number of new tiles for the next round.
4. If any player feels that a sentence 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 sentence 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 usually 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

Form a sentence..

which has
at least 1 word
that starts with T

I

WENT

TO

THE

MALL

YESTERDAY

TARA

IS

UPSTAIRS

Form a sentence..

that ends
with a noun

HER

CHILDREN

LOVE

CHOCOLATES

SARA

DRINKS

ORANGE

JUICE

Form a sentence..

with an
even number
of words

I

ANGRILY

RAN

OUTSIDE

HER

PARENTS

ARE

POLITE

AND

CARING

Form a sentence..

that answers
a question

THEY

SELL

BEAUTIFUL

TOYS

I

WAS

EATING

GRAPES