

A STRATEGIC CARD GAME  
OF SQUARED-OFF SQUIBS!

Players: 2 - 6  
Time: about 15 minutes  
Equipment: squib cards

# SQUIB SQUARES

## HOW TO PLAY

**The GOAL of SQUIB SQUARES:**

Score the most points by building sets of squibs.

**PREPARATION:**

\*Print out the squib card sheets and cut out the squib cards. You can print them on thick paper, or if you print them on regular paper, you can glue the printed sheets onto colored paper or such before cutting them out.

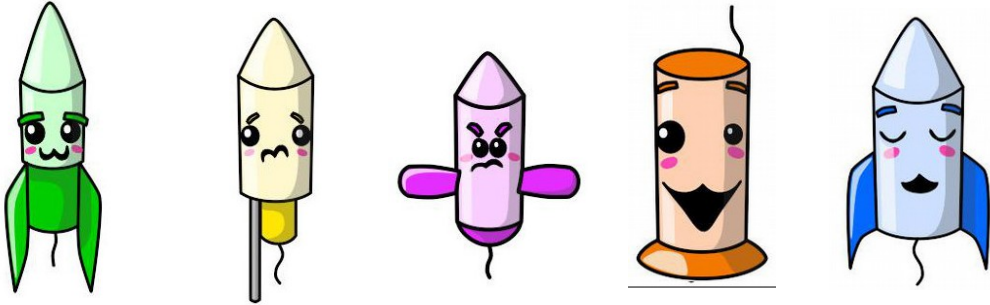
**GAME PLAY:**

The game has 54 cards with two different squibs on each card. Each squib has three characteristics: color, emotion and kind.

There are five colors: green, yellow, purple (a pinkish purple), orange and blue.

There are also five emotions and five kinds:

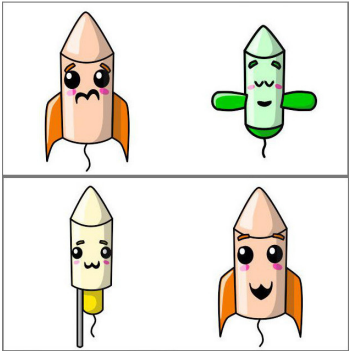
**emotions:**      **happy**                  **sad**                  **angry**                  **excited**                  **sleepy**



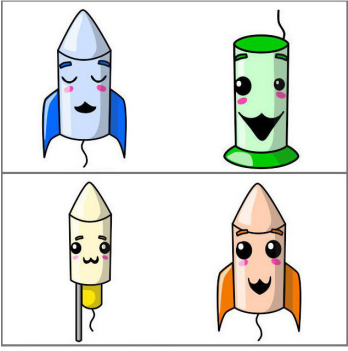
**kinds:**                  **rocket**                  **missile**                  **spinny**                  **candle**                  **booster**

You need to lay down your cards to build sets of squibs called squib squares. When you lay the cards down, you must make sure that adjacent squibs have no matching features. So, they cannot be the same color, the same kind or the same emotion. It is OK for diagonally located squibs (squibs that meet only at one corner) to have matching features.

**GOOD**



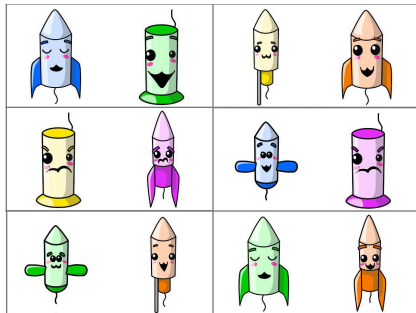
**NO GOOD (two excited squibs together)**



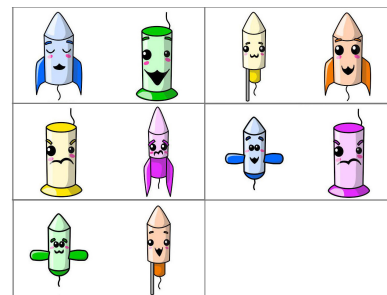
To make a squib square you need to use at least two cards arranged in a column (one on top of the other). You can add more cards to that basic square and keep growing your squares as you play.

The squares do not have to be perfectly square, they can just be rectangles, but they must be squared off - they can only have four corners.

**GOOD (4 corners):**



**NO GOOD (5 corners):**



Note that even though making one long column will give you points, you can score more points by having multiple columns and rows (see "Scoring Your Sets" below).

**PLAYERS' TURNS:**

At the beginning of the game, shuffle the cards and deal three cards to each player. The player wearing the most colors goes first.

On your turn, you can choose to:

- \*exchange a card (discard one card into a discard pile and draw one new card).
- \*lay down cards (and/or break up, combine and move your sets around).
- \*or try to steal a card from an opponent (this is called a "Squib Steal").

At the end of your turn draw enough cards from the draw pile to have your hand number three cards.

When the draw pile is empty, shuffle the discard pile (if there is one) and make a new draw pile. Once the draw pile and discard pile are both empty, the game ends.

**Squib Steal:**

If an opponent has a card laid down on the play surface that you want, you can try to steal it by challenging them to a Squib Steal. But be careful! If they beat you at the Squib Steal, they can steal a card that you have laid down.

To initiate a Squib Steal, call out, "Squib Steal!" and name the player you are going to try to steal a card from. You and that player both choose a single card. Lay the two cards face-down next to each other. On the count of three flip the cards over.

The four squibs will face off against each other (see "Example Squib Steal" image below).

The colors of the squibs decide the winners.

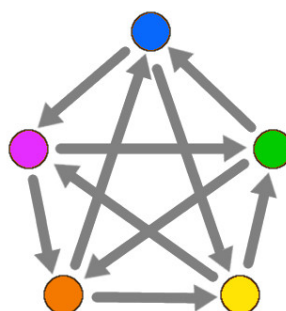
*Blue beats purple and yellow.*

*Purple beats orange and green.*

*Orange beats yellow and blue.*

*Yellow beats green and purple.*

*Green beats blue and orange.*



Each squib can beat, tie or lose to the other player's squib that is across from it.

To win the Squib Steal, your squibs need to:

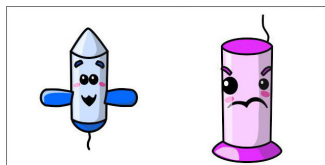
\*beat both of the other player's squibs

\*or beat one and tie one of the other player's squibs.

If there is no winner, the players lay down another card. If they lay down all three of their cards and there is still no winner, the Squib Steal ends in a draw.

At the end of the Squib Steal, take all of the cards you used in the Squib Steal back into your hand.

### **Example Squib Steal**



*Here, Player 1's card is above Player 2's card.*

*Player 1 has a blue squib across from Player 2's yellow squib. Blue beats yellow. The two purple squibs are across from each other. They tie.*

*So Player 1 beat one and tied one of Player 2's squibs. Therefore, Player 1 wins the Squib Steal!*

When there is a winner, the winner gets to steal one of the other player's laid-down cards. If a card from one of your squares is stolen, you must take any cards that are not squared off back into your hand, then discard cards to have your hand number three cards.

### **WINNING the GAME:**

The game ends immediately when the draw pile and discard pile are both empty.

### **SCORING YOUR SETS:**

To find the score for each of your sets, count the number of cards in that set and then add the **size bonus** for that set.

To find the size bonus count the number of rows and columns in that set and take the larger of those two numbers. Then subtract that number from the number of cards in the set. The resulting number is the size bonus.

So if you have a set that is one column with six cards (or rows), your set has a size bonus of zero. ( $6 - 6 = 0$ ) So the score for that set is 6. ( $6 + 0 = 6$ )

If you have a set that is two columns with three cards (or rows) in each column, that has a size bonus of 3. ( $6 - 3 = 3$ ) So the score for that set is 9. ( $6 + 3 = 9$ )

Once you have added up the score for all of your squares, add on any special bonus points you have:

### **SPECIAL BONUS POINTS:**

Big Bang Set: + 5 pts. Given to the player with the biggest squib square.

Squib Party: + 4 pts. Given to the player that makes the most squib squares.

Speedy Squibs: + 3 pts. Given to the player that is the first to make a square.

Patient Squibs: + 1 pt. Given to the player that is the last to make a square.

The winner is the player with the most points.

If there is a tie, each player in the tie should gather their cards and challenge each other as in the Squib Steal above to decide the winner.

