

**SQUADRATIK
GAMES**

SK

“

25 GAMES
ON A SINGLE DECK + 2
BOARD GAMES.

”

25 GAMES IN 1 + TWO BOARD GAMES

DEFINITIONS:

Link: link, tie up, couple two playing cards on one side, taking into account the number of points and color.



Lines of game: The links in line between playing cards form the lines of game.



Information of the playing card:

Top left index: It is the index, which reflects the number of points contained in a playing card in its four sectors, the Master playing cards also have sectors, but by their design are not divided into sectors.

Bottom right index: It is the index, where the number of points of each color is reflected.

Central index: It is the index, where the total number of points is reflected.



Puntuación Total.



Puntuaciones parciales a rojas y a negras.



Puntuaciones de los cuartos a rojas y negras.

Special playing cards:

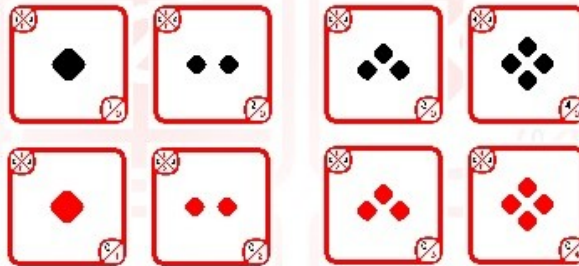
"Central playing Card": It is the playing card that is placed in the game zone that admits any type of playing card on any of its four sides.



"Empty playing card": The "Empty playing card" can link, without taking into account the number of points and color. Normally it is used to restart game lines, to close game lines or to make a change of rules in games.



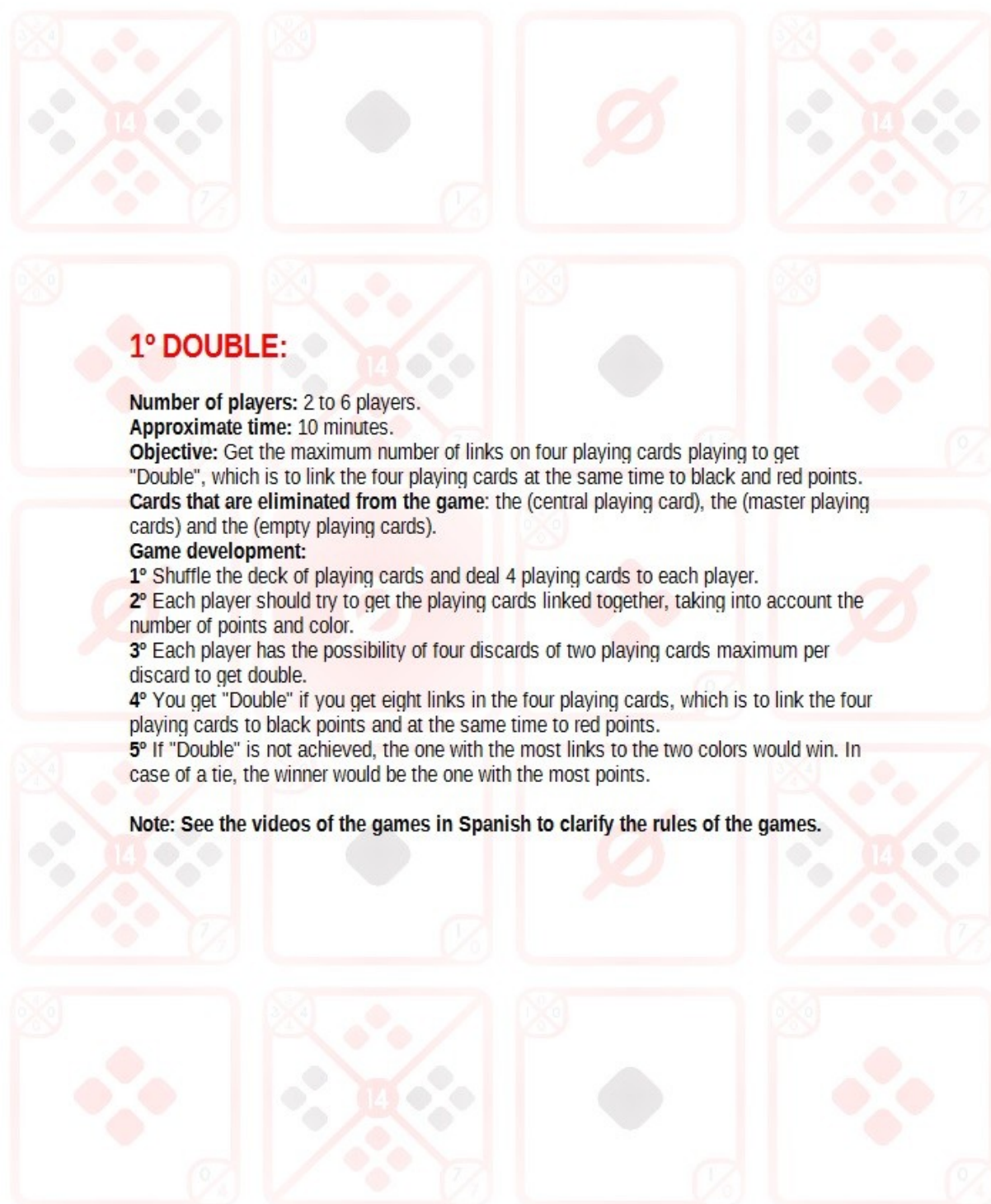
"Master playing Cards": These are special cards used to break the rules of the games, to start game lines and as wild playing cards to win playing cards.

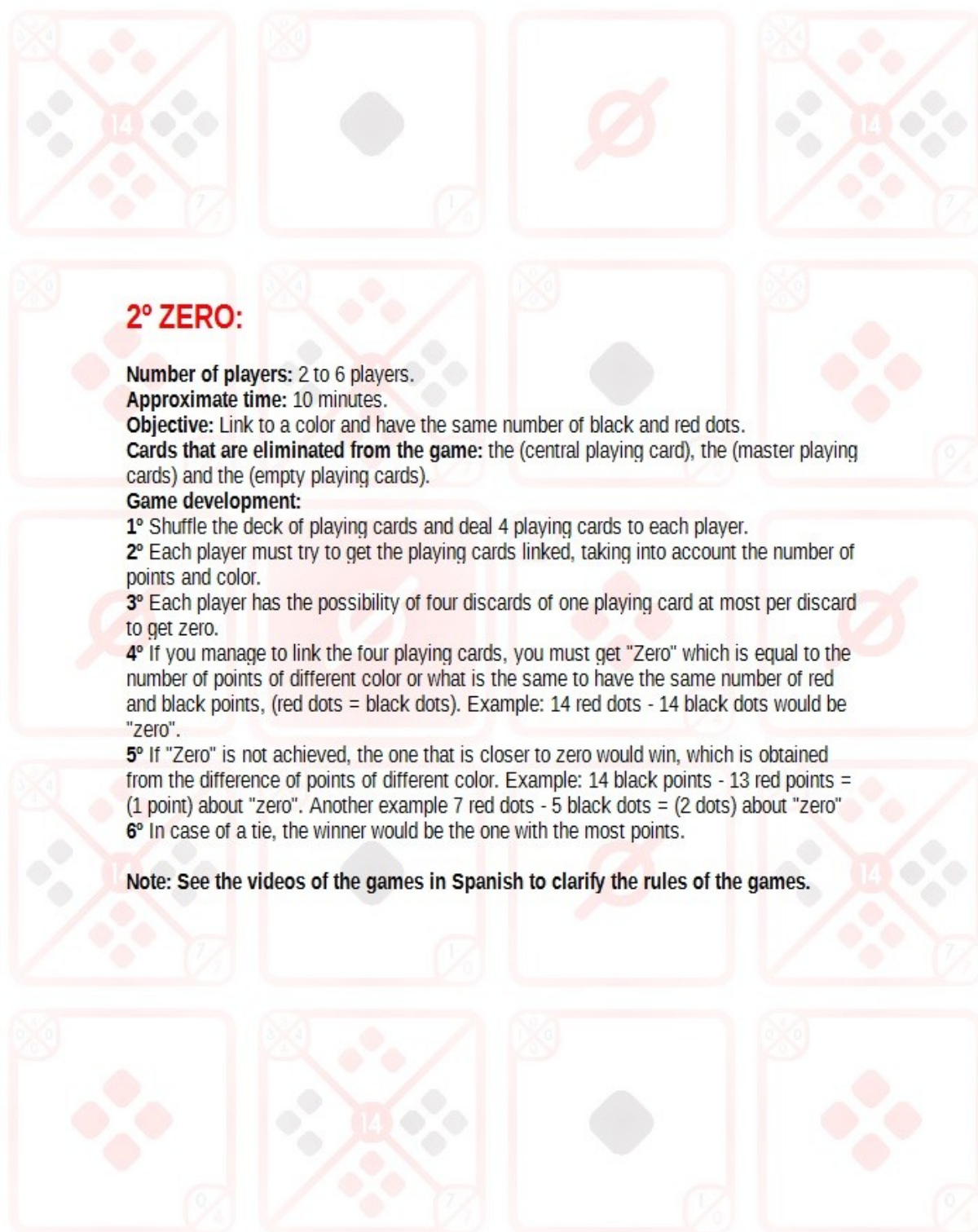


"Cards of game": They are the playing cards that serve for the development of the game and that give points...etc.



GAMES IN PLAYING CARD MODE





2° ZERO:

Number of players: 2 to 6 players.

Approximate time: 10 minutes.

Objective: Link to a color and have the same number of black and red dots.

Cards that are eliminated from the game: the (central playing card), the (master playing cards) and the (empty playing cards).

Game development:

1° Shuffle the deck of playing cards and deal 4 playing cards to each player.

2° Each player must try to get the playing cards linked, taking into account the number of points and color.

3° Each player has the possibility of four discards of one playing card at most per discard to get zero.

4° If you manage to link the four playing cards, you must get "Zero" which is equal to the number of points of different color or what is the same to have the same number of red and black points, (red dots = black dots). Example: 14 red dots - 14 black dots would be "zero".

5° If "Zero" is not achieved, the one that is closer to zero would win, which is obtained from the difference of points of different color. Example: 14 black points - 13 red points = (1 point) about "zero". Another example 7 red dots - 5 black dots = (2 dots) about "zero"

6° In case of a tie, the winner would be the one with the most points.

Note: See the videos of the games in Spanish to clarify the rules of the games.

3° SIX POINTS:

Number of players: 2 to 6 players.

Approximate time: 15 minutes.

Objective: Obtain the six objectives before the other players.

1° objective: Link the playing cards to black points and to have fewer points than the other players.

2° objective: Link the playing cards to black points and to have more points than the other players.

3° objective: Link the playing cards to red points and to have more points than the other players.

4° objective: Link the playing cards to red points and to have fewer points than the other players.

5° objective: Link the playing cards to black and red points and to have more points than the other players

and 6th objective: Link the playing cards to black and red points and to have fewer points than the other players.

Cards that are eliminated from the game: the (central playing card), the (master playing cards) and the (empty playing cards).

Game development:

1° Shuffle the deck of playing cards and deal 4 playing cards to each player.

2° Each player must try to get the playing cards linked, depending on the number of points and color.

3° Each player has the possibility of four discards of one playing card per discard to achieve the objectives.

4° You can obtain several objectives in a single game and the first one that achieves the six objectives will win.

5° In case of a tie, whoever has achieved more objectives in a single game wins.

Note: See the videos of the games in Spanish to clarify the rules of the games.



4º SENSI (Four online):

Number of players: 2 players.

Approximate time: 10 minutes.

Objective: Earn the maximum of "master playing cards".

Cards that are eliminated from the game: (7 empty playing cards) and the (central playing card).

Game development:

1º The "master playing cards" are removed from the deck of playing cards

2º Place the 8 "master playing cards" in two lines of 4 playing cards horizontally and in parallel in the game area. A line of 4 "Master playing Cards", red in color from (1 to 4) for one of the players and the other line of 4 "Master playing Cards" of black color ordered from (1 to 4) for the opposing player.

3º Shuffle the deck of playing cards and deal 4 playing cards to each player.

4º In his first turn each player must first link on one of his "master playing cards".

5º Then in the remaining game hands. Or it linked in another "master playing card" or is continues on the last playing card placed on one of its 4 lines of play, which generates the "master playing card" and steals a playing card.

6º You can only place a playing card different to the color you play, if you put a playing card containing a blank sector to link at white.

7º The player wins his "master playing card" plus the "master playing card" of the opponent, if in the line of play of his "master playing card" he has placed more linked playing cards than the opponent in his corresponding line of play.

8º In case of having the same number of playing cards in a "master playing card". Wins the one with the most points with the playing cards they have won in the line of play. The points are on each playing card in the central circular index.

9º In the case of having the same number of "master playing cards", the winner would be the one who had more points with the playing cards that have been won in the game lines. The points are on each playing card in the central circular index.

10º The game is automatically lost if you can not link a playing card from your hand in your turn.

Note: See the videos of the games in Spanish to clarify the rules of the games.

5° DOUBLE SET:

Number of players: 2 players.

Approximate time: 20 minutes.

Objective: Try to win the maximum of "master playing cards".

Cards that are eliminated from the game: (7 empty playing cards) and the (central playing card).

1° The "master playing cards" are removed from the deck of cards and shuffled.

2° Place 4 cards of the 8 "master playing cards" on a horizontal line in the game zone to play the first set, while the remaining 4 "master playing cards" are saved for the second set.

3° Shuffle the deck of playing cards and deal 4 cards to each player.

4° Each player must link their cards taking into account the number of points and color.

5° In his first turn, each player must first link to one of the "Master playing Cards".

6° Then, and in the remaining turns, a card will be linked to another of his "master playing cards" or with about the last playing card placed in one of his 4 lines of play, which generates the "master playing cards" and takes a new playing card.

7° You can only place a playing card different to the color you play, if you put a playing card containing a blank sector to link to white.

8° The player wins the "master playing card", if in the line of play of the "master playing card" he has placed more linked playing cards than the opponent in his corresponding line of play.

9° In case the two players have the same number of playing cards in a "master playing card", the one with the most points in the playing cards won in the line of play wins.

10° Win the set who has more "master playing cards".

11° In the case of having the same number of "master playing cards", the winner would be the one with the most points with the cards that have been won in the lines of play. The points are on each playing card in the central circular index.

12° The set is automatically lost if you can not link a playing card from your hand in your turn.

13° Next, place the remaining 4 "master playing cards" on a horizontal line in the game zone to play the second set.

14° In the case that each player wins a set. The winner would be the one who had the most points with the playing cards that were won in the lines of play in the two sets. The points are on each playing card in the central circular index.

15° The set is automatically lost and no points are accumulated, if you can not link a card from your hand in your turn.

Note: See the videos of the games in Spanish to clarify the rules of the games.

6° SET (A DOUBLES):

Number of players: 2 pairs of players

Approximate time: 10 minutes.

Objective: Try to win the maximum of "master playing cards".

Cards that are eliminated from the game: (5 empty playing cards) and the (central playing card).

Game development:

1° The "master playing cards" are removed from the deck of playing cards and shuffled.

2° Place the 8 "master playing cards" four for each two players, in a horizontal line in the game area to play the set.

3° The couple in this case, play together and can help each other. Example: the two players can place a playing card in any of the 8 lines of play generated by the "master playing cards", and if one of them can not place a playing card, the partner could place the playing card.

4° Shuffle the deck of playing cards and deal 4 playing cards to each player.

5° Each player must link their playing cards according to the link to the number of points and color.

6° In the first turn of each pair, one of the players must first link on one of the "master playing cards".

7° Next, and in the remaining turns it is link to another of the "master playing cards" or with the last playing card placed in one of the 8 lines of play, which generates the "master playing cards". and pick up a new playing card.

8° You can only place a playing card different to the color you play, if you put a playing card containing a blank sector to link to white.

9° If an "Empty playing card" is placed, it can be linked in it, without taking into account the number of points and color.

10° The player wins the "master playing card", if in the line of play of the "master playing card" he has placed more linked playing cards than the opponent in his corresponding line of play.

11° In case of having the same number of playing cards as the opposite in a "Master playing Card", the one with the most points in the playing cards of the lines of play wins.

12° Win the set who has more "master playing cards".

13° The set is automatically lost, if the couple can not link a playing card in their turn.

Note: See the videos of the games in Spanish to clarify the rules of the games.

7° TURN:

Number of players: 2 or 4 players.

Approximate time: 10 minutes.

Objective: Be the first to run out of playing cards.

Cards that are eliminated from the game: 2 and 4 players (5 empty playing cards) and the (master playing cards).

Game development:

1° Place the "central playing card" in the center of the game area. The central playing card admits any playing card to link.

2° Each player must be placed in front of one of the four sides of the "central playing card".

3° Shuffle the deck of playing cards and deal 4 playing cards to each player.

4° In his first turn, each player must place a playing card on the side of the "central playing card" that corresponds to the player on his right. Always you steals playing card

5° Next, each player must link a playing card on the playing card that the player on his left has placed on the side of the "Central playing card" that corresponds to him, taking into account the number of points and color. Always you steals playing card.

6° The playing card before the one placed in the "central playing card" is won if it has been linked.

7° Then each player rotates a sector or quarter of the playing card, to the right or left. To the player that is located to his right and again each player must link a playing card on the side of the "Central playing Card" that corresponds to him.

8° and so on until one or more players run out of playing cards.

9° In the event that several players run out of playing cards in the same turn, the number of points won during the game is counted. Whoever has more points wins. The points are in the central circular index of the playing card.

Note: See the videos of the games in Spanish to clarify the rules of the games.

8° SUN:

Number of players: 2 to 7 players.

Approximate time: 10 minutes.

Objective: Be the first to run out of playing cards.

Cards playing that are eliminated from the game:

2,3,5 and 6 players (7 empty playing cards and the central playing card).

4 players (5 empty playing cards and the central playing card).

7 players (2 empty playing cards and the central playing card)

Game development:

1° Shuffle the deck of playing cards, deal 4 playing cards to each player and place the 8 "master playing cards" in a circle to form eight lines of play with them.

2° Next, the player on duty will choose in which "master playing card" will begin to link and the direction of rotation.

3° The remaining players will continue to link playing cards, first on the "master playing cards" and then on the last playing card placed on any line of play following the direction of rotation, always taking into account the number of points and color.

4° Always you steal playing card

5° If an "Empty playing card" is placed, it can be linked, without taking into account the number of points and color.

6° Win the game the first to run out of playing cards.

Note: See the videos of the games in Spanish to clarify the rules of the games.

9° RAYS OF SUN:

Number of players: 2 to 6 players.

Approximate time: 10 minutes.

Objective: Be the first to run out of playing cards.

Cards playing that are removed from the game:

2 players (no playing card)

3,4 and 6 players (2 random game cards that are not empty playing cards).

5 players (3 random game cards that are not empty playing cards)

Game development:

1° The "central playing card" acts in this game as an "empty playing card"

2° Shuffle the deck of playing cards, deal 4 playing cards to each player and place the 8 "master playing cards" in a circle to form eight lines of play with them.

3° Next, the hand player will choose in which "master playing card" will start to link playing card and the direction of rotation.

4° The remaining players will continue to link playing cards, first on the "master playing cards" and then on the last playing card placed on any line of play following the direction of rotation, taking into account the number of points and color.

5° Always you steal playing card.

6° In this playing card game, the "empty playing card" can be linked to any playing card, to close the game line which means that you can not link more playing cards in that line of play.

7° Win the game the first to run out of playing cards.

Note: See the videos of the games in Spanish to clarify the rules of the games.

10° THE VELETA:

Number of players: 2 to 6 players.

Approximate time: 10 minutes.

Objective: Be the first to run out of playing cards.

Cards playing that are removed from the game:

2 players (no playing card)

3,4 and 6 players (2 random game cards that are not empty playing cards).

5 players (3 random game cards that are not empty playing cards)

Game development:

1° The "central playing card" acts in this game as an "empty playing card"

2° Shuffle the deck of playing cards, deal 4 playing cards to each player and place the 8 "master playing cards" in a circle to form eight lines of play with them.

3° Next, the hand player will choose in which "master playing card" will begin to link and the direction of rotation.

4° The remaining players will continue to link playing cards, first on the "master playing cards" and then on the last playing card placed on any line of play following the direction of rotation, taking into account the number of points and color.

5° Always you steal playing card.

6° If in one of the eight lines of play, a playing cards is placed that forces to link with a blank sector, the next player who must place a playing card in that line of play. Must link an "empty playing card".

7° In this playing card game, the "empty playing card" can be linked to any playing card, to close the line of play in which it is linked. but also the player who places it chooses: play whit a single color (red or black), play (even or odd), or change the direction of rotation (which allows you to re-link in all lines of game that are not closed)

8° Win the game the first to run out of playing cards.

Note: See the videos of the games in Spanish to clarify the rules of the games.

11° THE ROUND:

Number of players: 2 to 8 players.

Approximate time: 10 minutes.

Objective: Whoever has the most playing cards wins and in case of a draw you win by points.

Cards playing that are eliminated from the game:

2,3,4,5,6,7 and 8 players (7 empty playing cards), The (central playing card) and (2 playing cards with double sector in white in vertical and 2 playing cards with double sector in horizontal white)

Game development:

1° Shuffle the deck of playing cards and deal 4 playing cards to each player.

2° Next, the player in turn places a playing card, starting the line of play, establishing which color is betting to have more or fewer points, and the link color.

3° The remaining players will link to the corresponding color on a playing card that is at the line of play. At the beginning or at the end.

4° If you can not link a playing card, the turn passes to the next player.

5° If the player of the turn equals in points to another player, he would win and continue to be the player of the turn. In case of a tie, between two players who that were not from turn, would win who obtained in the link color, more or less points as established at the beginning of the game.

6° The new hand player, would choose the bet color and the link color and decide if it is played to have more or fewer points.

7° In this game, the "master playing cards" only serve to link, and has zero points to bet.

8° The game consists of four hands, and there are as many games as there are players.

Note: See the videos of the games in Spanish to clarify the rules of the games.

GAMES IN DOMINO MODE

12° MASTER PLAYING CARDS:

Number of players: 2 to 4 players.

Approximate time: 15 minutes.

Objective: Win who wins more master playing cards
cards that are removed from the game:

2 and 4 players (5 empty playing cards)

3 players (6 empty playing cards).

Game development:

1° Shuffle the deck of playing cards and deal 4 playing cards to each player.

2° Place the "central playing card" in the game area.

3° The hand player starts if he has a "master playing card". In the case of not having "master playing card" you must take a playing card from the deck and pass the turn to the next player, until one is placed a "master playing card" on the "central playing card".

4° From that moment, a card must be linked in that line of play, taking into account the number of points and color or open another line of play with another "master playing card".

5° The player who wins the playing cards of a line of play, is the player who places the fourth playing card, except that in the line of play an "empty playing card" is placed, in this case, the four playing cards will be counted from the next playing card placed on the "empty playing card".

6° The winner will be the one with the most "master playing cards"

7° If there are players with the same number of playing cards and points in the "master playing cards", the total points of all the playing cards obtained by each player would be added, winning the one with the most points.

Note: See the videos of the games in Spanish to clarify the rules of the games.

13° STOP:

Number of players: 2 to 7 players.

Approximate time: 10 minutes.

Objective: Earn the maximum points.

Cards playing that are eliminated from the game:

2,3,6 and 7 player (3 empty playing cards)

4 player (1 empty playing card).

5 player (no playing card is eliminated).

Game development:

1° Shuffle the deck of playing cards and deal 4 playing cards to each player.

2° Place the "central playing card" in the game area.

3° The hand player starts, who will have to link a playing card to the "central playing card", which admits any link, without conditions.

4° Next, each player must link a playing card to the last one placed in any of the lines of play, taking into account the number of points and color, or start a new line of play, placing another playing card in the "central playing card" for take a new playing card from the deck.

5° The "empty playing cards" are used to close game lines and can not link more playing cards in that line.

6° The "master playing card" are used to obtain playing cards for the final count that are also obtained by adding a fourth linked playing card.

7° The game ends at the moment when the four lines of play around the central playing card are closed or no more playing cards can be placed, proceeding to the count of points.

Note: See the videos of the games in Spanish to clarify the rules of the games.



14° LINKS:

Number of players: 2 to 8 players.

Approximate time: 15 minutes.

Objective: To win the maximum number of playing cards, subtracting the playing cards that have not been placed in the game.

Cards playing that are eliminated from the game:

2,3,6 and 7 players (3 empty playing cards).

4,5 and 8 players (5 empty playing cards).

Game development:

1° Shuffle the deck of playing cards and deal 4 playing cards to each player.

2° Place the "central playing card" in the game area.

3° The hand player start, who will have to link a playing card to the "central playing card", which accepts any link, regardless of the number of points and color.

4° Next, each player must link a playing card to the last playing card placed in any of the lines of play, taking into account the number of points and color, or start a new line of play by placing another playing card in the "central playing card". Always you steal playing card.

5° The "empty playing cards" they are used to restart the lines of play, in terms of counting playing cards. The cards playing will be counted from the next playing card placed on the "empty playing card", in addition to that they can be linked in it, without to have into account the number of points and color.

6° The "master playing cards" serve to obtain playing cards, with a number of previous links of playing cards. with the exception of the "master playing card ONE", which only by placing it you win the previous playing cards, even without a previous playing card.

Whereas if you put a "master playing card TWO", you win the previous playing cards in a line of play if at least there is a previous playing card. If you place a "master playing card THREE", the previous playing cards are won in a line of play if at least two playing cards exist and lastly if you place a "master playing card FOUR", the previous playing cards are won in a line of play if at least there are three playing cards.

7° Playing cards are also won by adding a fifth playing card linked in a line of play.

8° In the moment that no more playing cards can be placed, the game will be finished, proceeding to the playing card counting.

Note: See the videos of the games in Spanish to clarify the rules of the games.



15° LINKS-SHORT:

Number of players: 2 to 8 players.

Approximate time: 10 minutes.

Objective: To win the maximum number of playing cards, subtracting the playing cards that have not been placed in the game.

Cards playing that are eliminated from the game:

2,3,6 and 7 players (3 empty playing cards).

4,5 and 8 players (5 empty playing cards).

Game development:

1° Shuffle the deck of playing cards and deal 4 playing cards to each player.

2° Place the "central playing card" in the game area.

3° The hand player start, who will have to link a playing card to the "central playing card", which accepts any link, regardless of the number of points and color.

4° Next, each player must link a playing card to the last playing card placed in any of the lines of play, taking into account the number of points and color, or start a new line of play by placing another playing card in the "central playing card". You should always steal playing card

5° The "empty playing cards" They are used to restart the lines of play, in terms of counting playing cards the playing cards will be counted from the next playing card placed on the "empty playing card", in addition to that they can be linked in it, without to have into account the number of points and color.

6° The "master playing cards" are used to obtain playing cards, without a minimum number of playing cards placed in a line of play.

7° Playing cards are also won by adding a fourth playing card linked in a line of play.

8° In the moment that no more playing cards can be placed, the game will be finished, proceeding to the playing card counting.

Note: See the videos of the games in Spanish to clarify the rules of the games.

16° THE SOLITAIRE (original version)

Number of players: 1 player.

Approximate time: 15 minutes.

Objective: run out of playing cards.

Cards playing that are eliminated from the game: 3 empty playing cards.

Game development:

1° Shuffle the deck of playing cards and stay with 4 playing cards.

2° Place the "central playing card" in the game area.

3° The hand player start, who will have to link a playing to the "central playing card", which accepts any link, regardless of the number of points and color.

4° Next, a playing card must be linked to the last playing card placed without being able to turn the playing card in any of the lines of play, taking into account the top left index of the playing card or starting a new line of play, placing another playing card in the "central playing card" to take a new playing card from the deck.

5° If you can not place a playing card, the game will be lost.

6° The "empty playing cards" are used to restart the lines of play, in terms of card counting the playing cards will be counted from the next playing card placed on the "empty playing card", it can also link, without taking into account the top left index of the playing card.

7° The "master playing cards" and the rest of the playing cards. they are playing cards that serve to form the lines of game and obtain the playing cards when a fourth linked playing card is placed; so on until you run out of playing cards in your hand. That way you would make a "solitary".

8° The other possibility is a "complete solitaire" that is to remain without playing cards in your hand and only to have in the zone of game the "central playing card".

Note: See the videos of the games in Spanish to clarify the rules of the games.

17° THE LONELY (new version)

Number of players: 1 player.

Approximate time: 15 minutes.

Objective: run out of playing cards.

Cards playing that are eliminated from the game: 3 empty playing cards.

Game development:

1° Shuffle the deck of playing cards and keep 4 playing cards.

2° Place the "central playing card" in the game area.

3° The hand player start, who will have to link a playing card to the "central playing card", which accepts any link, regardless of the number of points and color.

4° Next you must link a playing card to the last playing card placed without being able to turn the playing card in any of the lines of play, depending on the number of points and color or start a new line of play, placing another playing card in the "central playing card" and to take a new playing card from the deck.

5° If you can not place a playing card, the game will be lost.

6° The "empty playing cards" are used to restart the lines of play, in terms of counting playing cards the playing cards will be counted from the next playing card placed on the "empty playing card", in addition to which they can be linked in it, without taking into account the number of points and color.

7° The "master playing cards" and the rest of the playing cards. they are playing cards that serve to form the lines of game and to obtain playing cards once put the fourth linked playing card; so on until you run out of playing cards in your hand. That way you would make a "solitary".

8° The other possibility is a "complete solitaire" that is to remain without playing cards in your hand and only to have in the zone of game the "central playing card" of game.

Note: See the videos of the games in Spanish to clarify the rules of the games.

18° COLOR AGAINST COLOR:

Number of players: 2, 4, 6 and 8 players.

Approximate time: 15 minutes.

Objective: To win the maximum points of the color opposite to the one you play by subtracting the points of the color that you play, which could not be placed in the game.

Cards playing that are eliminated from the game:

2 and 6 players (3 empty playing cards).

4 and 8 players (5 empty playing cards).

Game development:

1° Shuffle the deck of playing cards and deal 4 playing cards to each player.

2° Place the "central playing card" in the game area.

3° The hand player start, who will have to link a playing card to the color he plays in the "central playing card", which accepts any link, regardless of the number of points and color.

4° In his turn each player must link a playing card to the color he plays on the last playing card placed on any of the lines of play, taking into account the number of points and color, or start a new line of play by placing another playing card on the "central playing card" and steal playing card always.

5° The players will be faced, playing one to a color and others to the opposite color.

6° You can only place a playing card different from the color you play, if you place a "master playing card" or a playing card that contains any sector of the blank card to link to white.

7° The "empty playing cards" are used to restart the lines of play, in terms of counting playing cards the playing cards will be counted from the next playing card placed on the "empty playing card", in addition to which they can be linked in it, without taking into account the number of points and color.

8° "Master playing cards" are used to obtain playing cards, without a minimum number of playing cards placed in a line of play.

9° Playing Cards are also won by adding a fourth playing card linked in a line of play.

10° In the moment that no more playing cards can be placed, the game will be finished, proceeding to the count of points.

Note: See the videos of the games in Spanish to clarify the rules of the games.

19° THE OBJECTIVE:

Number of players: 2 to 8 players.

Approximate time: 15 minutes.

Objective: To win the maximum number of playing cards that contain the number of points and color of the "Master playing Card".

Cards playing that are eliminated from the game:

2,3,6 and 7 players (3 empty playing cards).

4,5 and 8 players (5 empty playing cards).

Game development:

1° Before starting the game the "master playing cards" are separated, shuffled and a "master playing card" is given to each player face down.

2° Without the other players knowing which playing card is. The "master playing cards" are returned to the deck.

3° Shuffle the deck of playing cards and deal 4 playing cards to each player.

4° Place the "central playing card" in the game area.

5° Start the hand player, who will have to link a playing card to the "central playing card", which accepts any link, regardless of the number of points and color.

6° Next you must link a playing card to the last playing card placed in any of the lines of play, depending on the number of points and color or start a new line of play, placing another playing card in the "central playing card" to steal a new playing card of the mallet.

7° While the "empty playing cards" are used to restart the lines of play, in terms of playing card counting. The playing cards will be counted from the next playing card placed on the "empty playing card", besides being able to link, regardless of the number of points and color.

8° "Master playing cards" are used to obtain cards without minimum number of playing cards placed on a line of play.

9° Playing cards are also won, adding a fourth playing card linked in a line of play.

10° In the moment that no more playing cards can be placed, the game will be finished, proceeding to the count of playing cards containing the number and color of the "master playing card" object.

Note: See the videos of the games in Spanish to clarify the rules of the games.

20° PLAYING CARD AND DICE:

Number of players: 2 to 7 players.

Approximate time: 15 minutes.

Objective: Earn the maximum points.

Cards playing that are eliminated from the game:

2 players (7 empty playing cards).

3 players (6 empty playing cards).

6 and 7 players (3 empty playing cards).

4 and 5 players (5 empty playing cards).

Game development:

1° Shuffle the deck of playing cards, deal 4 playing cards to each player and place the "central playing card" in the game area.

2° The player on duty will start the game placing a playing card in the "Central playing Card", then he must roll a dice that if his score coincides with the number of playing cards placed, he will win them. Example: the first player should obtain a point on the die to win the placed playing card.

3° From that moment, each player must link a playing card to the "Central playing Card" or link a playing card to the last placed on any of the lines of play, taking into account the number of points and color, and then throw the dice

4° If a playing card can not be linked, the turn would pass to the next player.

5° The "empty playing cards" are used to restart the lines of play, in terms of playing card count, to compare with the score of the die and can be linked in it, without taking into account the number of points and color. Example: If you initiate a line of play in the "central playing card" with two linked playing cards and place an "empty playing card" and link 3 more playing cards, you would have to draw 3 points on the die to win the playing cards until to the "central playing card".

6° The "master playing cards" in this game behave like one more playing card.

7° The lines of game that are born from the "central playing card" admit only six playing cards per line, because the dice can give six points at most.

8° Win the game who gets more points. Is the sum of the points each playing card has in its central index.

9° At the moment that no more playing cards can be placed, the game will be finished, proceeding to the count of points.

Note: See the videos of the games in Spanish to clarify the rules of the games.

GAMES IN PUZZLE MODE

21° FOUR:

Number of players: 2 to 8 players.

Approximate time: 10 minutes.

Objective: Make a puzzle of 2 rows by 2 columns, taking into account the number of points and color.

Cards playing that are removed from the game: No cards are eliminated.

Game development:

1° Shuffle the deck of 46 playing cards and deal 4 playing cards to each player.

2° The hand player must decide if it is played to have more points or fewer points in the puzzle. That score would only be valid in case of a tie.

3° The players will have to make a puzzle of 2 rows by 2 columns linking the playing cards taking into account the number of points and color.

4° Each player has the possibility of making four discards of a single playing card at the most to make his puzzle.

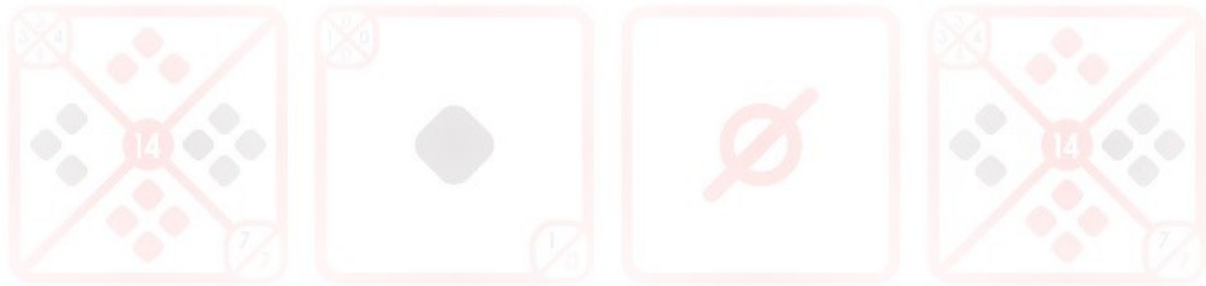
5° The "empty playing card" can be linked, without taking into account the number of points and the color.

6° The winning combinations from highest to lowest are:

The combination of 2 by 2 playing cards without "empty playing cards" is superior to the combination of 2 by 2 playing cards with an "empty playing card".

The combination of 2-by-2 playing cards with an "empty playing card" is superior to the combination of 2-by-2 playing cards with two "empty playing cards" and so on.

Note: See the videos of the games in Spanish to clarify the rules of the games.



22° PUZZLE OF POINTS:

Number of players: 3 players

Approximate time: 5 minutes.

Objective: Be the first player to make a puzzle of 3 rows by 3 columns taking into account only the points, regardless of the color.

Cards playing that are eliminated from the game: the (central playing card), the 8 (master playing cards) and the 7 (empty playing cards).

Game development:

1° Shuffle the deck of 30 playing cards and deal 9 playing cards to each player.

2° The 3 remaining playing cards will be used as auxiliary playing cards and will be face up in the game area to use them.

3° Each player will place his playing cards face down by drawing a square of 3 rows by 3 columns.

4° At the same time the 3 players put the 9 playing cards face up face and start to make a puzzle of 3 rows by 3 columns linking the playing cards taking into account the number of points.

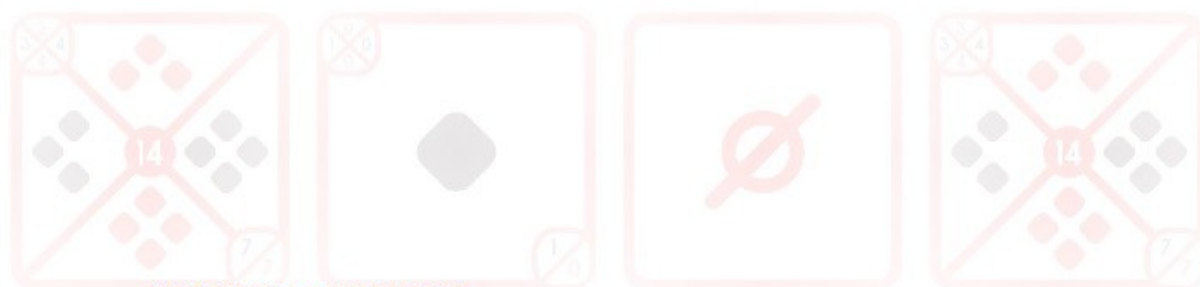
5° Each playing card can be rotated with respect to its four sides and change position in the puzzle as many times as necessary to link them together.

6° All players can substitute their playing cards one by one and without turns with the auxiliary playing cards.

7° Only in the case of not being able to use the auxiliary playing cards it is allowed to finish the puzzle by steal a playing card to each player or two playing cards to a single player, to win the game. In this case it would stop playing and the puzzle would be checked. If the puzzle is not correct the player would stop playing and his playing cards would become auxiliary playing cards along with the 3 auxiliary playing cards that exist and the remaining two players would continue.

Note: See the videos of the games in Spanish to clarify the rules of the games.





23° COLOR PUZZLE:

Number of players: 2 players.

Approximate time: 10 minutes.

Objective: Be the first player to make a puzzle of 3 rows by 3 columns taking into account the number of points and color.

Cards playing that are eliminated from the game: the (central playing card), the 8 (master playing cards) and the 7 (empty playing cards).

Game development:

1° Shuffle the deck of 30 playing cards and deal 9 playing cards to each player.

2° The remaining 12 playing cards will be used as auxiliary playing cards playing and will be face up in the game area to use them.

3° Each player will place his playing cards face down by drawing a square of 3 rows by 3 columns.

4° At the same time the 2 players put the 9 playing cards face up face and start to make a puzzle of 3 rows by 3 columns linking together the playing cards, taking into account the number of points and color.

5° Each playing card can be rotated with respect to its four sides and change position in the puzzle as many times as necessary to link them together.

6° All players can substitute their playing cards one by one and without turns with the auxiliary playing cards.

7° Only in the case of not being able to use the auxiliary playing cards it is allowed to finish the puzzle by stealing a playing card to the opposing player, to win the game. In this case it would stop playing and the puzzle would be checked.

8° If the puzzle is not correct, the player loses the game.

Note: See the videos of the games in Spanish to clarify the rules of the games.



The background of the page features a grid of 20 playing cards, arranged in 5 rows and 4 columns. The cards are semi-transparent and include various symbols and numbers, such as the number 14, a diamond shape, and a circle with a diagonal slash. The text is overlaid on this grid.

24° PUZZLE 25:

Number of players: 1 player.

Approximate time: It depends on the player.

Objective: Make a puzzle of 5 rows by 5 columns taking into account the number of points and color.

Cards that are eliminated from the game: the (central playing card), the 8 (master playing cards) and the 7 (empty playing cards).

Game development:

1° Shuffle the deck of 30 playing cards and take 25 playing Cards.

2° The 5 remaining playing cards will be used as auxiliary playing cards playing and will be face up in the game area to use them.

3° The player will place his playing cards face down by drawing a square of 5 rows by 5 columns.

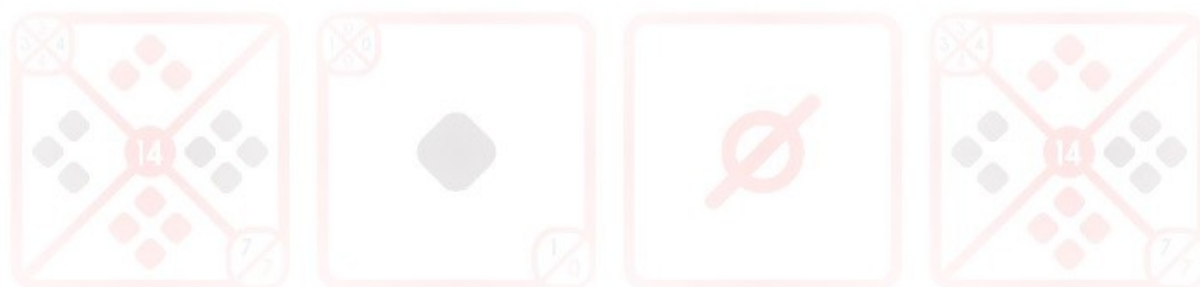
4° The player puts the 25 playing cards face up and begins to make a puzzle of 5 rows by 5 columns linking together the playing cards, taking into account the number of points and color.

5° Each playing card can be rotated with respect to its four sides and change position in the puzzle as many times as necessary to link them together.

6° The player can use the 5 auxiliary playing cards and substitute one by one for his playing cards.

7° The game will end when the puzzle of 5 rows by 5 columns is correct.

Note: See the videos of the games in Spanish to clarify the rules of the games.



25° LEVELS:

Number of players: 2 to 8 players.

Approximate time: 15 minutes.

Objective: To have more points than others with the puzzles that are won.

Cards playing that are eliminated from the game:

2 players (7 empty playing cards) and the (central playing card),

3 players (6 empty playing cards) and the (Central playing card),

4, 5 and 8 players (5 empty playing cards) and the (central Playing card)

6 and 7 players (3 empty playing cards) and the (central playing card).

Game development:

1° Shuffle the deck of playing cards and deal 4 playing cards to each player.

2° The hand player places a playing card in the play area and steals a new playing card.

3° The remaining players must link a playing card to the playing card placed taking into account the number of points and color.

4° If you can not place a playing card, the turn passes to the next player.

5° Only the playing cards placed in the puzzle on the playing area are won if a playing card is placed on a playing card that coincides in the points of the central index of the playing card that remains below.

6° Once these playing cards are won, the last playing card placed serves as the basis for the next puzzle and so on.

7° If a player does not level up by mistake to restart another puzzle; the game is continued until someone else does.

Note: See the videos of the games in Spanish to clarify the rules of the games.



GAMES IN GAME BOARD MODE

26° CENTRAL PLAYING CARD:

Number of players: 2 players.

Approximate time: 10 minutes.

Objective: Win the game who gets the maximum of "master playing cards" and in case of a tie wins who has more points among their "master playing cards". And if the tie persists, each player is dealt 4 playing cards, which will have to link at once from the "central playing card", winning who links more playing cards. If still, they are still tied, whoever has more points among the four linked playing cards wins.

Cards playing that are eliminated from the game: 2 players (7 empty playing cards).

Game development:

1° Place the "central playing card" in the center of the "Flag Squadratik" and the "master playing cards" of black dots from (1 to 4) from left to right, and the "master playing cards" of red dots from (1 to 4) from right to left, the "master playing card" of four black dots on the right and the "master playing card" with four red dots on the left of the Flag.

2° Shuffle the deck of playing cards and deal 4 playing cards to each player.

3° Then the player on the turn links a playing card in a "master playing card" in a box that contains an arrow or in any box that contains two arrows. If it is on an arrow, opens a path or line of play from the "master playing card" and if it is on two arrows it only joins two "master playing cards".

4° In his turn, the opposing player has three options to link a playing card according to the number of points and color. 1st option: link in another "master playing card" by placing a playing card on another box with an arrow. 2nd option: place a playing card in a box with two white arrows and 3rd option: link on the last playing card placed on any line of play.

5° So it is played successively, but bearing in mind that never two lines of game must be together in parallel and that you can not use more than four lines of play.

6° If a playing card is linked, it steals a playing card y if not be placed, the turn passes to the opposing player.

7° To win the "master playing cards", the playing cards must be placed on one of the four white arrows that delimit the four sides of the "central playing card" placed in the center of the "Flag Squadratik" and link.

8° The "central playing card" allows the link of any playing card.

9° When a player wins a "master playing card" he stays with she and the remaining the remaining playing cards go back to the "draw pile".

10° The game ends when you can not place more playing cards or when there are no "master playing cards".

Note: See the videos of the games in Spanish to clarify the rules of the games.

27° QUADRAO:

Number of players: 2 or 4 players.

Approximate time: 20 minutes.

Objective: Win the game who gets the maximum of "master playing cards" and in case of a tie wins who has more points among their "master playing cards". And if the tie persists, each player is dealt 4 playing cards, which will have to link at once from the "central playing card", winning who links more playing cards. If still, they are still tied, whoever has more points among the four linked playing cards wins.

Cards playing that are eliminated from the game: 2 and 4 players (5 Empty playing cards).

Game development:

1° Place the "central playing card" in the center of the "Flag Squadratik" and the "master playing cards" of black dots from (1 to 4) from left to right, and the "master playing cards" of red dots from (1 to 4) from right to left, the "master playing card" of four black dots on the right and the "master playing card" with four red dots on the left of the Flag.

2° Shuffle the deck of playing cards and deal 4 playing cards to each player.

3° The player on duty begins placing a playing card on one of the four sides of the "central playing card".

4° Then each player in turn must link a playing card one of the sides of the "central playing card" or on the last playing card placed on any line of play, taking into account the number of points and steal a card from the theft deck

5° Two lines of play can never be together and in parallel

6° If a playing card can not be placed, the turn passes to the next player.

7° To win the master playing cards, you must place the playing card on the white arrows that are next to the "master playing cards" and link.

8° When a player wins a "master playing card" he stays with she and the remaining playing cards until the "central playing card" return to the "draw pile".

9° The playing cards that form a line of game that ends erroneously are eliminated from the game; how to end in a box without "master playing card" or finish without being able to link to the "master playing card", since all players are required to link if there is a possibility.

10° The "empty playing card" can link, without taking into account the number of points and color, but it can never be linked in a "master playing card" to win it.

11° The game ends when no more playing cards can be placed or there are no "master playing cards".

Note: See the videos of the games in Spanish to clarify the rules of the games.

About us.

We are a board game new editorial founded in June 2016 that only wants to reach all households to make table games a concept reinvented for relations between different generations.

For this we have designed in a very simple and intuitive way a first card game of quality cards, wrapped in its manufacture by CARTAMUNDI in Europe.

But we have in our drawer many more games in prototype phase that will be seeing the light with your help.

As Plato said "You know more a person in a game hour than in a year of conversation"

Why Choose us?

Because we offer a new original and different deck of cards, which is designed so that everyone understands that it is an easy game to play. It is only unite the cards that have the same number of points and the same color.

The games that are created have the "flavor" of classic games, with all the benefits of this type of games: easy, fast, for different number of players and with pique.

For now we offer 25 games that will be increased over time.

Only the deck of Squadratik cards, offers you games in card mode, domino mode and puzzle mode, as well as converting it with the "flag Squadratik" in a board game.

CARD GAMES SQUADRATIK

Address: Isla Gomera, 25 Córdoba (14011)

Email: info@squadratik.com

Wassap: (34) 659 00 33 46