

# SQUID GAME

## RULEBOOK

*For 3 to 6 players, Ages 16 and up*



# COMPONENTS



2 boards for 4 battles: **RED LIGHT GREEN LIGHT - DALGONA** and **TUG OF WAR - SQUID GAME**



72 Team Tokens divided into 6 teams



7 Doll Cards for **RED LIGHT GREEN LIGHT**



11 Dalgona Cards for **DALGONA**



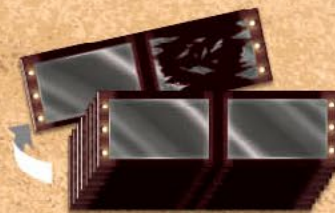
36 Player Cards for **RED LIGHT GREEN LIGHT, TUG OF WAR** and **GLASS BRIDGE**



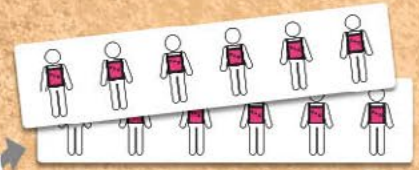
24 Squid Cards for **SQUID GAME**



4 die-cuts Marbles Tokens to make 2 Marbles for **MARBLES**



8 Glass Bridge Tiles for **GLASS BRIDGE**



4 Mannequin and Wall strips for **GLASS BRIDGE** and **MARBLES**



1 Speed Token for **SQUID GAME**



1 Timer and 2 Timer Markers

# OBJECT

Lead your team through six deadly games. Your team members who survive move on to the next game. Make it through all six games with at least one surviving team member to win.

## SETUP

Each player chooses a color and takes the matching **Player Cards (6)** and **Team Tokens (12)**. **Start the game with 7 Team Tokens.** Place the other 5 tokens aside until you need them.



## SURVIVAL AND ELIMINATION

Each game has rules for which tokens survive and which are eliminated. Tokens that **survive** make it to the **next game**. Tokens that are **eliminated** are out of play and **put into the piggy bank** (tray inside the box). Don't forget to flip them to reveal the money side.



## TIMER

Some games use the Timer. To set the Timer to **15:00**, stack the **05:00** marker and the double-sided **10:00** and **15:00** marker on the Timer **00:00** with **15:00** face-up. To count down, move to the next marker. When the Timer reaches **00:00**, team members who have not completed the game are immediately eliminated.



## RECRUITMENT

**Important:** After each game, you recruit an extra team member. Add one of your extra Team Tokens you had put aside to your team. Even if your entire team has been eliminated in a game, you'll have at least one token going into the next game.

## THE GAMES

Play the games in the following order:

### 1- RED LIGHT GREEN LIGHT



### 2- DALGONA



### 3- TUG OF WAR



### 4- MARBLES



### 5- GLASS BRIDGE



### 6- SQUID GAME



## TAKING TURNS

For the games that require players to take turns, the **player with the most tokens goes first**. Play then continues clockwise.

If there is a tie, the player who has the Team Token with the highest number goes first.

*Example: Team A has tokens 366 and 205. Team B has tokens 403 and 111. Team B goes first.*

## THE VIPS

No one knows much about the VIPS, other than that they are super wealthy individuals betting on the outcome of the games. Be careful. You don't want to see what happens if they get bored.

## WINNING THE GAME

Only the strongest team can win. If the winner of the final Squid Game is a **member of your team**, you win the game.



"Preparations for the first game are complete. We can begin now."

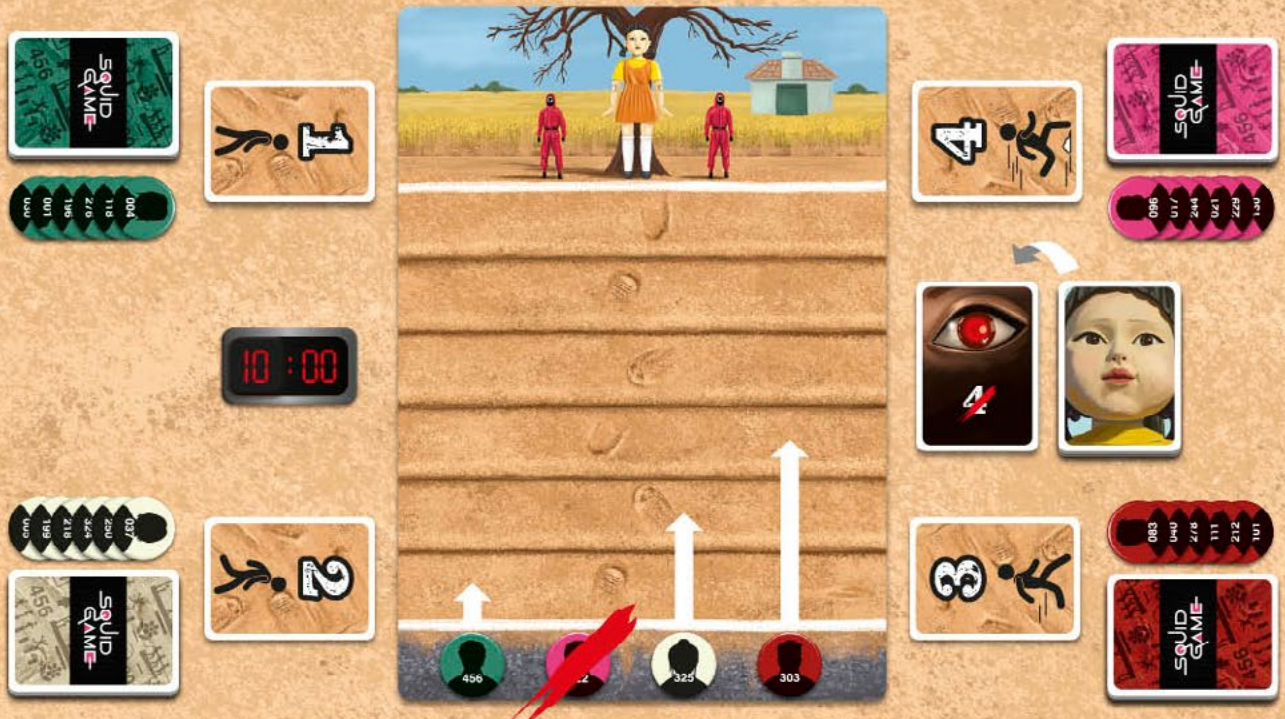


# RED LIGHT GREEN LIGHT

"You are allowed to move forward when 'It' shouts out, 'Green Light.' Stop when 'It' shouts, 'Red Light.' If your movement is detected afterwards, you will be eliminated."

**Object:** Get your team across the field without being seen by the giant Doll.

**Components needed:** Red Light Green Light Board - Doll Cards (7) - Timer set to 10:00 - Player Cards (6 per player)



**Rules:** Red Light Green Light is played in rounds. **Each round:**

**Place** a token behind the starting line (if you don't already have one here).

**Play** one of your six cards face down.

**Reveal** cards after everyone has played.

**Doll Looks:** Flip the top Doll Card to see when it opens its eyes.

● **Eliminate:** If the **Red Light** shows your number, you didn't stop in time. Do not move this round. Instead, **eliminate** your token that is **closest to the Doll**. If your only token is behind the starting line, eliminate this token.

● **Move:** If the **Red Light** does **not** show your number or a **Green Light** is revealed, you **succeed**. Move all your tokens on the board that many lanes closer to the Doll, including the token behind the starting line. Any token that crosses into the Doll's space survives!

● **Push:** If you played a **0 Push** card, none of your tokens move. Instead, after everyone else has moved, **push one opponents' token** (your choice) in your lane or the lane ahead of you, causing them to be eliminated. If several players play 0 Push, the player with the highest numbered token on the board pushes first, then the next highest, and so on.  
*Note: A token behind the starting line may push another token in the first lane or behind the starting line.*

**Discard** the Doll Card face down to one side.

**Return** your card back to your hand. Start the next round.

**Countdown:** After the last Doll Card is played, the Timer counts down. Shuffle the Doll Cards and continue playing. When the Timer reaches **00:00**, any tokens still on the board are eliminated.

**TIP:** "You won't get caught if you hide behind someone."





# DALGONA

"Choose one of the four available shapes you see. The shape you have chosen is the shape you must remove from the honeycomb. You will pass if you poke out the shape without it breaking or cracking within the time limit."

At the start of Dalgona, each player recruits a new team member.

**Object:** Poke out the different shapes without cracking your Dalgonas.

**Components needed:** Dalgona Board - Dalgona Cards (11) - Timer set to 15:00



### Placement:

On your turn, **distribute all your tokens** among the four shapes any way you like. **Place tokens in the shaded sections**. Then the **next player** clockwise **places all their tokens**. Once all tokens have been placed, it is time to poke out the shapes.

### Rules: Dalgona is played in rounds. Each round:

**Shuffle:** On your turn, the **player to your right shuffles** all the Dalgona Cards for you.

**Poke:** **Turn over cards** until you decide to stop or you draw the "Crack!" card. You must draw at least one card.

**Exception:** If you have no tokens on the board, your turn is over and you do not draw any more cards.

- **You reveal "Crack!":** **Eliminate** one of your tokens from the board. Your turn is over. Exception: If you draw "Crack!" as your first card, eliminate any opponents' token instead!
- **You reveal a shape:** **Advance** one of your tokens on that shape along the arrow to the next section.
  - ▶ If the token advances from the last section of the shape: you have completed the Dalgona and your token survives!
  - ▶ If you do not have a token in this shape: You "Kick the Lighter" and must advance another player's token in that shape.

**Countdown:** Once everyone has had a turn, the Timer counts down. When the Timer reaches **00:00**, any tokens still on the board are eliminated.

**TIP:** "Try not to keep all your eggs in the same basket."



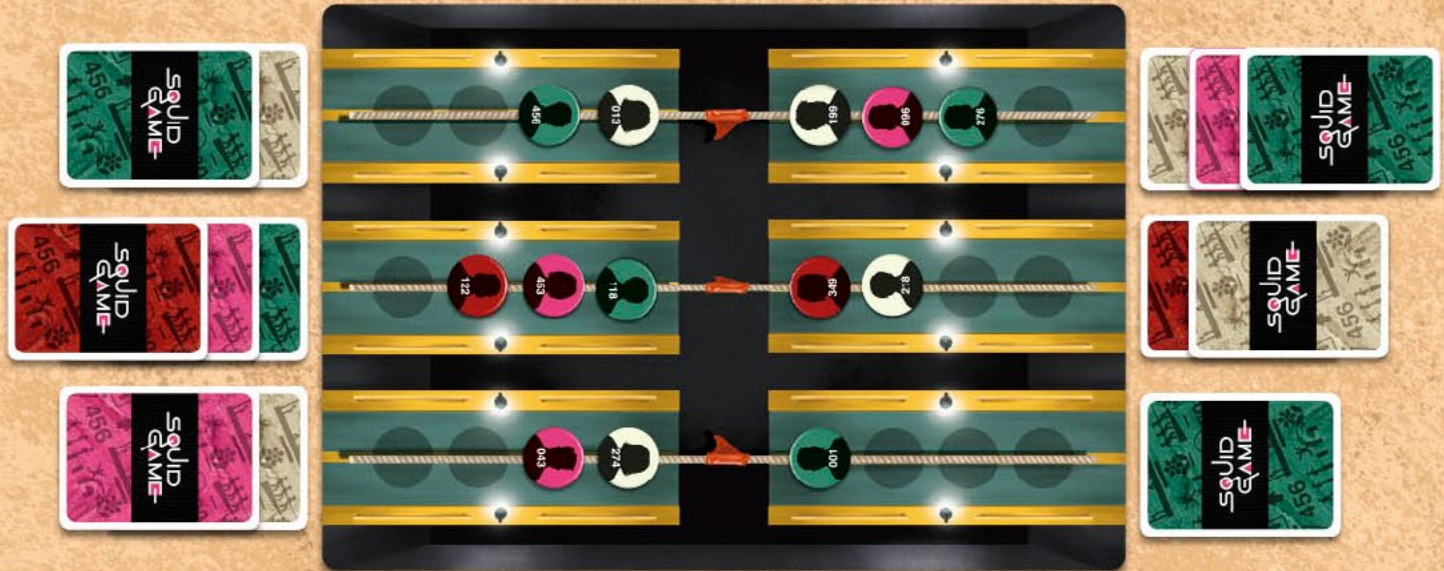


# TUG OF WAR

*"All players, please divide yourselves into six teams.  
In order to win, you must pull the rope towards your platform in an attempt to drop your opponents down below."  
At the start of Tug of War, each player recruits a new team member.*

**Object:** Pull the other teams into the gap. Tokens on winning teams survive.

**Components needed:** Tug of War Board - Player Cards (6 per player)



### Placement:

**Take turns placing a token on the Tug of War board.** There are six teams to choose from, representing three separate Tug of War battles. You may place your tokens on teams that are competing against each other. Once all tokens have been placed, it's time to Pull!  
*Note: A token competing against a team with no tokens automatically survives.*

**Balance Rule:** You cannot place a token if it would give one side two more tokens than the other side.

*Example: Team A has 1 token and Team B has 2 tokens. A token cannot be added to Team B until someone has added a second token to Team A.*

There are only 24 locations for tokens. Any tokens not placed on the board are eliminated.

### Rules:

**Play one card facedown for each token you have.** Place the card behind the appropriate team. If you have tokens on opposing teams, play cards on both sides. As you only have 6 cards, if you have more than 6 tokens, choose wisely where to place your cards.  
**Reveal cards once everyone has played, one battle at a time.**

- **Highest Total:** The team with the highest total **wins** by pulling the other team into the gap. All winning tokens survive. All losing tokens are eliminated.
- **Three Steps:** A team with a "0" makes the other team fall by stepping forward three steps. When a "0" is played, the **lowest total wins**. However, two "0"s, even on the same side, cancel each other out and the highest total wins. Lowest total wins with three "0"s, highest total with four "0"s, and so on.

**If there is a tie:** The side with more tokens wins. If there is still a tie, the VIPs betting on the games get bored and decide to eliminate both teams.

**TIP:** "Take three steps up when I signal. Just trust me and they'll fall!"





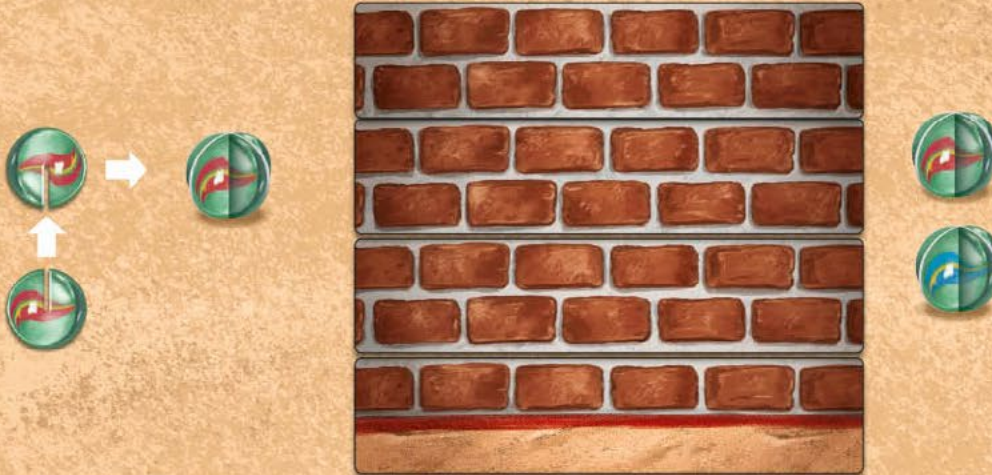
# MARBLES

*"When two people agree to play together, shake hands to show you have become partners.  
The player who manages to take all the marbles from their partner wins."*

**At the start of Marbles, each player recruits a new team member.**

**Object:** Pair up tokens and play marbles against each other. The winner of each game survives.

**Components needed:** Two marbles - Wall strips



**Pair up:**  
Take turns placing a token on the table. **Place a token by itself or pair it up with another token.** No more than two tokens can be grouped together. When you are out of tokens to place, if you have a token by itself, pair it up with another single token. Pairing ends when every token is paired up.  
*Note: If there is a single token that cannot pair up with another token, this token survives to the next round.*



**Rules:**  
**On your turn, select a pair which contains your token.** Decide whether you will play "Odd Even" or "Closest to the wall". After a winner is determined, the **next player clockwise** selects a pair. Continue until all pairs have played.  
*Note: if both tokens in a pair are yours, one automatically survives, and one is eliminated.*

### Odd even

Hide one or two marbles in your hand. Your opponent guesses "Odd" or "Even".

● **If your opponent is correct:** Their token survives and yours is eliminated.

● **If your opponent is wrong:** Their token is eliminated and yours survives.

*Note: A player who tries to hide zero marbles automatically loses for not following the rules.*

### Closest to the wall

Lay the Wall strips flat on the table. Your opponent rolls a marble, then you roll. Whoever rolls closest to the red line on the wall wins. Rolling off the table is an instant loss.





# GLASS BRIDGE

"Please choose one of the mannequins that you see presented before you. Once you've chosen, take the corresponding vest. The tempered glass stepping stone is strong enough to hold the weight of two people. However, the normal glass will break even if just one person steps on it."

At the start of Glass Bridge, each player recruits a new team member.

**Object:** Cross the Glass Bridge before time runs out.

**Components needed:** Glass Bridge Tiles (up to 8 tiles) - Player Cards (6 per player) - Mannequin Strips (up to 4 strips) - Timer set to 15:00



Mannequin Strips



Glass Bridges Tiles



Count the number of surviving tokens:

- ▶ 6 or less: Use one Mannequin Strip
- ▶ 7 - 12: Use two Mannequin Strips
- ▶ 13 - 18: Use three Mannequin Strips
- ▶ 19 - 24: Use four Mannequin Strips

If there are less than 8 surviving tokens, use only that number of Glass Bridge Tiles. Flip the Glass Bridge Tiles so the broken side is face down. Shuffle the tiles, being sure to turn them around so no one knows which way is which.

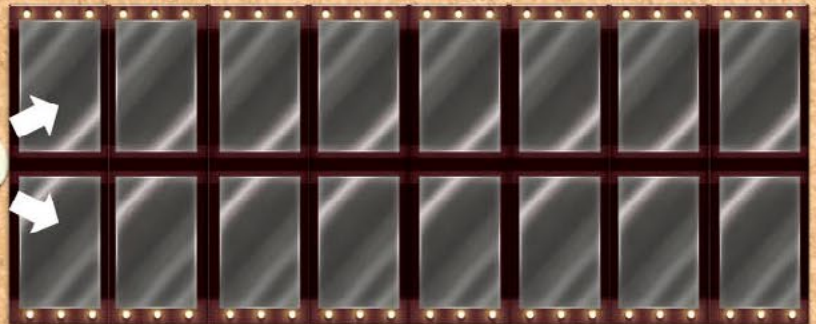
### Placement:

Place the Mannequin Strips in a line. Take turns placing a token above a mannequin to claim that position. Each end of the line could be first place or last place. You won't know until all tokens are in position.

**Build:** Once all tokens have been positioned, each player plays out one card. Add all the numbers.

- ▶ If the total is **odd**: Build the Glass Bridge in a row to the **left** of the tokens.
- ▶ If the total is **even**: Build the Glass Bridge in a row to the **right** of the tokens.

Return the card to your hand.



Example of placement if the total is even



**Rules:** Glass Bridge is played in rounds. **Each round:**

**Slide** tokens on the position lines forward to **eliminate any empty spaces**. Do not slide tokens on the Glass Bridge.

**Play** a card face down.

**Reveal** cards after everyone has played.

**Move** based on the card you played. **Start** with the player who played the **highest card** and **continue clockwise** around the table. If two players have played the same number, the player with a token closest to the end of the Glass Bridge goes first. If there's still a tie, the higher numbered token breaks the tie.

- **Move** one of your tokens forward the **number of positions on your card**. A token that moves off the final tile of the Glass Bridge survives.
- **Chain Reactions:** If you move or are pushed into a **position with two tokens**, **stop there and push one of the two tokens** into the next space. This may trigger another push and even force a player to move forward on the Glass Bridge. If your token is pushed as part of a chain reaction, you get to decide onto which side of the Glass Bridge to jump.

**Discard** cards after playing them.

**Countdown:** Once you've played all your cards, retrieve all six and count the Timer down. When the Timer reaches **00:00**, any tokens that haven't crossed the bridge are eliminated.

The red Token has to stop and push one of the two tokens.



*Chain reactions example: If the red Token plays "3", it only moves one step because it has to stop when two tokens are at the same position. Then, it pushes one of the two tokens and get to decide onto which side of the Glass Bridge to jump.*

#### **Moving on the Glass Bridge:**

Move one space at a time on the Glass Bridge. When you move or are pushed due to a chain reaction on the Glass Bridge, declare which side of the tile you want to leap to. Then reveal the tile.

- **If you chose the broken side:** The glass breaks. **Eliminate** this token.
- **If you chose the unbroken side:** You are still alive. **Continue** the rest of your move.

**0 Push:** When you play your 0 Push, push a token in the same position as one of your tokens into the next space. If this makes the token move forward on the Glass Bridge, you choose which side, allowing you to decide whether to eliminate one of your opponents' token. If the token moves into a position with two tokens, follow the rules for a chain reaction.

**The VIPs:** If the Timer reads **15:00** or **10:00** when the final tile of the Glass Bridge is revealed, **the VIPs get bored**. To make things exciting again, they **immediately reduce the Timer to 05:00** and players retrieve all of their cards at the end of the round. If the Timer was already at **05:00**, the VIPs do nothing.

**TIP:** "Going first in a life-or-death contest? Very scary. But recall, too, that in Red Light Green Light, most of the contestants in the back died after running out of time."





# SQUID GAME

"The attackers must enter the squid shape court, run past the defense, and then tap the area inside the squid's head with his foot to secure the win. If a situation arises in which players are unable to continue playing, the last one standing will be the winner."

**At the start of Squid Game, each player recruits a new team member.**

**Object:** Be the first one to reach the Squid Head to win the game.

**Components needed:** Squid Game board - Squid Game Cards (4 per player) - Speed Token



The player with the **least tokens starts** with the Speed Token. If there is a tie, the player with the highest numbered token on the board takes the Speed Token.

## Placement:

Everyone places one token in the Square and their surviving team members in the Safe Zone at the bottom of the Squid. **Tokens in the Safe Zone cannot be Stabbed or Pushed.** There is no Timer. The game ends when someone reaches the Squid Head or only one Team is left.

## Rules

**Play** one of your four cards facedown.

**Reveal** cards once everyone has played.

**Resolve cards in order:** 1-Block, 2-Stab, 3-Push, 4-Move. Resolve all Blocks first, then all Stabs, then all Pushes, then finally all Moves. When multiple players choose the same card, **begin** with the player who has the **Speed Token** and **continue clockwise** to determine who plays first.

**Block:** Prevents your tokens from being eliminated when Stabbed. You can still be Pushed.

**Stab:** Eliminate another player's token in the same zone as one of your tokens. You cannot Stab a token that has played Stab as well. If the only player you could Stab has played Block, you are eliminated.

**Push:** Push a token that is Blocking in the same zone as one of your tokens. The token is pushed outside the Squid Game court and eliminated by the guards.

**Move:** Choose one of the following:

- Move a token from the Safe Zone to the Square
- Move a token from the Square to the "1" space in the Triangle
- Move a token in the Triangle to the next numbered space

*Note: You can have multiple tokens in a zone. All tokens in the Triangle are in the same zone.*

**Advance tokens** in the Triangle to the next numbered position, including those that used "Move" to enter the Triangle this round or to move to the next numbered space. To reach the Squid Head, you must move from "8".

**Pass the Speed Token clockwise** and begin the next round.

## ACTIONS

Order in which actions are resolved

When players choose the same action, begin with the player who has the Speed Token and continue clockwise.

### 1st BLOCK



- ▶ Cannot be Stabbed.
- ▶ Can be pushed, you are eliminated.

### 2nd STAB



- ▶ Stab one player's token in your zone (Square or Triangle), it is eliminated.
- ▶ Cannot Stab a player who has played Stab.
- ▶ If you Stab someone who has played Block, you are eliminated.

### 3rd PUSH

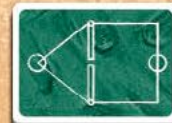
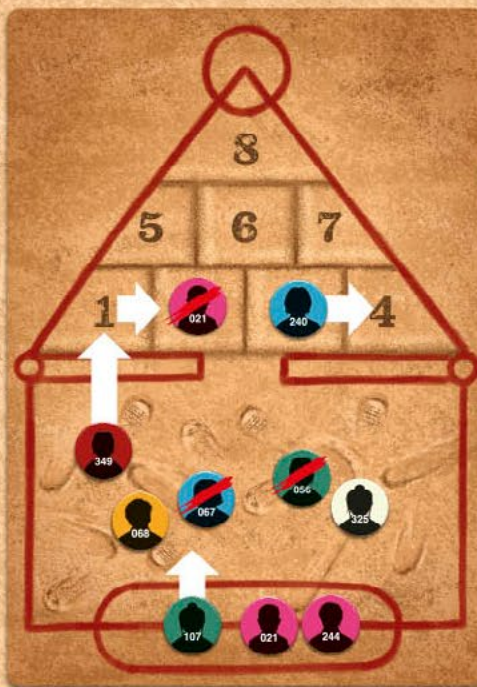


- ▶ Can only push one player's token who has played Block in your zone (Square or Triangle), it is eliminated.

### 4th MOVE



- ▶ Move one of your tokens:
  - ▶ From the Safe Zone to the Square.
  - ▶ From the Square to the Triangle («1»).
  - ▶ To the next numbered space in the Triangle.



1 - Blue blocks and cannot be stabbed.

2.a. - White and Pink stab. White is clockwise from Speed Token and so stabs first. White **325** stabs and eliminates Green **056**.

2.b. - Pink can only stab Blue **240** (tokens in the Safe Zone cannot be stabbed). Blue has blocked so Pink is eliminated instead. Eliminate Pink **021**.

3 - Yellow pushes a blocking player. Yellow **068** pushes and eliminates Blue **067**.

4 - Green and Red play move. Green moves **107** to the Square. Red moves **349** to "1" in the Triangle.

The round ends. Advance Blue **240** to "4" and Red **349** to "2". Players return their cards back to their hands. Begin the next round.

## WINNING THE GAME

The first token to reach the Squid Head wins, and the game is over. Every other token on the board is eliminated. Alternatively, if at any time yours is only team still alive, you win.

# LET THE GAMES BEGIN



**Mixlore™**

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Game by Nicholas Cravotta, Rebecca Bleau, and Skylar  
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Illustrations: Mathieu Lidon.

This game is inspired by Netflix's series Squid Game.  
This game is not a gambling game. No real money can be won.