We hate reading rules so we’ve made a short film explaining how to play Dinkee at playlinkee.com. If you can’t get on the Internet then we’ve also written them down in our best handwriting.
On each card there are four questions. Work out the answers to the questions and try to find the link between the answers. Here’s an example:

1. Name the long hairs that protrude from a cat’s face? Whiskers
2. What does a dog wag when it’s happy? Tail
3. What type of food is Cheddar? Cheese
4. Name the meal made by frying potatoes and cabbage, Bubble & ‘what’? Squeak

Stuart Little was one of these animals. Mouse

The Clue

**DINKEE**

The **DINKEE**

**Question**

**Answer**

First you need to split up into three teams (or more). Everyone grabs a pencil and some paper.

Now decide which team is going to read the first card. **Important:** The team reading a card can’t play that card. They must wait for the next card, which will be read by a new team. The team reads Q1, Q2, Q3 and finally Q4 to the other teams.

If a team knows an answer to one of the questions, they write it down and keep it secret. The team reading the card must never reveal the answers as these are clues to the link.

As soon as a team knows what the link is, they shout DINKEE! (You can shout out as early as Q1 if you’re brave enough.) Get it right and you win the card for your team. Get it wrong and your team is out until the next card.

**IMPORTANT RULE:** Once a team shouts DINKEE they must answer.

If, after all four questions have been read out, the teams can’t work out the link, then read the clue. If they’re still struggling, put the card back and try a new one.

When a team wins a card they get a letter on the back. Collect enough letters to spell DINKEE and they’ve won.

**TRADING IN EXTRA LETTERS**

- If a team collects more letters than they need, they can trade them in. (For example they might have three Ns and two Ks and they only need one N and one K.)

1. **2 LETTER TRADE**
   - Place two spare letters back in the box. In return a team gets to take one letter from another team and put it back in the box too. (A great move if they are winning.)

2. **3 LETTER TRADE**
   - Place three spare letters back in the box. In return they get to choose one letter from the box that they really need.