



HATE RULES?

Yeah, so do we. Boring aren't they?

Not to worry. If you don't fancy reading these rules you can learn how to play Linkee by watching our super-short animation at playlinkee.com then click **Play Linkee**.

Or, if you still fancy going old-school, read on.



1 AIM

To spell

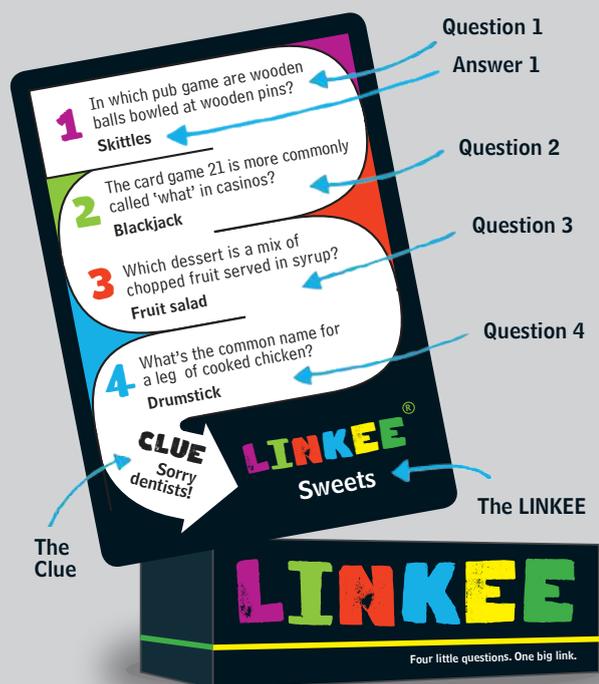
LINKEE

Every question card has a **letter** on the back. To **win** a letter you must be the **first** person (or team) to shout out the **correct link** on that card. Win enough letters to spell **LINKEE** and you've won the game.

2 PREP

One person must volunteer to be the **Question Master (QM)**. Don't worry about being the QM, it's good fun because you get to boss people about. Everyone else splits into teams. (Some people play with an alternating QM, with each team taking turns reading the questions.)

Each team grabs a pencil, paper & **Trading Rules** card. Teams can also look at a few question cards before they start, to get the hang of things.



3 START

The QM draws the **first** question card and shows **all** teams the letter they are playing for. The QM reads Q1 on the card and all teams write down the answer, if they know it. (**The QM must never reveal the answers to any of the questions as these are clues to solving the link!**) The QM then reads Q2, then Q3, then Q4. At any time a team can shout Linkee and guess the link. (You can guess as early as Q1 if you are brave enough.)

ANSWERING

Once a team shouts **LINKEE!** they **must** answer. (No backing out even if you're really, really sorry.) If you answer before shouting Linkee your answer doesn't count. Shout the **right** link, however, and **win** that card. Shout the **wrong** link and your team is **out** until the next card. If there is only one team left in the game at this point, that team gets all the remaining questions and clue read to them.

CLUE

If, after all four questions have been read out, no team is able (or willing) to guess the link, the QM reads out the **clue**. All teams still left in might as well try guessing now – nothing to lose. If **no** team gets the Linkee right, the QM draws a new card.

4 TRADING RULES

Win **more** letters than you need and you can **trade them in** to the QM for a **bonus** move. (The only time you can't trade-in is when another team is answering the link.)

2 LETTER TRADE

Hand **two** spare letters to the QM and you can choose an opponent's letter you want **removed** from the game.

3 LETTER TRADE

Hand **three** spare letters to the QM and ask for a letter you need in return. The QM takes it from the box.

WINNING

The first team to **win** enough letters to spell Linkee **wins**.

TWO PLAYER RULES

Linkee is best played with three or more people, but you can still have a nice little game with two. The rules are the same as above except both people are QMs and players at the same time.

► Both players draw a question card each. Player A (Alf) reads Q1 to Player B (Bert). If Bert isn't ready to shout Linkee he reads Q1 on his card to Alf. If Alf isn't ready to shout Linkee they keep reading the questions to each

other until one of them wants to guess the link. If Alf or Bert guess wrong, they're out until the next card & the other player gets a free run at his card. The first person to spell Linkee wins. (Our money is on Alf. He's good.)