

Linkto

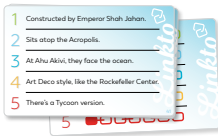
TRAVEL

CONTENTS



50 WORD
cards

1 ANSWER
card



49 CLUE
cards



GOAL OF THE GAME

Working together, **link** all the Clue cards **to** the correct Word cards. Is the leftover Word card the **key** to victory? Check your code against the Answer card to see if you've won!

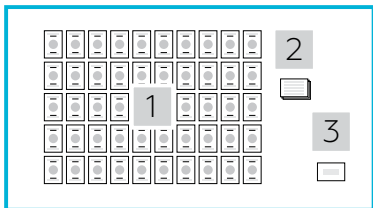
SETUP

1. Spread all **Word cards** on the table so everyone can see them clearly.



GROUPING THEM BY THEME CAN BE HELPFUL.

2. Place Clue cards in a stack accessible to everyone, **clue side up**.
3. Keep the **Answer card** to the side. You won't need it until the very end of the game.
4. Choose **a difficulty level** (1 - 5) to play. We suggest you start with Level 1 and work through them in order.



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HOW TO PLAY

Take turns drawing a **Clue card** and reading the clue **aloud**.



ONLY READ THE CLUE FOR THE DIFFICULTY LEVEL YOU CHOSE AT THE BEGINNING OF THE GAME.

Together, try to find the **word that matches the clue**. Take the time to carefully consider every word, and discuss all possible options.

When you think you found the right word, place the Clue card on the Word card.

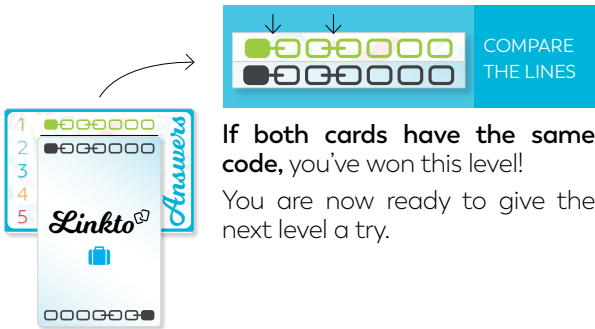


At any time during the game, you may move Clue cards you have already placed.

If you have no idea which word links to the clue, set the card aside and return to it later. When you have nothing left but difficult cards, you will have to use your powers of deduction!

END OF THE GAME

When all the Clue cards are on **Word cards** and you are satisfied with your choices, take the remaining **Word card**. It is the key! Is it the right one? Flip it over and **compare its code** with the code for your difficulty level on the Answer card.



If both cards have the same code, you've won this level!

You are now ready to give the next level a try.

If the codes do not match, all is not lost. Put the card back into play and try to make adjustments to find the right key.

If your second key is the right one, you've won!

If you still have not succeeded, go to the Last Chance rule.

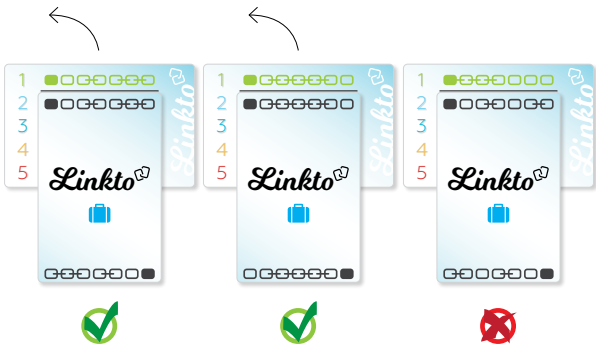
LAST CHANCE

Between your second and third try, **compare the codes** for each Word and Clue card pair.



MAKE SURE YOU COMPARE THE WORD CARD CODE WITH THE RIGHT LEVEL ON THE CLUE CARD.

Set aside all your correct matches and only keep card pairs without matching codes on the table.



Once this is done, work together to match the remaining Clue cards with the correct Word cards, comparing keys. This is your last chance to win!

POINTS [OPTIONAL]

There's no need to count points in Linkto, but it's something you can do if you want to compare your score with another group.

HOW TO DO IT:

If you have found the key on the...

FIRST TRY	51 POINTS
SECOND TRY	41 POINTS
THIRD TRY	31 POINTS

Then compare codes for each Word and Clue card pair. **For each pair with matching codes, add 1 point to your total.** A perfect score is 100 points.

100 POINTS	PERFECT GAME! YOU ARE GENIUSES!
90-99 POINTS	EXCELLENT SCORE.
80-89 POINTS	VERY GOOD.
70-79 POINTS	GOOD.
60-69 POINTS	BARELY!
59 POINTS OR FEWER	OOPS. CONSIDER RECRUITING A NEW PLAYER FOR THE NEXT LEVEL.

COMPETITIVE VARIANT

Even though the basic game of Linkto is a cooperative game, it is possible to play a **competitive version** by forming **teams**. Form a maximum of 4 teams of 2 players each.

On your turn, draw a Clue card and try to find the right Word card. Take it, and **secretly** compare its code with your Clue card.



MAKE SURE YOU COMPARE THE WORD CARD CODE WITH THE RIGHT LEVEL ON THE CLUE CARD.

>> **If the codes do not match**, return the Word card to its place and put the Clue card in a discard pile beside the deck.

>> **If the codes match**, show them to the rest of the group and keep the pair of cards. The pair gives you **1 point** and a BONUS.

BONUS!

YOU CAN TAKE ANOTHER TURN USING THE TOP CARD OF THE DISCARD PILE. KEEP GOING UNTIL THE DISCARD IS EMPTY OR YOU GET ONE WRONG.

The game ends immediately when the deck is exhausted (do not go through the discard).
The team with the most points wins!

