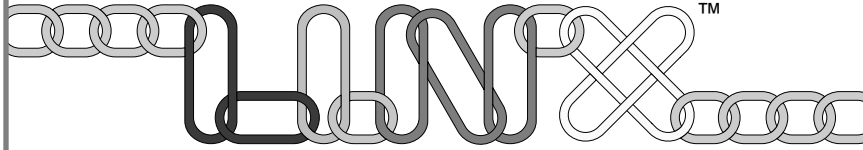
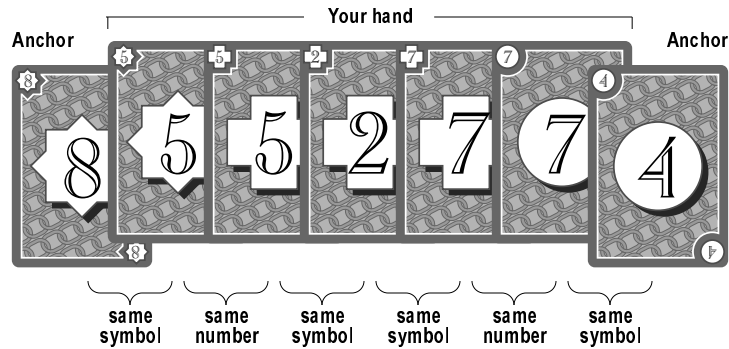


## Instructions for the Game of

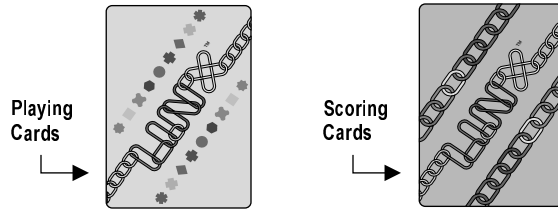


**PLAYERS:** 2 or more.

**OBJECT:** To build chains of cards connecting any two of the four Anchor cards on the table. A chain is a series of cards where each card is linked to both of its neighbors by a matching number or a matching symbol.

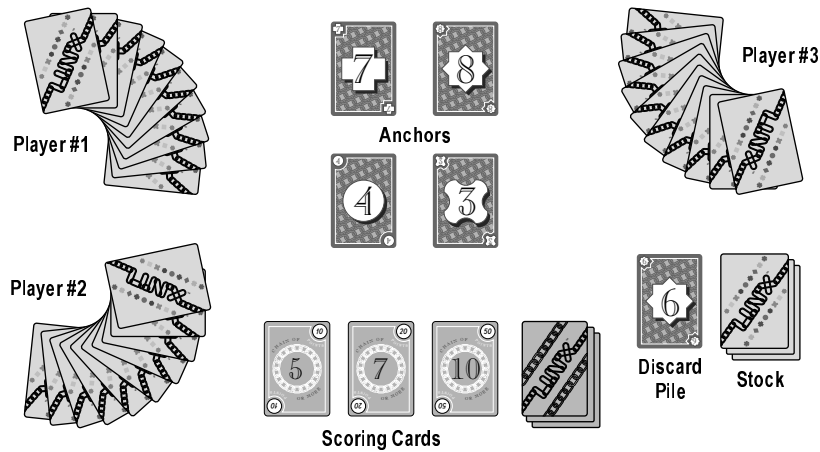


**TO BEGIN:** Separate the **Playing cards** and the **Scoring cards**. Shuffle each deck separately.



### THE DEAL

- First, deal each player a hand of ten Playing cards, face down.
- Next, deal four Playing cards face up on the center of the table to form the **Anchors**. The remaining Playing cards are placed face down to form the **Stock**.
- Turn over the top card of the stock to start the **Discard** pile.
- Finally, deal three Scoring cards, face up, on the center of the table. The remaining Scoring cards are placed face down as well.
- Youngest player begins, and play proceeds clockwise.



#### YOUR TURN

- If you have a full hand of 10 cards, start your turn by drawing either the top card of the discard pile, or the top card of the stock. (If the discard pile is empty, you must draw from the stock.) If you have fewer than 10 cards, draw two cards instead of one. (Draw the cards one at a time so you can look at the first card before you decide from which pile to draw the second card.)
- Then, if you can and want to, you may lay down a chain of cards connecting any two of the anchors on the table. (You don't have to lay down a chain just because you can -- you might decide to hold on to your cards and try for a longer chain.) The chain must be at least as long as shown on the smallest of the scoring cards currently on the table. The length of the chain includes the two anchors, so 4 cards from your hand makes a chain of 6 cards. If you make a chain, remove all of the cards in the chain from play (including the anchors). Take the scoring card and place it beside you. You may take only one scoring card per chain (usually you will want to take the highest scoring card you can). Deal two new anchors from the stock and a new scoring card from the stock of scoring cards.
- If you don't play a chain, discard one card from your hand onto the top of the discard pile.
- Play continues until the Stock is exhausted.

#### WINNING THE GAME

- When the game is over, add up the points on your scoring cards.
- High score wins.
- If the score is tied, the player with the highest scoring card wins. If both players' high scoring cards are the same, use the second highest scoring card, and so on.

#### MATCH PLAY

- You may play to 500 points (or any agreed-upon score).
- The winner of each game receives a 100-point bonus. If more than 2 are playing, second place receives a 50-point bonus. If more than 3 are playing, third place receives a 25-point bonus. In case of a tie, all tied players receive the higher bonus.
- The match can only end at the end of a game. In case of a tied match, the tied players play another game.



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