



# Rules

2-4 Players | Ages 7+

## Contents

- 50 Object Cards (purple)
- 4 Squeaky-Sticks
- 50 Attribute Cards (orange)
- Rules Booklet



## object of the game

To have the highest score after 8 rounds by making links between Object Cards and Attribute Cards.

## game setup

1. Separate the **Object Cards** and the **Attribute Cards** into two decks and shuffle each deck thoroughly.
2. Decide if you want to lay the **Attribute Cards OR** the **Object Cards\*** deck face up. Select 16 cards from the top of the chosen deck and place them
3. Place the other deck of cards face down near the grid. This is the **Draw Deck**.
4. Give each player 1 **Squeaky-Stick**.
5. Have a pen and a sheet of paper ready to mark down the points. *(not included)*

face up on the play area to form a 4 x 4 grid. This is the **Grid Deck**. Place the remaining cards face down on the table.

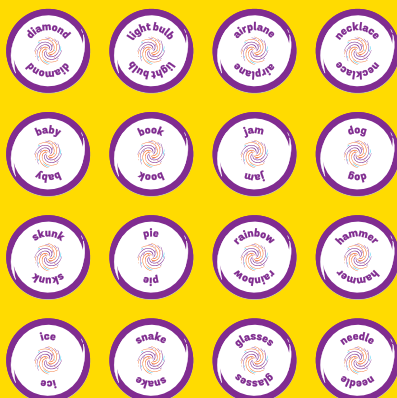
## Game Setup:



Squeaky-Stick



Draw Deck



Card Grid

\* The Grid can be made with the Attribute Cards OR the Objects Cards.



Squeaky-Stick



Grid Deck



Pen and Paper  
(not included)



Squeaky-Stick



Squeaky-Stick

## HOW TO play QUICK LINK

The youngest player starts by flipping over the top card from the Draw Deck (**the Flipped Card**). All players simultaneously try to identify cards in the grid that are linked to the Flipped Card. Using their Squeaky-Sticks, players snap up as many cards as they can.

When players can no longer find links between the Flipped Card and the remaining cards on the grid, they can raise their hand and squeeze their Squeaky-Stick to announce the end of the round.

The first player who squeezed their Squeaky-Stick gets a bonus point. If the other players determine that it was still possible to make viable links, that player loses a point. (see *Voting and Scoring*) If the player had no points yet, they are not penalized.

## What makes a valid link?

When players are trying to determine if collected cards make a valid link to the Flipped Card, they should ask themselves this question:

### Is this Attribute a defining feature of the Object?

#### EXAMPLE 1

A **NEEDLE** (Object) is always **POINTY** (Attribute) so this makes a good link. A non-valid link to **NEEDLE** is **WET**. A needle may get **WET**, but it is not a defining attribute.

#### EXAMPLE 2

**COLD** (Attribute) is a defining feature of **ICE** (Object). A non-valid link to **COLD** may be **BANANA**. Bananas placed in a fridge are cold but **COLD** is not a defining attribute of bananas.

## voting and scoring

Once the round is over, each player places their collected cards in front of them. The other players then decide if each of the collected cards is a valid link to the Flipped Card.

If everyone agrees that a link is valid, the player scores one point for their card and the card is placed face down in a discard pile.

If one or more of the other players think the link is questionable, they squeeze their Squeaky-Sticks. The player who picked up the card then explains why they think it is a valid link. All players then vote to validate the link:

### If the player wins the vote or it is a tie:

They score a point for that card, and the

card is placed in the discard pile.

### If the player loses the vote:

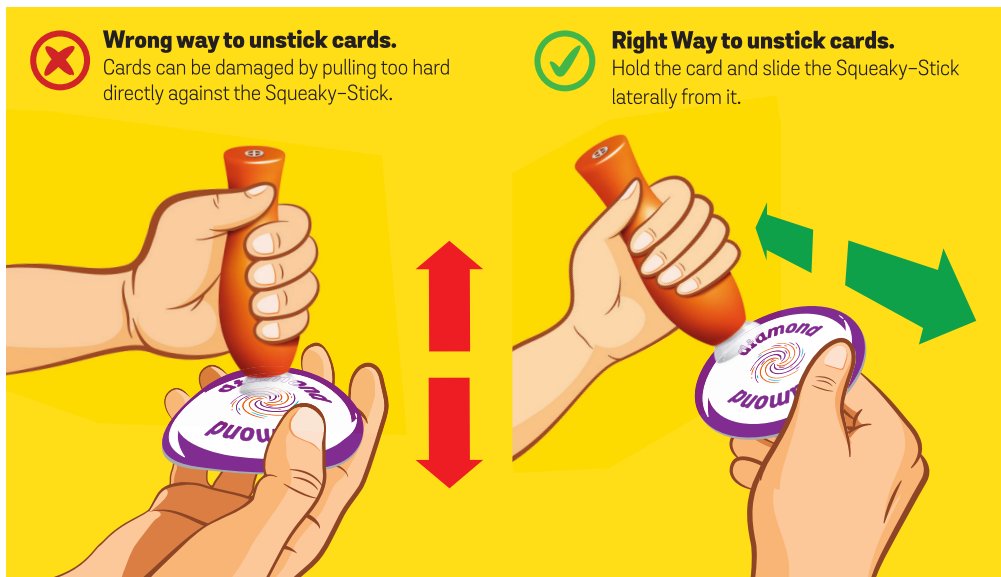
They place the card in the discard pile and lose one point from their total. (If their total is zero, they do not get penalized).

After all cards have been settled and placed in the discard pile, the points are tallied up and written down.

Next, the holes in the grid are filled with new cards from the Grid Deck. The next player clockwise flips a new card from the Draw Deck on top of the previous one and a new round begins.





## gameplay notes

- If two players hit the same card at the same time, the one whose suction cup is closest to the center gets the card.



## Voting & Scoring Example:

Ruth has picked up the following Attribute Cards to link with the **DIAMOND** Object Card:

			
All players agree that a <b>DIAMOND</b> can be <b>VALUABLE</b> . The players vote and it is unanimous.	Jenny disagrees that a <b>DIAMOND</b> is <b>REFLECTIVE</b> . Ruth explains that jewels reflect images when viewed closely. The players vote and the result is a tie.	Dan disagrees that a <b>DIAMOND</b> is <b>HEAVY</b> . Ruth is unable to explain well why she made this link. The players vote again and she loses.	
<b>Vote Result:</b> <input checked="" type="checkbox"/> Ruth <input checked="" type="checkbox"/> Dan <input checked="" type="checkbox"/> Jenny <input checked="" type="checkbox"/> Vincent	<b>Vote Result:</b> <input checked="" type="checkbox"/> Ruth <input checked="" type="checkbox"/> Dan <input checked="" type="checkbox"/> Jenny <input checked="" type="checkbox"/> Vincent	<b>Vote Result:</b> <input checked="" type="checkbox"/> Ruth <input checked="" type="checkbox"/> Dan <input checked="" type="checkbox"/> Jenny <input checked="" type="checkbox"/> Vincent	
Ruth scores a point.	Ruth scores a point.	Ruth loses a point.	
<b>Ruth's Point Total: 1 pt</b> (2 points won – 1 point lost)			

- If players are unable to find any links between the Flipped Card and the grid, the first player to squeeze their Squeaky-Stick receives the bonus point. A new card from the Draw Deck is flipped over. Although one point was awarded, it is not counted as a round.
- If there are not enough cards remaining in the Grid Deck to refill the grid, the discard pile is shuffled and placed face down as a new Grid Deck.
- In a two-player game, if there is a disagreement about a link, the card is discarded and no point is lost.

### game ends

At the end of the 8<sup>th</sup> round, the points are tallied and the player who has the most points wins! In the case of a tie, additional tiebreaker rounds are played until a winner emerges!

## game summary

1. Flip the top card of the Draw Deck.
2. Use your Squeaky-Stick to pick up cards that have a link with the Flipped Card.
3. Squeak first when no valid links remain for a bonus point.
4. Show your cards and justify your links.
5. Vote in favor or against other players' links.
6. Have the most points after 8 rounds to win!



Rules for Interplay Games can be downloaded from: [interplayuk.com/games](http://interplayuk.com/games)

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