

Joker:
Played together
with a number card =
same number
Played by itself =
highest card (>13)



Linko Card (optional)

The Linko card shows who's turn it is. When a player finishes their turn, it's passed to the next player on their left. This can help you keep track of who's turn it is when cards are being snatched left and right.

End

End of game:
Either a player has no
cards left in their hand,
or the card row
and draw pile have
been used up.

Counting score:
• For each
stacked card: +1
• For each card
in your hand: -1

The game is over as soon as a player has no cards left in their hand. That means no more cards are snatched once the last card has been played!

The game is also over as soon as the card row and draw pile have been used up. The game can end abruptly in the middle of someone's turn!

Each player counts their points:

- Every stacked card counts for one point.
 - Every card in a player's hand counts as one minus point.
- Note: The number on the card doesn't matter!*

Subtract the minus points. The player with the most points wins. In the event of a tie, all players with the most points win the game.

If you want to play more than one game, write down all the points for each game. Everyone takes turns as the start player. After everyone's had a turn to start the game (however many rounds you've decided to play), all the points are added up. The player with the most points wins.

6



Joker

The joker card can be played with a number card or by itself. When it's played with a number card, it takes on the same value as the number card. Played by itself, it has the highest value on the table.

Example: Two joker cards snatch two 13 cards.

Tips & Tricks

- **Decoy**
Playing a card that can be easily snatched (e.g., a single, low-numbered card), may give you the opportunity to draw a better card from the card row.
- **Everything counts in large amounts**
Lower-numbered cards are often easy to collect. By playing several of them at once (e.g., six deuces), they won't be easily snatched.
- **Home stretch**
Keep an eye on how many cards your neighbors have in their hands. The game can be over faster than you think! On the home stretch, you should try to avoid picking up snatched cards ...

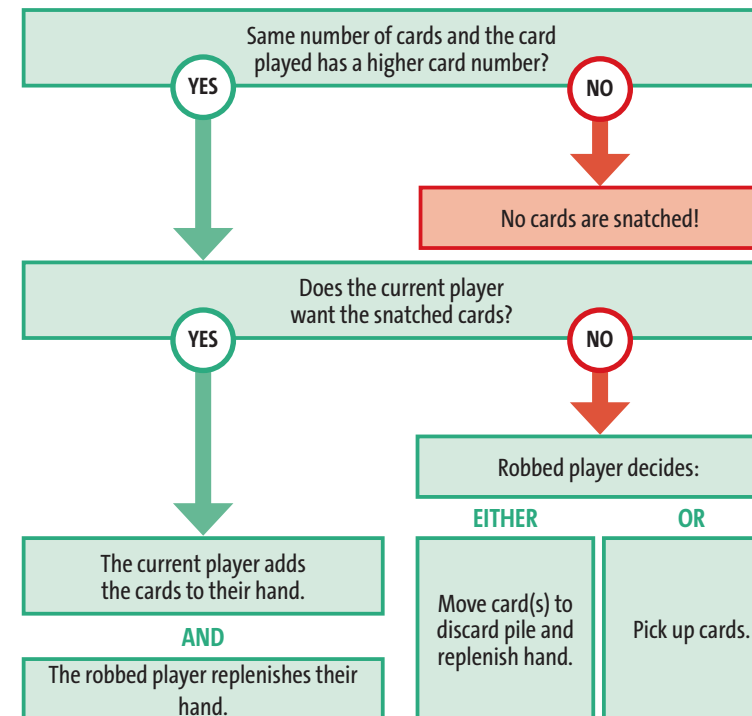
Don't Forget!

1. Snatching is not voluntary. If all the conditions are met, the stacked cards must be snatched!
2. Cards can be snatched even with single cards.
3. Cards can be snatched as early as the first round (beginning with the second player).
4. Each player only plays a card/cards once per turn.
5. Only the active player can snatch cards.
6. Only the uppermost cards in the stack can be snatched.
7. Snatched cards end up in the current player's hand, the robbed player's hand, or in the discard pile. They never stay in the player's stack.



The Dilemma Diagram

The current player compares their card(s) that they just played with the uppermost cards of each of their neighbors, one after the other in a clockwise direction, one time only.



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8

Ravensburger

Linko!

For 2 to 5 Players, Ages 10 and Up

By: Wolfgang Kramer and Michael Kiesling
Design: Oliver Freudenreich · DE Ravensburger, KniffDesign (game instructions)
Editor: Philipp Sprick

Contents

110 cards: 104 number cards (8 sets, each from 1-13) · 5 joker cards ("X") · 1 Linko card



Object of the Game

In "Linko", everyone tries to lay down as many cards as possible. Each played card is worth one point, while each card left in your hand counts as one minus point.

What's the catch? Try to snatch as many cards as you can that the other players have already played. Lay them down for yourself to cash in at the end of the game! But, whoever gets stuck with them when the game ends, picks up minus points...

As soon as a player has played all his cards, the points are counted: The player with the most points wins.

1

Ravensburger

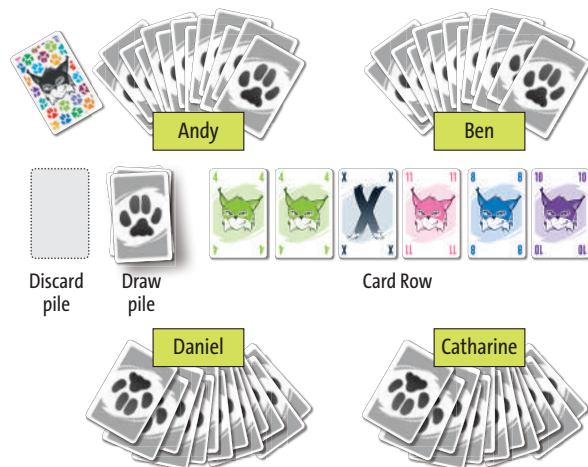
Each player receives
13 cards

The remaining cards
form a draw pile,
6 of which
are laid face up.

Game Setup

1. Lay down the Linko card before the youngest player.
2. Shuffle the remaining cards and give each player 13 cards.
Hold your cards so that the other players can't see them.
3. With the remaining cards form a draw pile and lay it down in the middle of the table. Leave some room to the left for the discard pile. Turn over the top 6 cards, laying them face up to the right of the draw pile, one after the other, to form a row.

Example of a game with 4 players:



How to Play

The youngest player starts.
Play in a clockwise direction.

When it's your turn, either lay down a single card of your choice, or multiple cards with the same number face up in front of you. (see example 1a).

Lay down any one
card, or multiple cards
of the same number...

... and compare with
the uppermost cards
of the other players.

Snatch all
cards matching in
number of cards and
which have a lower
card number.

Example 1a:

Andy decides to play **one of his two 7 cards**.
He could have also played both, or even up
to three of his 6 cards, for example



Hand

Example 1b:

Andy plays... a 7 in the first
round, three 6 cards + joker
in the second round, two
12 cards in the third round



Stack

If the player already has cards in their stack, new cards are laid
on top, overlapping the ones already lying on the table. Neither
the number of cards nor their value needs to match the cards
already in the stack (see example 1b).

Once the cards have been played, compare them with the top
cards of the other players, moving from one player's stack to
the next. Check to see if anybody's cards can be snatched (see
below). If they can't, their turn is over.

Snatch!

Players' stacked cards can be snatched in one of three ways:

- they're moved to the discard pile
- or the player is forced to pick them up
- or the current player picks them up and adds them to his hand!

If the card(s) played by the current player match(es) the number
of cards at the top of another player's stack **and** the number on
the card(s) is greater, the stacked cards must be snatched! If the
current player snatches stacked cards from more than one
player, they do so in a clockwise direction.

Either: the active player
picks up the cards:
The robbed player
must draw new cards.

Or:
the robbed player has to
decide if he wants to
a) pick up the cards, or
b) discard them and pick
up new ones.

Pick up from the
open stock and/or
from the draw pile.

Replenish open stock.

The current player first has to decide if they want the snatched
cards or not.

- If they do, they pick them up.
The robbed player must replenish their hand with the same
number of cards that were stolen.
- If they don't, the robbed player must decide:
 - Either pick up the snatched cards from their stack back into
their hand,
 - or they discard them onto the discard pile and draws the
same number of cards.The cards cannot remain in the meld!

For each card that they have to draw, the robbed player can
choose to draw from the card row or from the draw pile. Only
once they've drawn all their cards, is the card row replenished
to a total of 6 cards (if possible).

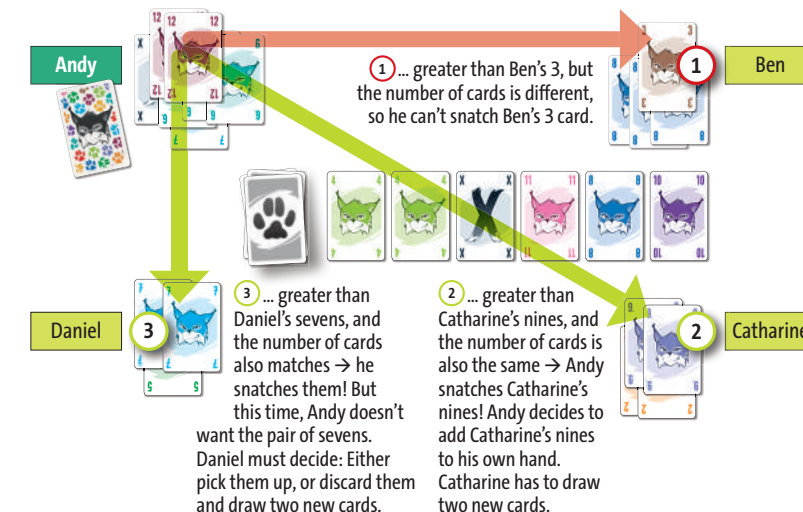
After snatching cards from the player to their left, the current
player checks the stacks of the other players, one after the other
in a clockwise direction, to see if they can also snatch their cards.
(It's possible to snatch cards from multiple players in a single
turn, but a player may not be robbed multiple times on a single
turn). Once the current player has finished snatching cards,
their turn is over and the next player begins their turn.

Tip:

Snatching your neighbors' cards is usually a good idea: the
fewer cards they have in their stack at the end of the
game, the fewer points they'll get. And if you pick them up
and stack them yourself, you'll get the points!

Example 2a: Snatching cards

Andy plays a pair of 12 cards and compares them with his neighbors' cards. Andy's pair of twelves is...



Example 2b: Snatching cards

It's Ben's turn. He plays a 13 and snatches Daniel's 5 card (2)! Ben's 13 is higher than Catharine's (1) and Andy's (3) cards, but the number of cards is different. → They can't be snatched.

