

Design by Jason Harris

Contact for more info:

Jason Harris | jasonharris@gmail.com
503-939-7724 | www.jasonharrisboardgames.com

Contact me for a **Tabletop Simulator** or **Tabletop Playground** demo.

Print and Play also available.

The Game

- In LINK players will take turns placing tiles down next to previously played tiles in ascending or descending numerical order creating Circle Links, Square Links, and Chain Links to score points.
- **Family-friendly game** that can be played by a wide range of ages.
- Pattern building and number sequencing
- The game is **quick to learn** and will play differently every time.
- Simple game of laying tiles but the **multiple ways to score** can add a level of complexity that will interest a wide range players.
- Components could be cards to make the game physically smaller and easier for travel

What's In The Box:

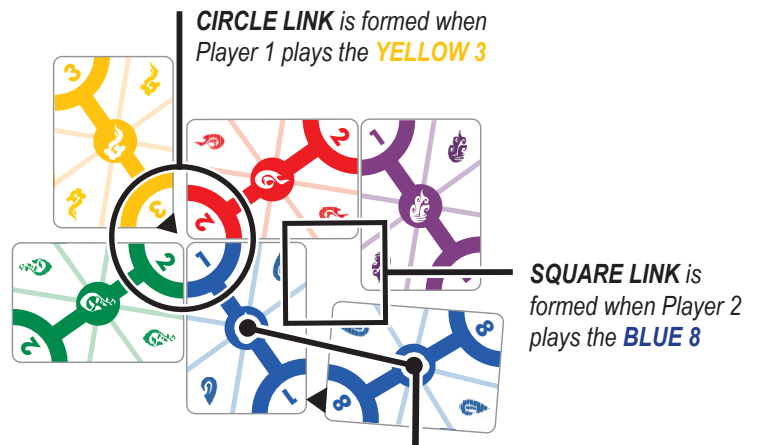
48 1.75" x 2.5" Tiles, 4 page Rules



The Scoring

There are 3 ways to score: **Circle Links**, **Square Links**, and **Chain Links**. See examples below.

- **Circle Links** score when a player plays the fourth tile completing a circle shape.
- **Square Links** score when a player plays the fourth tile completing a square shape.
- **Chain Links** can be scored by playing a tile next to one of its own color.



The player with the most points after all tiles have been played to the table wins!

