



RULES

Robert E C Coleman

6+ | 2 | 10

Position your pieces carefully in the grid. Can you outwit your opponent and complete the link before they do?

Components

- 1 grid
- 14 blue pieces
- 14 white pieces

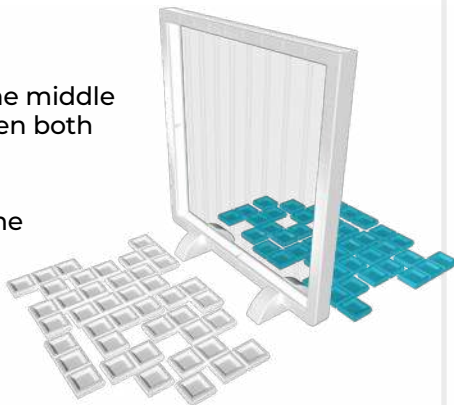
Goal of the game

Use your pieces to link 2 opposing sides of the grid (left to right or top to bottom) before your opponent.

Setup

Place the grid in the middle of the table between both players.

Each player places their 14 pieces of the same colour in front of them.



Note: all pieces must be visible to both players throughout the game.

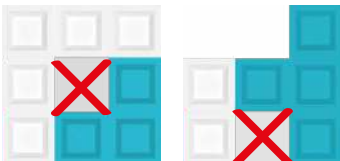
The youngest player starts the game.

How to play

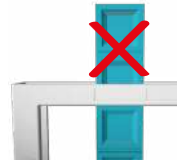
Take turns to play.

On your turn, slide 1 of your pieces into the grid. Each move must follow these **3 rules**:

- You cannot leave an empty space beneath a piece.



- No part of any piece can protrude from the top of the grid.



- You must play a piece on your turn, unless doing so would break either of the 2 rules above. If you can't play a piece, you miss a turn.

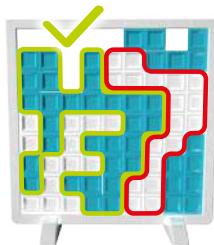
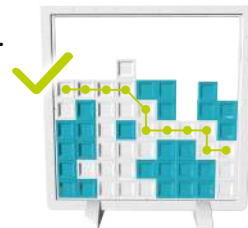
Links: 2 pieces are deemed to be linked if at least 1 of their sides and/or corners are touching.



End of the game

The game ends in 1 of these 2 scenarios:

- at the end of your turn, if you have linked 2 opposing sides of the grid (left to right or top to bottom) with pieces of your colour. You win the game immediately.
- neither player can make a legal move. In this instance, the player with the largest area of linked pieces of their colour wins the game.



*Example: the largest area of blue pieces = 29 squares.
The largest area of white pieces = 18 squares.
The blue player wins this game.*



English Translation and Proofreading:
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