

# SIDE links™

a GAME of CREATIVE WORD CONNECTIONS

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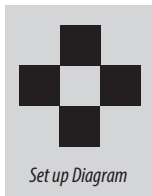
140 cards, score pad, pencil

## Objective

In this word association game, players relate words to accumulate the most points at the end of the game.

## Set Up

Deal five cards face-down to each player. Then place 4 cards word-side-up in the center of the table like the diagram on the right. Put the rest of the deck within easy reach of all players.



## Game Play

On your turn, choose a card from your hand and make at least one connection to the cards on the table. You may connect words on any open edge(s).

If you cannot find any links with the cards that you have, you must draw a card from the pile. If you find a connection on the card you drew, you can play it, otherwise, your turn is over and play passes clockwise to the next player.

## Scoring

Keep score by adding the points of the cards you connect; if you connect two pairs of words (ie. two open edges), multiply your total by two, if you connect three pairs of words, triple your total. If you are able to find (and justify) four pairs of words, multiply your total by 10!



Clara links ASIA and AFRICA for 4 points ( $2+2=4$ ).



Later in the game, Marsha links two pairs of words, OWL and MOUSE on one card and EARS and RABBIT on another. She adds all the cards together ( $2+2+1=5$ ) and multiplies by 2 (because she linked two cards), for 10 points.

## Creative, Often Hilarious Expression

Side Links encourages players to be creative in the connections they make. Connections are usually self explanatory, but sometimes a connection may need to be "sold" to your group. When this happens, allow players to debate the issue for a short time. If the majority of the players believe the connection is not valid, the card must be removed from the game and the player draws a replacement card, ending their turn.

## Game End

Once a player has no cards left in hand, all remaining players take one more turn and then the game ends. If any players have cards left in their hands, their point value is deducted from their score.

# SIDE

a GAME of CREATIVE

# links™

WORD

CONNECTIONS



## ALTERNATE WAYS TO PLAY

### Grid Version

Shuffle the cards and place 16 cards face up in a 4x4 grid. Place a portion of the remaining cards face down as a replenishment deck (the more cards the longer the game). Each player then takes turns calling out two words on different cards that are related. If the connection is valid, the player collects the two cards and the missing cards are replaced from the replenishment deck. If the connection is not valid, the player loses their turn. Regardless if the connection is valid or not, play then goes to the next clockwise player. The game continues until there are no cards left. Each player adds up their card points to determine a winner.

### Memory Version

Shuffle the cards and place 9 cards face down in 3x3 grid. Place a portion of the remaining cards face down as a replenishment deck (the more cards the longer the game). On each turn, the current player flips over two cards and has 30 seconds to determine if there are two words on the cards that relate. If so, the player calls out the connection and keeps the two cards. The player then replenishes the missing cards face down. If the connection is not valid, the player simply flips the cards back down. Regardless if the connection is valid or not, play then goes to the next clockwise player. The game continues until there are no cards left. Each player adds up their card points to determine a winner.

### Match Version

Shuffle the cards and give each player four cards. Place a portion of the remaining cards face down as a replenishment deck (the more cards the longer the game). Choose a starting player who then plays one card for the next clockwise player to match with a word from a card in their hand. If they do find a valid match, the player takes the cards and puts them in their scoring pile, and both players draw a card to replenish their hands to 4 cards. If the player does not find a valid match, they can instead take the card and replace it with a card from their hand, or leave it. Play then goes to the next player. The game continues until a player cannot replenish to four cards. Each player adds up the points in their score pile and deducts the points of any remaining cards to determine a winner.