Animals

LINKOLOGY™
CARD GAME

A fun game of thinking & linking!
Contents
45 Picture cards
45 Word cards
8 New Link cards
2 Super Link cards

Setup
• Shuffle the two decks together to mix word and picture cards.
• Deal out five cards to each player.
• All players place their cards face up in front of them.
• Place the remainder of the deck face down in the middle within reach of all players.
• Turn one card up and place it next to the middle pile.

Object of the Game
Be the first player to use all your cards.

How to Play the Game
• Play begins with the first player to the dealer’s left.
• On your turn, try to find a card that shares an attribute with the top card on the discard pile. Place your card atop the pile.

Examples:
Place the picture card of a shark atop the word card gills, or vice versa.
Place the word card flies atop the picture card of a parrot, or vice versa.
• You can only match a word card from your pile on top of a picture card.
• You can only match a picture card from your pile on top of a word card.

• If you make a match, it is now the next player’s turn (play advances clockwise).

• If you cannot make a match, draw one new card from the deck*. If that new card makes a match, you may place it on the pile.

• If you still cannot make a match, put the card in your pile. It is now the next player’s turn.

• You may only play one card on one pile for any given turn except if playing a Super Link card.

• Be the first player to use all of your cards and win the game!

*If the draw deck runs out of cards, leave the last linked card facing up on all the discard piles and shuffle the other cards to reestablish a draw deck.

**Special Cards**

**New Link**
Play this card at any time to create an additional discard pile. You may place any card (word or picture) from your hand atop the New Link card to start an additional discard pile. Play continues on any of the discard piles. However, players may only play on one pile at a time for any given turn.

**Super Link**
Play this card at any time to create an additional discard pile. You may place any card (word or picture) from your hand atop the Super Link card to start an additional discard pile. You may then also play as many cards from your pile as possible on any of the discard piles. You may keep playing cards until
you are either out (and win the game) or can no longer make a match.

Play continues on any of the discard piles. However, players may only play on one pile at a time for any given turn.

**Challenging a Match**

Any player may challenge a match before the next player makes a play. Use the *Answer Key* as a guide.

If a challenge reveals an incorrect match, return the incorrectly played card to the player’s pile. Play advances to the next player.

**Answers May Vary**

Matches were assigned using the general characteristics of the animals pictured on the cards. As with anything in nature, there are often exceptions. For example, although many animals can swim if thrown into water, swim only applies here to animals that swim frequently in their natural habitats. Players should use disagreements as an opportunity to research and learn more about specific species in the animal kingdom and to work together to arrive at a fair conclusion.

**Good to Know!**

**Amphibians**—A group of cold-blooded animals with backbones that begin life underwater as babies and grow into adults that can live and breathe on land. Amphibians have smooth skin and lay eggs to give birth. Examples include: frogs, toads, and salamanders.

**Antennae**—Jointed sensory organs that extend from the heads of some animals, like insects. Antennae help animals sense touch, air motion, heat, vibration (sound), taste, and smell.
**Birds**—A group of warm-blooded, vertebrate animals that have wings, feathers, a beak, and can usually fly. Examples: flamingos, robins, eagles, penguins, and hawks.

**Carnivores**—Animals that eat other animals to survive. Examples: eagles, tigers, sharks, crocodiles, and killer whales.

**Cold Blooded**—Animals whose blood temperature is controlled by the warmth of their surrounding environment. Examples: Insects, reptiles, fish, and amphibians.

**Fish**—A group of cold-blooded animals with backbones. Fish have gills to breathe underwater. Fish also usually have scales and fins to help them swim. Fish lay eggs to give birth. Examples: Clownfish, sharks, minnows, seahorses, and bass.

**Gills**—Organs located on fish and other aquatic animals that allow them to breathe underwater.

**Herbivores**—Animals that only eat plants in order to survive. Examples: rabbits, parrots, butterflies, toucans, and giraffes.

**Insects**—Insects are cold-blooded and have three main body parts (head, thorax, and abdomen). Insects have hard exoskeletons to protect their bodies, which have no backbone. Insects have six jointed legs and lay eggs to give birth. Examples: ants, bees, beetles, dragonflies, and mosquitoes.

**Invertebrates**—Animals that do not have a backbone or spinal column. Examples: insects, squid, lobsters, and crabs.

**Mammals**—A group of warm-blooded animals with a backbone. Mammals usually have hair or fur, give live birth, and feed milk to their young. Examples: humans, bears, dolphins, dogs, and lions.

**Omnivores**—Animals that eat both plants and other animals to survive. Examples: humans, bears, chameleons, ants, crows, and clownfish.

**Predator**—An animal that hunts other animals in order to survive.
Prey—An animal that is hunted by another animal. All animals can be prey, especially when they are young and vulnerable to attack.

Reptiles—A group of cold-blooded land animals with backbones and dry, scaley skin. Reptiles lay eggs to give birth.

Tentacles—Flexible, boneless organs found on some animals, especially invertebrates. They are used for feeding, feeling, or grasping.

Vertebrates—Animals that have a backbone or spinal column. Examples: all mammals (including humans), fish, amphibians, reptiles, and birds.

Warm Blooded—Animals that can control their own body temperatures. Examples: birds and mammals (including humans), bears, eagles, and hawks.

Webbed Feet—Feet with thin layers of skin connecting the toes to help aid swimming. Examples of webbed feet: ducks, pelicans, and turtles.