

TRADING RULES

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If a team **WINS MORE LETTERS** than they need, they can trade them in for super powers. (**NOTE:** You can't trade if a team has shouted **DINKEE!**)

2 LETTER TRADE

Hand **TWO** spare letters to the **QM**. Now select an opponent's letter you want removed from the game and the **QM** will return it to the box. (You're not going to win a popularity contest for doing this, but if it stops them winning, tough.)

3 LETTER TRADE

Hand **THREE** spare letters to the **QM** and get **ONE** you want from the box in exchange.

RULES ARE

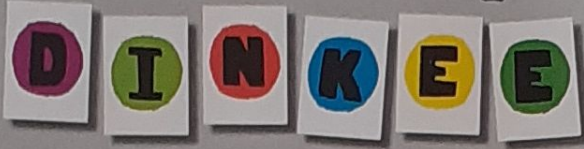
RUBBISH

We hate reading rules so we've made a short film explaining how to play Dinkee at playlinkee.com. If you can't get on the Internet then we've also written them down in our best handwriting.

1

AIM OF THE GAME

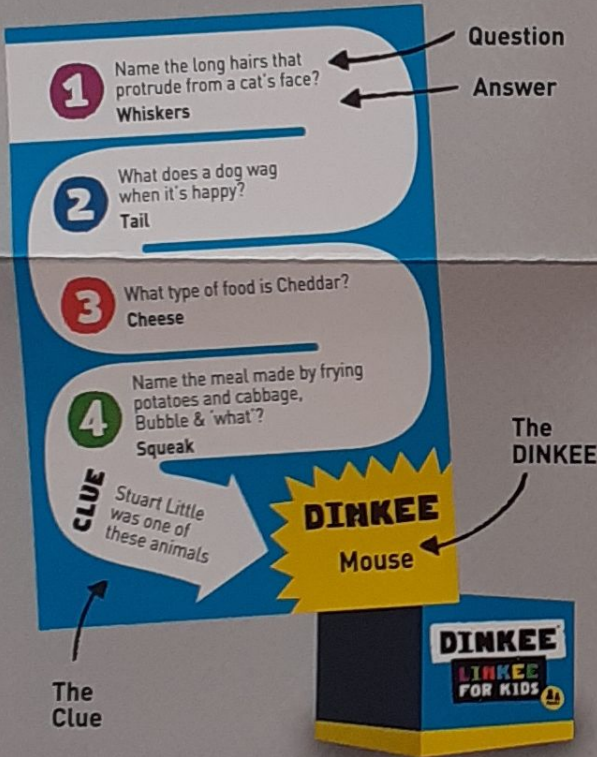
To win enough question cards to spell



2

HOW DO YOU WIN A CARD?

On each card there are **four** questions. Work out the answers to the questions and try to find the **link** between the **answers**. Here's an example:



3

LET'S PLAY

First you need to split up into **three** teams (or more). Everyone grabs a pencil and some paper.

Now decide which team is going to read the **first** card. (**Important:** The team reading a card **can't** play that card. They must wait for the next card, which will be read by a new team.) The team reads Q1, Q2, Q3 and finally Q4 to the other teams.

If a team knows an answer to one of the questions, they write it down and **keep it secret** from the other teams.

Warning: The team reading the card must **never** reveal the answers as these are clues to the link.

As soon as a team knows what the link is, they shout DINKEE! (You can shout out as early as Q1 if you're brave enough.) Get it **right** and you win the card for your team. Get it **wrong** and your team is **out** until the next card.

IMPORTANT RULE: Once a team shouts DINKEE they **must** answer.

4

THE CLUE

If, after all four questions have been read out, the teams **can't** work out the link, then **read** the clue. If they're still struggling, put the card back and try a new one.

WINNING THE GAME

When a team wins a card they get a letter on the back. Collect enough letters to spell **DINKEE** and they've won.

TRADING IN EXTRA LETTERS

TWO PLAYER RULES



Dinkee is best played with three or more people, but you can still have a nice little game with two. The rules are the same as above, except both people read and play cards at the same time. First, players draw a question card each. Player A (**Andy**) reads Q1 to Player B (**Beth**). If **Beth** isn't ready to shout

Dinkee she reads Q1 on her card to **Andy**. If **Andy** isn't ready to shout Dinkee they keep reading the questions to each other until one of them wants to guess the link. If, for example, **Andy** guesses wrong, he is out until the next card. **Beth** keeps playing her card. If she gets it right she wins it. If she gets it wrong, **Andy** and **Beth** take a new card each.

If a team collects more letters than they need, they can trade them in. (For example they might have three Ns and two Ks and they only need one N and one K.)

2 LETTER TRADE

Place two spare letters back in the box. In return a team gets to take one letter from another team and put it back in the box too. (A great move if they are winning.)

3 LETTER TRADE

Place three spare letters back in the box. In return they get to choose one letter from the box that they really need.