

Eco Links



Environmental changes have forced animals out of their natural habitats and separated them from each other. Restore their habitats and help them reconnect with their families!

You can earn more points if you create your path before anyone else.



+7



2~4



30min.

Contents

- 4 boards
- 64 path tiles (4 sets of 16)
- 24 animal markers (4 sets of 6)
- 18 number tiles (numbered 1~9 silver tiles, 10~18 gold tiles)
- 4 completion tiles
- 1 hourglass

Overview

The game is played in several rounds and all players play simultaneously.

Every round 6 number tiles are revealed. Players then place their animal markers to the corresponding numbers on their board. The aim is to connect them all together using your path tiles. **However, only the first and second player to successfully link all markers can get points.** The player with the most points at the end of the game wins.

Setup

Each player takes 1 board and 16 path tiles of a same color and the corresponding 6 animal markers.

Stack the completion tiles in the middle of the table in increasing completion. Only use as many completion tiles as the number of players. E.g.: In a 2-player game completion tiles 3 and 4 will not be used.

Place the hourglass next to the pile. Shuffle the 18 number tiles and stack them face-down.

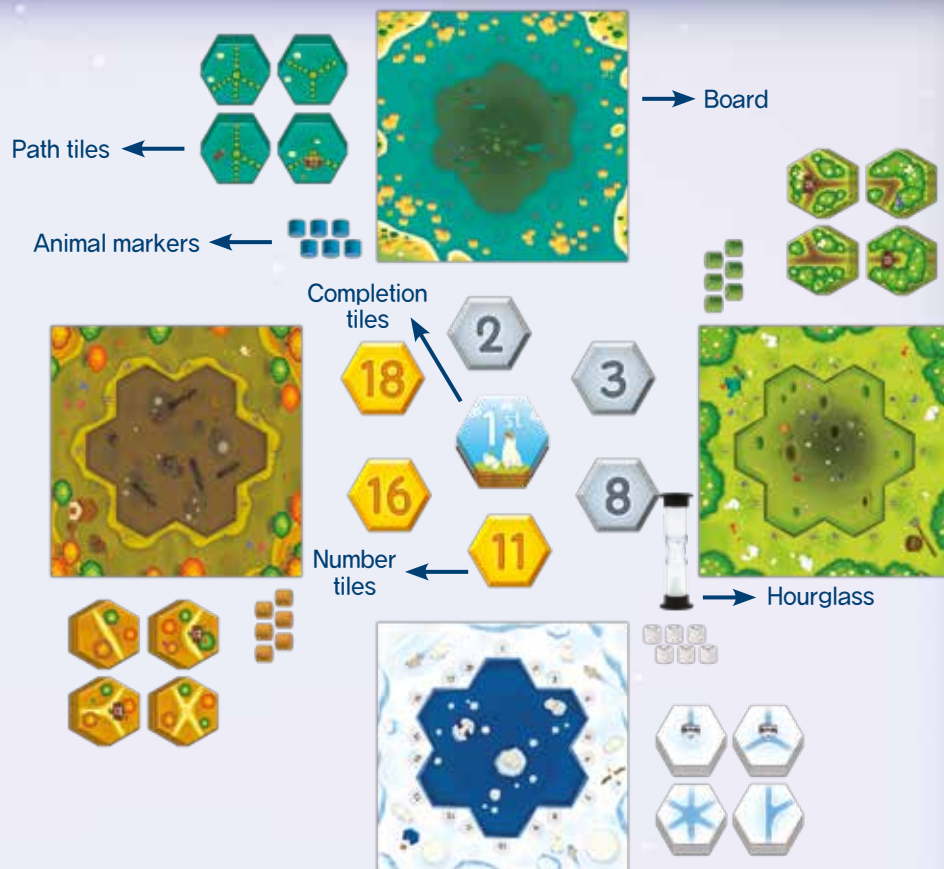
Gameplay

The oldest player reveals the first 6 number tiles from the top of the pile. Make sure that the tiles are visible to all players. When the 6th tile is revealed, start connecting!

First, all players put their 6 animal markers on the corresponding numbers of their boards. Then, players must fill their board's empty spaces with path tiles to connect all of the animal markers.

However here are a few placement rules you must respect:

- All markers must be connected, and tiles used to connect markers must make a single continued path.
- This continued path must only be connected to markers on your board. Numbers with no markers should not get connected.
- You must use all 7 tile spaces of your board, so no spaces can be left empty.



Note: If you are playing with young players we recommend starting to connect paths AFTER all players have had enough time to place their markers.

Correct



Wrong



Can you spot the 4 mistakes?

- 1) There are 2 continued paths whereas you have to make a single one.
- 2) The path is not connected to all the markers.
- 3) The path has been cut and is not connected to anything.
- 4) The path is connected to a number with no marker on it.

The first player to succeed in connecting all of their markers takes the first completion tile and places it on their board. Once it is placed, the player cannot modify their board anymore. Then that player flips the hourglass.

Remaining players keep trying to connect their markers and place remaining completion tiles on their board once done. If all players are done or if the hourglass runs out, gameplay moves on to scoring.

End of round & Scoring

Check if players made any placement mistakes. Of the players who did not, the fastest player to connect their markers takes the highest number tile of the 6 shown.

Then the second fastest player to finish without any mistakes takes the highest single digit number tile (silver tile). In the event that there are no single digit number tiles, that player must take the lowest two-digit number tile.



Players get as many points as indicated by gained number tiles.

If only 1 player succeeds at connecting all their markers, that player is the only one to get points. If no one succeeds, no one gets points for this round.

Next round

Re-stack the completion tiles in the middle of the table.

Put all used number tiles aside (except those gained during scoring) and start a new round.

However, if there are not enough number tiles left in the pile, shuffle all number tiles previously put aside and put them under the current pile. If you still have less than 6 tiles in the pile and therefore cannot start a round, then the game ends.

Game end & Victory

The game ends when there are less than 6 number tiles left or when a player reaches the following target score after a round:

- 50 points in a 2-player game
- 45 points in a 3-player game
- 40 points in a 4-player game

The player with the highest score wins the game. In a case of a tie, the player with the most number tiles is the winner. If there still is a tie, then the victory goes to the player who has the highest number tile.

Variant

In completion to even the playing field, players are charged with a penalty each time they pick up a two-digit number tile. Every time a player earns a two-digit number tile (gold tile), they must return to the box one of their path tiles featuring an animal icon in its center. This tile can no longer be used for the rest of the game.

Players who earn single digit number tiles are not affected by this rule.



Game by Günter Burkhardt
Artwork by Soap Bear

<Eco-Links> is published by Korea Boardgames Co., Ltd. under license by Author [Günter Burkhardt].

Copyright© 2017 Korea Boardgames Co., Ltd. All Rights Reserved.



KOREA BOARDGAMES

10, Yopung-gil, Tanhyeon-myeon,
Paju-si, Gyeonggi-do, KOREA
Tel: +82-31-965-7455
Fax: +82-31-965-7466
www.koreaboardgames.com
www.facebook.com/kgbpublishing