Bible Match It Link It

For Ages 6+ | Playing Time 15 mins | 2 - 6 Players

Contents
57 Tiles, 36 Tokens,
57 Bible Story Cards,
1 Instruction Sheet

Bible Games Central

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Bible Match It Link It is played with 57 unique octagonal tiles. Each tile has eight images, one on each edge of the octagon. On any 2 **Bible Match It Link It** tiles, there is always 1 and only 1 matching image.

Bible Match It Link It features 57 images, each illustrating a Bible story or passage. These passages are summarized in accompanying **Bible Story Cards**. When read together, they tell one unified story about God, his relentless love for us, and how we can have a relationship with him.

Bible Match It Link It can be enjoyed by everyone, even those not familiar with the Bible.

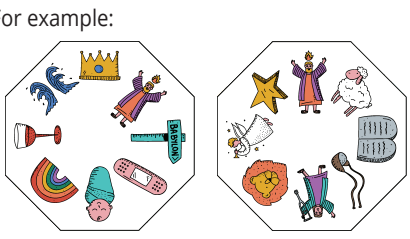
Game Mechanics

There are 4 exciting ways to play Bible Match It Link It. These 4 games are all super easy to learn as they feature the familiar mechanics of "Snap" and "Dominoes".

Match It (Snap)

On any 2 **Bible Match It Link It** tiles, there is always 1 (and only 1) matching image.
When a new tile is flipped over, the first player who calls out the description of the matching image wins that new tile.

For example:

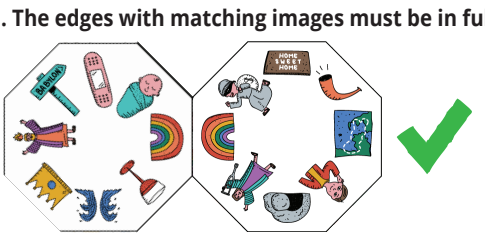


Both of these tiles have the image of a man wearing pink and purple clothes, with a tongue of fire above the head. The first player who shouts "Pentecost", "Tongues of Fire", "Man in Pink" or any other reasonable description wins the tile that was just turned over.

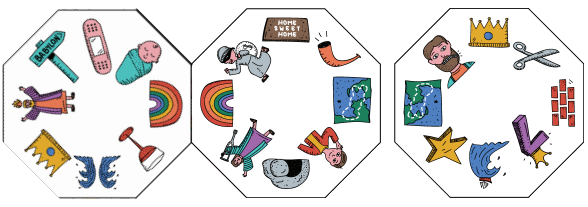
Link It (Dominoes)

Several of the games involve linking new tiles to existing faceup tiles on the table.
The rules for linking tiles are as follows:

1. The edges with matching images must be in full contact with each other.



2. The link must be formed using the image that was just called out.

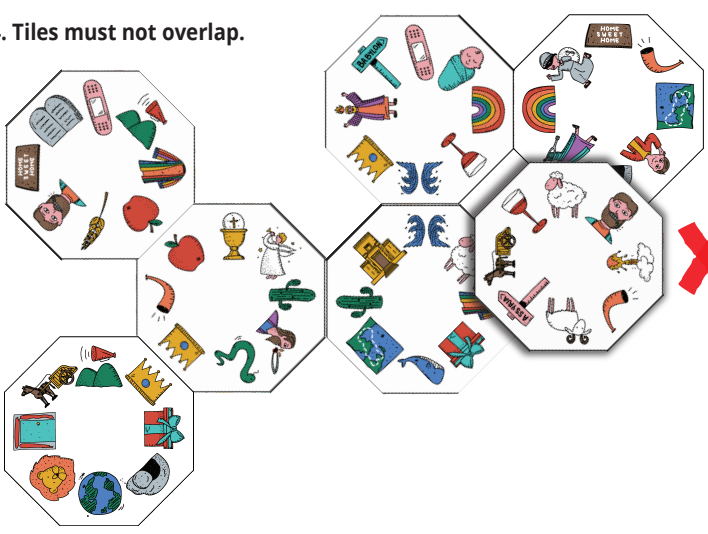


If you called "Crown" to win this new tile, you cannot link it using a different image.

3. The edges of ALL connecting tiles must have a matching image.

You cannot place your new tile here because there will be an unmatched image on another edge. (Colorful coat and Dove.)

4. Tiles must not overlap.



You cannot place your new tile here because it will overlap 2 other existing tiles.

Game 1: Lightning Links

Objective

Match It to win tiles and **Link It** to your own faceup tiles.
The player with the most linked tiles wins the game!

Set-up

Shuffle the tiles. Deal 1 tile to each player. Players place their tile faceup in front of them.
These are the players' individual starting tiles. Place all remaining tiles facedown in several stacks.

How to Play

1. Flip It
(Take Turns)
Starting with the youngest player and going in a clockwise direction, players take turns to flip over the top tile from any stack. Place this new tile faceup on the table for everyone to see.

2. Match It
(All Together)
Any player who can link this new tile to their own existing faceup tiles must quickly call out the description of the matching image. The first player to do so wins the tile.

3. Link It
(Winner of the Tile)
That player takes and links the tile to their own existing faceup tiles. (Refer to the ***Game Mechanics*** section for linking rules.)

If the new tile cannot be linked, turn it facedown and return it to the bottom of any stack.

Play continues with the next player flipping over another tile.

The game ends when all 57 tiles have been linked or when links are no longer possible.

Game 2: Frenzy

Objective

This game is played over several rounds. In the first round, all players begin with 3 tiles. The first player to match and link all of their tiles wins that round and gets 1 token. Players who have won tokens must start subsequent rounds with more tiles. The player with the most tokens at the end of the game wins.

Set-up for the First Round

Shuffle the tiles. Place 1 tile faceup in the center of the table.
This is the common starting tile for all players.

Deal 3 tiles facedown to each player. Each player places their tiles facedown in a stack in front of them. Place the remaining tiles facedown in several stacks for use in subsequent rounds.

How to Play Each Round

Everyone plays at the same time. When all players are ready, one of them says "Go!" and all players take the following steps:

1. Flip It
Flip over the top tile from your own stack.

2. Match It and Link It
Link it to any existing faceup tile. (Refer to the ***Game Mechanics*** section for linking rules.) If the tile cannot be linked, turn it facedown and return it to the bottom of your own stack.

3. Repeat
Turn over the next tile from your own stack and link it to any existing faceup tile.

The round ends when any player finishes linking all their tiles. In the unlikely event that none of the players can finish linking all their tiles, each player must draw an additional tile to continue the round. **The first player to finish linking all their tiles wins that round and gets 1 token.**

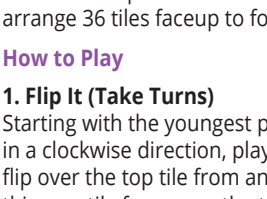
All other players turn their remaining tiles facedown.

Set-up for Subsequent Rounds

Before beginning each subsequent round, each player draws tiles to replenish their individual facedown stacks to 3 tiles. **In addition, players who have won any of the previous rounds must draw 1 extra tile per token won.** (Stronger players start subsequent rounds with more tiles.)

For example:
If you have won a total of 2 tokens in any of the previous rounds, you must draw 2 extra tiles. So you will start the next round with 5 tiles. Another player who has won 1 token will start the next round with 4 tiles. Players who have not won any of the previous rounds will start the next round with only 3 tiles.

Player 1
Won 2 previous rounds.

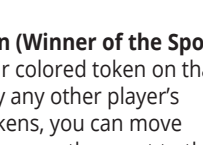


Starts the next round with 5 tiles (2 extra).

Player 2
Won 1 previous round.

Starts the next round with 4 tiles (1 extra).

Player 3
Has not won any round yet.



Starts the next round with 3 tiles.

The game ends when there are not enough remaining tiles for the next round.

Game 3: The Big Picture

Objective

In this cooperative game, everyone works together to match and link all 57 tiles.
(This is also a great solo game to play by yourself.)

Set-up

Shuffle the tiles. Place 1 tile faceup in the center of the table. Place all remaining tiles facedown in several stacks.

How to Play

1. Flip It (Take Turns)
Starting with the youngest player and going in a clockwise direction, players take turns to flip over the top tile from any stack. Place this new tile faceup on the table for everyone to see.

2. Match It and Link It (All Together)
Working together, players must link the new tile to existing faceup tiles. (Refer to the ***Game Mechanics*** section for linking rules.)
If the new tile cannot be linked, place it in a common Discard Pile.

Play continues with the next player flipping over another tile.

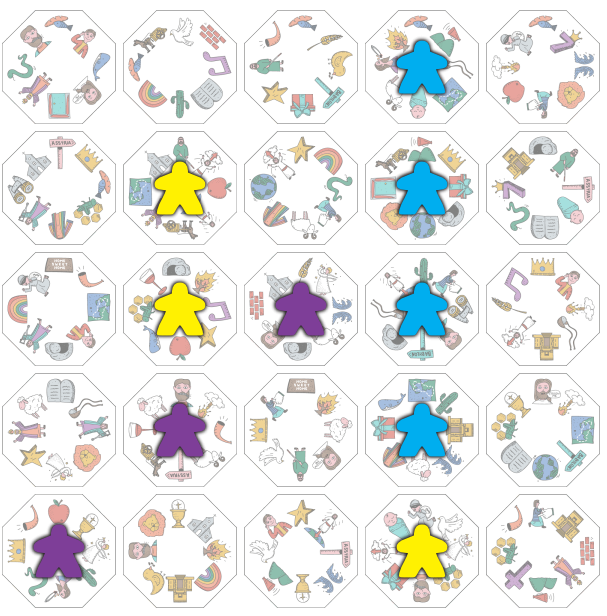
When you run out of tiles in the facedown stacks, try to link all the tiles in the Discard Pile to the faceup tiles. You may move tiles around in order to link all 57 tiles together.

The game ends when all 57 tiles have been linked.

Game 4: Four in a Row

Objective

Tiles are arranged faceup in a 5x5 or 6x6 grid. To win, players must connect 4 of their colored tokens in a straight line, either horizontally, vertically, or diagonally.



You do not have to follow the linking rules when setting up the grid.

Set-up

Give each player 6 tokens of the same color. Shuffle the tiles. For a 2-4 player game, arrange 25 tiles faceup to form a 5x5 grid in the center of the table. If you are playing with 5-6 players, arrange 36 tiles faceup to form a 6x6 grid. Place all remaining tiles facedown in several stacks.

How to Play

1. Flip It (Take Turns)
Starting with the youngest player and going in a clockwise direction, players take turns to flip over the top tile from any stack. Place this new tile faceup on the table for everyone to see.

2. Match It (All Together)
Any player who sees a match between this new tile and any tile on the grid must quickly point to the tile on the grid and call out the description of the matching image. The first player to do so wins that spot on the grid.

3. Place or Remove Token (Winner of the Spot)
That player may place their colored token on that spot if it is not occupied by any other player's token. If you run out of tokens, you can move any of your own tokens from another spot to this new spot.

If that spot is occupied by another player's token, remove that token. You **DO NOT** get to place your own token there.

If that spot is occupied by your own token, simply leave it there.

Place the newly turned over tile in a common Discard Pile. If you run out of tiles in the facedown stacks, simply shuffle those in the Discard Pile and place them facedown in several stacks.

Play continues with the next player flipping over another tile.

The game ends when any player connects 4 of their colored tokens in a straight line.