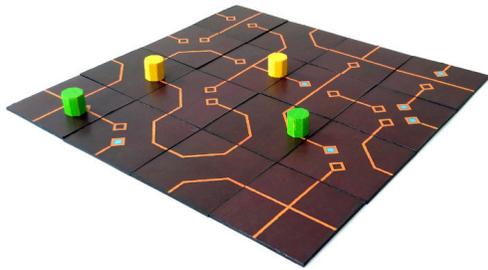


Liniell

A tactical tile placement game for 2 players.

🕒 5 minutes | age 8+



Components

- ▶ 16 cardboard tiles
- ▶ 4 wooden markers, 2 each in green and yellow

1

Object of the game

Through clever placement of tiles and markers, you and your opponent compete to occupy the most valuable lines.

At the end of the game you will score points for certain parts of your lines, the routes.

You will earn more points when your routes are **long** and **enclosed by rhombs** (◊ or ◊). Blue rhombs ◊ give **additional points**.

The player with the most total points wins the game.

Setup

Choose the color of your markers.

Shuffle the tiles and stack them facedown.

Determine a first player.

2

Gameplay

You take turns. During one of your turns you will perform the following actions:

1. You **must** draw one tile from the stack and place it faceup next to one of the tiles already in play. *For rules, see ▶ **Placing a tile***
2. You **may** place one of your markers on the tile you **just played**. ▶ **Occupying a line**

When the stack is finished, the game ends.

▶ **Game end and scoring**

Placing a tile

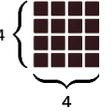
Place the first tile in the center of the table.

Place all later tiles next to at least one tile already in play.



3

Tiles must be placed so that they form a 4 x 4 square.



Occupying a line

A network of interconnected lines counts as a single line.

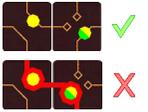


Any single line ends either at one or more rhombs (◊ or ◊) or at the edge of the tiles on the table.



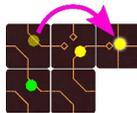
Only **one** wooden marker is allowed to be on one single line at once (the line is "occupied").

After placing a tile, you **may** occupy a line on **this** tile if it is not yet occupied by you or the other player. Do this by placing one of your markers on the line.



4

To occupy the line, use one of your own markers from the supply or an already occupied line.



Connecting two occupied lines

Connecting two occupied lines is **allowed only** if the lines are occupied by markers of **different colors**. The connection has to be performed in the following **order**:

- ▶ Place the tile and establish the connection.
- ▶ Move your second marker to the line as if you were about to occupy it. It has to be the marker that is not on the line yet.
- ▶ Now remove both markers that originally occupied the separate lines and return them to their players' supplies.

As you are **never allowed** to connect two lines

5

occupied by the same color, it might happen that you cannot place the last tile. In this case, just end the game without placing the tile.

Game end and scoring

The game ends when the player who placed the last tile finished their turn.

Before you can calculate the score of your lines, first determine the parts of the lines that actually score you points - the routes:

- ▶ Start by searching **the longest route enclosed by two rhombs** (◊ or ◊) for each of your occupied lines.
- ▶ If there are no rhombs at all on your line, look for the longest possible route of this line from edge to edge of the playing field.
- ▶ If there is exactly one rhomb on your line, look for the longest possible route from there to the edge of the playing field.

6

This way each of you will determine two routes. You will earn the following points for these routes:

- ▶ You earn **1 point for each tile of the route**. If one route crosses one tile twice, you will still get the point only once (for an example, see the red tile of line ③ on page 7).
- ▶ You will earn **1 bonus point if your route is enclosed by two rhombs** (◊ or ◊).
- ▶ Additionally, you will earn **1 point for each blue rhomb** ◊ **at the end of your routes**.

The player with the highest total score wins. If there is a tie, the player with the most ◊ at the ends of their routes wins.

About Liniell 1.1/en

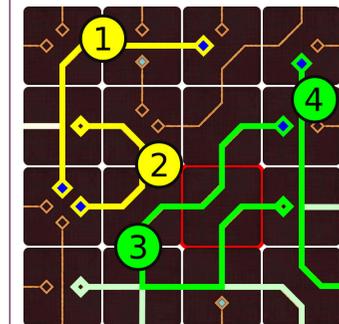
Designer: Moritz Dressler
www.moksi.de/en/Liniell



A big thanks to all playtesters and rule readers!

7

Scoring example



At first, the scoring parts of the lines will be determined (e.g. routes enclosed by rhombs).

The highlighted tile on line ③ counts only once for Green .

Yellow earns 8 points for line ①: 5 for the tiles, 2 for the blue rhombs ◊, and 1 point because the line is fully enclosed by rhombs. 6 points for ②: 4 tiles, 1 ◊ and 1 for enclosure. → **14 points**

Green earns 9 points for line ③: 7 tiles, 1 ◊ and 1 for enclosure. 5 points for ④: 4 tiles and 1 ◊. → **14 points**

Yellow breaks the tie because they have more ◊.

8