

Place two new Picture Cards face up in the empty spots. Discard the used Answer Card. The clue giver draws a new Answer Card from the deck. Play resumes until any player shouts another clue. This cycle continues until the end of the game.

End Game

When someone draws the last Answer Card, all players have one final chance to shout a clue and score points. When the final round is resolved, the game ends. **The team with the most cards wins!**

If there is a tie, the tied teams share the victory!

Variants



Two Player

Two players can play together **cooperatively as a team**. Give each player an Answer Card, set a five-minute timer and start playing by the normal rules. Add the Picture Cards to your score pile if you answer correctly, and discard them if you don't. If you can acquire 36 Picture Cards before time is up, you win! Try to beat your high score each time you play!



Three Player

When playing with three players, give each player an Answer Card as usual. When any player shouts out a clue, **the player to their left tries to guess** the two numbers. If they guess correctly, the clue giver and guesser each take one Picture Card and add it to their score pile. If they guess incorrectly, the third player collects both Picture Cards. When the game ends, the player with the most cards wins!

© 2026 Moodbox Games.
Link Out Loud and Moodbox Games are TMs of Moodbox Games.
asmodee® is a trademark owned by asmodee entities. All rights reserved.

Published by Moodbox Games, 1995 County Rd. B2 W, Roseville, MN 55113 USA.
Phone +1.651.639.1905. moodboxgames.com

MADE IN CHINA.

Game design: Jeremy Posner and Ken Gruhl

Illustrator: Brian Kirk | Graphic design: Matthew Fisher | Developer: Hedyverse, LLC
Editorial: Shaima Olmanson, Kelli Schmitz



MOODBOX
GAMES

MOODBOX
GAMES

LINK

OUT

LOUD

RULES

30 Answer Cards • 80 Picture Cards
5 Tokens • Rules



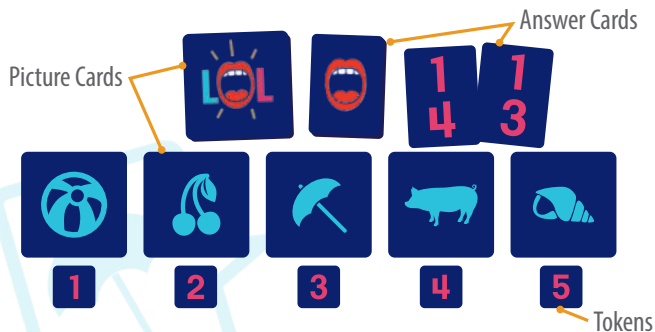
asmodee

Goal

Come up with clues that match two secret Picture Cards to earn points. The team with the most points wins!

Setup

1. Divide the players into two teams as evenly as possible.
2. Shuffle the Picture Card deck and place it face down on the table.
3. Reveal the top five Picture Cards and place them face up in a row.
4. Place a Number Token under each Picture Card to number them 1-5.
5. Shuffle the Answer Card deck and place it face down next to the Picture Card deck.
6. Deal one Answer Card to each player. Players should not look at their Answer Card until the game begins.



How to Play

When everyone is ready, somebody say, "1 – 2 – 3 – Go!" and the game begins! **Everyone looks at their Answer Card** (keep it secret). It shows two numbers from 1 to 5, related to the face-up Picture Cards.

CLUE GIVING

As fast as they can, players come up with a one-word clue that applies to both Picture Cards indicated by the numbers on their Answer Card. **When you have a good clue, shout it out!**

You want your team to guess the two numbers on your Answer Card, so make sure the clue does not apply to any of the other images.



Example: Jo's Answer Card shows 1/3 on it. Picture #1 is a beach ball and Picture #3 is an umbrella. She thinks of "beach," but then she notices that Picture #5 is a seashell, which is also an item found on beaches. So she comes up with "plastic" instead and immediately shouts it out!

GUESSING

As soon as any player shouts out a clue, **pause the game**. That player's team has a chance to guess which two numbers are on their Answer Card.

Team members freely discuss their options. When they think they know the correct pair, they **slide the two Picture Cards up** to lock in their guess.

If two players shout a clue at the same time, use your favorite tie-breaker method (flip a coin, play rock-paper-scissors, etc.) to determine which player gets to give their clue.

SCORING

Now, the clue giver reveals their Answer Card.



Example: Jo's team answered correctly! They take the Picture Cards and add them to their score pile. Then, two new Picture Cards are placed on the table and Jo receives a new Number Card.

Correct guess: the team puts those Picture Cards in their score pile.

Incorrect guess: the opposing team collects the two Picture Cards instead.

Continued