



CONNEX TEAM

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From 3 to 6 players ⚡ 15 minutes

Welcome to ConnexTeam, a game of cooperation combining creation and deduction! Gather your team and connect to each other to win the game together.

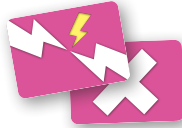
Game Components



98 **Idea** cards



6 **Objective** cards



6 **Help** cards

Setting up

Players play together as a team. Each member of the team takes:

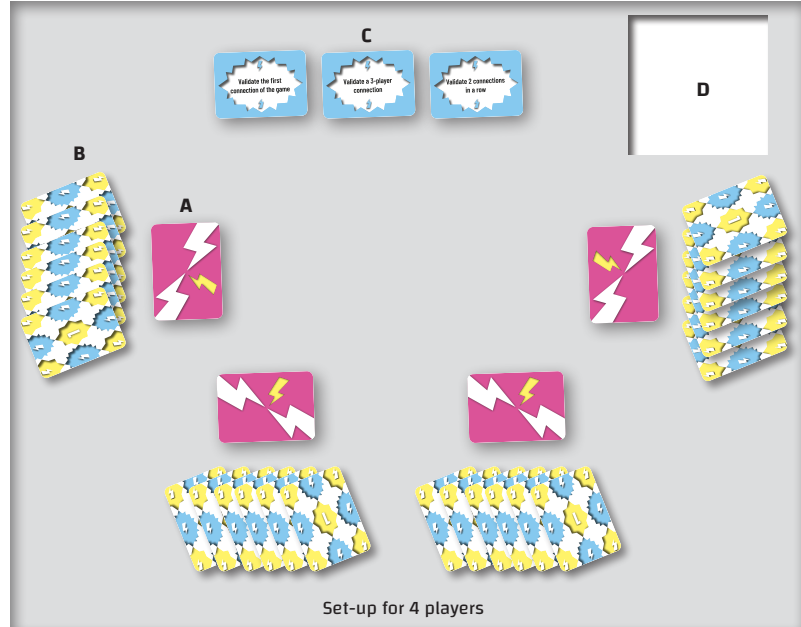
- a **Help** card (A) and places it face up in front of him/her,
- randomly drawn **Idea** cards (B) :

Number of players	Number of cards per player
3	8
4	6
5	5
6	4

You can find the **2-player variant** page 9.

Randomly reveal 3 **Objective** cards (C) and place them face-up so that everyone can see them. The remaining **Objective** cards are placed back in the box, they will not be used for this game.

Determine which teammate will start the game. He/She will be your Captain. Place the lid of the game box next to the Captain. The lid is considered as the **scoring zone (D)** : area where the **Idea** cards and validated **Objective** cards will go, in order to sum up your points at the end of the game.



How to play

A game is played in 2 distinct phases.

1. Creating connections

During this phase, starting with the Captain, each member of the team must place, in turn, an **Idea** card on the table:

• **Either by creating a new connection:**
the **Idea** card is set apart from other connections already on the table.



• **Or by making an existing connection more specific:**

the **Idea** card is placed on an already existing connection consisting of one or more **Idea** cards.



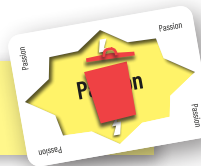
Note: a connection can consist of as many **Idea** cards as you want. Each of the **Idea** cards in a connection must be visible to all players. Anyone can consult them by slightly spreading the cards. However, each card must remain in the connection where it was played.

Once everyone has played all their **Idea** cards, phase 2 begins



2. Connections Validation

Before you begin this phase, discard all connections containing only one **Idea** card. There will be as many words to find as there are connections of at least 2 **Idea** cards on the table.

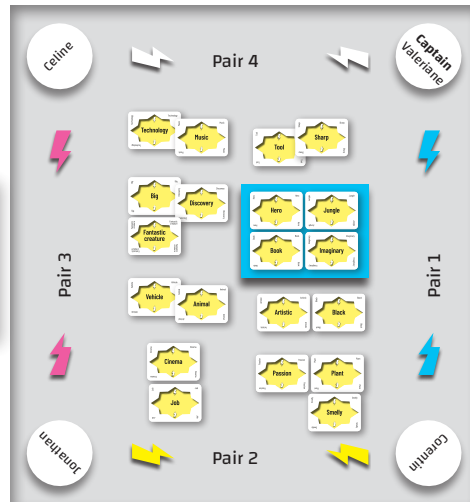


During this phase, the active player will connect with the teammate on his/her left. This is called a **⚡ connection pair ⚡**

At any time during this phase, team members can discuss which connection they are able to make.

However, it is forbidden to announce an answer or an example of an answer that may correspond to a connection.

The Captain begins the phase by selecting the connection to be validated, in agreement with the other team members.



Once the connection has been chosen, the connection pair can take several seconds to think, then both members of the pair **go into connection:** **they look at each other in the eyes, touch each other's index finger** ⚡ **and count to 3, then announce, at the same time, the word of their choice.**

Two cases then arise:

❌ The word is different

The connection has failed...

The team does not score a point.

Discard all cards from the connection in question.



⚡ The word is the same

The connection is validated!

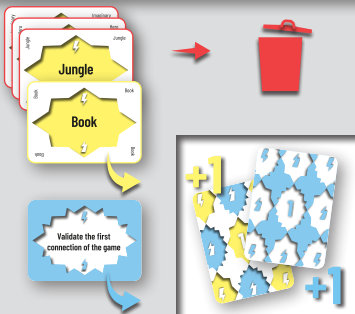
The team scores 1 point.

To symbolize this, take an **Idea** card from the connection in question and place it in your **scoring zone**.

The rest of the cards in the connection are discarded. If, at the same time, you validate an **Objective** card, you score an additional 1 point.

Take this **Objective** card and place it in your **scoring zone**.

Note: If you answer multiple **Objective** cards in one successful connection, you only score one point. Choose the **Objective** card you take and place it with your points. The other **Objective** cards remain in place and will need to be validated later.



Important

The announced word must neither be a word present on the **Idea** cards of the connection nor a word made up of the same root (ex: saying Bed for a connection made between Bedroom and Furniture is not allowed). The word can be composed, it can be a brand, a verb, a first name, etc. It must be related to the **Idea** cards that make up the connection. Any breach of these rules will cancel the point.

Then go to a second connection to guess. The teammate to the left of the previous active player chooses a connection and tries to connect to his left-side neighbor.

Proceed in the same way as you did for the first connection. The **Connections Validation** phase runs like this until there are no more **Idea** card connections on the table.

Help cards

A team member may deactivate his **Help** card to assist a connection pair. In this case, the three players touch their indexes and count to 3 and announce, at the same time, the word they have chosen.

If two of the three players have announced the same word, the connection is validated.

If no player has announced the same word, they fail.



End of the Game

When there is no connection left on the table and therefore no more words to guess, the team sums up their points corresponding to the number of cards in the **scoring zone** (1 point per **Idea** card and per **Objective** card).

Refer to the **Connection ladder** on page 12 to know your team level.



Objective Cards description

· Validate the first connection of the game

Put this card in your **scoring zone** when you confirm the first connection of your game.

In case of failure on the first connection, discard this objective.

· Validate the last connection of the game

Put this card in your **scoring zone** when you confirm the last connection of your game.

In case of failure on the last connection, discard this objective.

· Validate a 3-player connection

For this objective, a third player must deactivate their **Help** card and join the connection pair. Put this card in your **scoring zone** if all three players announce the same word at the same time.

In case of failure, this goal may be attempted again later in the game, as long as players still have **Help** cards to discard.

· Validate a connection of 3 cards or more

You put this card in your **scoring zone** if you validate a connection consisting of 3 **Idea** cards or more.

In case of failure, you will be able to retry this objective throughout the game, until successful, as long as there are connections consisting of 3 **Idea** cards or more.

· Validate 2 connections in a row (x2)

Put this card in your **scoring zone** if you validate two connections in a row.

In case of failure, you can retry this objective throughout the game, until successful, as long as there are connections in play.

2-player Variant

Each player takes 6 **Idea** cards

Create a pile of 12 cards face down. The game is normally played with the following exception: as soon as a player plays a card, he/she must take the first card from the pile and add it to his/her hand. When the pile of 12 cards is exhausted, the players simply play with the remaining cards in their hands.

Do not use the **Validate a 3-player connection** card or the **Help** cards.

Challenges!

Here is a new way to spice up your games. Announce a theme at the beginning of a game and get started!

Validate connections by finding characters, names, objects, and places related to the chosen theme.

Choose a theme or make one up yourself!

- | | |
|--|--------------------------------------|
| <input type="checkbox"/> Movie titles | <input type="checkbox"/> Asia |
| <input type="checkbox"/> Literature | <input type="checkbox"/> Adults Only |
| <input type="checkbox"/> Geek culture | <input type="checkbox"/> |
| <input type="checkbox"/> Tales and legends | <input type="checkbox"/> |

You can find the **Challenges!** file for download on our website: www.grrre-games.com

Validate connections in the chosen theme



<3 validated connections in the chosen theme or <8 points



Good team
> or = 8 points et 3 validated connections in the chosen theme



Excellent team
> or = 8 points and 4 validated connections in the selected theme



Total symbiosis
> or = 8 points and 5 validated connections in the chosen theme

Missions ! 3 or more players


Missions represent a succession of events that a team must pass together to advance and become the supreme Connec'Team!


Unless specified otherwise, rules of the game apply normally.

You can find the **Missions!** file for download on our website: www.grrre-games.com


1 

Assisted connections
Validate the 3 objectives.





 The team fails to validate the 3 goals, or scores <6




		
Good team 6 - 10	Excellent team 11 - 13	Total symbiosis 14 - 15


2 

Extended connections
Succeed 3 connections of 3 or more cards.







 The team fails to validate 3 connections of 3 **Idea** cards or more, or scores <6

		
Good team 6 - 10	Excellent team 11 - 12	Total symbiosis 13 - 14

3 

Scrambled connections
Play without communicating in the **Connection Creation** phase.


 The team communicates during the **Connection Creation** phase, or scores <6


		
Good team 6 - 10	Excellent team 11 - 13	Total symbiosis 14 - 15

4 

Targeted connections
Set up 4 goals instead of 3 and validate them all.



 The team fails to validate all 4 goals, or scores <9

		
Good team 9 - 12	Excellent team 13 - 14	Total symbiosis 15 - 16

5 

Instant connections
When a connection pair misses a connection, one of the two deactivates his **Help** card.

 If a player needs to deactivate his **Help** card but it is already on his disabled side, or scores <8

		
Good team 8 - 10	Excellent team 11 - 13	Total symbiosis 14 - 15

6 

Scheduled connections
Validate 4 connections of 2 cards and validate the 3 objectives present at the beginning of the game.



 The team fails to validate the 3 objectives in play as well as 4 connections of 2 **Idea** cards, or scores <10

		
Good team 10 - 11	Excellent team 12 - 13	Total symbiosis 14 - 15

7 

Telepathic connections
Do not use the **Validate a 3-player connection** card. Play without a **Help** card, and without communicating verbally or making gestures during the **Creating Connection** and **Connections Validation** phases. During **Connections validation**, the active team member decides alone the connection to be validated by the connection partner.

 The team communicates during the game, or scores <10

		
Good team 10 - 11	Excellent team 12 - 13	Total symbiosis 14 - 15



• Credits •



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