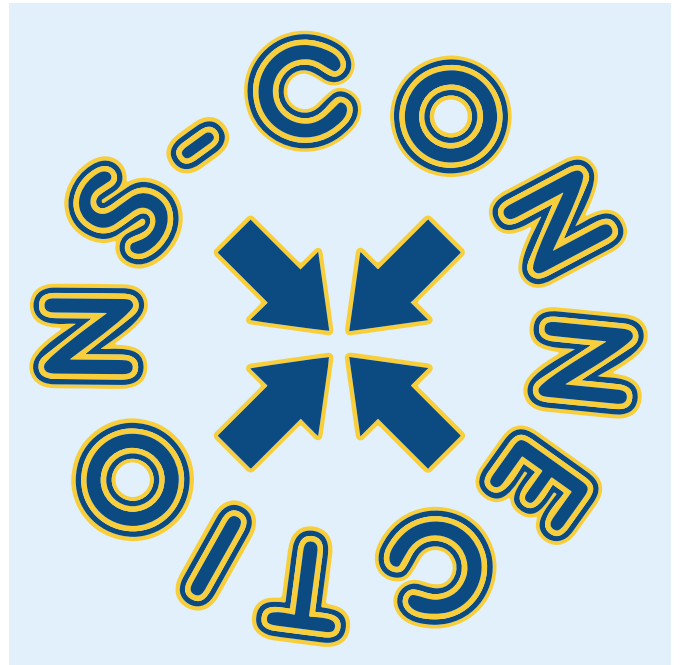


CONNECTIONS CARD GAME™ WORDS EDITION

A game that is all about
making connections
between words.



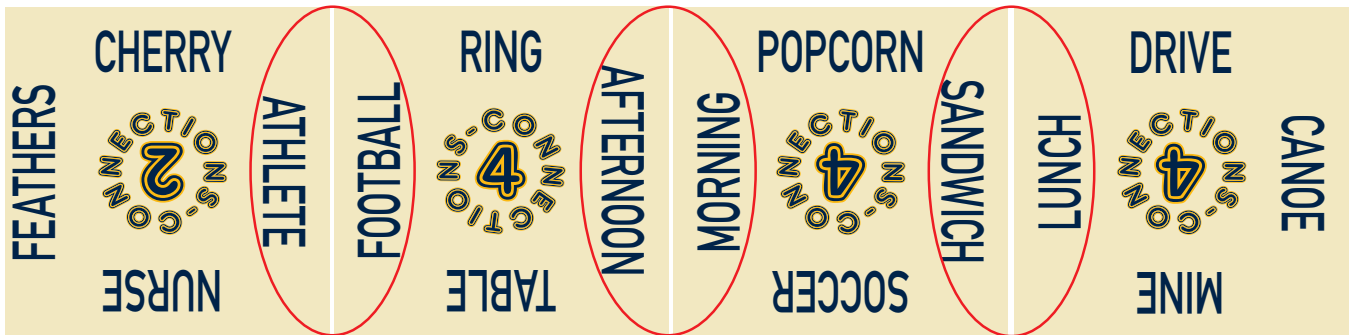
THE REALLY QUICK RULES

(For those who don't like to read too much)

Play the cards like dominoes on any flat surface. Deal five cards to each person and a draw pile face up in the middle. Take turns matching cards. Connect related words on the sides of adjacent cards. Score points. Play five rounds. Declare a winner.

Simplest rule to follow: a connection must make sense!

Cards below have connections, like ATHLETE and FOOTBALL.



Examples of Connections

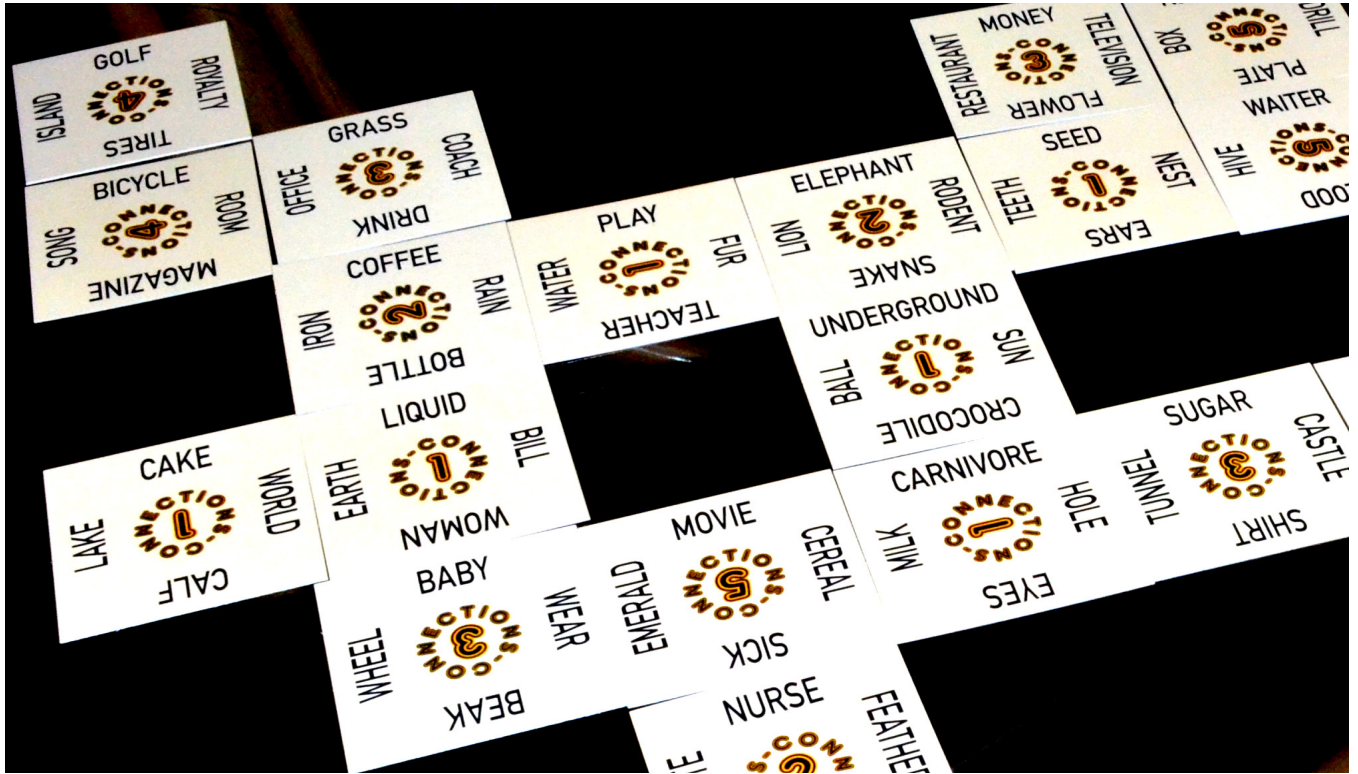
RED + APPLE GOLD + MINE INK + PEN FRUIT + SALAD
 VEHICLE + CAR AFRICA + EQUATOR WHEELS + ROUND
 FUR + MOOSE MOOSE + MAMMAL MAMMAL + DOLPHIN
 BLACK + OIL PIZZA + CHEESE HOT + SOUP TREE + NEST

The Basic Rules

Play the game like dominoes on any flat surface like your kitchen or classroom table. Make connections by logically matching a word on the side of one card with a related word on the side of any other adjacent card.



The set contains 124 cards, each having four unrelated words, one per side. Points ranging from one to five are found on each card for scoring. The higher the number, the more challenging it is to make connections.



Making Connections

Connections are made between words on sides of cards. For example, APPLE and FRUIT is a valid connection. If your card is played where two sides touch, both pairs of words must have valid connections. The same is true for three and four sides being matched.

Scoring

Each card has a value from one to five. Add up the points for the connected cards. Here are some examples:

ONE PAIR MATCHED

Connecting SNACK and ICE CREAM (single pair) yields four points:

$$2 + 2 = 4.$$



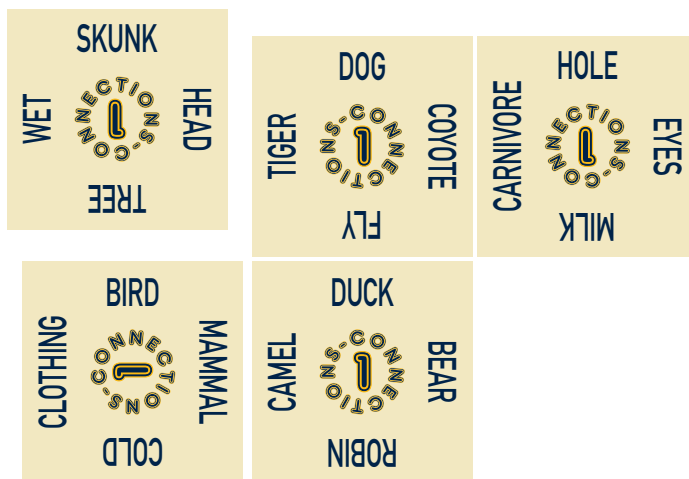
Matching **three pairs** of words will triple the score.

And if someone is lucky enough to find an opening and connect **four pairs** of words, multiply the score by 10!

TWO PAIRS MATCHED

If connecting two pairs of words, multiply the sum by two. For example, connecting HEAD to TIGER and TREE with BIRD at the same time yields six points

$$(1+1+1) \times 2 = 6.$$



Interactive Expression

This game encourages players to express and conceptualize their ideas. Connections are usually obvious to all, but some concepts may need an explanation. This will lead to friendly debates. See the section about Contesting Connections.

Six Basic Ways to Play

Classic Game:

Deal five cards per person (four when six or more players) and one starter card face up on the table. Leave the rest of the cards face up in a draw pile. Take turns connecting cards, starting with the starter card. You may connect words on any edge.

Keep score by adding the points of the two cards you connect; double if you connect three cards; triple for four connections. Fill an opening and score ten times the points.

If you can't make a connection, draw the next card from the pile. You are allowed to play that card immediately.

Once a person has no cards left, all remaining players take one turn each and the round ends. Deduct any points remaining in any players' hands.

Repeat for five rounds. The person with the highest score after five rounds is the winner.

Endless Game:

Deal four cards per person and one starter card face up on the table. Leave the rest of the cards face up in a draw pile.

Take turns connecting cards, starting with the starter card. You may connect words on any edge.

Keep score by adding the points of the two cards or more you connect. If you can't make a connection, draw the next card from the pile.

Play continues until you run out of cards or table space, whichever comes first! The person with the highest score at the end is the winner.

Solitaire:

One person tries to make as large a web of interconnected words as possible. No scoring, just a mental exercise of matching words.

Start by drawing one card. Try to connect all words. Draw cards until you've played all words.

Quick Play:

Deal a hand of ten cards to each player and one starter card. Each player tries to make matches in the centre. No turns are required, all people play haphazardly at the same time. However, each connection must be called out for acceptance by all players. Players may draw from the draw pile as often as they like.

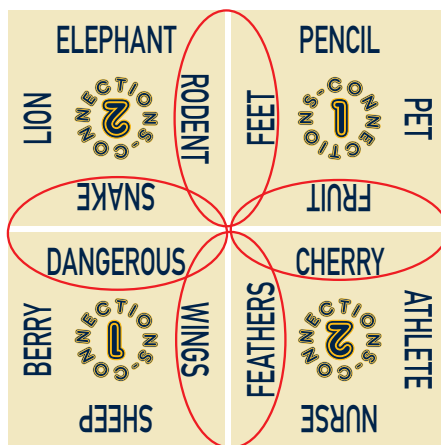
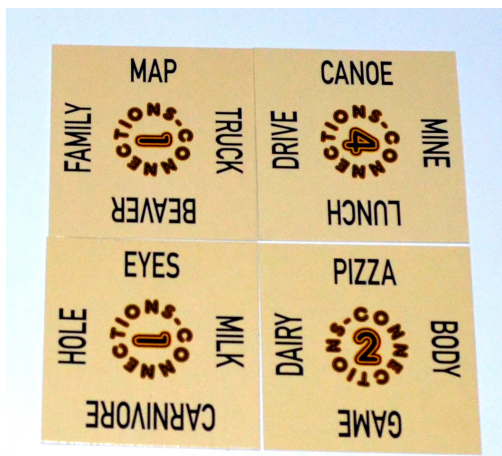
The first person to empty their hand by connecting all their cards causes the round to end. That person collects the cards of the remaining players and records the total points. Play as many rounds as you like, with the winner being the person with the most points.

Quads:

Four cards, four piles, four connections, four rounds.

Deal four cards to each player. Split the remaining cards into four equal piles (more or less), face up as the draw piles.

Each player must make “quads”, which are sets of four connected with four pairs of connections. These are played individually in front of each player. Each quad must be accepted and validated by all players. Players draw cards only from the four centre piles. You may play in turn or simultaneously. You may return cards that you do not want to use.

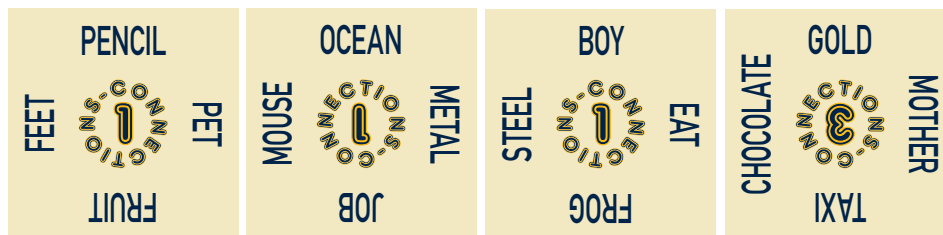


The round is over when any player makes four quads.

Rummy:

Deal four cards to each player and place the remaining cards in one draw pile in the centre of the table. In turn, each player attempts to make “runs” of three or more cards in front of them. On each turn, a player draws the next card from the draw pile. The player then attempts to make connections with their own words. You are allowed to steal a card from the end of another player’s run of four or more cards, but only on your turn. The game ends when the first person uses all their cards. The winner scores his/her hand. The others add up their cards and deduct what has not yet been played.

Here is a run:



ESL Suggestion:

For playing with ESL (English as a Second Language) students, we suggest you initially remove the cards that are worth five points, as these are the hardest to find connections. Play the Classic version. Play again later with a full set.

Tips: Consider using a timer to limit plays to one minute per turn. You may want to consider playing cooperatively by leaving your cards face up. Think outside the box!

Contesting a Connection

If your attempted connection is not obvious, you may need to prove your connection. We guarantee that friendly debates will occur while playing this game. In fact, it may get heated.

Arbitrate or decide in advance how challenges are handled. This makes for stimulating and interesting discussions, engaging people through debate. Be prepared to contest and debate connections. People will try to make connections that make sense only to themselves, but perhaps to no one else. If a person has to make up a story to explain it, chances are, it’s not a valid connection. Anyone can challenge a connection. Majority rules. If the connection is invalid, the person removes the card and draws another one from the draw pile.

A Community of Connections

Share your experiences with our online community! We encourage you to come up with your own game rules and we will post them on our website. Feel free to post game play pictures on our Facebook page, especially disputed connections.

Full instructions, alternate game variations and scoring methods are detailed on our website:

www.Connection.Cards

You are also invited to play our daily online challenge on our website. As an official game owner, you may challenge other people and play the solitaire versions online.

Look for our free Connections Card Game™ app in one of the App Stores.



Copyright © 2015 Knowledge Probe Inc.

