

Instructions



Rules of Play

Connections is a game of teammate pairing. The card stack is filled with cards which contain either topics or questions.

For example: A topic card could read “Car Manufacturers”; or a question card could be “What would you want to do on your day off?”

To begin, separate into teams (of at least groups of two) and have each team select a member to start as “Topic Manager”. Team members will switch off as Topic Manager after each turn.

Any player will pick a card from the card stack and read it out loud to the rest of the players. Each Topic Manager will secretly write down their top three preferences in numerical order. Concurrently, the teammate(s) of each Topic Manager will write down what they believe their Topic Manager’s top three preferences are in the same order. Everyone has 60 seconds to write their answers.

Objective

The objective of Connections is for the teammate(s) to match their answers with the Topic Manager’s in the same order.

A “connection” is made when the Topic Manager and their teammate(s) both have the **same answer** in the **same numerical spot** for that topic. A “match” is made when the Topic Manager and their teammate(s) both have the **same answer** in a different spot.

After the choices are all read out loud (one Topic Manager at a time), each team calculates their points earned. Teams are awarded 10 points for a connection and 5 points for a match. If any team achieves a complete connection (all three answers are the same and in the same numerical order), the team earns an additional 25 points. If there is a complete match (all three answers are the same but not all in the same numerical order), the team earns an additional 15 points.

For example: If the category is “**Car Manufacturers**” and the Topic Manager has “Mercedes” in spot #1; a connection is made when the teammate(s) also has “Mercedes” in spot #1. A “match” is made when the Topic Manager has “Mercedes” in spot #1, while the teammate(s) has “Mercedes” in any position other than spot #1.

Example 1: Car Manufacturers

| Topic Manager | Teammate |
|---------------|-------------|
| 1. Mercedes | 1. Mercedes |
| 2. Ford | 2. Buick |
| 3. Honda | 3. Ford |

The Topic Manager has Mercedes as spot #1. The teammate(s) has Mercedes also in spot #1. This is a connection in spot #1 and the team is awarded 10 points. The Topic Manager has Ford in

spot #2 and the teammate(s) has Ford in spot #3, so the team is awarded 5 points for the match. The total for the round is 15 points: 10 points for one connection and 5 points for one match.

Example 2: What frightens you?

| Topic Manager | Teammate |
|--------------------------|--------------------------|
| 1. Flying in an airplane | 1. Snakes |
| 2. Roller Coaster rides | 2. Roller coaster rides |
| 3. Snakes | 3. Flying in an airplane |

In this example, there is one connection and two matches. The team is awarded 10 points for one connection and 10 points for two matches. Additionally, they receive a bonus of 15 points for a complete match (all matching answers, although not all in the same spots).

Have some fun and see if you know what your partner is thinking!

Rules of the Game

1. Divide into as many teams as possible with a minimum of two members on each team.
2. Once the teams are selected, have each team select a Topic Manager for the first round (and switch this individual after each round).
3. One person will then pick a card from the card stack and read the card out loud to everyone.
4. The players have 60 seconds to complete their answers. Each Topic Manager writes down their top three choices in order of preference from 1 (top choice) to 3 (third best) for that category. At the same time, their teammate(s) writes down what they think their Topic Manager’s top three answers are (in the same order). If there are more than 2 players on a team, the teammates will choose their top 3 choices together.
5. After 60 seconds runs out, the Topic Manager from each team reads their answers out loud and compares responses with their teammate(s).
6. Scoring is 10 points for a connection and 5 points for a match. There is also an additional 25 points for a complete connection and 15 points for a complete match. Scores are calculated after each round. The totals are added to the previous total. The first team to reach 300 points wins the game.

Included with the Game 400 topic cards

www.TheGameConnections.com

