

A colorful illustration of a child in a white shirt and orange shorts digging with a blue shovel on a yellow field. The field is filled with various colored bubbles (pink, blue, green, yellow) and grey rocks. The child is running towards the left, and a large bubble is being dug up.

RULEBOOK

OVERVIEW

CoNNect is an abstract roll-and-write game. The players try to write numbers in zones and claim as many Connects as they can to get points. Whoever gets the most points wins the game.

CO'NN'ECT

COMPONENTS



100 Player Sheets



8 Connect-5
Shape Cards



4 Connect-5
Score Cards



1 Dice Card



Objective A

14 Objective Cards



Objective B



Objective C



4 Pencils



3 Dice

SET-UP



- 1 Each Player takes one pencil and one Player Sheet, writing their name in the Name Box (top-left).
- 2 Shuffle all Connect-5 Shape Cards, then randomly draw four cards and place them face-up in the center of the table. Return the rest of Connect-5 Shape Cards to the game box.
- 3 Stack the Connect-5 Score Cards and arrange them in descending order (16 is on the top and then 14, 13 and 12)
- 4 Shuffle each deck of Objective Cards (A,B,C) separately, then randomly draw one card from each deck and place them face-up in a row in the center of table. Return the rest of Objective Cards to the game box.
- 5 Place the Dice Card in the center of table where everyone can see.
- 6 Randomly choose the first player and give that player all three dice. Now you are ready to play!

PREPARATION

The first player rolls 3 dice; all players write the rolled numbers in the setup spaces. The first player rolls 3 dice again; all players write the rolled numbers in the remaining setup spaces.

These numbers can be used for claiming Connects normally.

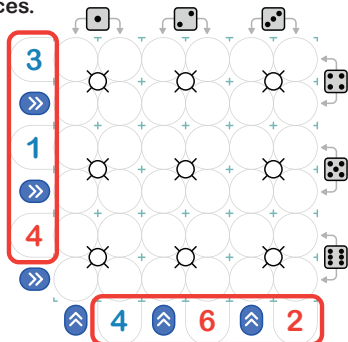
Example

First roll: 1, 3, and 4.

Lisa writes them in the setup spaces (Blue Numbers).

Second roll: 2, 4, and 6.

Lisa writes them in the remaining setup spaces (Red Numbers).



Alternatively, each player rolls his or her own 6 setup numbers. In this case, each player starts with different setup numbers.

GAMEPLAY

The game is played in **twelve rounds**. Each round consists of three phases: **Roll Phase**, **Fill Phase** and **Claim Phase**.

Roll Phase

The active player rolls all three dice and choose one of those dice to be the **Zone Die**; the other two dice will be called **Number Dice**.

Place the **Zone Die** and the **Number Dice** on the Dice Card in the specific spaces.

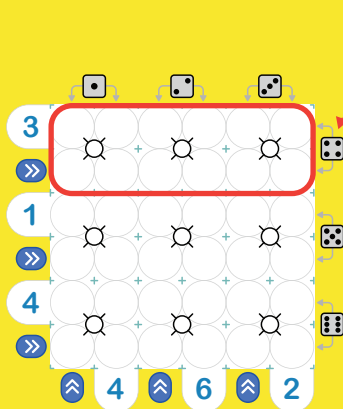
Each player writes down the **Zone Die** and the **Number Dice** in the Round Tracker on the left side of the Player Sheet.



1	4	2	5
2			
3			
4			

Example

Lisa is the activer player. She rolls all three dice and the results are 2, 4, and 5. She chooses 4 as a **Zone Die**, so 2 and 5 are **Number Dice**.

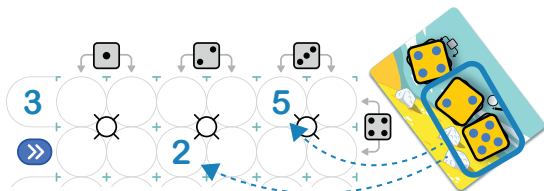


Zone Die

The **Zone die** is chosen from one of the three dice. It determines which zone is activated in this round. Each zone consists of two columns or rows, marked by the dice face. (Zones 1, 2, and 3 consist of two columns while zones 4, 5, and 6 consist of two rows.)

Fill Phase

Each player (including the active player) **MUST** simultaneously write each number from each **Number Die** in the selected zone. The numbers can be written in any order, and do not have to be adjacent to each other. A player can use **Free Action**, **Change Zone Bonus**, and **Move Number Bonus** (see on page 12) to make filling the numbers easier; cross out the used **Free Action** or Bonuses.



Example

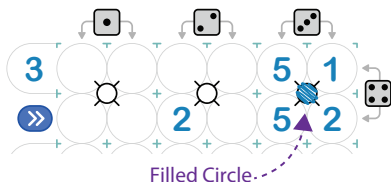
Continuing the previous example, Lisa write 2 and 5 in the zone number 4.

Each space can contain only one number.

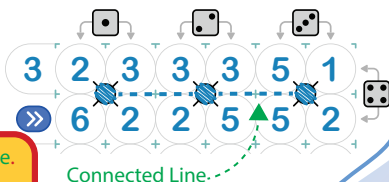
There are nine **Circles** in the play area. At any time, you write numbers in all spaces around a **Circle**; you fill that **Circle**. This will give you one point per **Filled Circle** at the end of the game. If three **Filled Circles** align in a straight line orthogonally or diagonally, it is called **Connected Line**. This will give you two points per line at the end of the game. (Each **Filled Circle** can be used for multiple lines.)

Example

During the game, Lisa writes numbers around a **Circle**, so she fills that **Circle**. She gets 1 point at the end of the game.



In later round, Lisa can fill three **Circles** in a straight line, so she makes a **Connected Line**. She gets 2 points at the end of the game.



Do not draw an actual **Connected Line**. The one in the example is for explanation only.

Free Action

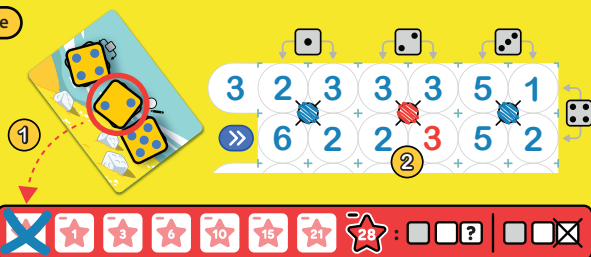


In the Fill Phase, a player can play a **Free Action** when:

- A player wants to write a different number from that on a **Number Die**.
- A player cannot write a number in the selected zone due to all spaces being occupied.

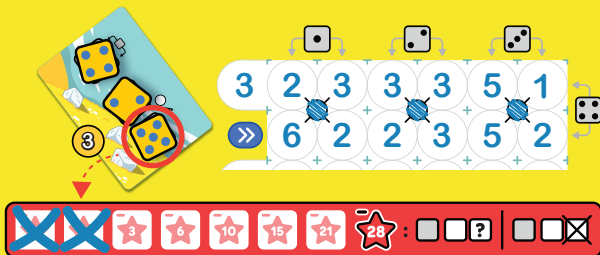
When a **Free Action** is used, the player crosses the leftmost box on the **Free Action** track. At the end of the game, the player gets minus points shown on the leftmost available box.

Example



① Lisa wants to change "2" to "3". She crosses the leftmost available box in the **Free Action** track.

② She writes "3" in the available space and fills the **Circle**.



③ She cannot write "5" in zone number 4 because all spaces are occupied. She crosses the leftmost **Free Action** box and does nothing.



Free Action can be used up to 7 times.

If you use up all of your Free Action and cannot play on, you are out of the game.

Claim Phase

Players simultaneously claim the Connects by drawing the shape outlines using numbers in the play area. The numbers used **MUST** be adjacent to each other; be arranged in ascending or descending order; or all numbers are the same. The claimed shape can be rotated or mirrored. If a player claims ordered numbers, adjacent numbers **MUST** be in the correct order.

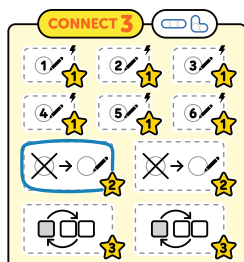
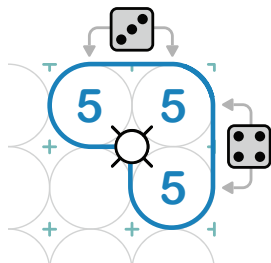
You can claim a Connect immediately or claim it in later round.
Each number can be used for claiming **ONLY ONCE**.

There are 3 types of Connect :

CONNECT 3



- Draw a shape with 3 numbers.
- Choose a Bonus in Connect-3 bonuses section and circle it. The chosen Bonus can be used immediately or be kept for a later turn (except for a Bonus with ⚡, which **MUST** be used immediately).



Example

Lisa claims Connect-3 by using 3 "5s" and draws the outline around them. She circles Move Number Bonus in Connect-3 bonuses section.

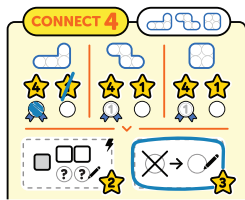
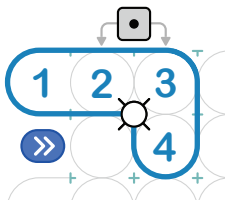
CONNECT 4



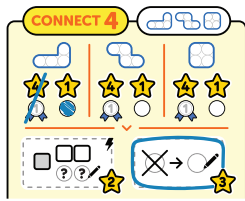
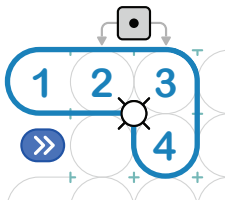
- Draw a shape with 4 numbers.
- If the Connect-4 is claimed for the first time among all players, fill and cross out under the claimed shape; other players cross out . If multiple players claim the same Connect-4 in the same round, all of them fill and cross out .
- If the Connect-4 has been claimed and has not been crossed out, fill below the shape and will get 1 point at the end of the game.
- If either or under the claimed Connect-4 is crossed out and another is filled, do nothing.
- Next choose a Bonus in the Connect-4 bonuses section and circle it. The chosen Bonus can be used immediately or be kept for a later turn (except for a Bonus with ⚡, MUST be used immediately).

Example

Lucas claims Connect-4 by using 1,2,3 and 4. He draws the outline around them, then he fills and crosses out . He circles Move Number Bonus in the Connect-4 bonuses section.

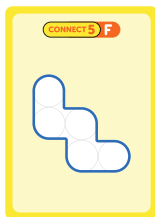
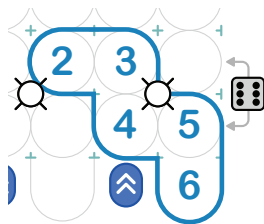


If L-shape Connect 4 has been claimed, he fills instead. Then he circles one bonus in the Connect-4 section.



CONNECT 5

- Draw a shape with 5 numbers (in which shapes are depicted on the Connect-5 Shape Cards) (setup step 2).
- As soon as a player claims a Connect-5, that player writes the claimed shape's letter (printed on each card) in the topmost available Connect-5 Box on the player sheet. The player then writes the point depicted on the top Connect-5 Score card in the ★ next to the written claimed shape's letter. If multiple players claim Connect-5s in the same round (can be the same or different shapes), those players get the same score depicted in the score card.
- Flip all the claimed Connect-5 Shape cards facedown. These facedown cards cannot be claimed throughout the game.

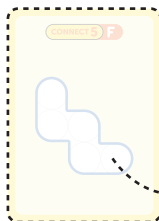


Example

Lisa claims Connect-5 by using 2, 3, 4, 5 and 6. She draws the outline around the numbers.



Lisa



She writes "F" in the topmost available Connect-5 Box and writes the score depicted on the score cards (in this case, "16") in the ★.

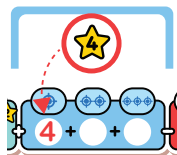
She then flips the Connect-5 Shape card "F" facedown.



A player can claim multiple Connects in this phase.
All claimed Connects **MUST** follow the rules on page 7.

END OF THE ROUND

- If one or more Connect 5s have been claimed in this round remove the top Connect 5 Score Card from the game.
- Each player checks the requirements on each of the Objective Cards. If the requirement is fulfilled write the points in the scoring section.
- Then the active player passes all the dice to the player on the left. That player becomes the new active player.

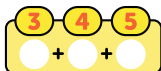


Example

Lucas can complete the Objective Card, so he writes down 4 points in the scoring section.



END OF THE GAME

The game ends after the twelfth round. All players tally their points. Whoever gets the most points wins! In case of tie, the player with the fewest negative points wins! If still tied, share the victory.



Total the points for Connect-3, Connect-4 and Connect-5.



Total points for full Lines of rows or columns that have the arrow symbol  

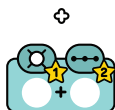


For each Line :

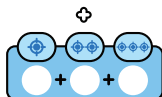
8 points : Fill the row or column with 1 to 6 in ascending or descending order; or with all the same number. May not have a crossed out space.

6 points : Fill the row or column with 1 to 6, but not in order. May not have a crossed out space.

3 points : Fill all spaces in the line.



Total points for **Filled Circle (1 point each)** and **Connected Line (2 points each)**.



Total points for fulfilled Objective Cards.



Minus points depicted in the leftmost available box on the Free Action track.

CONNECT 3

CONNECT 4

CONNECT 5

3 4 5

7 + 18 + 16 + 3 + 6 + 6 + 4 + 4 + - + - - 3 = 61

>> >>

☆ = / Order

☆ ≠

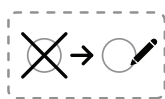
☆ Full line

Bonuses

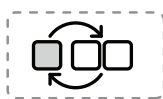
Bonuses can be used in the **Fill Phase** and the **Claim Phase**. Whether the claimed bonuses are used or not, at the end of the game, they will give you points indicated in ★.

When a claimed bonus is used, cross it out and apply its effect.
The bonuses with ⚡ **MUST** be used immediately after it is claimed.
All bonuses only apply to the player who uses them.

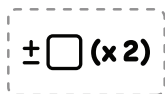
Effect



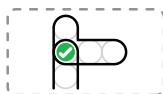
Cross out a number that has not been claimed yet, and write that number in anywhere in the play area.



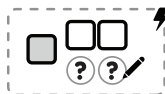
Switch the **Zone Die** with 1 **Number Die**. The number on that Number Die becomes zone and vice versa.



Plus or minus a number by 1 up to 2 times. 1 minus 1 is 0; and 6 plus 1 is 7.



Use a Claimed Number again for claiming a new Connect.



Immediately write any 2 numbers in the active zone of the current round.



Score 6 points at the end of the game.
This bonus is always counted as used.

! If "write any 2 numbers" bonus is used with the Switch Zone Die bonus, write the number in the new zone.



⚡ Immediately write the depicted number anywhere in the play area.

Credits

Designer

Sarawut Jirawaree

Artist

Jirakit Soonthornlarpoyod

Editor

Kaveewat Rojsurakitti, Tatariga Sikhantakabutr

UX Designer

Matthana Phakawisut

Proofreader

Matt Jones

