

When the game starts, each guide describes to their *illustrator* the items to find and the type of lines. Players of a same team can freely communicate, but it is forbidden for the guide to tell the *illustrator* where an item is on the board. However, they can wait until the *illustrator* has drawn their line to have them erase it if they realise that the wrong item has been used.

The *guide* cannot give the answer to the *illustrator*, who is the only one who can write a possible answer.

The end of a round and the scoring are then identical to a normal game.

Players switch roles for the next round.

The game stops after 8 challenges.

▪ COOPERATIVE MODE (3 to 6 players, from age 6)

Each player takes a card, a board and a pen except for one player designated as *time master* who takes the hourglass and the *time* card (other side of the *generic* card).



The *time master* turns the hourglass on square 1 of the *time* card, and players can start drawing on their board according to their *challenge* card.

When time is up, the *time master* says, "time's up!" and everyone passes on their material to their left neighbour (board, challenge card and pen or hourglass and time card). The

new *time master* turns the hourglass on the next square of the *time* card and drawings can be resumed.

After 4 rounds (the hourglass is on square 4 and time is up), place all boards with their corresponding card at the centre of the table and make a joint suggestion together for each card.

You win the game if you find all the answers (solutions p. 6).

Depending on players' level, you can add or remove one round.

▪ SOLO MODE (from age 8)

You must find the answer with as little connected items as possible!

Take a board and a first card. Stop drawing as soon as you think you have found the solution and write-it down.

Check the answer:

Right answer, circle:

- 1 ⭐ if you connected all items.
- 2 ⭐ if one or two items are not connected.
- 3 ⭐ if at least three items are not connected.

Wrong answer, erase 1 ⭐ previously circled.

After 4 drawings, count your score:
 0 to 5 ⭐ circled : Apprentice
 6 to 9 ⭐ circled : Champion
 10 to 12 ⭐ circled : Master

ANSWERS

001. SHIRT	047. TROLLEY	093. NIPPLE	139. WATERING CAN
002. MEDAL	048. HANGER	094. CLOUD	140. APPLE
003. BEANIE	049. MOUTH	095. SWAN	141. SET SQUARE
004. CHRISTMAS TREE	050. HEART	096. CHEESE	142. FEATHER / LEAF
005. CROWN	051. BOTTLE	097. SHOOTING STAR	143. HAIR DRYER
006. MAN	052. SPANNER	098. SCARECROW	144. ROCKET
007. YACHT	053. SUITCASE	099. PARACHUTE	145. RABBIT
008. KITE	054. PLANE	100. SNAIL	146. SOFT-BOILED EGG
009. TENT	055. CHOCOLATE	101. FISH	147. BEE
010. HAND	056. CHOPPING KNIFE	102. PUZZLE PIECE	148. MUSHROOM / AMANITA
011. CRANE	057. VIOLIN	103. HEDGEHOG	149. LAMP
012. FOLDED PAPER	058. SKI	104. UFO	150. FLOWER / TULIP
013. STAIRS	059. SCOOTER	105. MUSICAL NOTE	151. CARROT
014. CROSS	060. LIGHTNING	106. COMPASS	152. ALARM CLOCK
015. CHAIR	061. CUP	107. WINDMILL	153. ROLLERBLADE
016. LINER	062. BANANA	108. DEER	154. CROCODILE
017. ARROW	063. FUNNEL	109. WASHING MACHINE	155. RUGBY BALL
018. (FOUNTAIN) PEN	064. DRESS	110. PADLOCK	156. PODIUM
019. HELICOPTER	065. GLASSES	111. PINK FLAMINGO	157. UMBRELLA
020. QUESTION MARK	066. LAPTOP	112. BUS	158. TORTOISE
021. SNOWMAN	067. ACCORDION	113. BUTTERFLY	159. PINEAPPLE
022. GHOST	068. BOOK	114. EAGLE	160. DOG
023. ARROW	069. CABLE CAR	115. GIFT	161. SHOVEL
024. EXCLAMATION MARK	070. IRON	116. DUMBBELL	162. PEAR
025. GLOBE	071. AXE	117. LADY BIRD	163. DOMINO
026. HAMMER	072. BARBECUE	118. (GRAND) PIANO	164. WC
027. FISH BONE	073. SLUG	119. SAW	165. MEGAPHONE
028. GAMEPAD	074. BIRD	120. DRILL	166. BUTTON
029. TENNIS RACKET	075. FISHING ROD	121. SHOWER	167. LIGHTHOUSE
030. ICE SKATE	076. HOUSE	122. SNAKE	168. SHARK
031. RHINOCEROS	077. HOURGLASS	123. LOCOMOTIVE	169. FLAG
032. BONE	078. VACUUM CLEANER	124. FROG	170. ICE CREAM CONE
033. UNICORN	079. WHALE	125. CAMERA	171. PRAM
034. LOLLIPOP	080. MICROSCOPE	126. HORSE	172. JELLYFISH
035. DIAMOND	081. AIRSHIP	127. FLASHLIGHT	173. SUBMARINE
036. TRAFIC LIGHT	082. GUITAR / UKULELE	128. BOMB	174. GIRAFFE
037. PIG HEAD	083. TRUCK	129. SUNRISE / SUNSET	175. CAMERA
038. MICROPHONE	084. SCALE	130. TEPEE	176. DRUMS
039. SCISSORS	085. FACTORY	131. PETROL PUMP	177. SURVEILLANCE CAMERA
040. SAXOPHONE	086. BEAR	132. BATH	178. ELEPHANT
041. RULER	087. DINOSAUR	133. SEA LION	179. FIRE
042. CAR	088. TOWER	134. BIRTHDAY CAKE	180. PAPER AIRPLANE
043. BOWLING BALL	089. REVOLVER	135. KEY	181. CALENDAR
044. SICKLE	090. BELL	136. FOX	182. PALM
045. DIE	091. SEAHORSE	137. BRUSH	183. GOALKEEPER
046. MITTEN	092. SCREEN / TV	138. TRUMPET	184. BICYCLE

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I would like to thank my wife Emilie as well as my two boys, Carl and Andy, who are always my first supporters. A big thank you to Blam! for the editorial work and more especially to Claude for an exceptional collaboration. I hope you will fall into my traps and will have as much fun playing Connecto as I had creating it. Enjoy!
 Olivier Mahy

1-10 PLAYERS / 20 MIN / 8+

CONNECTO

CONTENT

96 CARDS, 5 DOUBLE SIDED INDIVIDUAL BOARDS, 5 ERASABLE PENS WITH BUILT-IN ERASER, 1 30-SECOND HOURGLASS, THIS RULEBOOK.

SET UP

Important ! Do not shuffle the cards: they are sorted to ensure a progressive immersion in the game.

1 • Each player takes a pen and an individual board, coloured side up.

2 • The hourglass should be easily accessible to all players.

3 • If a **number** card is on top of the deck (as it was during your first game), place it at the centre of the table.

4 • Pile up the first 5 cards of the deck between the players (the *generic* card hiding the 4 cards of your game).



Example: set up for 4 players

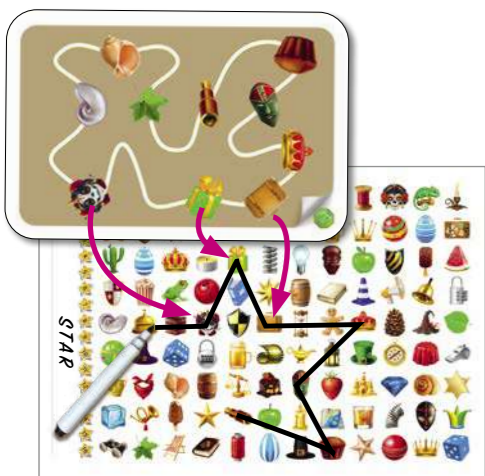
PRESENTATION

Connecto contains 184 challenges!

Find the right items from the *challenge* card, connect them together and guess what is taking shape before you.

Gameplay

A game is made of 8 challenges, each of them showing items distributed on one or several paths.



After revealing a challenge, players simultaneously connect items on their board following the order shown on the card.

Each player who guesses what they are drawing, even before connecting all the items, circles 1 ⭐ or (or 2 if they were the fastest player).

After 8 challenges, the player with the most circled ⭐ wins.

Tutorials

To ensure a progressive immersion into the game, we recommend you follow our 3 tutorials of increasing difficulty.

In Tutorial 1, you will play 3 games to help you get familiar with the general principle: **connecting items**.

In Tutorial 2, you will again play 3 games, but with an additional rule: **circling items**.

In Tutorial 3, you will play 3 new games with the last rule: **drawing curves**.

At the start of each tutorial, turn the number card to see an example on the back.

Note : A reminder of the difficulty and of the current game is shown in the corner of the card.

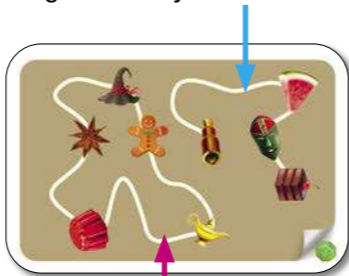


Tutorial #1: Straight lines

Example at the back of card number 1

When the path is open:

Starting with the item at one end, follow the path and connect all corresponding items on your board.



When the path is closed:

Start from any item, follow the path in the direction you want and connect all corresponding items on your board. Remember to connect the last item to the first one you chose.

Deciphered challenge

As soon as a player thinks they have guessed what the drawing is (*even if all the items of the challenge have not been connected!*), they write down their answer on the side of their board and turn it over. Then they turn the hourglass over in front of them. They can no longer change their answer.

The other players then have 30 seconds to connect their items and write down their answer.

Hint: Sometimes, looking at your board from a different angle will help you guess!

Earning stars

When the time is up, each player reveals their answer (if they wrote one!).

If players disagree or are not sure about what the shape represents, they can check the answer on page 6 of this rulebook by using the number in the corner of the *challenge* card.

Note: Synonyms are accepted. For instance, "boat", "ship", "vessel", etc. are all correct. However, the answer "lorry" or "truck" is not enough to describe a tanker lorry or a garbage truck.

For the player who turned the hourglass:

✔ If their answer is correct, they circle 2 ⭐ on their board.
✘ If their answer is wrong, they erase 1 ⭐!
If the player has no circled stars, nothing happens.

For the other players:

✔ If the answer is correct, they circle 1 ⭐ on their board.
✘ If they are wrong, nothing happens.

Tip: If players have different levels, the most experienced ones turn their board 180 degrees when they win a star.

Next challenge

1- Players clean their boards (but not the stars they have circled!).

2 - If a player won 2 ⭐ during the last challenge, they turn their board, *grey side up*. The other players use their board, *coloured side up*.

Note: For each new challenge, only one player can play *grey side up*.

3 - Move on to the next challenge. When everyone is ready, turn over the *challenge* card (or discard it if you have already played with both sides).

End of the game

After the 8th and last challenge (so 4 double sides cards), the player with the most circled ⭐ wins. In case of a tie, victory is shared.

Setting up the next game:

Discard the 4 used *challenge* cards and put them back in their bag so you don't play with it again before solving all 184 challenges of the game.

Place a *generic* card on top of the deck of challenge cards that have not been played yet.

Note: If a number card is on top of the deck, place the *generic* card underneath this card.



Tutorial #2: Isolated circle

Example at the back of card number 2

Example at the back of card number 2
2 When an item is not on a path, it should only be circled.



Tutorial #3: Curve

Example at the back of card number 3

Sometimes an ingredient is represented with a *shooting star*: it means you must draw a curve passing through this tem.



EXPRESS TUTORIAL

For explaining quickly to new players how to play *Connecto*, train them with one card of each level:



(in this order).

ALTERNATIVES

TEAM MODE (4 to 10 players)

Team up in pairs composed of one *illustrator* and one *guide*. *Illustrators* sit at one side of the table and guides sit in front of them.

Use the box to hide the card from *illustrators*.
Note: For more comfort, guides can take a picture of the challenge on their smartphone.

