

Connections

A Strategy game for two players or two teams

Rules and Instructions

1. Players sit at right angles to each other.
2. Each player chooses a colour
3. Players take alternate turns at starting play.
4. Players place one tile of their colour at each turn.
5. Players must place their colour tiles end to end with their colour squares on the grid.
6. Players must **NOT** place their tiles between the colour square and the edge of the board.
7. Players may start anywhere on the grid.
8. Players are not obliged to place their colour tiles end to end with tiles already laid.
9. When played by two teams (of two players each), partners sit opposite each other. In team contests no prompting, instructions, or signals are to be exchanged between the players.

Objective:

Establish a line or connection of your colour across the board connecting your colour squares (the sides where your colour of squares are right next to the game board edge) **OR** surround your opponent's colour (including just one of the board's square dots).

When boxing in you must completely surround them with your colour – you can't use the edges of the board.

Remember you can't place your tiles on their end rows (even though they'll fit there). That also means they can surround you easily if you venture near their edge of the board.

There is an estimated 51,000 ways to **win** or **lose** your Connections game.

Always a winner, never a stalemate.



