

# Connect the Thoughts Game



AGES  
5+



15  
MINUTES



2-4  
PLAYERS

If you'd like to learn to play by watching a short video instead of reading these rules, please visit [www.amigo.games/game/connect](http://www.amigo.games/game/connect).

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80 Cards



1 Bell



Instructions

## OBJECT OF THE GAME

To be first to build a row of five cards. Players add cards to their rows when they match pictures on the cards or make connections between the pictures.



## SET UP

1. Place the bell in the middle of the table within reach of all players.
2. Shuffle all 80 cards, then spread them face-down around the bell.

## PLAYING THE GAME

1. The youngest player rings the bell to start the round. With everyone playing at once, players pick up a card and place it face-up on the table to start a row. Players continue picking up cards, looking for pictures that match one or more of the pictures on their own face-up card.

- a. If one or more pictures match, they place that card to the right or left of their face-up card.



- b. If none of the pictures match, players flip that card back over so it's face-down and place it with the rest of the face-down cards (but they should try to remember the pictures in case they need to find one of those pictures later in the game).
2. Players continue to pick up cards. Every time they find a match for a card on either end of their row they place it next to that matching card. Players cannot match cards that are not on the ends, and they may only add cards to their own rows.

3. The first player to build a row with five cards rings the bell and play pauses.



- a. If that player's row has five cards that match correctly, that player picks up the cards and places them off to the side to form a stack. The other players place the cards from their rows back with the rest of the face-down cards. The youngest player mixes up the face-down cards, rings the bell, and another round begins.
- b. If the row has cards that don't match correctly (or has fewer than five cards), the player who rang the bell places his/her cards back with the rest of the face-down cards. Play continues, but the player who incorrectly rang the bell may not play again until another player correctly rings the bell.
4. In addition to making matches, players can play Connect the Thoughts™ by making connections between the pictures on the cards. For example, a player could place a card with the dog on it next to a card with the penguin on it because they are both animals. Players may only use a connection once per row. For example, if a player connects the broom and the boot because they're both brown (or because they both start with "b"), that player cannot make another connection based on color (or based on letters of the alphabet) during the current round. When a player rings the bell when playing with connections, that player must remember the connections between the pictures and explain them aloud after ringing the bell.

- At the start of the game, players decide if they want to play by matching pictures (recommended when learning the game and for younger children) or by making connections. When children of different ages and abilities are playing, players may increase the number of cards that older and more-skilled players must collect. Players can also require older children to find two matching cards before they can start their rows (instead of just flipping over any card to start).

### WINNING THE GAME

Each time a player successfully rings the bell, s/he adds the five cards in the row to his/her stack of collected cards. The game ends when there are no more face-down cards. The player with the longest correct row at that moment puts these cards into his/her stack (if there's a tie, both players add the cards to their stacks). The player with the most cards in his/her stack wins the game.

If you have questions on these rules or on any of our products, please call us at **844-962-6446, M-F 9:00 – 6:00** Central Time. We'll do our best to help you.

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