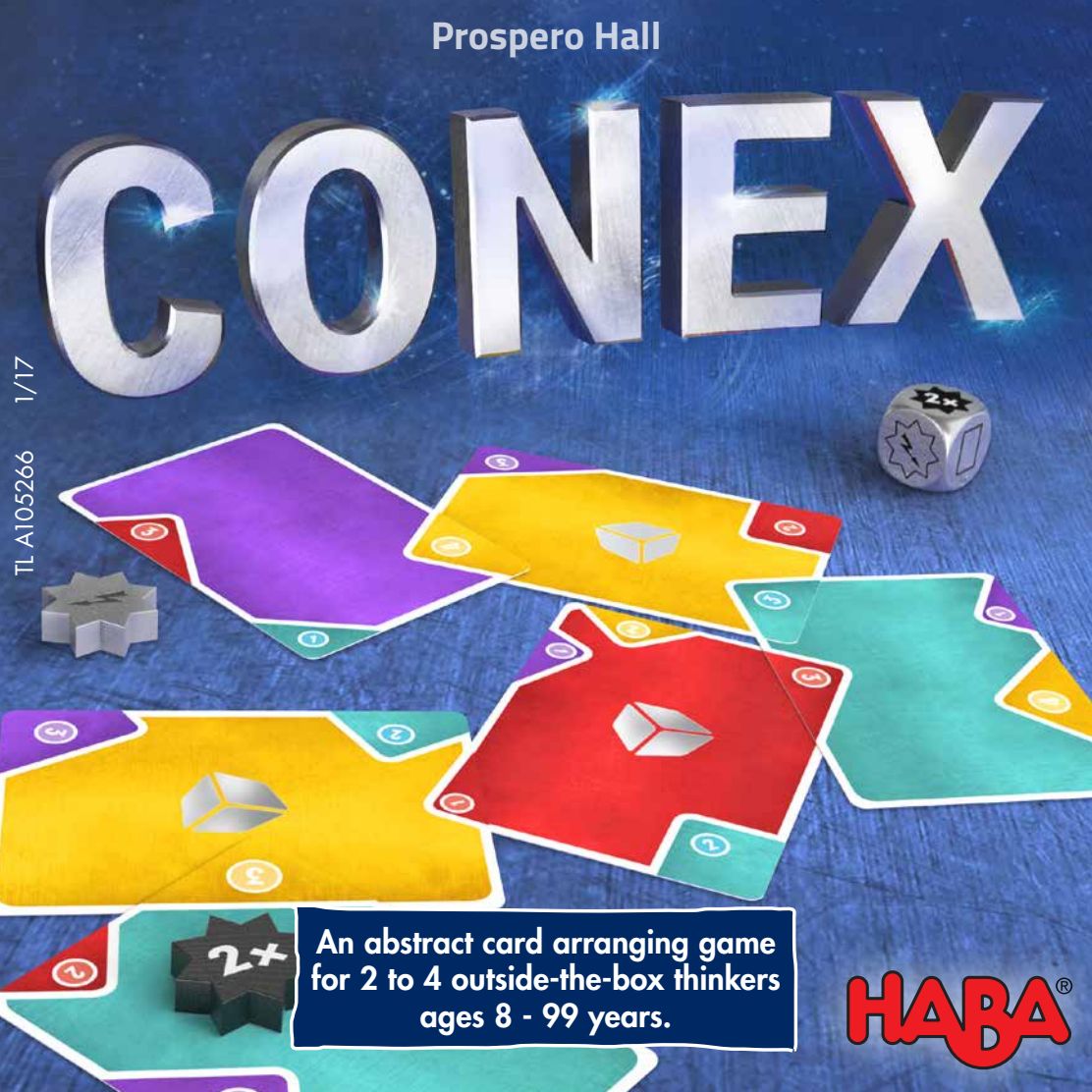
Prospero Hall

CONEX



An abstract card arranging game for 2 to 4 outside-the-box thinkers ages 8 - 99 years.

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What is CONEX? - CONEX isn't just any card game! CONEX is different! During the game you try to strategically lay down your cards to get as many points as possible, and use the action cards and/or stars to get additional bonus points. To do this, place CONEX corners that are as valuable as possible on an already placed card of the same color. But be careful; the playing area is limited and you may not cover CONEX corners or other cards ... Who will be the first to reach the target and be the CONEX master?

CONTENTS



52 cards
(including action cards)



1 symbol die

2 action stars
(2x star, lightning star)





4 player markers





1 starting player card

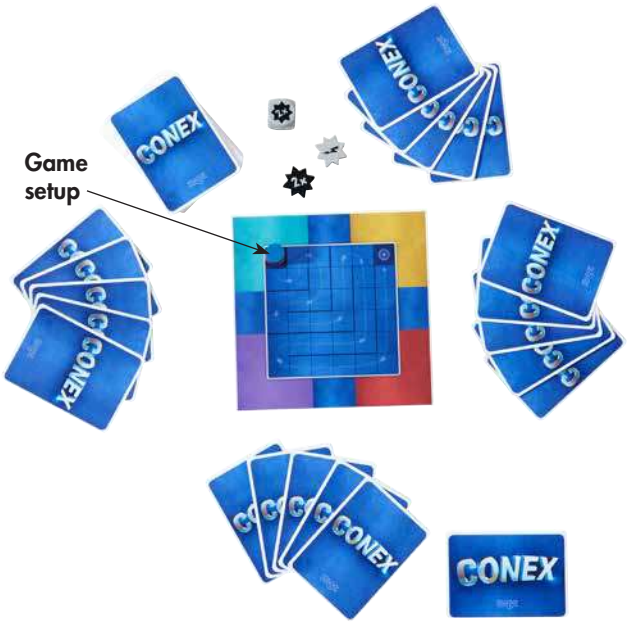


1 point tableau

PREPARATION

Place the point tableau in the middle of your play area. Each of you picks a player marker and places it on the starting field of the tableau. Extra player markers are not needed.

The youngest player receives the starting player card and keeps it until the end of the game. Shuffle the rest of the CONEX cards and deal 5 cards face-down to each player. Everyone picks them up without showing the other players. Place the remaining cards face-down as a draw pile. Keep the die and the two action stars handy – here we go!



Important!
The cards quickly spread out in all directions as the game progresses. The larger the table, the larger your play area, the smaller the table, the table edge is the edge of the play area. Of course you can also play on a smooth floor.

HOW TO PLAY

Play in a clockwise direction, taking turns. The starting player begins.

You have two options in your turn:

1. **Place one of the cards in your hand –** and carry out any actions – then move your player marker forward on the point tableau by the number of points you scored.

OR

2. **Draw two cards from the draw pile** and place them in your hand.

This ends your turn and the next player takes their turn.

PLACE A CARD FROM YOUR HAND



Every card has colored **CONEX corners.** You may lay these on the colored area of the point tableau or on already placed cards. But only if you follow all the CONEX rules! The number in the CONEX corner that you connect shows how many points you receive for laying down this corner – the numbers in all other corners are meaningless.

Move your player marker forward on the point tableau according to these points.

CONEX RULES



- **Colors must match!**
  You may only place a CONEX corner on a background of the same color (on the point tableau or on an already placed card).



- **One is enough!**
  Your card may **only** touch the card on which you place it (or only the point tableau). It may not touch or cover any other cards.



- **Do not cover CONEX corners!**
  You are not allowed to touch or cover other CONEX corners.



- **Enough is enough!**
  You may not lay any cards that overhang your play area (e.g. table edge).



Example:

Max is the starting player. He can only lay his card on the point tableau. He lays the red CONEX corner of his purple card on the red area of the point tableau and receives 4 points.

Nele lays the purple CONEX corner of her red card on the already placed purple card and receives 4 points.



ACTION CARDS

Conex includes two different action cards with special functions. These action cards are initially placed and scored as normal.

PLUS 2 CARD



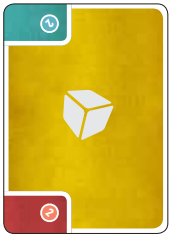
If the **Plus 2 card has already been placed** and you lay a card **on this car**d then you automatically receive two bonus points on top of the value of the CONEX corner you placed.

But beware: The player who lays this action card doesn't receive any additional bonus points for this card! But they do receive 5 points with the CONEX corner of this card.



Example:

Max places his red card with the yellow CONEX corner on the card that Felix previously placed. As this is a Plus 2 card Max receives 3 bonus points in addition to the 2 points for the CONEX corner he placed. Felix doesn't receive any bonus points.



CARD WITH DIE

If you lay a card with a die symbol then you first move forward on the point tableau by the number of points received for your CONEX corner, and then roll the die.

Rewarding actions await you:



- Draw **a card** from the draw pile and add it to your hand!



- Draw **two cards** from the draw pile and add them to your hand!



- Take the **lightning star** for yourself, even if it is currently in front of another player.



- Take the **2x star** for yourself, even if it is currently in front of another player.

THE ACTION STARS

You may never use a star immediately; you must wait for the next round. After that you use the star whenever you like. However, if someone rolls the star symbol in the meantime its bad luck for you as they take the star away.



With the **lightning star** you can remove a placed card, as long as it is "free", i.e. not underneath another card. You may use the lightning star at the start or end of your turn. Touch the card that you want to remove with the lightning star and then carefully take it off the play area. Place the card face-down under the draw pile. Place the lightning star next to the draw pile.

All other players must now discard **one of the cards in their hand** and place it face-down **under the draw pile.** Anyone who doesn't have cards in their hand doesn't need to discard any.



Example:

Felix uses the lightning star and places it on the red card. This means that the yellow Plus 2 card is free again. Now Felix places his turquoise card with the yellow CONEX corner on the free Plus 2 card. This means that he receives 4 plus 2 bonus points, so 6 points total.





If you place the **2x star** on the card that you just placed, you receive double the points in this turn. This also applies if you place it on a Plus 2 card. The 2x star is then placed next to the draw pile.



Example:

Max places his turquoise card with the purple CONEX corner on the card that Nele previously placed. He also has the 2x star from a previous round. He now places this on the card he placed. He therefore receives 4 plus 2 bonus points = 6 points times 2 = 12 points.

END OF THE GAME

CONEX ends

- as soon as a player reaches or passes the target field on the point tableau. If you pass it then simply start counting again at "1". The current round is completed.
  or
- when space in the play area runs out or nobody has a card they can play.

The person who is furthest ahead on the point tableau wins the game! If multiple players are at the same point, there is a tie.

⚠ **WARNING:**
CHOKING HAZARD -
Small parts. Not for children under 3 years.

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