

**PLAYTEST AT WORK**

**LANGUAGE INDEPENDENT**

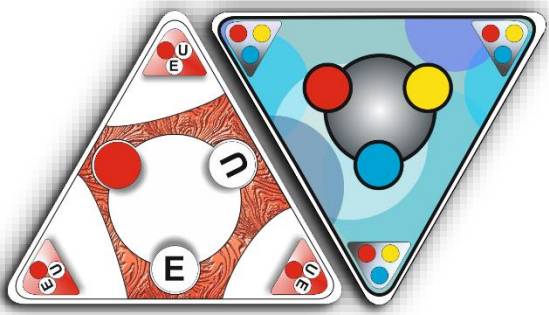


**CONNECT, CAPTURE AND WIN**

Earn as many points as possible by chaining the cards to those on the game table in order to capture the most useful tokens.

The points are obtained by adding the value of the tokens captured together with the number of cards played.

The first player who runs out of cards in their possession determines the end of the game.



**THESE ARE THE SPECIAL CARDS TO PLAY WITH**



**PLAY AS MANY CARDS AS YOU LIKE RESPECTING THE CONNECTION RULES**

2-4 12+ 30'

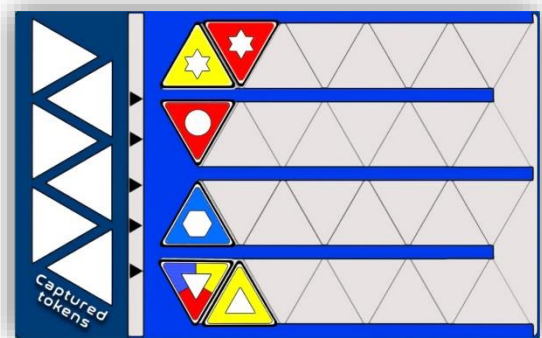
**COMPONENTS**

- 48 triangular cards
- 4 players board
- 36 triangular tokens
- 20 Black tokens
- 1 multicolored dice
- 4 scoreboard

Available on Tabletopia on request



Designed by: Paolo Scattini  
Developed by: GAM eStudio – Italy



**CATCH THE TRIANGULAR TOKENS, BUT TO WIN YOU HAVE TO BE CAREFUL OF THE SYMBOLS IN PLAY!**

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