

Ending a Round

A round ends whenever:

- The tower falls — see **Taking a Penalty** for what qualifies as a “fall” and what happens to the player who causes it.

OR

- All 26 letters have been added to the tower.

When a round ends, place all the letters back in a circle and begin a new round with the next player taking the first turn.

Scoring Points

At the end of your turn, if you made a word, give yourself a point for each letter in the word. Track your words and points on the score pad.

Konexi				
Name	Words	Points	Name	
ELI	RIB	3	CORA	
	BRIDGE	6	BIRD	4
	CAW	3	CAB	3
			JACK	
			GRID	4
			NINA	
			CRIB	4
			BRIDGES	7

Taking a Penalty

If the tower falls on your turn — or if you cause the tower to fall during another player’s turn — **subtract three points** from your score. (Do not go below zero points.) Then begin a new round.

Here are the ways the tower can “fall”:

- The tower collapses
- Any letter falls off the tower
- More than one letter in the tower touches the table

Winning the Game

The first player to score 20 points is the winner!



ZIMZALA
GAMES

www.zimzalagames.com

© 2010 ZimZala Games. All rights reserved. The game name, game play, and game concept are the exclusive property of ZimZala Games. ZimZala Games and Konexi are trademarks of The Wonder Forge, LLC., P.O. Box 45128, Seattle, WA 98145, USA. USE01

Konexi Rules



Ages 10+
2-6 Players

Contents

26 Letters, 1 Konexi Die,
1 Score Pad, 1 Pencil,
1 Mover Token,
1 Game Rules Manual

Object Score points when you add a letter to the tower and make a word — but don’t knock the tower over! **The first player to get 20 points is the winner.**

Set Up

1. Place all the letters flat on the table in a circle, as shown, in any order you want.
2. Place the token between any two letters.
3. Have the die, score pad, and pencil handy.
4. The player whose birthday is coming up next goes first.



over →

On Your Turn

1. Roll the die and move the token clockwise around the circle **between the letters** the number of spaces you rolled. If you roll "Any Letter," move the token anywhere you choose.

2. Select one letter from either side of the token.

3. Carefully add the letter to the tower — see **Rules for Building the Tower**.

HINT: If you are starting a round, it's a good idea to place the first letter in its most stable position to provide a solid foundation.

4. You **must** attempt to add a letter to the tower, even if your attempt causes the tower to fall. You cannot "pass" on your turn.

5. If you make a word by adding a letter, say the word out loud and write it on the score pad under your name. You will score one point for each letter in your word — see **Rules for Making Words** and **Scoring Points**.

Now it's the next player's turn.

Rules for Building the Tower

- You may only use **one hand** to add your letter to the tower.

- Only **one letter** of the tower can be touching the table.

- Letters **must be notched** together using the plugs and sockets. (A letter cannot just rest on the tower.)

- If the tower falls on your turn, you take a penalty, and the round ends. See **Taking a Penalty** for what qualifies as a "fall."

- If you bump the tower or cause it to fall during another player's turn, you take a penalty, and the round ends.

NO

Here the "L" is NOT notched to the tower with a plug and socket.



Rules for Making Words

- Words must be standard English words (no proper names or foreign words).

- When you make a word, it must include the letter you are placing on the tower during that turn.

- Words can be any number of letters.

- You may only score for **one** word per turn.

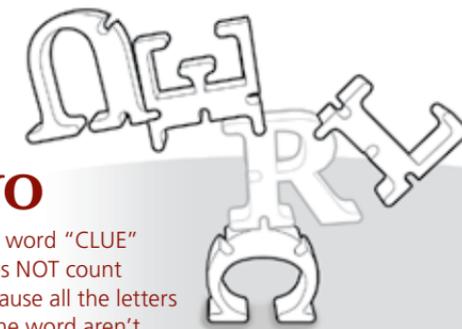
- Every letter in your word must be notched to at least one other letter in the word, but the **letters don't need to be in order**.

- Remember, even if you cannot make a word, you must still add a letter to the tower on your turn.



YES

The word "RULE" counts because all the letters are notched together.



NO

The word "CLUE" does NOT count because all the letters in the word aren't notched together.

over →