### ****Game Rules for the Connection Card Game****

1. **Team Formation**:
	* If the number of players is even, teams of 2 can be formed.
	* If the number of players is odd, players can choose to play individually or form teams, with one team consisting of 3 members. The decision on team formation must be made before the game starts.
2. **Card Selection**:
	* Each player or team must pick between 5 to 10 cards. The exact number depends on the total number of participants. For example:
		+ 2-4 players: 5 cards each
		+ 5-8 players: 6 cards each
		+ 9 or more players: 7-10 cards each
	* Players should agree on the number of cards before starting.
3. **Determining the Starting Player**:
	* A bottle will be placed in the center of the group and spun to determine who will start the game. The person the bottle points to begins.
4. **Gameplay Direction**:
	* Players take turns in a clockwise direction. After every team has played once, the play will switch to counterclockwise. This alternating direction continues until all cards are played or a predetermined number of turns has been reached.
5. **Focus on Connection**:
	* This game is designed to promote understanding and connection. There are no points awarded. Every statement made during the game is confidential and should remain within the group.
6. **No Judging**:
	* Players must not judge others’ responses. If a player accuses another of lying, a penalty applies. The defender will ask one question from one card from leftover cards to the accuser. Only one question is allowed, after which the game resumes.
7. **Substance Policy**:
	* The consumption of alcohol, smoking, or any other substances is prohibited during gameplay, from start to finish.
8. **Question Selection**:
	* The team whose turn it is to ask a question must pick another team to answer. A team cannot be chosen again until all teams have had a turn.
9. **Question Management**:
	* Questions that have already been asked should be placed face down in the center of the table. This ensures variety and keeps the game engaging.
10. **Time Limit**:
	* To keep the game flowing, consider implementing a time limit for each turn (e.g., 1-2 minutes per question/answer). This encourages concise responses and maintains engagement.
11. **Reflection Period**:
	* After all cards have been played, allow a brief reflection period where players can discuss their thoughts on the game, share insights, or express what they learned about themselves and others.
12. **Facilitator Role**:
	* A volunteer will serve as the facilitator for the game and will not participate in gameplay. This person will help guide the game, manage the flow of play, and ensure adherence to the rules. The facilitator can also step in to clarify any disputes or misunderstandings.
13. **End of Game Sharing**:
	* At the end of the game, encourage players to share one takeaway or insight they gained from the experience, promoting reflection and discussion.

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Claude Leonard