

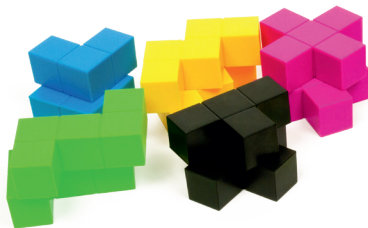


TEAM3™



Alex Cutler, Matt Fantastic

Components



10 Construction Pieces



Architect



Supervisor



Builder

3 Role Cards



70 Blueprint Cards



10 Mind Merge mini expansion Cards



1 Plastic Card Stand

Overview

TEAM3 is a cooperative game for 3–6 players (for a competitive variant, see the end of the rules). Only 3 players play in a single round and work together each round to build the structure shown on their Blueprint Card. Players have special roles based on their Role Cards and must work cooperatively as a team to get the job done. If players succeed in building enough Blueprints, they win! If they fail too many times, they lose!

How to Play

Game Setup

- The starting player (the player with the longest arms) takes the Architect Role Card, the next player to the left takes the Supervisor Role Card, and the third player takes the Builder Role Card. Players must use the special rules of the **Role Cards** they are given each round while they are building.
- Choose a Blueprint deck based on the difficulty you are comfortable with: 1, 2, or 3 Stars (1 Star = easy, 2 Stars = medium, 3 Stars = hard). Shuffle the deck and place it face down in the middle of the table.

Rules also on



- Place all of the construction pieces in the middle of the play area within easy reach of all players.
- Only 3 players will be playing at any given time, others will be waiting for their turn to play. The game takes place over a series of **3-minute** rounds in which your team of 3 players will work on **Blueprint Cards**.

Note: Players will need a 3-minute timer. We recommend using your phone or other devices.



Role Cards

Role Cards each have communication rules and inform players of the special roles they play during a round, as described below:

Note: Players without Role Cards are not allowed to communicate with those who have Role Cards or talk about the game situation in a way that could help them complete the Blueprint. Watch, laugh, and have fun!



The Architect



The Architect **can't speak** or make any verbal sound and will draw the **Blueprint Card**. They must communicate only in **gestures**. Gestures include hand signals, facial expressions, clapping, and other non-verbal forms

of communication. The Architect may not point at any construction pieces on the table. If an Architect speaks for any reason other than to indicate that the Builder was successful, the Blueprint Card for that round is considered a loss.

The Supervisor



The Supervisor **watches** the Architect, interprets their **gestures**, and **speaks** to the Builder. There are no restrictions on what the Supervisor may say.

The Builder



The Builder plays with their **eyes closed**. The Builder must listen to the Supervisor and build the structure.

Playing a Round

- At the start of each round, the **Architect**, who cannot speak, will draw and look at a **Blueprint Card**. Once the **Architect** has studied it briefly, they will place the card into the Plastic Card Stand. The Builder and Supervisor are not allowed to see the Blueprint Card. The **Builder** will now close their eyes.
Note: The bottom of the card is marked with a line. The structure must be built perpendicular to the table.
- Shuffle the construction pieces around so that the **Builder**, who can't see, no longer knows where each piece is. Place the shuffled pieces within easy reach in front of the **Builder**.

- The **Architect** starts a 3-minute timer and begins the round by gesturing to the **Supervisor**, who will speak to the **Builder**.
- Players will have 3 minutes to complete each **Blueprint**.
- If the players can complete a **Blueprint** in under 3 minutes, it is considered a success.



Place successfully completed **Blueprints** to the side of the game area face down.



If players run out of time before they complete the **Blueprint**, the round is a loss. The card is placed face up to the side of the game area.

- If players have not won or lost, proceed to a new **3-minute round** (see Winning and Losing below). Slide each of the **3 Role Cards** clockwise around the table. **Role Cards** must stay in order.

Winning and Losing

To win, players must complete Blueprints equal to the deck's number of Stars (Difficulty ******, ******* or ********) plus the number of players.

Players lose the game if they fail as many Blueprints as there are players!

*Example: If 4 players are playing with the 3 Star (Difficulty) deck, they must succeed on 7 Blueprints in order to **win**, but if they fail 4 times, they **lose**!*



Mini Expansion: MIND MERGE

In Mind Merge **five players** play together to complete two different structures in 3 minutes time. You play with all of the basic rules of TEAM3, except that there are two construction lines, **left** and **right**.

- **One** player takes the **Builder** Role Card and places construction pieces into two piles near each of their hands (left and right).
- Each of the piles should have five different pieces.
- **Instead** of basic Blueprint Cards you use the Mind Merge cards. Shuffle them and place them face down.
- *Note: All the cards are of the same difficulty in Mind Merge.*
- **Two** players will be playing the **Supervisors** for each of the Builder's hands (left and right).
- **Two** players will be the **Architects** for each of the Builder's hands (left and right).

When you are ready to start, the **Left** and **Right Architects** each take a Mind Merge Blueprint Card and look at them briefly, without showing them to anybody. When both **Architects** are ready, you start the game. All of the basic TEAM3 rules apply, except:

- The **Builder** may only use **one hand** to build each of the structures. Left hand for the left structure and right hand for the right structure.
- Each of the **Supervisors** looks at their line's **Architect's** gestures and interprets them to the **Builder**.
- There are no rounds in Mind Merge. If players manage to get both Structures built in 3 minutes, they win.



TEAM3VS3

TEAM3VS3 is a competitive **TEAM3** variant for 6 or more players.

Players divide into two even teams so that both teams have at least 3 players, and split the construction so that each team has 5 construction pieces (one of each shape). Both teams will simultaneously (there is no timer in this variant) race to complete the same difficulty 1 **Blueprint Card**. Once one team has completed the Blueprint Card, the round ends. The first team to succeed 6 times wins.

Where to sit:

After **Role Cards** have been passed out for the round, both of the **Architects** should sit / stand next to each other (so they can both see the same **Blueprint Card** at the same time). Alternatively, you may agree to complete separate Blueprint Cards, in which case it doesn't matter where the players sit.

TEAM3 is available in two different versions, green and pink.

These versions have **different** Blueprint Cards and a **different** mini expansion (Mind Merge or Dimension Tension).

Playing with only one version allows two teams to compete in difficulty 1 Blueprint Cards, or one team to play any difficulty Blueprint Cards.

But playing with both versions gives you enough construction pieces and Blueprint Cards to allow:

- 4 teams with difficulty 1 Blueprint Cards
- 2 teams with any difficulty Blueprint Cards

It's more fun with both versions!



Credits

Game development: Reinis Butāns, Jānis Grunte, Jeffrey Norman Bourbeau, Egils Grasmanis |

Graphic design and layout: Andrejs Timofejevs, Kaspars Lācis, Oskars Veilands |

English proofreading: Jeffrey Norman Bourbeau, Vincent Salzillo | **Marketing:** Anna Peipiņa, Reins Grants |

Production coordination: Beatrise Rihtere, Inita Everse | **Sales and partners:** Amandine Bernhard |

North America sales: Anita Sareen | **CFO:** Lana Grasmane | **Game testing:** Ralfs Alsipš, Barduchi, Sanda Bērziņa, Artūrs Perepjolkins, Imants Priedītis, Edgars Zakis, Krišjānis Zviedrāns | **Special thanks to:** Brandon Parsons, Trish Loter, Emily Schmidt, Elm City Games, New Haven Game Makers Guild, John Cutler and Artie Rothenberg

BRAIN GAMES



WWW.BRAIN-GAMES.COM



Alex Cutler, Matt Fantastic



Reinis Pētersons



Brain Games Publishing SIA

Brūņinieku 39, Rīga,

LV-1001, Latvia



(+371) 67334034



info@Brain-Games.com



www.Brain-Games.com

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