

## CINELINX: A CARD GAME FOR PEOPLE WHO LOVE MOVIES OFFICIAL RULES

The flexibility of the game is part of the fun so don't be afraid to tailor your deck to your audience. Movie Buffs might enjoy playing with the full deck, while casual fans might prefer a quick game with a smaller deck of more popular movies, actors, etc. This works especially well for two player games.

We recommend starting with our original style of gameplay (Shedding). For gameplay variations, including our point based style, please visit us at: [Cinelinx.com/rules](http://Cinelinx.com/rules)

### Basic Gameplay - Shedding

*Goal: The first person to get rid of their hand wins.*

1) Separate DIRECTOR'S CUT\* cards from the main deck and set them aside nearby. Shuffle the main deck and allow each player to draw Seven (7) cards.

2) An anchor card is needed to start the game. We recommend locating a GENRE CARD\* from the main deck and dropping it in the center of the table to begin. The remaining genre cards should stay in the deck to be drawn randomly during play.

3) Decide amongst yourselves who will go first, and then continue playing clockwise.

4) Players should take turns connecting cards in their hands to cards in play. Players can only play One (1) card during their turn, unless instructed otherwise by a Director's Cut card.

**Tip:** Cards can be dropped vertically or horizontally and connected to any open side of a card in play. The reels formed as cards connect should not touch unless a valid connection can be made.

5) CONNECTIONS\* must be verbally announced to be considered valid. A connection can be defined as the relationship between two cards.

**Example announcement:** "Jonah Hill and Leonardo DiCaprio can be connected because they were both in 'The Wolf of Wall Street'"

6) During their turn, if a player does not have a playable card in their hand they can DRAW a card and play it immediately, if possible. If they still cannot play then their turn ends.

7) A connection can be challenged by any player. Please see CHALLENGING A PLAY for details.

8) The first person to shed their full hand wins.

## GUIDELINES & CONNECTIONS

### \*DIRECTOR'S CUT CARDS

During gameplay, when someone plays a Directors card from their hand they are allowed to draw from the Director's Cut deck and should follow the instructions on the card they draw. These cards can be played at your discretion, during one of your turns, unless otherwise noted.

**Example:** If someone plays the Quentin Tarantino or Christopher Nolan card they are allowed to draw from the Director's Cut deck

\*GENRE CARDS can connect to most card categories as long as a valid connection is announced. This includes Movies, Actors, Directors, Quotes, Scenes, Characters, and Double Features.

A Genre Card cannot connect to another Genre Card. When using a genre to make a 2nd degree connection, or higher, then a Genre Card must be used. You cannot use genres to fill the void in 2nd degree connections, or higher, without the use of a Genre Card.

**WILD CARDS** can be played at your discretion. These cards do not count against the total card count in your hand. Wild cards can be used as a bridge between a card in play and a card in your hand. Once a Wild card is played, additional players can play the open sides of the card as a Wild card.

### CHALLENGING A PLAY

If a connection is challenged and is proven to be VALID then the challenger must either draw a card or lose a turn. The player who was challenged can decide which option the challenger should proceed with.

If a connection is challenged and is proven INVALID then the player who was challenged must take their card back and draw an additional card. Their turn ends immediately after they draw.

*Challenges and Disputes can be resolved with a "majority vote" system or with a quick check on IMDB, Google, or at [Cinelinx.com/check](http://Cinelinx.com/check)*

**SWAPPING:** Twice per game, if a player can't play a card during their turn they can choose to SWAP up to three cards in their hand with three cards from the main deck. Their turn ends immediately after completing the swap. Cards that are discarded should be placed back into the deck.

### WHAT ARE CONNECTIONS?

A connection is the relationship between two cards that allows them to be played side-by-side, and can only be made using the card categories from the game. You can't connect cards by citing producers, writers, etc.

#### Example:

Rian Johnson directed Looper. Looper starred Bruce Willis.  
Bruce Willis was in Pulp Fiction

Rian Johnson to Looper = 1st degree connection  
Rian Johnson to Bruce Willis = 2nd degree connection  
Rian Johnson to Pulp Fiction = 3rd degree connection

Casual players should use 1st and 2nd degree connections during regular gameplay. While 3rd degree connections are fun, and allowed, they can make the game harder for a casual movie fan, and much easier for a movie buff. Anything beyond a 3rd degree connection can be extremely challenging and isn't recommended for regular play.

The degree of connections allowed should be specified by your group at the start of the game.

## GUIDELINES & CONNECTIONS

### ADDITIONAL GUIDELINES

**Quote cards** can be played as the actor who said them or the movie they are from. Treat these cards as an ACTOR card or MOVIE card.

**Character cards** should be played as the actor(s) who played them. Treat these cards as an ACTOR card.

**Scene cards** should be played as the movie they are from. Treat these cards as a MOVIE card.

**Double Feature cards** share a connection. Cards that connect to a Double Feature can connect to either film that is listed, but do not have to connect to both.

**Sequels, Remakes, & Franchises:** We love to argue about superior versions as much as anyone, but in most cases a single card will be inclusive of all remakes, sequels, etc. These cards are marked with an infinity symbol.

### MORE ABOUT CONNECTIONS

**1st degree connections** are played between cards with an identifiable, direct relationship.

**Example:** Connect an ACTOR to a MOVIE they appeared in, a DIRECTOR to a MOVIE they directed, a MOVIE to the correct GENRE, etc.

**2nd degree connections** can be played by announcing the relationship between two cards that would be considered one step, or degree removed from a direct connection. 2nd degree connections can be created utilizing verbally announced ACTORS, MOVIES, and DIRECTORS only (*not genres*).

**Examples:** An ACTOR CARD can connect to another ACTOR CARD by announcing a movie they have been in together.

A DIRECTOR CARD can connect to an ACTOR CARD by announcing a movie they have worked on together.

A MOVIE can connect to another MOVIE by announcing an actor who was in both movies, or by announcing the DIRECTOR if they directed both movies.

**3rd degree connections** are a little more advanced when considering connection validity, but they add an extra layer of playability and fun to the game. The relationship between two cards would be two steps, or degrees, removed from a direct connection. 3rd degree connections should be created utilizing verbally announced ACTORS, MOVIES, and DIRECTORS only (*not genres*).

**Example:** Connect a DIRECTOR to a MOVIE by announcing a Movie Title and Actor Name that would fill in the gaps in the relationship, i.e. the Rian Johnson to Pulp Fiction example.

*Tip: A good rule of thumb is that it would take a maximum of two cards to fill the "missing spaces" in a 3rd degree connection.*

Visit [Cinelinx.com/game](http://Cinelinx.com/game) for updates, expansion news, and to download our expanded rulebook with visual examples.

Learn about Cinelinx for iPhone & Android at [Cinelinx.com/mobile](http://Cinelinx.com/mobile)