

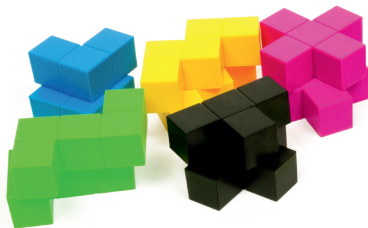


TEAM3™



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Components



10 Construction Pieces



Architect



Supervisor



Builder

3 Role Cards



70 Blueprint Cards



10 Dimension Tension 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: DIMENSION TENSION

Dimension Tension is for **3 to 6 players** playing cooperatively or **two teams** (more with the green version) playing competitively.

The basic rules of TEAM3 apply, **except**:

- **Instead** of the basic Blueprint Cards, you use the Dimension Tension Blueprint Cards (they have just one difficulty).
- To **win** you only have to complete the number of Blueprints equal to the number of players (**losing** condition stays the same).
- Blueprint Cards are **different** than the standard Blueprint Card, because the structure is not "flat" anymore.

The front of the card depicts one side of a structure you have to build. Using **five different** construction pieces you have to try to arrange them so that one side of the Structure looks just like the Blueprint Card (see the picture).



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

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