

# Connections

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A game for two or more players.

Start with any word chosen for you by your opponent. It has to be a word all the players know, for example:

**build**

The object is to guess a word which will be used in the dictionary definition of **build**, for example:

**make**

Look it up. If you are right, score a point and continue. If you are wrong, that is the end of your turn. As it happens, you are right:

**build** *VERB* **builds, building, built**  
1 to make something by putting parts together

So now try to guess a word which will appear in the definition for make. For example, you might say:

**cause**

Right again!

**make** *VERB* **makes, making, made**

Continue your turn, or 'break', until you get one wrong. This break, for instance, could continue:

cause → happen → occur →

The winner is the player who scores the longest break.

## Rules

You are not allowed to use the same word more than once in a break. You are not allowed to use the words:

**is are the a an and or to from**

You can disregard common endings of words, such as **-ed**, **-ing**, or **-s**.

For example, look up **ivory**: if you had guessed *elephant* instead of *elephants*, it would count as being right.