# Connect Four

For 2 Players

The rules are simple: Try to build a row of four checkers while keeping your opponent from doing the same. Sounds easy, but it's not! The vertical strategy creates a unique challenge: you must think in a whole new way to block your opponent's moves!

## CONTENTS

- grid
- 2 end supports
- 21 black checkers
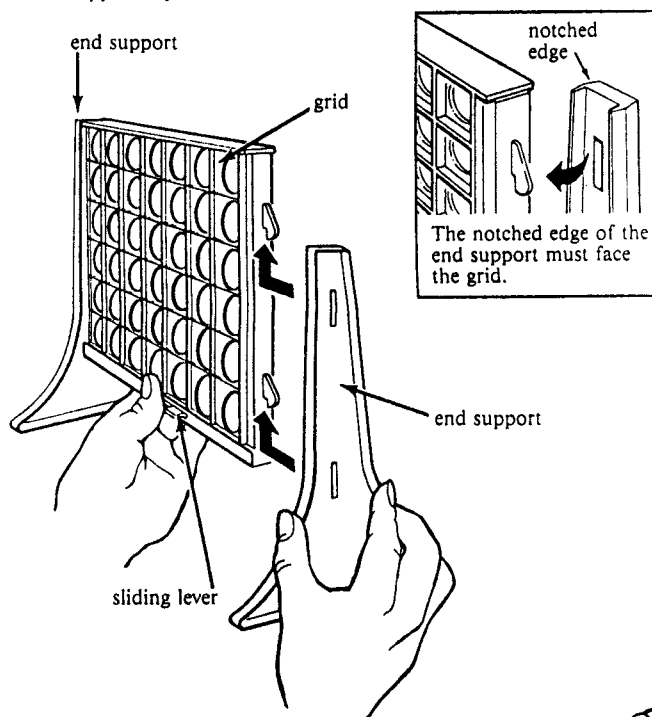- 21 red checkers

## OBJECT

Be the first player to get four of your colored checkers in a row—horizontally, vertically or diagonally.

## HOW TO SET UP

1. Assemble the game as shown in Figure 1.

2. Make sure the sliding lever is positioned so that the bars prevent the checkers from falling through the grid.

3. Place the game between you and your opponent.

4. Take all the checkers of one color. Your opponent takes all the other color checkers.

*Figure 1.*

To assemble, insert grid into end supports, then push end supports up.



end support

grid

notched edge

The notched edge of the end support must face the grid.

end support

sliding lever

NOTE: To disassemble, push end supports down, then out.

## HOW TO PLAY

1. Decide who plays first. Players will alternate turns after playing a checker.

   NOTE: The player starting the first game will play second in the next game.

2. On your turn, drop one of your checkers down ANY of the slots in the top of the grid.

3. Play alternates until one player gets FOUR checkers of his or her color in a row. The four in a row can be horizontal, vertical or diagonal. See Figures 2, 3 and 4.

## HOW TO WIN

If you're the first player to get four of your checkers in a row, you win the game!
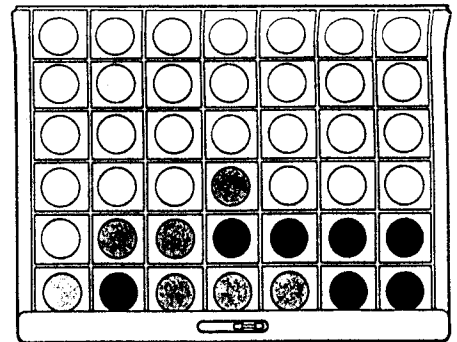
## TO START ANOTHER GAME

First, clear the board of checkers by simply sliding the lever at the base of the grid to one side. The checkers will drop out, and you are ready to start the next game. Be sure to slide the lever back to its original position.
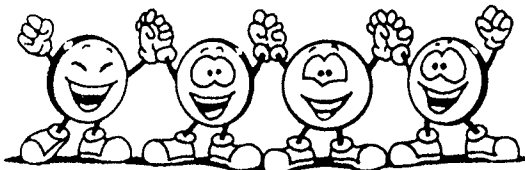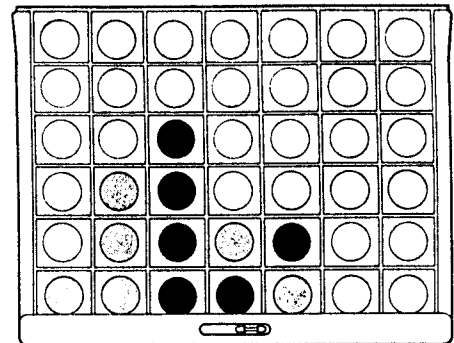
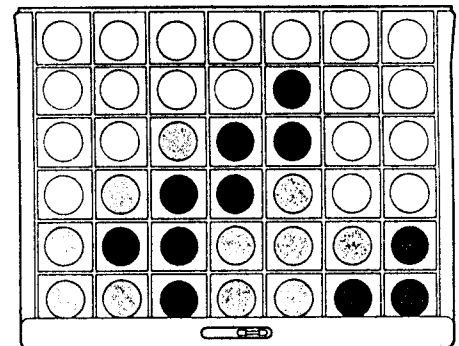## PLAY EXAMPLES (black wins)

*Figure 2.*

FOUR IN A ROW HORIZONTALLY

*Figure 3.*

FOUR IN A ROW VERTICALLY

*Figure 4.*

FOUR IN A ROW DIAGONALLY