

THE ORIGINAL GAME OF **CONNECT 4** & **MORE**TM

For 2 or 4 PLAYERS
AGES 6 and up

ABOUT CONNECT 4 & More

With Connect 4 & More, the classic game of Connect 4 takes over the table with tiles and exciting new versions of gameplay. Rules for six different games are found below.

CONTENTS

40 game tiles and instructions.

CLASSIC CONNECT 4® (For 2 Players)

GAME SETUP

1. Divide the red and yellow tiles. One player is the “red” player and uses the red tiles and the other is the “yellow” player.
2. The red player takes the yellow player’s stack of tiles and thoroughly mixes them and returns them, face down in a stack, to the yellow player. The yellow player does the same with the red player’s tiles.

HOW TO PLAY

1. The youngest player goes first. He draws his top tile and places it face up in the center of the table.
2. The opponent draws his top tile and places it face up by joining it to the already played tile. Colors of edges must match all adjacent (touching) sides. If it is possible to play the tile, the player must play it. *IMPORTANT NOTE:* Later in the game when more tiles are in play there are more sides that will need to match. Whenever a tile is placed it must match *all edges of all* adjacent tiles.



Correct Play
All edges match.
This is the correct way to play tiles.



Incorrect Play
Edges do not match.
This play is incorrect

3. If there is no possible place to play the tile, by connecting it to another already played tile, the player places it at the bottom of his draw pile and loses his turn.

WINNING

The first player to connect a straight line of 4 of his colored tiles (red or yellow) wins. Tiles can be connected in a horizontal, vertical or diagonal line.

BACKWARDS CONNECT 4® (For 2 Players)

In this twist on traditional play, players need to think differently and develop a new strategy to win. The first one to Connect 4 **LOSES!** It’s fun to force your opponent to make 4-in-a-row, so you can win!

Setup is the same as Classic Connect 4. Play is the same, except you are trying to **AVOID** getting four of your colored tiles in a row. Your goal is to get your opponent to place four of his colored tiles in a row. Remember, if a tile can be played, *it must* be played. The first player to get 4-in-a-row loses and the other player wins.

CONNECT 4® TEAMS (For 4 Players, playing in 2 teams of 2)

Teammates alternate in sitting around the table (Red Player #1, Yellow Player #1, Red Player #2, Yellow Player #2). Shuffle the stack of yellow tiles and separately, shuffle the stack of red tiles. Each player receives ten tiles of their team's color. Red Player #1 plays first and play is the same as in Classic Connect 4. However, if a player cannot play a tile, they give it to their teammate, who puts it at the bottom of his stack. Play continues until one team has connected four tiles in a row.

CONNECT THREE-4 (For 2 Players)

Setup is the same as Classic Connect 4. Each time a player gets a 3-in-a-row, he flips the three tiles over and leaves them in place on the table. This will maintain the layout already created. Play continues, and new tiles can be played on top of flipped tiles. The first person to create four rows of three wins! (Since the backs of the tiles are the same colors as the fronts, it's easy to keep track of which player has "scored" each 3-in-a-row.)

CONNECT 4® ANY COLOR (For 2 Players)

Mix all of the red and yellow tiles together to form one large "draw pile stack" that both players will use. In this game, players compete to get 4-in-a-row, but they can do so with either color! The stack of tiles is placed, face-up, with the fronts of the tiles showing. The first player plays the first tile and play continues until one player has connected four tiles of either yellow or red. As each player plays one tile, they also reveal what color tile their opponent will have to play on the next turn. It is important to keep this strategy in mind. The first player with 4-in-a-row of either color wins.

CONNECT 4® & MORE & MORE & MORE!

Setup and play is the same as the classic game. However, instead of ending the game when a player gets a 4-in-a-row, keep playing to get MORE rows of 4! Each row of 4 is worth 1 point, even if you simply extend an existing line to create a new "4-in-a-row". The game ends when either player has played all of their tiles. The winner is the player with the most points. Remember to use a big surface for this game because it grows big!

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