

AGES 6+  
2 PLAYERS



## CONTENTS

Lockable grid, top locking mechanism, game base (doubling as a carrying handle), 21 yellow checkers, 21 red checkers, 2 scoring slides, label sheet, 2 cardboard sliders (to use in the 5-ways to play game)

**ADULT ASSEMBLY REQUIRED.** Carefully remove the game pieces from the plastic frame. If needed use an emery board or sandpaper to remove the excess plastic from the game pieces. Discard the frame after removing all of the game pieces.

## 1. ASSEMBLY

Attach the top locking mechanism to the grid by sliding it into place as shown in Figure 1.

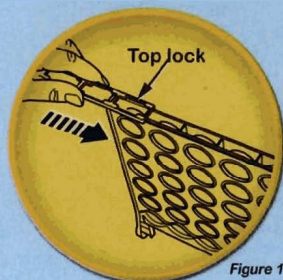


Figure 1

**Note:** You may need to lift the end with the arrow up a little to get the tab on the bottom over the edge of the grid. The end of this bar should be even with the side of the grid when in the locked position.

2. Attach the Scoring Slides to the game base as shown in Figure 2.

**Note:** The two cardboard 5-in-a-Row sliders are only used in the 5-in-a-Row Game. Pop them out of the cardboard sheet, recycle the waste and place the sliders off to the side until you're ready to play that version of the game.

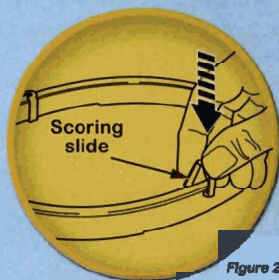


Figure 2

## SET-UP

1. When you're ready to play, place the game base on a flat surface. Hold the grid vertically and slide the tabs on the legs into the horizontal slots in the game base as shown in Figure 3.

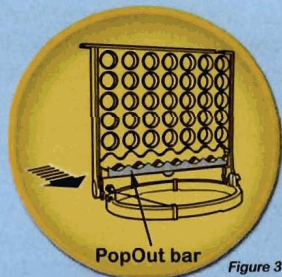


Figure 3

2. Make sure the PopOut bar (see Figure 3) is down and locked to prevent checkers from falling out.
3. Place the game between you and your opponent.
4. Pick a color – yellow or red. Take all of the checkers of that color, and give the other colored checkers to your opponent.
5. Label any four red checkers with the red Power Markers. Label any four yellow checkers with the yellow Power Markers. Both sides of each checker should have a matching label.

# ORIGINAL CONNECT 4

## OBJECT

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

## How to Play

1. Decide who plays first. Players will alternate turns after playing a checker.
2. Make sure the PopOut bar on the bottom is positioned so that it prevents the checkers from falling or popping out of the grid.
3. On your turn, drop one of your checkers down ANY of the slots in the top of the grid. See Figure 4.

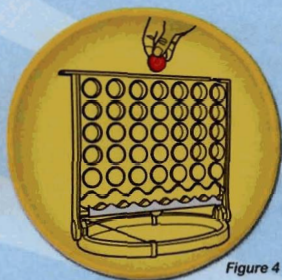


Figure 4

4. Play alternates until one player gets 4 checkers of his/her color in a row. The 4-in-a-row can be horizontal, vertical or diagonal. See Figure 5, Figure 6 and Figure 7.

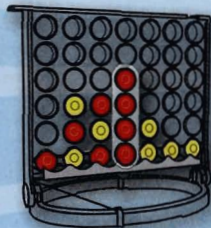


Figure 5

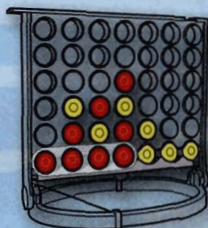


Figure 6

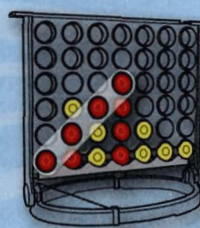


Figure 7

5. If you're the first player to get four of your checkers in a row, you win the game.
6. For this game ignore the PopOut Checkers. Treat them like regular checkers.

## TO START ANOTHER GAME

First, clear the grid of checkers by flipping the PopOut bar up. (The bar must be in the PopOut position in order for it to be flipped up.) The checkers will drop and you'll be ready for another game. Be sure to put the bar back into place.

## SCORING

Each game starts with the scoring slider set at 0. Before you begin, players agree on a number (up to 10) of wins needed to be the overall Connect 4 champion. Each time you win a game, move your scoring slider on your side of the Connect 4 base up one space. The first player to reach the agreed upon number is the Connect 4 champion!



## PopOut

### SET

Slide the bar at the bottom to the PopOut position.



### How to Play

PopOut plays like the Original Connect 4 except on your turn you can EITHER drop a checker in OR pop one of your own checkers out of the bottom row. Be careful. Your move could help you but it could also change things for your opponent.

In the rare case a PopOut results in TWO players creating a 4-in-a-row at the same time, the win goes to the player whose turn it is.

cannot be put back into the same column it was removed from.

**Note:** This may not be possible on the first couple of turns so players will have to put the checker back into any available slot.

3. The first player to get 10 checkers is the winner.

## Power Up

### P

Slide the bar at the bottom to the PopOut position.

### OBJECT

Power Up plays like the Original Connect 4 game, except players may add any combination of these Power Checkers to make the game faster and more strategic.

## Pop 10

### SET-UP

This is a great game to play right after the game has been stored and the checkers are all in the grid. If the grid is empty, take turns to drop in your checkers, completing one row at a time. Be sure the PopOut bar is slid over to allow the checkers to be popped out.

### OBJECT

Be the first to collect 10 checkers.

### How to Play

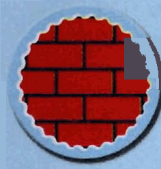
1. When the grid is full, each player takes a turn popping out one of his/her own colored checkers from the bottom row. If the checker that was popped out was part of a Connect 4 (4-in-a-row), then he/she has won that checker and gets to keep it. His/her turn continues. The player continues to keep popping checkers out as long as they are part of a Connect 4.
2. If the checker you popped out was not part of a Connect 4, put it back into the top of the grid. A checker

### Power Checkers

If you play the ANVIL checker, you may immediately pop out all of the checkers below it, leaving only the ANVIL at the bottom of the row.



If you play the WALL Checker, you may immediately play a non-power checker, but it cannot create a Connect 4.



If you play a PLAY 2 checker you may immediately play a non-power checker.



If you play this checker, you may immediately pop out one of your opponent's checkers.



Once a Power Checker is popped out, it cannot be used again in the same game.

# 5-in-a-Row

## SET-UP

In this game, attach the two 5-in-a-Row sliders. Make sure the PopOut bar is down and locked to prevent the checkers from falling out.



## OBJECT

5-in-a-Row plays like Original Connect 4, except players are trying to get five of their colored checkers in a row horizontally, vertically, or diagonally. The checkers on the sliders represent checkers that have already been played.



## COMBINING GAMES

After you play all five games, you can try combining some of the games. For example, you could play PopOut, 5-in-a-Row and Power Checkers all in one game.

## STORAGE

For easy storage, slide the locking mechanism on the PopOut bar into place. Drop the checkers into the grid then slide the locking mechanism on the top of the grid into place. This will keep the checkers secure.

Remove the grid from the base by sliding it out of the horizontal slot. Both pieces may be stored in the box. Alternatively, hold the grid upside down and slide the tabs on the legs into the vertical slots on the base and you'll have a convenient handle to carry your game anywhere. See Figure 8.

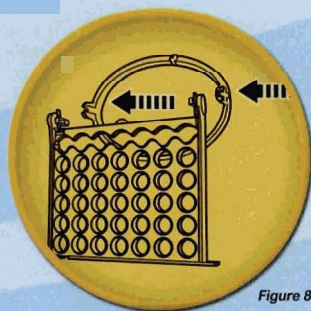


Figure 8

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