

Connect 4TM × 4

AGES
8+ | 
2-4
Players

**Take the challenge
for the only
4 in a row game
for 4 players**



Kids

MBTM
GAMES

Helpful Tip

Keep a close eye on what all the other players are doing. You may need to play with another player to stop someone from getting 4-in-a-row and winning the game!

Winning

The first player to get a CONNECT 4 (4 checkers in a straight line – on either side of the grid or by weaving through both sides) wins the game! If you run out of checkers and no one got 4-in-a-row, it's a tie. Play again.

To start another game

First, clear the grid of checkers by moving the slide on the bottom of the grid to one side and letting them fall into the base. Move the slide back into place, separate the checkers and you're ready to play another game.

Storage

When you're done playing, place the checkers into the grid. Move the slide on the top of the grid to the middle to lock the checkers in. Fold the sides of the base up and store in the box.

We will be happy to hear your questions or comments about this game.

US and Canadian consumers please write to:
Hasbro Games, Consumer Affairs Dept., P.O. Box 200,
Pawtucket, RI 02862.
Tel: 888-836-7025 (toll free).

European consumers please write to: Hasbro UK Ltd.,
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Connect 4™

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Object

Take turns dropping checkers into the grid to create a line of 4 in a row diagonally, horizontally or vertically on either side of the grid, or by weaving in between the 2 sides.

Set up

1. Hold the grid upright and fold down the leg on each side to form the game base.
2. Place the grid in the middle of all players.
3. Each player picks 1 color and takes all the checkers and blockers of that color.
4. Ensure the slide on the bottom of the grid is locked in place to prevent the checkers from falling out the bottom.

The youngest player goes first. Play then passes to the left.

How to Play

1. On your turn, drop 1 of your checkers or a blocker (See Using the Blockers,) down ANY of the slots in the top of the grid.
2. Take turns until 1 player gets a Connect 4 (4 checkers of his/her color in a row horizontally, vertically, and diagonally).

WATCH OUT! This grid is double-sided and you can CONNECT 4 by making a line of 4 on either side, OR by weaving through from one side to another! ANY line of 4 checkers wins the game!

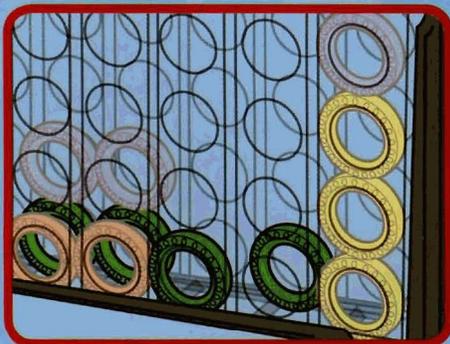


Figure 1 – Horizontal weaving line.

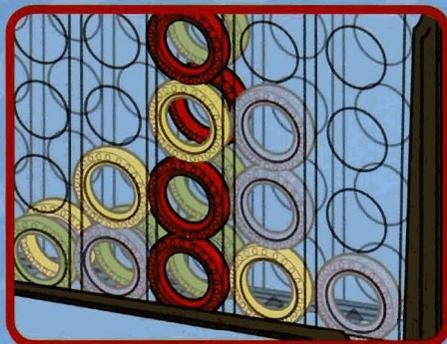


Figure 2 – Vertical weaving line.



Figure 3 – Diagonal line.



Contents

Double-sided grid, 68 checkers (17 of each color) and 8 blockers (2 of each color).

Using the Blockers

Blockers are unique because they are 2 layers thick. Use them to block both sides of the grid on one turn.

- Blockers are precious and can change the outcome of the game, so use them sparingly.



Figure 4.

- You can use blockers even if it leaves empty spaces below.

If another player could get 4 in a row on their next move, have your blockers at the ready!