



The object of the game is to get 4 of your coloured tiles in a straight line in any direction. The first to achieve this is the winner. Two examples:

Blue wins 

Red wins 

2-6 players, ages 7 and up. (For rules for 2 players, see end of page)

48 tiles; 12 red, 12 blue, 6 yellow, 6 green, 6 purple, 6 orange tiles, 1 playing board (2 parts, easy assembly), buttons for playing board, rules of play.

Press the coloured buttons in random position on the border of the playing board into the assigned cavities (Only when first used). Assemble the two parts of the playing board by sliding them together sideways. (See illustrations)

Place the playing board within reach of each player. Every player is assigned a colour (the colour of the button nearest to them). Each player takes 6 tiles of their assigned colour.

The youngest player will start the game.

The first player will start the game, by placing one tile of his own colour in the centre position of the playing board. (Marked with "start") Play continues in a clockwise direction. The next player places one tile of his colour beside the first tile, touching any of the 6 sides.

The play continues with players taking turns to try and line up 4 tiles of their colour in a straight line. At the same time blocking the other players from making 4 tiles in a straight line. Every tile must touch at least one other tile.

When all the tiles have been placed on the playing board and there is still no winner, the players must pick up one of their tiles that is already on the board and immediately place it in another valid place, i.e. touching another tile. (By pressing gently on 1 side of the tile you can easily pick it up).

If the picking up of a tile results in one or more tiles being cut off from the larger group of tiles, the smaller group of tiles is removed from the board and these tiles are returned to their owners. They are then used in subsequent turns. If both groups have the same number of tiles, then the player that caused the disconnection decides which group of tiles remains on the board.

Example 

The game is ended when one of the players manages to get 4 tiles of his colour in a straight line.

The winner is the first player that manages to get 4 tiles of his colour in a straight line.

Two player game Each player takes 12 tiles of one colour (Either red or blue). The game rules are the same as above except that the winner is the first player to get 5 of his coloured tiles in a straight line.

New game Remove all tiles from the board. Change the sequence of playing by changing places randomly and therefore also change colours. The winner of the last game will start.

REMARKS

Move existing and returned tiles You are not allowed to pick up and relocate one of your tiles that is already on the playing board if you still have tiles in your hand. You are not allowed to pick up a tile and put it down in the same place. If some tiles are returned to you, you have to play them first in subsequent turns.

Who to block If a player realises that they have a choice as to who they might block, they must block the person closest to their left. In this way, a player cannot decide to allow one person to win unfairly before another. For example, players A, B & C are in the middle of a game. Player A places a tile to complete 3 in a row. Player B also places a tile to complete 3 in a row. Player C is not in a position to win but must block Player A as they are next in turn. It would be illegal for Player C to block Player B and thereby deliberately allow Player A to win.

Tactics Every move is a trade-off between building your "4 in a line" strategy and frustrating the strategy of others. An individual player will be most concerned with blocking the person to their left, but they must also be vigilant in case someone further on has two or even three opportunities to win. As a general rule, if you do not have to block someone from winning, you should concentrate on your own strategy.

Variations

1. You can choose to pick up and relocate your tiles that are already on the playing board before you have played all your tiles on the board. It can often be advantageous to do this
2. Remove one or more tiles from a certain player or all players before the game starts as a form of handicap.
3. When a tile is relocated to another valid position which happens to "reconnect" a disconnected group then the tiles stay where they are. You must not, therefore, lift a tile and automatically return the "cut off" tiles until you have relocated this tile on the playing board.

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