



4 IN A ROW



GB

Included: 1 Game Board, 21 Red Chips, 21 Yellow Chips.

Aim: Line up a row of four chips of the same colour vertically, horizontally or diagonally.

Setup:

1. Slide the grid as shown below (Fig. 1)
2. Lift the grid to the upright position (Fig. 2)
3. Lower and secure the grid into the slots in the base. (Fig. 3)

Game Rules:

1. Each player selects a set of coloured chips.
2. The first player places their coloured chip into a slot at the top of the grid (Fig.4).
3. The players then take turns to place their chips into the grid.
4. Play will alternate until a line of four chips of the same colour is achieved (see play Examples below). Players should place their chips to try to make a line of their own or prevent their opponent from completing a line.
5. When a game is over, lift up and tilt the grid as shown (Fig.5) to empty the chips.

Winning the game:

The first player to complete a line of four chips of the same colour horizontally, vertically or diagonally wins the game.

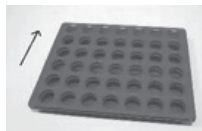


Fig. 1

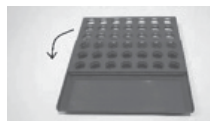


Fig. 2



Fig. 3



Fig. 4



Fig. 5

DK

Inkluderet: 1 spillebræt, 21 røde brikker, 21 gule brikker.

Formål: Opstil en række med brikker af samme farve lodret, vandret eller diagonalt.

Opsætning:

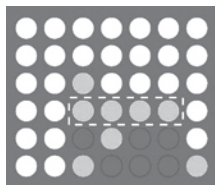
1. Skub gitteret som vist nedenfor (Fig. 1)
2. Løft gitteret til lodret position (Fig. 2)
3. Sænk og fastgør gitteret i hullerne i bunden. (Fig. 3)

Spilleregler:

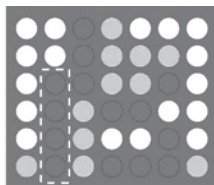
1. Hver spiller vælger et sæt farvede brikker.
2. Den første spiller placerer deres farvede brikker i en spalte øverst i gitteret (Fig.4).
3. Spillerne skiftes derefter til at placere deres brikker i gitteret.
4. Man skiftes til at sætte en brik indtil en linje med 4 brikker af samme farve er opnået (se spilleeksempler nedenfor). Spillere bør placere deres brikker for at prøve at lave deres egen linje eller forhindre deres modstander i at fuldføre en linje.
5. Når et spil er slut, skal du løfte og vippe gitteret som vist (Fig.5) for at tømme brikkerne.

At vinde spillet:

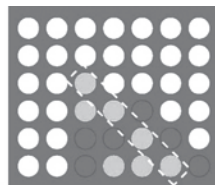
Den første spiller, der fuldfører en linje med 4 brikker af samme farve vandret, lodret eller diagonalt, vinder spillet.



Horizontal row
Vandret række



Vertical row
Lodret række



Diagonal row
Diagonal række

