

# 3 CHANGE YOUR GAME

## Love to play but want to change things up?

Want more ideas? You got it!

- For a totally different play experience, drop a checker and move the bumpers at the end of your turn. Your opponent has to drop a checker based on how you set up the board.

- Add in any of these other rules:

- a) you can only move one bumper per turn

- b) play until you get 5 checkers in a row

- c) place the bottom bumper in a row before you start and that row is out of play your entire game

## Done playing for now?

1. Tip the gameboard to remove all of the checkers from the grid, or pull out each checker by hand. Place them back in the box.

2. Carefully fold the gameboard in half – brick side out.

3. Collapse the stand and place all of the pieces back into the box.



We will be happy to hear your questions or comments about this game. Please write to: Hasbro Games, Consumer Affairs Dept., PO Box 200 Pawtucket, RI 02862 USA. Tel: 888-836-7025 (toll free). European Consumers please write to: Hasbro UK Ltd., Hasbro Consumer Affairs, P.O. BOX 43, Caswell Way, Newport, Wales, NP19 4YD, or telephone our helpline on 00 800 2242 7276. © 2010 Hasbro, Pawtucket, RI 02862 USA. All Rights Reserved. TM & © denote U.S. Trademarks. 25635

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AGES 6+ / 2 Players



## GAME GUIDE

### CONTENTS

- 1 Gameboard
- 1 Gameboard Stand
- 158 Building Parts  
(110 U-BUILD Bricks & 48 Construction Pins)

- 21 Red Checkers
- 21 Yellow Checkers
- Assembly Guide

# 1 BUILD THE GAME

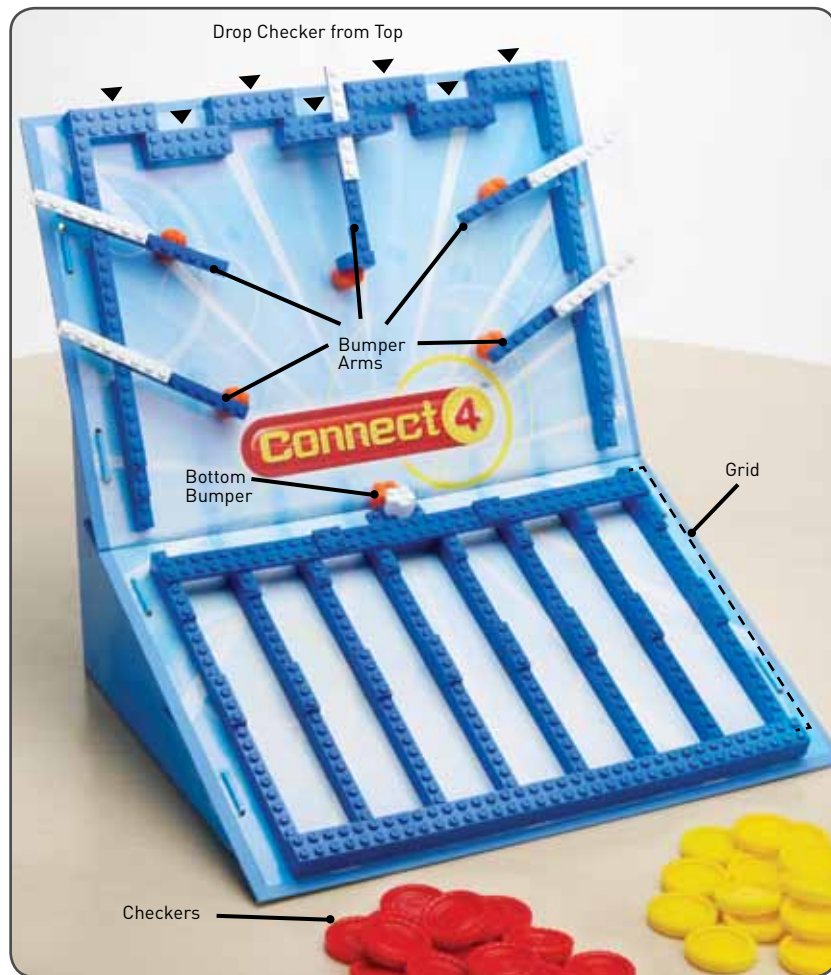


FIGURE 1

## SETUP:

1. Follow the instructions in the separate assembly guide to build your game before you start playing! (Figure 1 shows a game set up.)
2. Each player, pick a color. Take the matching color checkers.
3. Decide who plays first. You and your opponent alternate turns after playing a checker.

# 2 GAMEPLAY

## OBJECT:

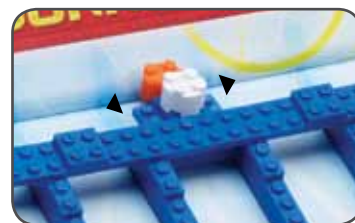
Be the first player to get four of your colored checkers in a row – horizontally, vertically or diagonally. Think you know where a checker's going to go? Think again! The bumpers add a little luck to the fun! The first to four-in-a-row is the winner!

## HOW TO WIN:

If you're the first player to get four of your checkers in a row you win the game! If there's a tie, rematch!

## ON YOUR TURN:

1. First, position all the bumpers to line up the best shot (bumpers can bump checkers out of the way, or cause checkers to get caught):



PLACE THE BOTTOM BUMPER IN ANY SLOT ON THE GRID.



SWIVEL THE BUMPER ARMS.

**SETTING UP/ADJUSTING BUMBERS:** If, when you drop a checker, your checker gets caught on a bumper, you can swivel that bumper at the start of your next turn. However, you cannot swivel a bumper if another player's checker is caught on top of it.



In this example the yellow checker is stuck. The yellow player could move the bumper on their turn.



In this example the red checker is stuck. The red player could swivel the bumper on their turn.

2. Next, drop a checker into one of the top slots. Play alternates until one player gets FOUR checkers in a row. The four-in-a-row can be horizontal, vertical or diagonal.



FOUR-IN-A-ROW HORIZONTALLY



FOUR-IN-A-ROW VERTICALLY



FOUR-IN-A-ROW DIAGONALLY

## STARTING A NEW GAME:

Remove all of the checkers from the grid and start over.

## HEY...WHAT HAPPENS IF...?

The general rule of thumb is – when in doubt, leave the checkers where they land (as long as they're lying flat against the gameboard). There's no point in starting a fight over it!

### If my checker gets caught, what do I do?

As long as it is lying flat against the gameboard, leave it there – whether it is caught on a bumper, the grid, or even on another caught checker.



When more than one checker gets caught on the same bumper, only the player who got stuck there first is allowed to move that bumper – first come, first serve! If you move a bumper and a checker drops into the grid, you still continue your turn and drop a checker from the top.

◀ LEAVE THESE CHECKERS IN PLACE, AND ONLY THE RED PERSON CAN MOVE THE BUMPERS!

### If a checker gets knocked out of the grid (whether it's yours or your opponent's checker), or doesn't lie flat, what do I do?



Remove the unruly checker and send it back to the appropriately colored pile of unused checkers it came from! No do overs!

◀ REMOVE THE YELLOW CHECKER; IT'S NOT FLAT AGAINST THE GAMEBOARD.



### How many checkers are supposed to be in one row?

Only the 6 checkers per row that fit in the grid count towards connecting 4, but if a checker lands on top of a full row, you still leave it there!

◀ THAT DOESN'T COUNT AS FOUR-IN-A-ROW... BUT, LEAVE IT THERE – MAYBE IT WILL BOUNCE IN SOMEWHERE ELSE!

### Having some other problem with the game, or checkers repeatedly getting stuck?

Check your assembly! Make sure all the pins are in place and the construction is solid! Refer to the assembly guide if you get stuck.