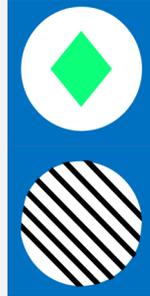


Connect Four

Instructions

Equipment needed (per player):

- 2 different coloured pens or pencils (if you don't have coloured pencils, you can also draw symbols (e.g. diamonds) or patterns (e.g. stripes) in the spaces instead)
- A print out of the Connect Four board (download and print out)



Players:

2

(can alternatively be played in 2 teams)

Tip:

Sometimes, a practice game can help players understand the rules of the game!

Before playing:

Make sure each player has a Connect Four playing sheet (download and print out).

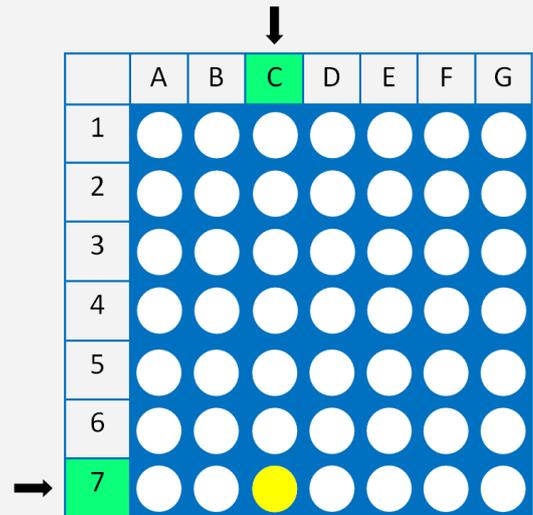
Assign each of the two players a colour. If you don't have colouring pencils or pens, you can instead use symbols (e.g. diamonds) or patterns (e.g. stripes).

Aim of the game:

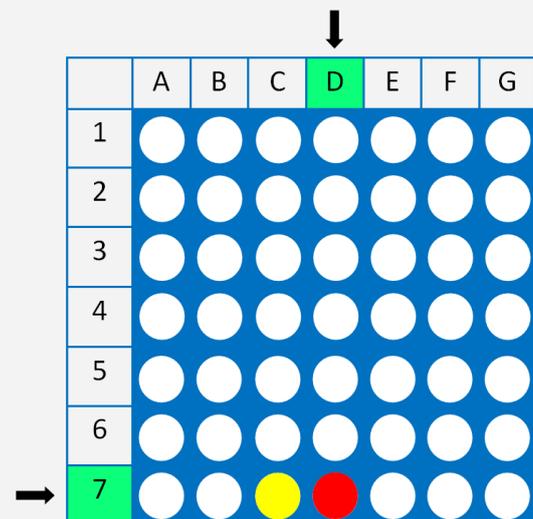
The aim of the game is to be the first to colour in four spaces in a row!

How to play:

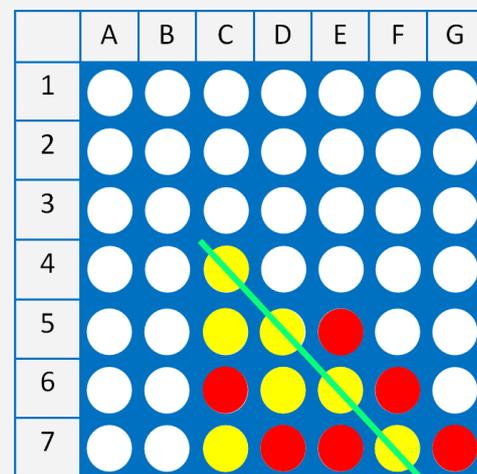
Player 1 starts by colouring in their first space in their chosen colour (e.g. yellow). The numbers and letters on the left and top of the playing board can be used to tell the Player 2 which space they have coloured in, so the other player can also fill out this space on their board too. In the example to the right, the player has taken their turn in the space "C7".



It is then Player 2's turn, who also colours in a space, but in their chosen colour (e.g. red). They too can use the numbers and letters to tell the Player 1 which space they have coloured in, in this case, "D7".



The players both take turns until one of them successfully completes a line of four! (see example on the right)



Important!

You can create a line of four vertically, horizontally or diagonally.

	A	B	C	D	E	F	G
1	○	○	○	○	○	○	○
2	○	○	○	○	○	○	○
3	○	○	○	○	○	○	○
4	○	○	○	○	○	○	○
5	○	○	○	○	○	○	○
6	○	○	○	○	○	○	○
7	○	○	○	○	○	○	○

vertical

	A	B	C	D	E	F	G
1	○	○	○	○	○	○	○
2	○	○	○	○	○	○	○
3	○	○	○	○	○	○	○
4	○	○	○	○	○	○	○
5	○	○	○	○	○	○	○
6	○	○	○	○	○	○	○
7	○	○	○	○	○	○	○

horizontal

	A	B	C	D	E	F	G
1	○	○	○	○	○	○	○
2	○	○	○	○	○	○	○
3	○	○	○	○	○	○	○
4	○	○	○	○	○	○	○
5	○	○	○	○	○	○	○
6	○	○	○	○	○	○	○
7	○	○	○	○	○	○	○

diagonal

You cannot take your turn anywhere you like on the board! You can only colour in a space if there is “floor” below it (those on line 7) or if the space directly below it is already coloured in (see examples below).

	A	B	C	D	E	F	G
1	○	○	○	○	○	○	○
2	○	○	○	○	○	○	○
3	○	○	○	○	○	○	○
4	○	○	○	○	○	○	○
5	○	○	○	○	○	○	○
6	○	○	○	○	○	○	○
7	○	○	○	○	○	○	○

This yellow space *can* be coloured in because the “floor” is directly below it.

	A	B	C	D	E	F	G
1	○	○	○	○	○	○	○
2	○	○	○	○	○	○	○
3	○	○	○	○	○	○	○
4	○	○	○	○	○	○	○
5	○	○	○	○	○	○	○
6	○	○	○	○	○	○	○
7	○	○	○	○	○	○	○

This red space *can* be coloured in because the space directly below it has already been coloured in.

	A	B	C	D	E	F	G
1	○	○	○	○	○	○	○
2	○	○	○	○	○	○	○
3	○	○	○	○	○	○	○
4	○	○	○	○	○	○	○
5	○	○	○	○	○	○	○
6	○	○	○	○	○	○	○
7	○	○	○	○	○	○	○

This red space *cannot* be coloured in because the space directly below it has not been coloured in, and the “floor” is not directly below it either.

And that's it! First one to connect four wins!

Extra tips for effective game play:

- If you don't have coloured pencils and are going to be drawing symbols or patterns instead, it's helpful if one player is a symbol and the other a pattern, as they're visually distinct and will help you keep a better overview of the game!
- Have patience! When playing games over the phone, it's inevitable that at some point, confusion can occur and people are no longer sure who's coloured in which space. Taking the time to solve the problem will mean you will have more fun in the long run!