

## **4 X 4 RALLY RULES**

Object of the game is to get 2 rows of 4 either vertically, horizontally or diagonally. Lines can go across quadrants.

### **Game play**

Players shuffle the cards and cut the deck. The person with the lowest card is the dealer.

They shuffle the cards one more time and deals each player 5 cards.

The play starts with the person to the left of the dealer. They lay down 2 cards one in the x pile one in the y pile. The player then places one of their tokens on the corresponding spot. The player must play how they laid the cards down even if they meant to put them in the reverse order. It then becomes the next player turn.

Players are trying to get 4 in a row vertically, horizontally, diagonally.

If a player can play coordinates that have already been played they can replace or flip the token to take over the space. Even after a player has a row of 4 one of their tokens can be taken over and they will no longer have the row.

A player ends their turn by picking up 2 cards.

### **Winning the game**

A player wins when they have 2 lines of 4. For a row to count there can only be 1 overlapping space. (a line of 5 in a row cannot count as 2 rows)