



AGES
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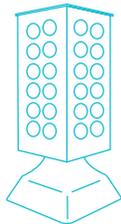
- 1 Rotating Tower
- 50 Tokens (25 Orange Tokens & 25 Teal Tokens)

OBJECTIVE:

Be the first player to score four in a row.

SET UP (2-Player):

- Players sit on opposite sides of the Tower facing a corner. Both players should only be able to see two sides (four columns) of the Tower.



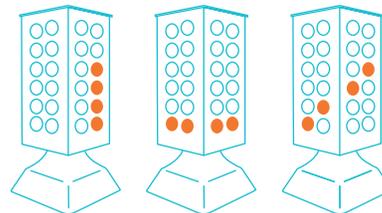
- Make sure the Token Release Bar is positioned so that the Tokens stay in the Tower.
- Separate the Tokens by color into two piles. Give each player a pile.

- Both players will begin to play at the same time.

HOW TO PLAY:

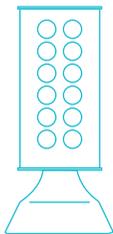
- Both players simultaneously drop one Token into one of the four columns facing them.
- After both players have dropped their Token, rotate the Tower 90 degrees clockwise to the next corner.
- Both players continue to drop a Token and rotate the Tower until one player gets four Tokens in a row.
- Once a player gets four in a row, they shout, "CORNER CRUSH!"

- The four in a row can be vertical, horizontal, or diagonal and includes around the corners.



Winning: The player who successfully gets four in a row wins the game! If two players win at the same time, the first player to shout, "CORNER CRUSH!" wins. Pull the Token Release Bar to clear the Tokens and play again!

SET UP (4-Player):



- Divide into two teams.
- Place the Tower in between all players with teammates sitting across from one another. Each player should only be able to see one side (two columns) of the Tower.

- Make sure the Token Release Bar is positioned so that the Tokens stay in the Tower.

- Separate the Tokens by color into two piles. One team will be orange and the other team will be teal. Then divide the Tokens equally so each player has 12 Tokens.

- All players will begin to play at the same time.

HOW TO PLAY:

- All players simultaneously drop one Token into one of the two columns facing them.
- After all players have dropped their Token, rotate the Tower 90 degrees clockwise to the next Tower side.

- All players continue to drop a Token and rotate the Tower until one team gets four Tokens in a row.

- The four in a row can be vertical, horizontal, or diagonal and includes around the corners.

- Once a player gets four in a row, they shout, "CORNER CRUSH!"

Winning: The team who successfully gets four in a row wins the game! If both teams win at the same time, the first team to shout, "CORNER CRUSH!" wins. Pull the Token Release Bar to clear the Tokens and play again!

Visit us online at BigGCreative.com



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Special thanks to our families and friends: Cavan Cosgrove, Judy Swindle, Whitney, Henry & Max Kimerling, Shannon, Charlotte & Amelia Anne.