

OBJECT OF THE GRME:

Convert the squares on the board to your color, while trying to score rows of four squares.

SEQUENCE OF PLAY:

Select to play as either white or black. Similar to chess, white goes first.

Players alternate turns placing one piece of their chosen color either on the board, or building on top of other pieces. Pieces can be flipped or rotated to match a player's needs. When placing a piece, all areas of the bottom of the piece must be supported by either the board or another piece. There may not be any gaps or spaces underneath a piece. Pieces may not be placed on their side. Once a player plays a piece that completes a row of four squares, see scoring.

If a player cannot play a piece, that player misses his or her turn. When neither player is able to play a piece, the game ends and final scoring occurs.

SCORING:

When a player plays a piece that completes a row of four squares, that player scores one point. If a piece completes two or three rows, score all rows accordingly.

Pieces do not have to be on the same level to score the points, as the rows are observed from above. Treat the color of the square on the board as its given color if there are no pieces in that square.

Only score rows that are converted, do not score rows where none of the squares are converted. Do not score a stack of four pieces of the same color. Do not score diagonally.

FINAL SCORING:

From above, count how many squares you have on the board, and add this to the amount of rows you have scored.

WINNING THE GRME:

The player with the most points after final scoring wins. In the case of a tie, the player with the most pieces on the tallest layer is the winner.

HOW TO REASSEMBLE THE PIECES.

First, select all pieces of the same color, and follow 1-6 below.



Then, select all pieces of the other color, and repeat 1-6. If more clarifications are needed for any part of this game, visit us on the web at **www.yodeogames.com**



CONVERT IS DESIGNED BY IAN REED

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