

Tactile 4-In-A-Row Board – Player Instructions

What's in the Set

- **One board**, 9.25" x 9.25" x 2" thick, with a 7x7 grid of 49 spots for placing tokens
- **Tokens — 2 players' worth**, red and yellow, each with its own tactile shape
- **Raised grid lines and braille numbers** along both sides of the board to help you find rows and columns by touch

Telling the Tokens Apart by Touch

- **Red tokens** are donut-like, with a hole through the middle — feel for the open center.
- **Yellow tokens** are solid, with a raised bump on one side only — feel for the bump on top (a smooth, flat token means it's placed bump-side down).

Before the game, handle one of each color so you can recognize the hole-vs-bump difference quickly once tokens are on the board.

Reading the Grid

- Trace the raised lines on the board to feel the boundaries between the 7 columns and 7 rows.
- Feel for the braille numbers along both sides of the board to identify a specific column or row before placing a token — for example, to place at column 3, row 5, find braille "3" along the edge that marks columns and braille "5" along the edge that marks rows, then trace inward to where they meet.
- Because the board is fixed (not a drop-in stand like some Connect Four sets), you can place a token in any open spot on the grid — you're not limited to the lowest open space in a column.

How to Play

Goal: Be the first to get 4 of your own tokens in a row — in a line going across, up-and-down, or diagonally.

Taking a turn:

- Players alternate turns, each placing one token of their color in any open spot on the board.
- After each placement, feel along the rows, columns, and diagonals near your last move to check for a developing line of 4.

Winning: The first player to complete a line of 4 of their own tokens — horizontal, vertical, or diagonal — wins the game.

General Tips for Play

- Sweep a hand across the board before your turn to refresh your sense of where every token sits.
- Call out your placements by column and row ("placing red at column 4, row 3") so a sighted or blind partner can follow along.
- Since play isn't limited to the bottom of a column like classic Connect Four, take a moment to check all four directions (row, column, and both diagonals) around each new token — winning lines can form anywhere on the board.
- Keep a light touch when tracing the grid so you don't accidentally shift tokens out of their spots.