

# COUNTER POINT



  
Hallmark Games

# COUNTERPOINT

A game for 2-4 players

Contents: 1 playing board  
48 counters (12 each of four  
different colors)  
1 bag

## OBJECT

The object of the game is to complete rows of four counters, each counter of a different color. You earn one point each time you place a counter that completes such a row.

## PREPARING TO PLAY

Put all the counters in the bag and mix them up. Without looking, each player draws one counter in turn until someone draws a yellow counter. This player will start the game. The play will then continue around the table to the left.

### PREPARING TO PLAY (CONTINUED)

Put all the counters back into the bag. Each player now draws four counters and places them in the reserve spaces provided along his margin of the board.

When four people are playing, players sitting opposite each other may play as partners. As partners, they would cooperate in setting up scoring opportunities for each other. (Partners should not be allowed to discuss their strategy during the game.)

### PLAYING THE GAME

Each move consists of placing one counter from your reserve area onto any vacant space on the playing board. There is no obligation to add your counters to existing rows.

Any time your move results in a point (completes a row of four, with each counter of a different color), you play again immediately. If that play also results in a point, you continue to play until you can no longer score or until all four of your counters are used. (Note: You must always place another counter after each score if any counters remain in your reserve area.)

As soon as you have completed your turn, you must immediately draw as many counters as you have played in that turn, so that you again have four counters in your reserve area.

### SCORING

You earn one point each time you complete a row of four counters, each of a different color. The rows may be horizontal, vertical or diagonal.

A counter may be added to a row of four different colors to form a new sequence of four different colors. That is what happens in Figure 1, where the addition of a blue counter to the row earns another point.

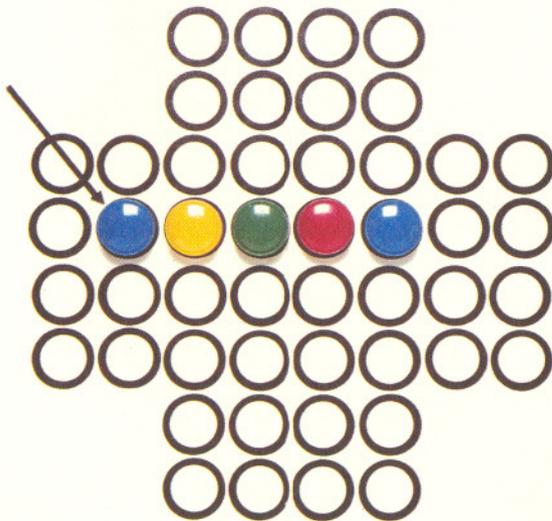


Figure 1

### SCORING (CONTINUED)

If the placement of one counter completes two different rows simultaneously, you receive a point for each row. In Figure 2, for example, the green counter scores two points because it completes one row vertically and one row horizontally.

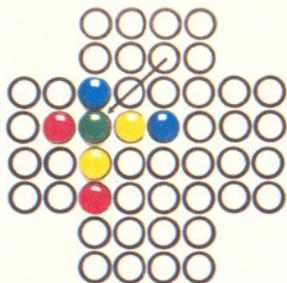


Figure 2

It is even possible to score three points (Figure 3) or more (Figure 4) with the placement of one counter.

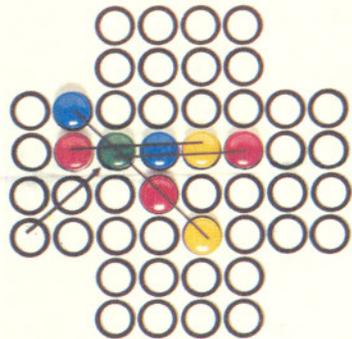


Figure 3

Points should be written down as they are earned. Partners are scored as a team.

### SCORING (CONTINUED)

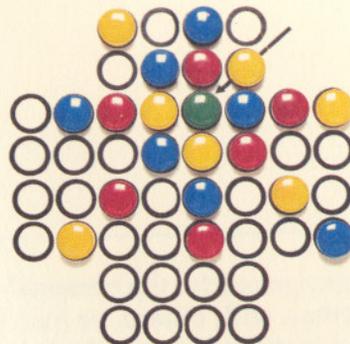


Figure 4

### STRATEGY

It is a good policy to keep an eye on the counters in the other players' reserve areas. You have the advantage of always knowing what colors are available to the others for the next turn. If you are alert, you will often be able to counter the moves of your opponents or, if you are playing with a partner, to set up scoring opportunities for him.

### END OF THE GAME

The game is over when there are no more vacant spaces on the board or when it becomes evident that no further points can be scored. The player or team with the most points wins the game.

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