

3. Each player must figure out where to place his/her tiles on the board on an intersection so that all 4 corners match. There is only one unique location for each tile. (see Fig.1).

HINT: Sometimes rotating the tile will help players find the one unique location on the game board.

4. The first Player to correctly place 3 tiles on the Board WINS!

Correct Placement!
Each of the corners on the colored game tile matches the colors on the game board underneath.

Incorrect Placement!
Not all of the colors on the colored game tile match the colors on the game board underneath.

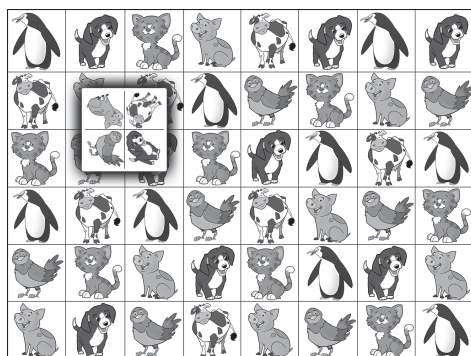
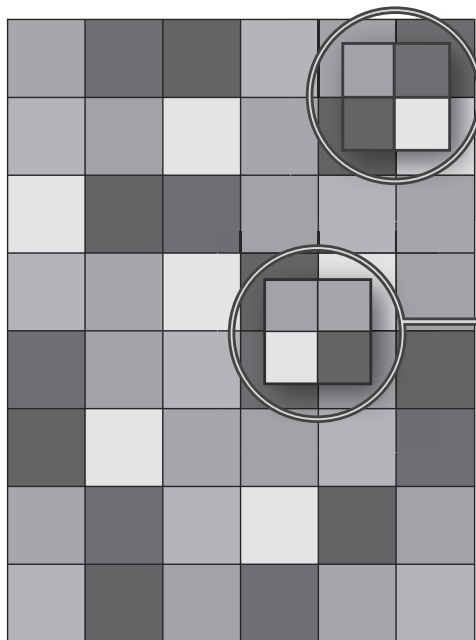


Figure 1 -
Game Board and Game Tiles

NOTE: The placement of the tiles and game rules are the same for the animal side.

NOTE: There will be 4 remaining open spaces on either side of the game board if all tiles are played. The reason for this is because these spaces feature two identical patterns, and what makes KORNER'D so challenging and unique is that there is only ONE space for each tile. These open spaces also take away the "process of elimination" factor which might make the game easier as the board gets filled up.

THE KORNER'D CHALLENGE

- Try competing in The KORNER'D Challenge by timing yourself and seeing how long it takes to place ALL 36 tiles on the game board.
- See which side of the board you are faster at completing.
- Challenge your friends to see who can place all the tiles in the shortest time!

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THE KORNER'D CHALLENGE

A PERPLEXING GAME OF PERCEPTION

Instructions

For 1-6 players
Ages 8 +

CONTENTS:

- 1 Double-Sided Game Board
- 36 Tiles: Each tile has 4 colors on one side and 4 animals on the flip-side. Both sides show a 2 x 2 grid
- Instructions

OBJECT:

The first player to correctly place all of his/her tiles on the Board wins!

GET READY TO PLAY:

- Place the Board in the center of the playing area.
- Each Player selects 3 tiles and places them face-down in front of him/her.
(NOTE: Face-down would mean if you are playing the color side of the board, your tiles will be animal-side up; if playing the animal-side, face-down would mean color-side-up.)

For more advanced play, KORNER'D can be played with 4, 5, or 6 tiles per player. For the maximum KORNER'D competition, divide ALL tiles evenly amongst all players. (Place any that do not divide evenly off to the side, out of play.)

LET'S PLAY!

1. All Players will play at the same time. To start, the youngest player will say "One, Two, Three.... Go!"
2. All Players turn their tiles face-up. The Players look at their tiles and also at the Board.