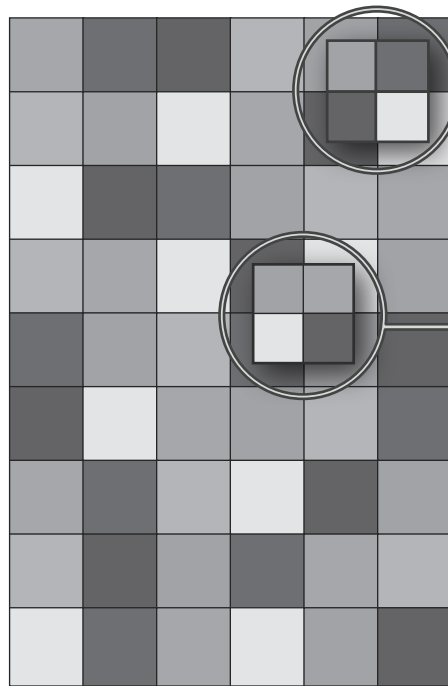


3. Each Player must figure out where to place his/her Tiles on the board in an intersection so that all 4 corners match colors. There is only one unique location for each tile (see Fig.1).
Hint: Sometimes rotating the tile will assist in finding its one unique placement on the game board.

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



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

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

Figure 1 - Game Board and Game Tiles

The idea for Endless Games and KORNER'D to partner with Autism Speaks came following a firsthand experience watching a child on the Autism Spectrum play KORNER'D. This child, like many others, preferred solitary play and shied away from games requiring social interaction. However, once she started playing KORNER'D, she emerged out of her shell and became self-confident, and outspoken. When her personality emerged, so did her sense of accomplishment. It was an extraordinary moment born out of something very ordinary: playing games with her family.

It is our hope to bring out the best in every child through play. We encourage social interaction in all board games. If KORNER'D plays to the strengths of your child, we hope you will share your story with us. www.facebook.com/EndlessGames

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KORNER'D

A CHALLENGING GAME OF
PATTERN, PERCEPTION, AND DISCOVERY

Instructions

For 1-6 players
Ages 8 +

CONTENTS:

- Game Board
- 36 Color Tiles, Each Tile has 4 Colors in a 2x2 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.

For more advanced play, KORNER'D can be played with 4, 5, or 6 tiles per player.

For the maximum KORNER'D challenge, 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. One Player says, "One, Two, Three.....Go!" All Players will play at the same time.

2. All Players turn their Tiles face-up. The Players look at their tiles and also at the Board.