

**4Wins**

**COLLABORATORS**

	<i>TITLE :</i> 4Wins		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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**REVISION HISTORY**

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# Chapter 1

## 4Wins

### 1.1 Main

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4 wins V1.0

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A 4 wins game for the Workbench.

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### 1.2 Introduction

The goal of this game is to place 4 stones horizontally, vertically or diagonally in one row.

You play against Amiga while both players set their stones by turns.

The winner is the one who manages to set 4 stones in a row first.

If all fields are occupied by stones and nobody has 4 stones in one row then its a draw game. You only can play on the bottom of the playfield or on top of another stone, because the stones "fall" down.

### 1.3 How to play ?

When you have startet "4 Wins" a requester opens. Please register yourself for free by sending an E-Mail to me and receive a keyfile to avoid the appearing of the requester.

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After closing the requester there is the main window. Please select a level from the menu. I suggest 2 or 3 for the beginning.

Then you have to select "New game" from the project menu.

Now you can set your "stone" by clicking gadgets 1-7. When you did so Amiga will start thinking and after a while set its stone.

Read "Introduction" for the rules.

## 1.4 Requirements

Nothing special. Just AmigaDOS 2.04 and "reqtools.library" for the requesters.

## 1.5 Technical

Sadly I must say that my game plays not as strong as I would like :)

I am not quite sure why because I am using a rather complex valuation of the playfield. Maybe I should not.

As you might have guessed the game chooses its move by minimax algorithm. But because of total lazyness I am not pruning the tree by alpha-beta. Maybe I will add this if enough people are interested in. I think this could speed up thinking by factors and game level will be improved by that.

Game level represents search depth. That means if you select level 5 Amiga will calculate 16807 possible situations.

## 1.6 Last words

Do not hesitate to contact me if you have any ideas for improving this game. I know that there is very much I can do such as Amiga-Amiga playing, saving games, improving game level ... and much more. But I wont do anything if there is nobody interested in.

So if you are interested in further versions: say it.

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## 1.7 HISTORY

History:

V1.0 \* First official release.

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