4 in a Row

Object of the Game

How to Move

Player Options

Game Options

Object of the Game

The Object of '4 in a Row' is to align four pieces of your color.   This can be done vertically, horizontally, or in a diagnol.

How to Move

To make a move you can click on a column, or press the key (1-7) corresponding to the column.

Game Options

Animation

The animation of the game pieces can be toggled on and off from the "Game" menu.

Speed

Normal-The game plays at the normal speed.
Reduced-The computer will wait at least one second before moving.

Colors

The colors of the background, pieces, and board can be changed from the "Color" menu.   "Default colors" sets the game to the standard colors, and "Default grays" sets the game to the standard grays.

Player Options

Who Plays

Select the players for the game from the "One" and "Two" submenus of the "Player" menu.   The game can be played by two players, one player, or zero players.

Creating Players

You can create your own '4 in a Row' opponents by selecting the "Create/Edit/Delete" option from the "Players" menu.

Short Depth/Long Depth

This setting determines how far ahead the computer looks in selecting its move.   The farther ahead it looks, the better it will play, and the longer you must wait for it to play.

Passive/Agressive

The more passive the computer is, the more it will concentrate on stopping its opponent.   The more aggressive the computer is, the more it will concentrate on trying to win the game.

Smarts

This setting determines how well the computer evaluates the value of the board.