4Wins

	COLLABORATORS		
	TITLE : 4Wins		
ACTION	*NAME*	*DATE*	*SIGNATURE*
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	REVISION HISTORY		
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4Wins

1.1 Main

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4 wins V1.2

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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 horizontaly, verticaly or diagonaly

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.

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. Thinking may be aborted by
pressing esc.
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 algorythm. But
because of total lazyness I am not prunning the tree by alpha-beta, but I am planning
to implement one.
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.
My adress:
E-Mail: Ralph.Utech@schwerin.netsurf.de (prefered)
insider@spybox.shnet.org (if no response from upper)
Snail mail: Andreas Wiencke
Hamburger Allee 98
19063 Schwerin
Germany
Phone: 0385/215778
Many thanks to Peter Osterlund for some useful hints and to Steve Clack for the icon.

1.7   HISTORY

History:

V1.0 * first official release.

V1.1 * some problems with OS2.0 were reported, fixed them

* corrected look of status bar

* games tries to get many stones in 4th row, this increases play level

a bit (thanks to Peter Osterlund for suggesting this)

* now its possible to abort thinking

* a won game was not always recognized correctly, fixed

* sometimes draw game appeared even if it was not, fixed

V1.2 * menus now look OS 3.0 alike

* menus now have shortcuts

* added nice icon

* level is printed while thinking

* fixed many smaller bugs