

What is connect 5 game ?

Connect 5 is almost like tic-tac-toe. However, here, you will play in a 13 by13 (or 15 by 15) grid, instead of a 3x3 grid; and you will try to connect 5 of your markers on a line to win. You can make your connections horizontally, vertically, or along any slanted lines.

P.S. The three buttons on the top are very useful and their purposes are:

New: for starting a New game;

Option: for bringing up the game Options dialog box;

Undo: for taking back you move during a game.

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Levels of play

There are five levels you can choose to play. In Levels 1,2, 3 and 4 you play in a 13 by 13 grid, but in Level 5, you play in a 15 by 15 grid. Levels 1 and 2 are basically practice levels, where you can get familiar with the game. There is a significant jump in terms of difficulty from level 2 to level 3. Also, you can switch among levels 1, 2, 3 and 4 during a game, but changing to level 5 requires a different game board and therefore requires a new game.

Watch out feature

To help you better defend yourself, whenever there is a need for defense the status bar will display **Watch Out** to alert you. If you don't defend when the **Watch Out** warning is on the status bar, you will get **Checkmate** before your next move, and subsequently lose. If you want to play the game fairly, i.e. you want to rely on yourself for defense, you can disable **Watch Out** warnings from the game option dialog or from a menu choice under main menu Tools. Also, if the **Watch Out** feature is enabled, on levels 1, 2 and 3, when you get a chance to win by one move, there will be a message saying: **You can win by this move** on the status bar to alert you so that you won't miss that chance to win that game.

Strategy

Connect 5 is a precariously fast paced game. When you play at higher levels you might at first be discouraged by your inability to win. There is actually a great deal of chance to win. The key to winning a game is to attack. You make an attack by putting 3 or 4 pieces in a row. The reason that attacking would greatly increase your chance of winning is that you are forcing the other side to put its pieces scattered while you can have your pieces relatively together thus increase your chance to make multiple connections of 3 pieces in a row or 4 pieces in a row.

Technically speaking, the only way you can win a game is to make a double connections of 3 pieces in a row or 4 pieces in a row, (a double threat) so that one of the threats could become a checkmate. This is also the way computer wins over you. It is rather difficult to premeditate on how precisely you can get a double threat, but if you simply keep attacking whenever you have a chance and try to put your pieces together, sooner or later you will naturally get a double threat and win.

Registration

This game is a shareware. If you like this game and play a lot with it, you should register. If you register, you will receive a registration code by mail from the author. When you have received registration code, you could do the following to make this game the registered version:

Under the main menu choice Tools, there is a sub-choice Register.

Click on the choice Register and you will see a dialog box.

Type in the registration code and press Enter key or click on OK button.

To register, send \$10 check or money order to:

Yuntong Kuo

P. O. Box 831

Pittsfield, MA 01202

