

4 Play Help Contents

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About 4 Play

4 Play is SHAREWARE by Andy Smith.

This means that you are free to distribute only unaltered and complete copies of the program (i.e. ALL files MUST be included with any distribution of 4 Play).

If you like 4 PLAY and want to keep it you must register your copy. The easiest way to do this is by printing out and filling in the [Registration Form](#) and sending it with a cheque for 5.00 pounds (or if registering from outside the UK, an International Postal Money Order for 5.00 pounds sterling) to the address below.

Note. This copy of 4 PLAY is full and complete, unlike a lot of shareware software that is distributed with certain features disabled and/or annoying shareware reminder screens. I have decided to distribute a 'clean' version because I know how annoying reminder screens are. However this does mean that there is very little incentive to register, although if there is enough interest I will produce a much improved version (I have some ideas, any suggestions welcome!), and send it out free to registered users.

Please try to make the effort to register. Doing so will encourage me improve 4 Play and to produce more quality Windows products (suggestions welcome!).

Please send any comments, suggestions, criticisms(?) about 4 Play to:

Andrew Smith
7 Calvin Close
Camberley
Surrey
GU15 1DN
ENGLAND

Or preferably send e-mail to:

aps@dcs.warwick.ac.uk

How To Play

4 Play is a Windows version of the classic Connect 4 (TM) game. For those who don't know, the rules are as follows.

The two players take it in turns to drop a piece into one of the seven slots. The aim is get a line of FOUR of your colour pieces, the first player to do so wins. The line can be in any direction, horizontally, vertically, or diagonally. If the board is filled and no one has a line of four then the game is drawn.

To make your move, simply click on the slot you want to place a piece in.

Menu Item: New Game

This will bring up a dialog which allows you to change the type of game being played (human v human, computer v computer, or human v computer), set who goes first, and give the players names.

Note. There is currently no way to interrupt a computer v computer game. You just have to wait until the game is over.

Menu Item: Restarts Game

Restarts the current game.

Menu Item: Exit

Yes, you guessed it this exits 4 Play.

NB. You can not exit while it is the computers turn.

Menu Item: Computer level

You can set the computer search depth to any value from 3 to 9. This is the number of moves that the computer will look ahead when it thinks about it's move.

Note. This is not the number of moves each but the total number of moves by both players.

The higher the value the better it plays and the longer it takes to think. The recommended value is 4, or 3 for very slow systems (or for beginners!). Settings greater than 5 are very slow, but 4 Play allows multitasking while the computer is thinking, so you can always do something else while you are waiting.

Although 4 Play will give most people a reasonable game, Connect 4 experts will notice that 4 Play is not very serious competition even on the high levels. I am working on improving this.

Menu Item: Take Back

For those who just can't resist cheating. In a two player game will take back the last move made, in a one player game will take back the computers last move too.

Registration Form for 4 Play

Please fill in and send the following form to:

Andrew Smith
7 Calvin Close
Camberley
Surrey
GU15 1DN
ENGLAND

Cheques should be made payable to A.P.Smith.

The details below are optional and any or all may be left blank. Their only purpose is to enable me to inform you of any updates or new products.

----- Cut Here -----

Registration for 4 Play

Name: _____

Address: _____

E-Mail Address: _____

I would like to register my copy of 4 Play. I enclose a cheque for 5.00 pounds (or International Postal Money Order for 5.00 pounds sterling).

Signed: _____

