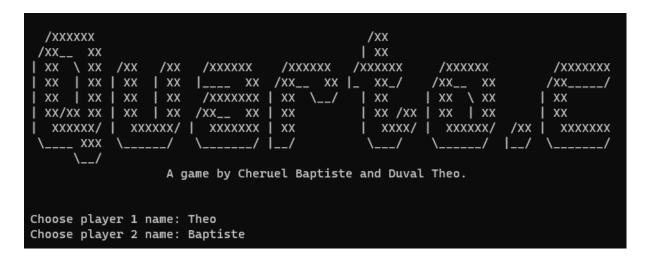


A game by Cheruel Baptiste and Duval Theo.

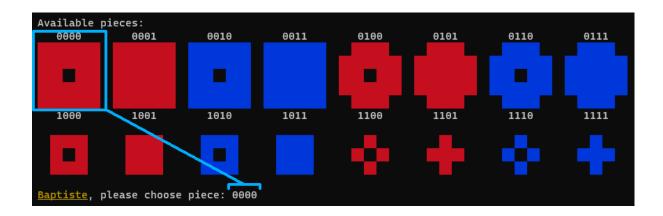
Welcome in Quarto.c!

In this text you can find all the information for a good usage of the game and enjoy it with your friend.

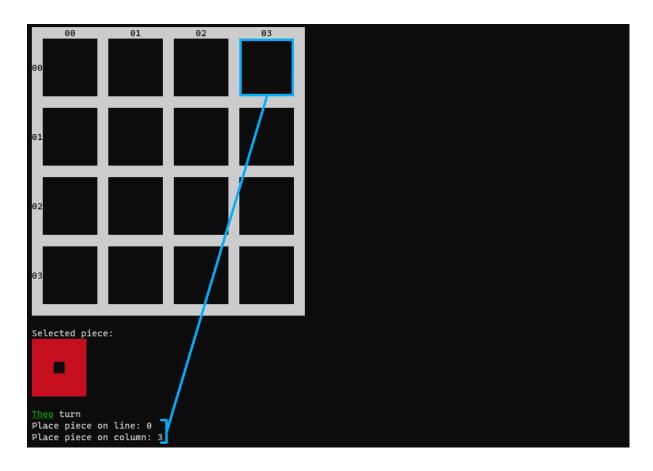
When the game starts you must first enter your names, this is essential for the game to tell whose turn it is.



The game can start. At each turn, player A will choose the piece that player B is going to place, by writing characteristics of the piece, there are the size, tall or short, the shape, square or circular, the color, red or blue, and the top of the piece, hollow or solid. Characteristics are defined by 0 or 1, if player A chooses the piece "Tall Square Red Hollow", he will have to write "0000". Like this:



If you don't remember which number is which characteristic, don't worry, a list with all this information is available. Player B will place the piece on the board, by writing the number of the line and number of the column, between 0 and 3.



The winner is the one who succeeds in aligning four pieces with at least one characteristic, in example if there are three tall pieces aligned, that player B chooses a tall piece and if player A aligns the piece with the others, player A will have won.