

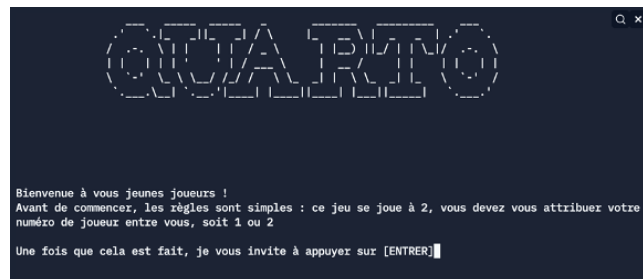
## Instructions for use

### QUARTO

First, write the following command in the terminal to compile the game :

**gcc -Wall board.o main.c -o prog.** Then, this one to run it : **./prog.**

The game starts !



This game is played by two people. To start, you have to assign yourself a player number. For example, Lamia and Thomas want to play a game. Thomas decides to be player 1 and Lamia player 2. You need to press the [ENTER] key when it's done.

The following page is displayed :



### You can start playing!

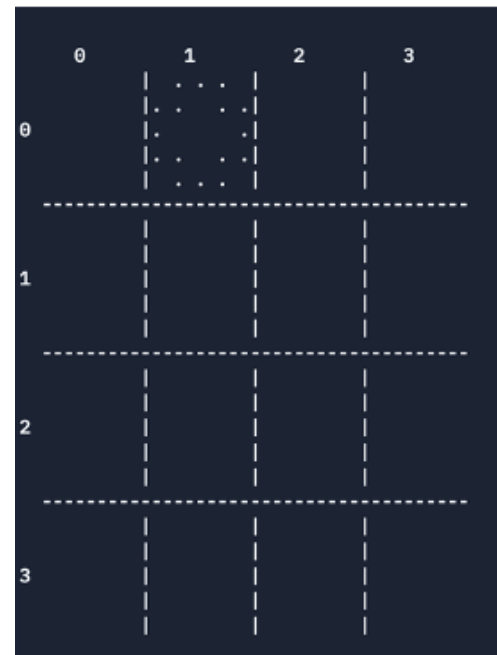
Player 1 chooses a piece for player 2. He has to place it and then chooses a piece for player 1 who has his turn, places the piece. The goal of the game is to line up 4 pieces that have at least one character in common. The alignment can be vertical, horizontal or diagonal.

To choose the piece, you have to enter one of the following values: 0 or 1, which correspond to the following characters:

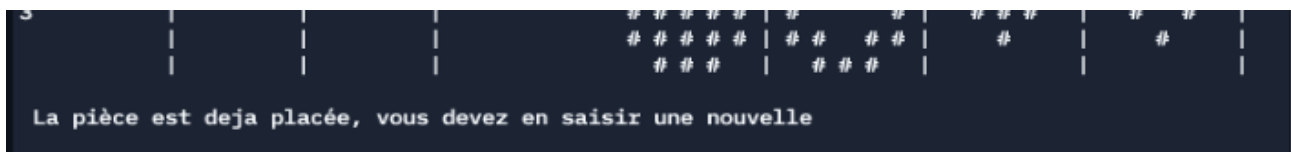
```
Vous devez choisir une pièce :  
Foncée : 1 ou Claire : 0  
Ronde : 1 ou Carrée : 0  
Petite : 1 ou Grande : 0  
Creuse : 1 ou Pleine : 0
```

Press [ENTER] after each entry.

Then, enter the row and column for the piece placement.  
For example, here, the piece is placed in row 0 and column 1. Always press [ENTER] to validate.



If the chosen piece is already placed, the following message is displayed:



If a player chooses to place in a square already taken, the following message is displayed:



When a player has successfully aligned 4 pieces with a common character, the following message is displayed:

