**User Manual**

1. The application opens to a Java applet.
2. One player selects “Start new game” then clicks “Ok”
3. The other player selects “Connect to existing game” and inputs the first player’s IP address into the “Computer:” window (to access IP address player two can go to Command Prompt on computer and type in “ipconfig” and then copy IPv4 Address number)
4. Player 1 -- who selected “Start new game” -- chooses between 7 columns and selects one to place the first chip (color red). The chip will appear at that columns closest available location from the bottom of the board.
5. Player 2 -- who joined the game using IP address -- then selects between the columns and drops his chip (color blue). *NOTE: The player that starts will always be red; The player that goes second will always be blue*
6. Repeat steps 4 and 5 until there are either 4 blue or red chips in a row diagonally, vertically, or horizontally (winner is the person whose chips are in a row).
7. To then start another game, the winner clicks on his or her screen and the board will reset. The loser will start the next game and be color red. *NOTE: if game is a draw (neither player able to get 4 in a row) the board will reset with the same player starting as red.*