**Gomoku User Manual**

**How to Run**

1. Open the Gomoku game file on Mars
2. Build the file
3. Run the file
4. Instructions given before game starts
5. User will be prompted for moves until game finishes with five in a row.
6. Error message will display if move is illegal (ex: out of bounds, space occupied)

**How to Play**

Gomoku is played on a 19 by 19 square board. It is a 2-player game similar to Tic-Tac-Toe. The goal is to occupy 5 spaces in a row whether that be vertical, horizontal, or diagonally. In this game, the computer uses O’s, and the player uses X’s to occupy spaces in the board.

1. Player has the first move and must enter a space to fill using row and column to specify where. (The columns are labeled as A through S, while the rows are labeled as 1-19. For example, the player could start by inputting “A1” or “S19”.)
2. After each input from the player is received, the computer will input a space to occupy.
3. The player and the computer will go back and forth taking turns entering spaces on the board.
4. A winner will be declared once a row of 5 is detected. (Vertically, Horizontally, or Diagonally)

**Strategy**

In order to play strategically, you must block off possible paths of 5 in a row from the opposing player. However, one must also focus on getting 5 in a row themselves. If you are unable to get 5 due to getting blocked, aim for 2 possible paths of 5 simultaneously in order to catch the opposition by surprise. They will be forced to choose how they want to lose the game.