**Three in a Line User Manual**

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Welcome to Three in a Line! Play and see if you can beat your own computer at what is essentially a Connect-3. Before you play, you need to know how of course, so here are the basic rules to follow:

1. You (the player) are indicated with “1” as your token or coin, and the computer (the opponent) is indicated with “2” as its token. “0” is used as a placeholder for empty slots available.
2. The player (AKA you) goes first and enters the column (vertical slot) you wish to put your token in. The available columns are 1, 2, and 3.
   1. The token is then placed into the lowest slot available in that selected column, and if that column is full, you are directed to enter another column.
   2. After every turn, the board is displayed to show the location of the tokens.
   3. After the computer plays, the program lets you know which column the computer placed its token into.
3. You are playing against the computer to be the first to get three of your tokens in a straight line. The line can be horizontal, vertical, or diagonal.

0 | 0 | 0 0 | 0 | 0 0 | 0 | 0

0 | 0 | 0 0 | 0 | 0 0 | 0 | 0

0 | 0 | 0 0 | 0 | 0 0 | 0 | 0

1 | 0 | 0 0 | 0 | 2 0 | 1 | 0

2 | 1 | 0 1 | 1 | 1 2 | 1 | 0

2 | 2 | 1 2 | 1 | 2 2 | 1 | 2

1. Once there is a three in a line from you or the computer or a tie between both (meaning both have no chance of winning), the program displays the results and ends the game.

Now that you know how to play, you are well on your way to beating your own computer and feeling like a champ. Enjoy!