

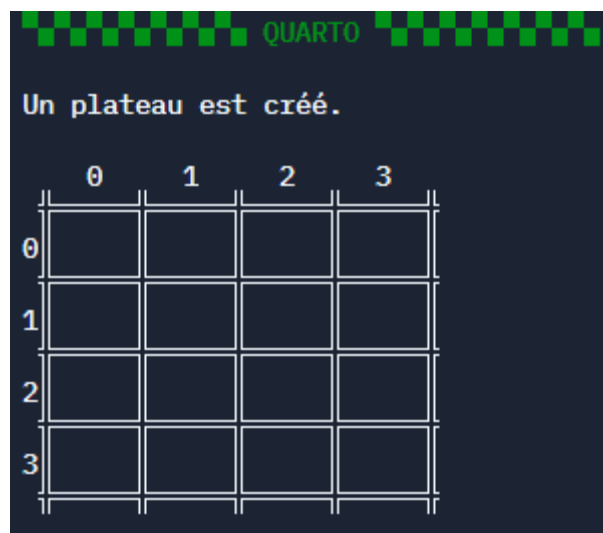
## QUARTO GAME INSTRUCTIONS

To run the game, you need to have **main.c**, **board.o** and **board.h** in the same file. Then go to this file with the **command prompt**.

**Compilation :** prompt> gcc -Wall main.c board.o -o quarto

**Launching the game :** prompt> ./quarto

1. When you start the game, a grid of 4 rows and 4 columns is displayed.



2. Player 1 therefore asked to choose a piece to place :

- Choose the **size** by entering 0 or 1. (0 for TALL / 1 for SHORT)
- Choose the **shape** by entering 0 or 1. (0 for SQUARE / 1 for CIRCULAR)
- Choose the **color** by entering 0 or 1. (0 for RED / 1 for BLUE)
- Choose the **top** by entering 0 or 1. (0 for HOLLOW / 1 for SOLID)

```
Au tour du joueur 1 de jouer.

Quelle est la taille de la pièce ?
0 : TALL
1 : SHORT
→ 1

Quelle est la forme de la pièce ?
0 : SQUARE
1 : CIRCULAR
→ 1

Quelle est la couleur de la pièce ?
0 : RED
1 : BLUE
→ 1

La pièce est-elle creuse ou pleine ?
0 : HOLLOW
1 : SOLID
→ 1

Pièce choisie :  ■ ●
```

3. You must then choose the **position** where you want to place your piece by indicating the row and column.

```
A quelle position voulez-vous mettre votre pièce ?
LIGNE : 0
COLONNE : 0
```

4. Your piece is then placed on the **grid**.



Graphical representation of the pieces :

BLUE PIECES	RED PIECES
<ul style="list-style-type: none"> <li><span style="color: blue;">■</span> → TALL</li> <li><span style="color: blue;">▬</span> → SHORT</li> <li><span style="color: blue;">□</span> → SQUARE and HOLLOW</li> <li><span style="color: blue;">■</span> → SQUARE and SOLID</li> <li><span style="color: blue;">○</span> → CIRCLE and HOLLOW</li> <li><span style="color: blue;">●</span> → CIRCLE and SOLID</li> </ul>	<ul style="list-style-type: none"> <li><span style="color: red;">■</span> → TALL</li> <li><span style="color: red;">▬</span> → SHORT</li> <li><span style="color: red;">□</span> → SQUARE and HOLLOW</li> <li><span style="color: red;">■</span> → SQUARE and SOLID</li> <li><span style="color: red;">○</span> → CIRCLE and HOLLOW</li> <li><span style="color: red;">●</span> → CIRCLE and SOLID</li> </ul>

For example : ▬● → SHORT RED SOLID CIRCLE

5. It is then up to player 2 to **choose** a piece and his position, and so on until there is a **winner**.

```
Au tour du joueur 2 de jouer.

Quelle est la taille de la pièce ?
0 : TALL
1 : SHORT
→ 1
```



*Here, player 2 won with an alignment of 4 SHORT pieces*

6. You are asked if you want to play **again**. If you say yes, the grid is deleted and another is **created**. Otherwise, the grid is **deleted** and the program **ends**.

```
Voulez-vous rejouer ?
0 : NON
1 : OUI

```

There you go, you now know how to run the quarto game.  
Enjoy !