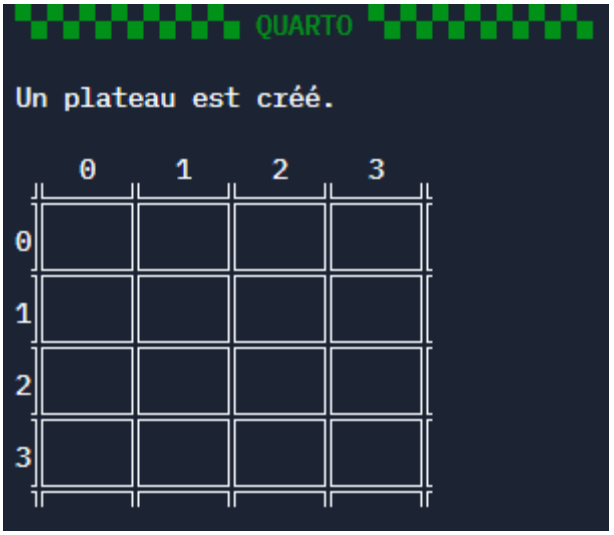
QUARTO GAME INSTRUCTIONS

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**.

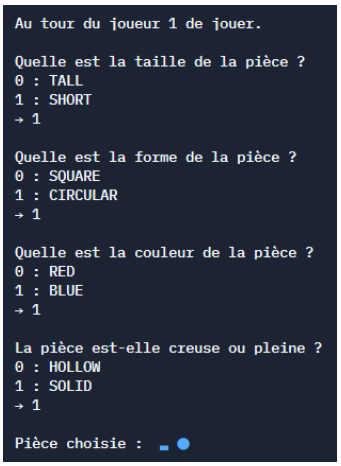
Compilation : prompt> gcc -Wall main.c board.o -o quarto

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 CIRCLE)
   - 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)



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
▮ → TALL ▬ → SHORT □ → SQUARE and HOLLOW ■ → SQUARE and SOLID ◯ → CIRCLE and HOLLOW ● → CIRCLE and SOLID	▮ → TALL ▬ → SHORT □ → SQUARE and HOLLOW ■ → SQUARE and SOLID ◯ → CIRCLE and HOLLOW ● → CIRCLE and SOLID

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
→
```

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**.

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