

## HAL AI INSTRUCTIONS

1. After extracting the downloaded folder, open the Connect-K AI folder and double click on the ConnectK jar file with your version of Java (1.7 often works).
2. If it worked, you should see a grid that doesn't do much. Click File->New.
3. Width and length are referring to the size of the board. K is how many pieces you need in a row to win. Gravity on is classic Connect 4 (colors drop to the lowest possible position). Gravity off means each move sticks to the exact spot where you clicked.
4. Click Add AI. A file explorer should open. Click on the file named "HALAI.class" and click open.
5. The game should now be good to go! You can add more AI's if you would like (a few generic ones are included) and you can change who goes first. Click New Game to start. Enjoy!