After opening ConnectK.jar, click File > New

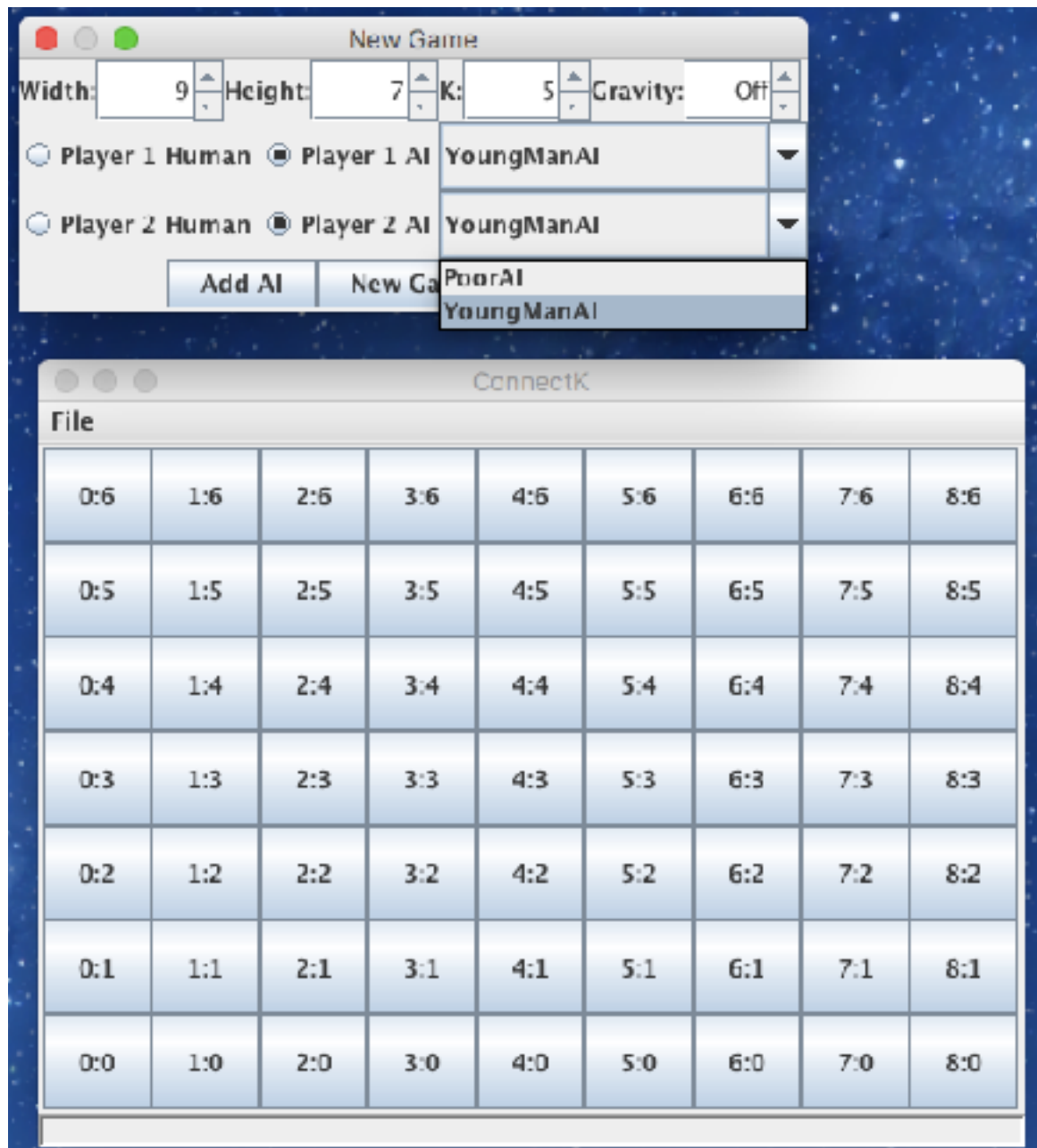| File								
New								
Quit	1:6	2:6	3:6	4:6	5:6	6:6	7:6	8:6
0:5	1:5	2:5	3:5	4:5	5:5	6:5	7:5	8:5
0:4	1:4	2:4	3:4	4:4	5:4	6:4	7:4	8:4
0:3	1:3	2:3	3:3	4:3	5:3	6:3	7:3	8:3
0:2	1:2	2:2	3:2	4:2	5:2	6:2	7:2	8:2
0:1	1:1	2:1	3:1	4:1	5:1	6:1	7:1	8:1
0:0	1:0	2:0	3:0	4:0	5:0	6:0	7:0	8:0
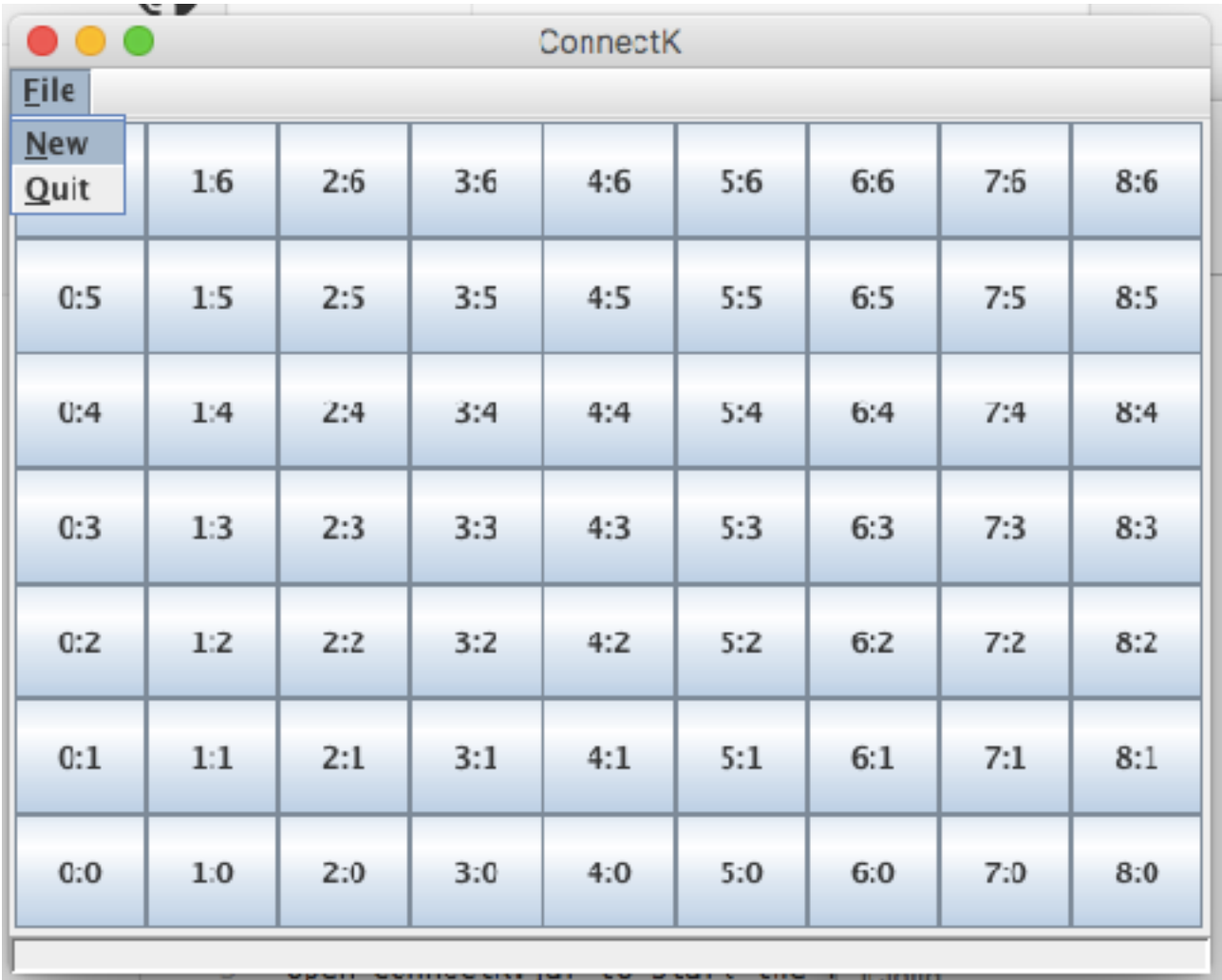
Choose the width and the height of the board, K refers to the number of blocks that marks in a horizontal, vertical, or diagonal row to win the game.

Then click "Add AI" to choose the AI(.class) from the directory of your computer.

New Game				
Width: 9	Height: 7	K: 5	Gravity: Off	
● Player 1 Human ○ Player 1 AI		▼		
○ Player 2 Human ● Player 2 AI		▼		
Add AI	New Game	Cancel		

ConnectK

File

0:6	1:6	2:6	3:6	4:6	5:6	6:6	7:6	8:6
0:5	1:5	2:5	3:5	4:5	5:5	6:5	7:5	8:5
0:4	1:4	2:4	3:4	4:4	5:4	6:4	7:4	8:4
0:3	1:3	2:3	3:3	4:3	5:3	6:3	7:3	8:3
0:2	1:2	2:2	3:2	4:2	5:2	6:2	7:2	8:2
0:1	1:1	2:1	3:1	4:1	5:1	6:1	7:1	8:1
0:0	1:0	2:0	3:0	4:0	5:0	6:0	7:0	8:0
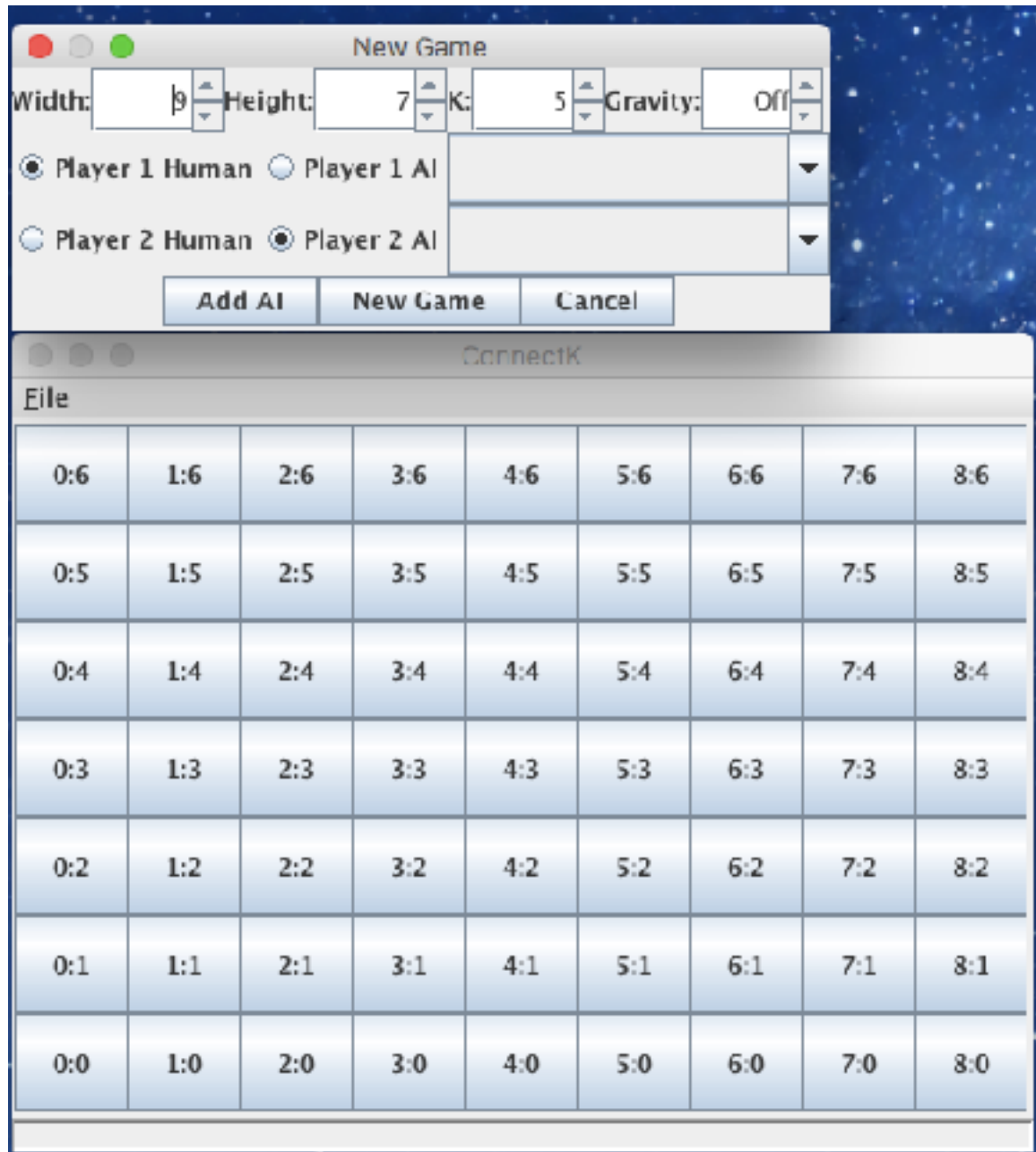
After adding the AIs to the list, choose "Player 1 AI" and "Player 2 AI".
Then choose AI from the list for each player and click "New Game".

Then AI players will play the game until, one of them won the game.

0:6	1:6	2:6	3:6	4:6	5:6	6:6	7:6	8:6
0:5	1:5	2:5	3:5	4:5	5:5	6:5	7:5	8:5
0:4	1:4	2:4	3:4	4:4	5:4	6:4	7:4	8:4
0:3	1:3	2:3	3:3	4:3	5:3	6:3	7:3	8:3
0:2	1:2	2:2	3:2	4:2	5:2	6:2	7:2	8:2
0:1	1:1	2:1	3:1	4:1	5:1	6:1	7:1	8:1
0:0	1:0	2:0	3:0	4:0	5:0	6:0	7:0	8:0

ConnectK

File

Player 1 (YoungManAI) wins