Connect*Five!*

User's Guide
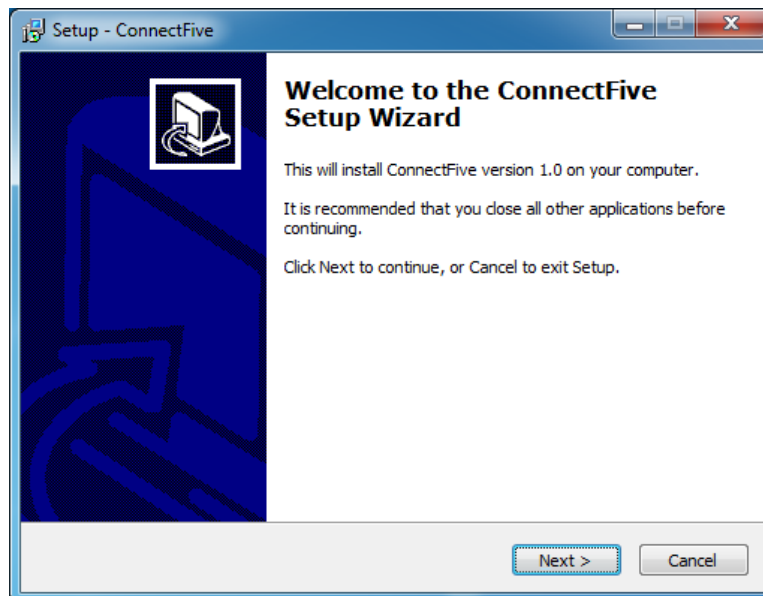
Hardware Requirements

- Microsoft Windows 7 or higher
- 128 MB RAM
- 160 MB Free Disk Space
- Graphics Card (optional)
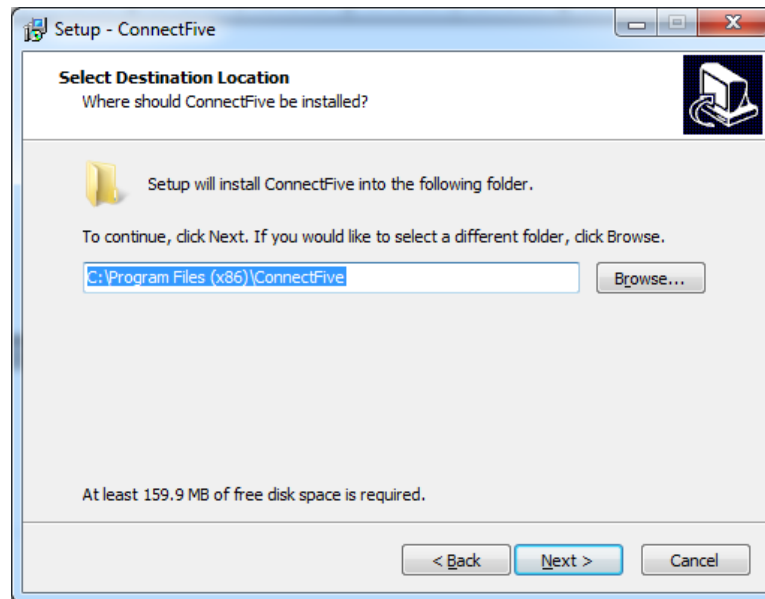
Installing ConnectFive

1. Save **ConnectFiveSetup.exe** in a convenient location on your computer.

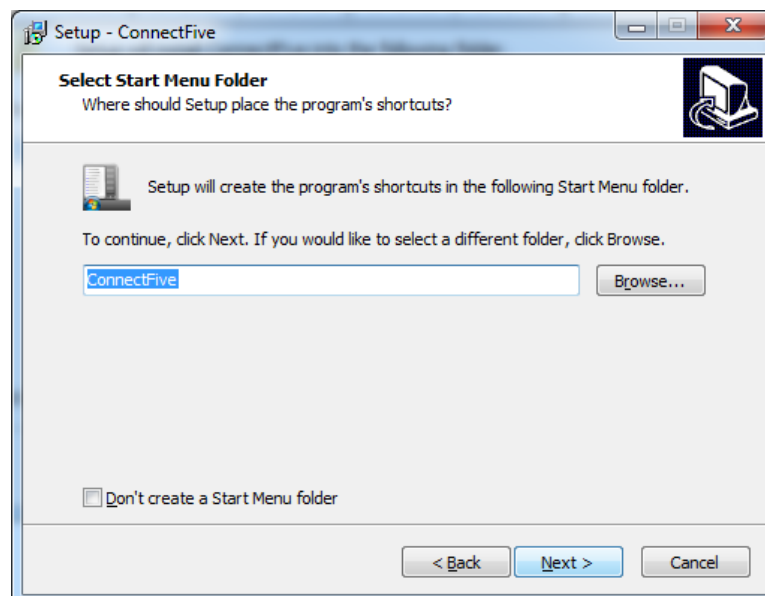2. Double-click on the ConnectFiveSetup icon to run the installer.

3. If you receive a 'User Account Control' message asking you if you want to run the installer, click **Yes**.

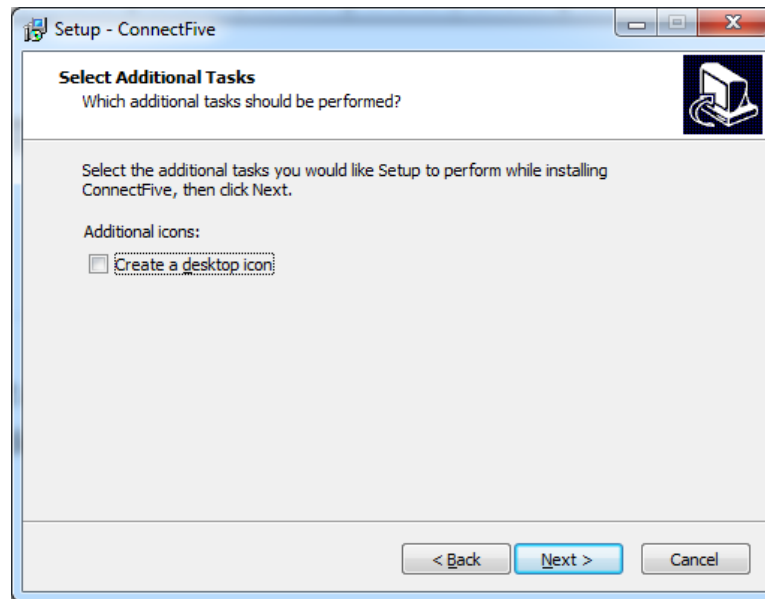4. Click **Next** on the Welcome dialog.

5. Select the location on your computer where **ConnectFive** should be installed, then click **Next**.
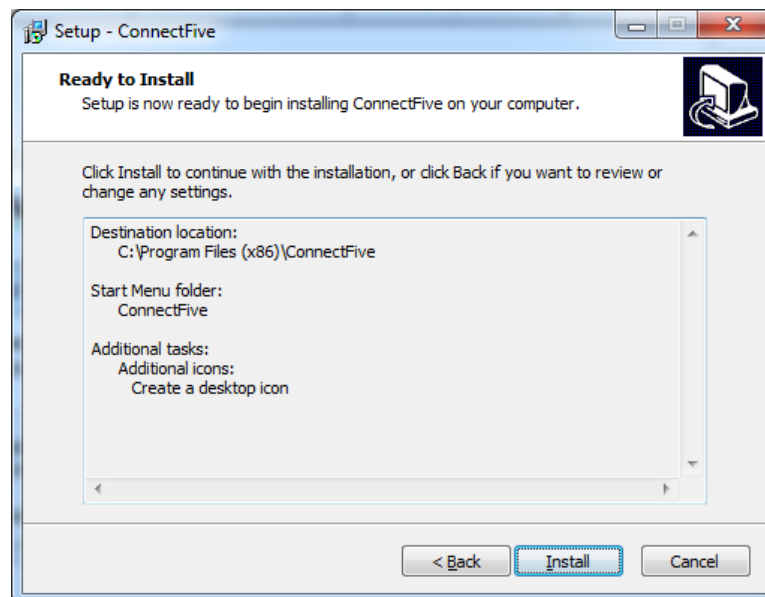

6. Select the Start Menu folder where you'd like to add a shortcut for the **ConnectFive** game. By default, a new folder called 'ConnectFive' is created to contain the shortcut. If you don't want a folder or shortcut in the Start Menu, select the **Don't Create a Start menu Folder** option. When you've finished, click **Next**.
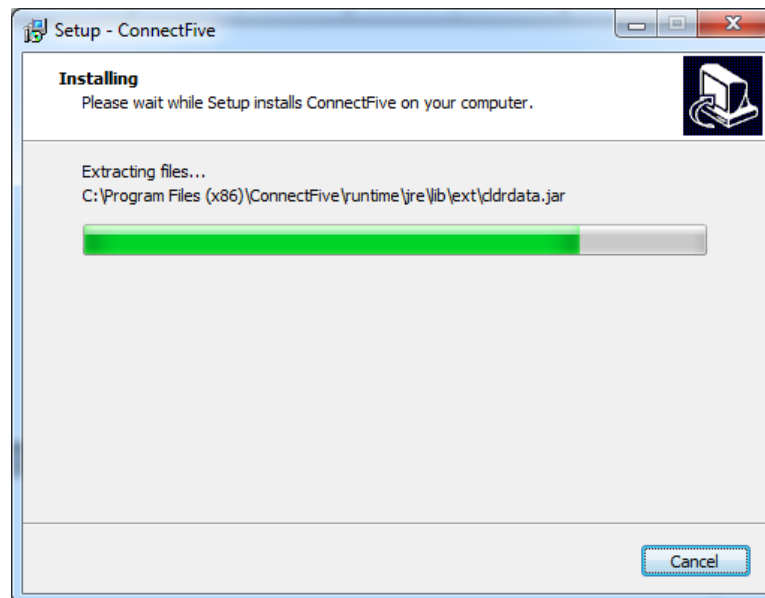
7. If you want a desktop shortcut to **ConnectFive**, select the **Create a Desktop Icon** option. Click **Next** to continue.
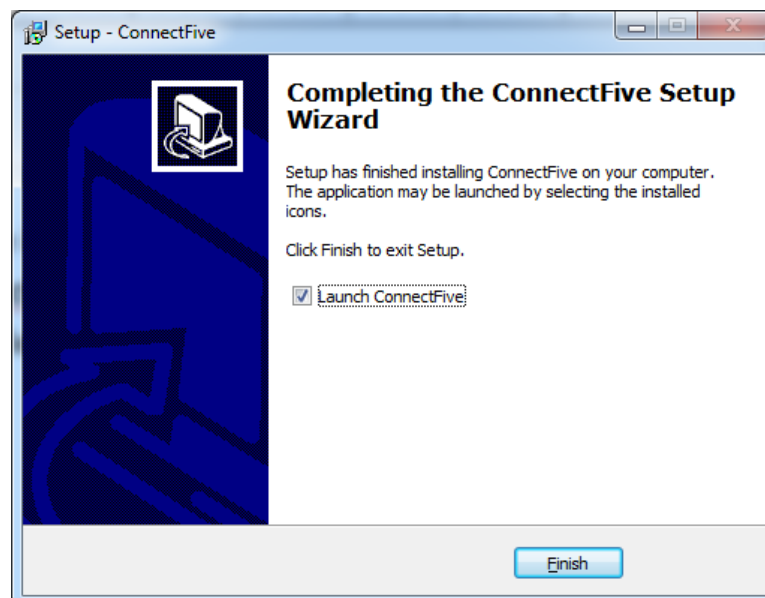

8. Review the installation options selected and ensure they are correct, then click **Install**.

9. The application will be installed with the options selected.

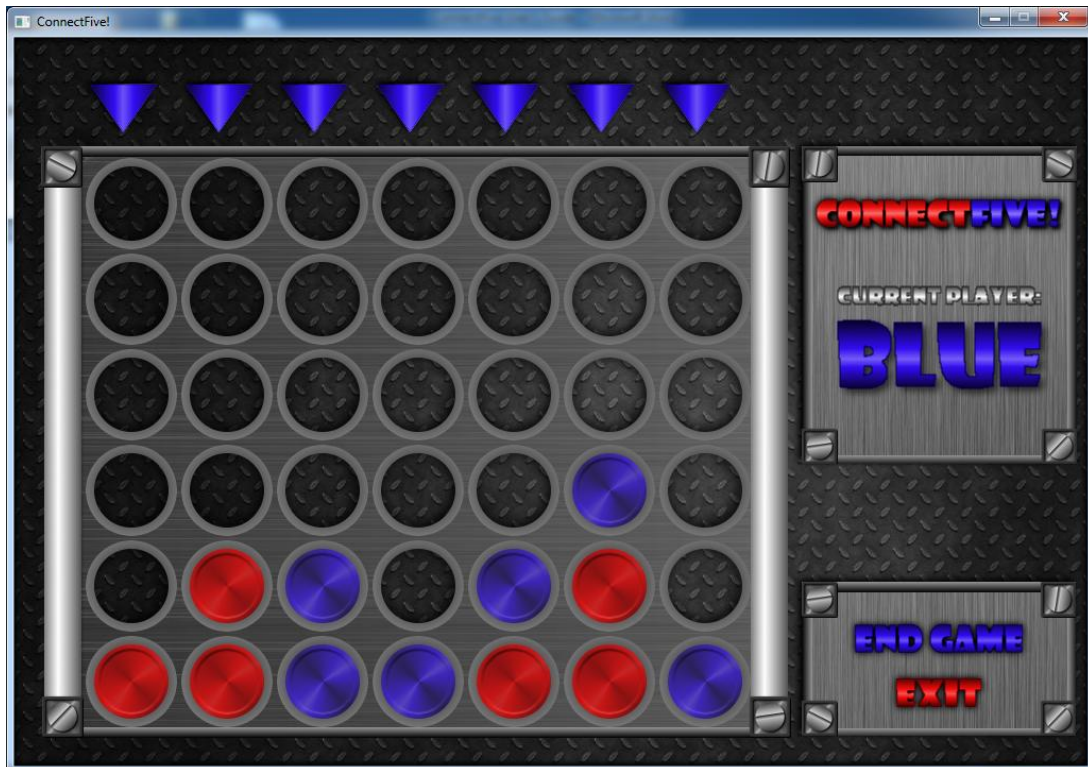10. When the installation has finished, a confirmation indicating success will be given. To run **ConnectFive**, leave the **Launch ConnectFive** option checked and click **Finish**. To exit the installer without starting the game, unselect **Launch ConnectFive** before clicking **Finish**.

ConnectFive has now been installed on your system. Use the shortcuts created in the Start Menu or on the Desktop to launch the game.

How to Play ConnectFive

ConnectFive is a two-player game where the goal is getting five tokens of the same color in a row. It can be played by two human players, or a single human player can compete against the computer.
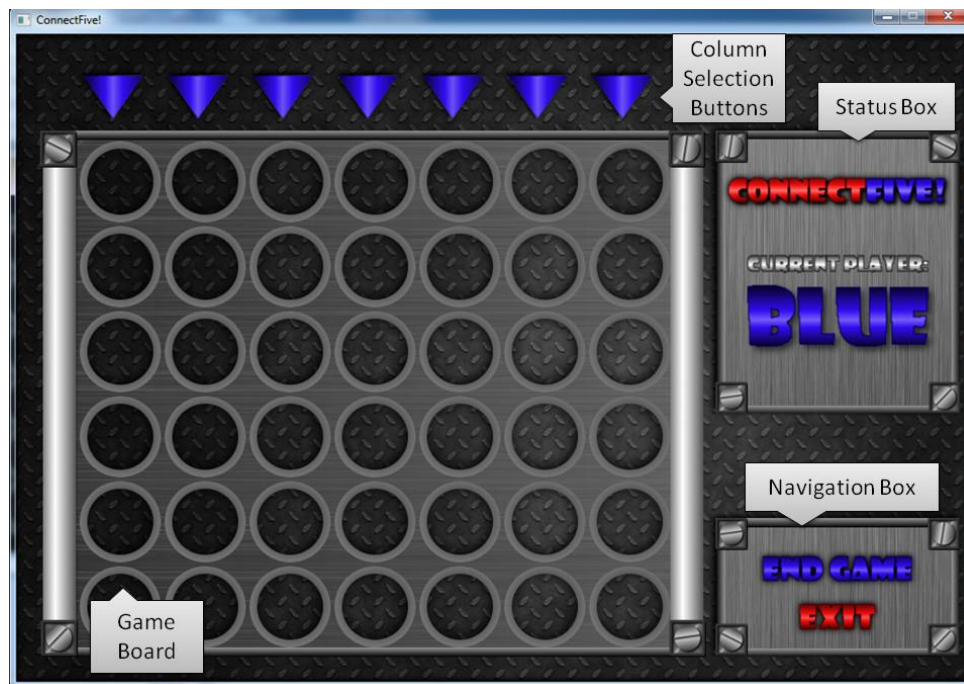

The ConnectFive game board has seven columns which tokens may be dropped into. Each column has six positions for a token to occupy. The first token in a column falls to the bottom of the game board, and each additional token dropped in the column stacks on top of the one before it. A token can be dropped into a column until it contains six columns and no positions remain open.

The object of the game is to drop tokens in a manner that places five of the player's color in a row. This can be done with tokens aligned vertically, horizontally, or diagonally. The first player to get five of their tokens in a row wins the game. If neither player is able to get five tokens in a row before the game board is filled, a draw game is declared.

A game starts with the player assigned blue tokens. After a winning game, the next game started will be opened by the previous losing player. Two player games can assign either color to either player. The computer always uses the red tokens in player vs. computer games.

Game Window

Game Board

The area of the screen where game play takes place. There are seven columns, six rows, and 42 positions for tokens to occupy.

Column Selection Buttons

Seven arrow buttons corresponding to each column in the game board. When one is clicked, a token of the current player's color is dropped into that column. The arrow buttons are colored according to the current player's token color.

Status Box

Area of the screen where game statuses are displayed.   The current player is indicated in this box. When five tokens of the same color in a row have been detected, the winner is displayed. If the game board is full, no legal token drops remain, and there is no winner, a draw game has occured and is displayed in the status box.

Navigation Box

Options for controlling the game are shown here. During the current game, it is possible to end the game or exit the game by clicking the corresponding button here. If a game has ended with a winner or through a draw, the option to start a new game is given.

Navigating the Game

When **ConnectFive** is started, the **Select Game Type** box is shown. Three options are available.
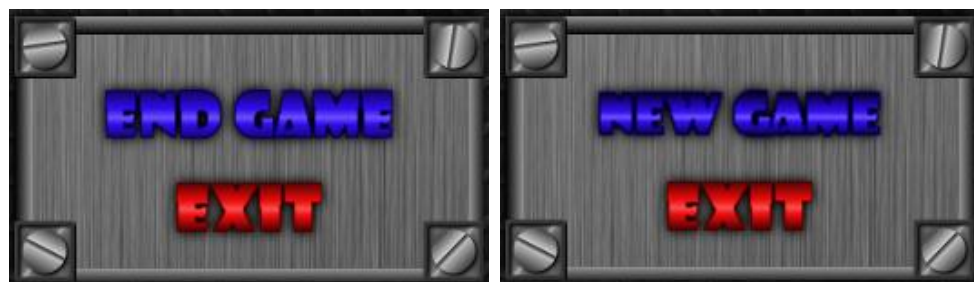

Player vs. Player – Start a game with one player against another player.

Player vs. Computer - Start a game with one player against the computer.

Exit Game – Close the application.

While playing **ConnectFive**, the **Navigation Box** provides different options for controlling the game.

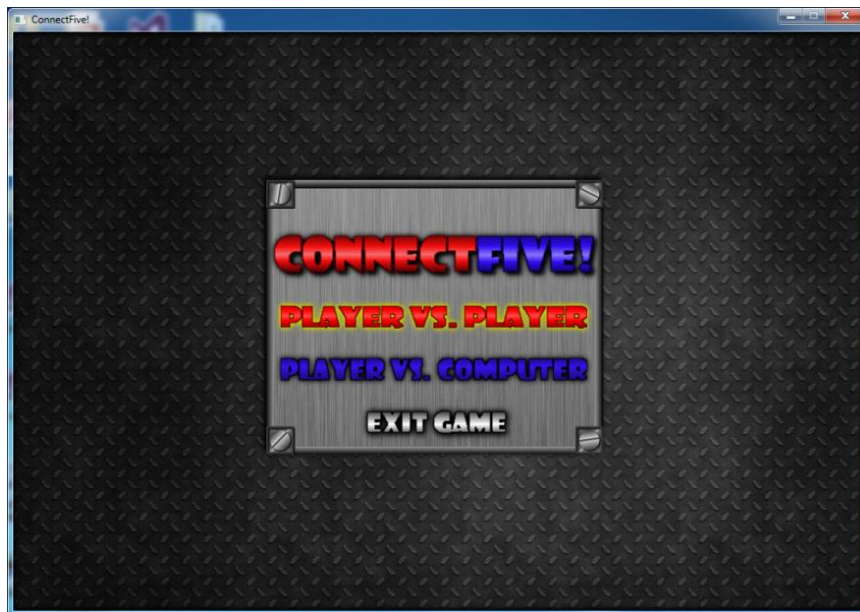**End Game** – End the current game and return to the **Select Game Type** menu.

New Game – Show the **Select Game Type** menu to start a new game.

Exit – End the current game and exit **ConnectFive**.
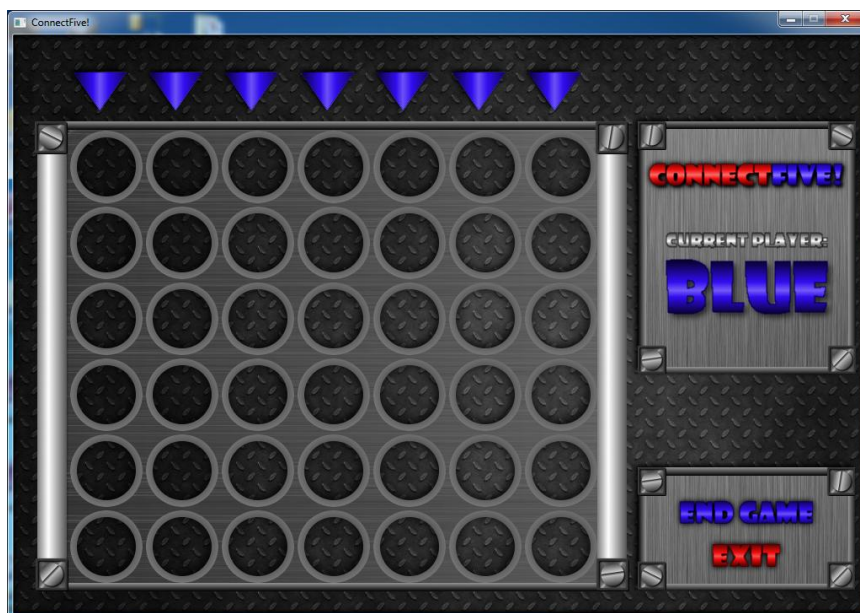
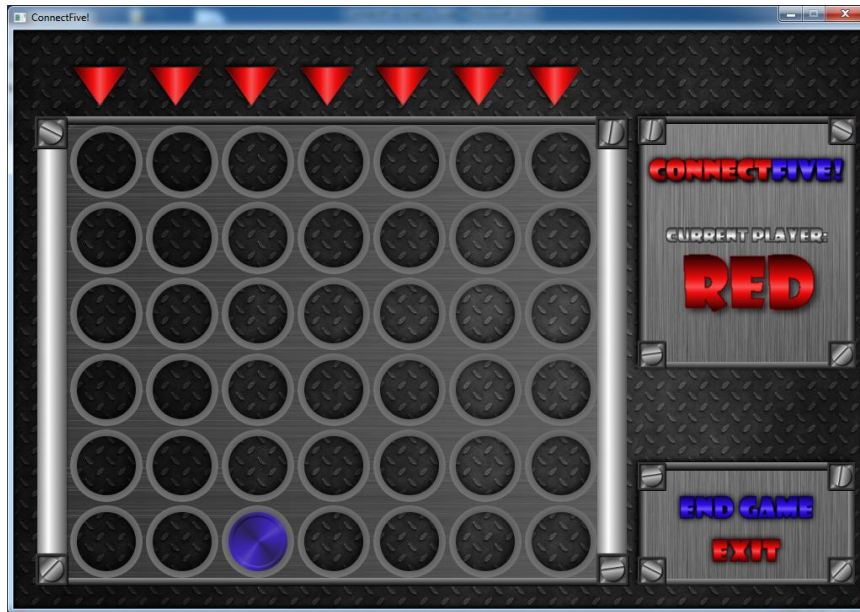# Game Types

Player vs. Player

A player vs. player game requires two human players. To begin a player vs. player game, select **Player vs. Player** from the game selection menu that appears when the program starts.
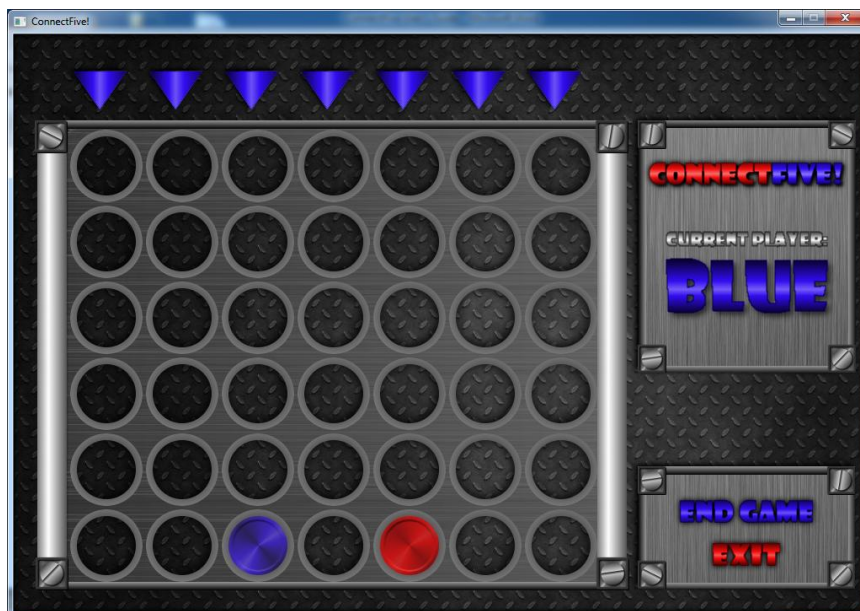

The game board is displayed. The current player is indicated in the **Status Menu**, and the column selection arrows are highlighted with that player's color.

The current (blue) player selects a column to drop a token into by clicking on the corresponding column selection arrow. A blue token is dropped into the column.
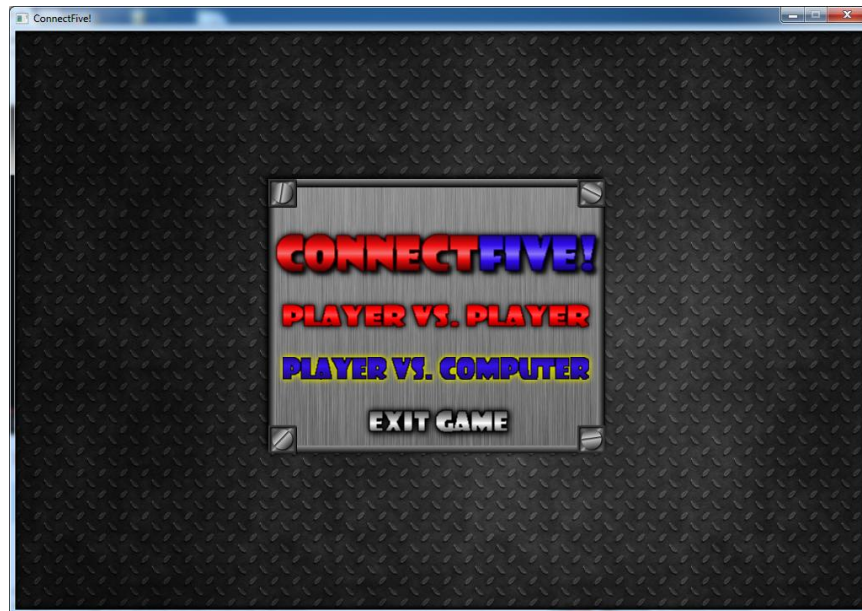

Control switches to the second (red) player. The current player is indicated in the status box as **Red**, and the column selection arrows are correspondingly colored red. The second player selects a column to drop a red token into.
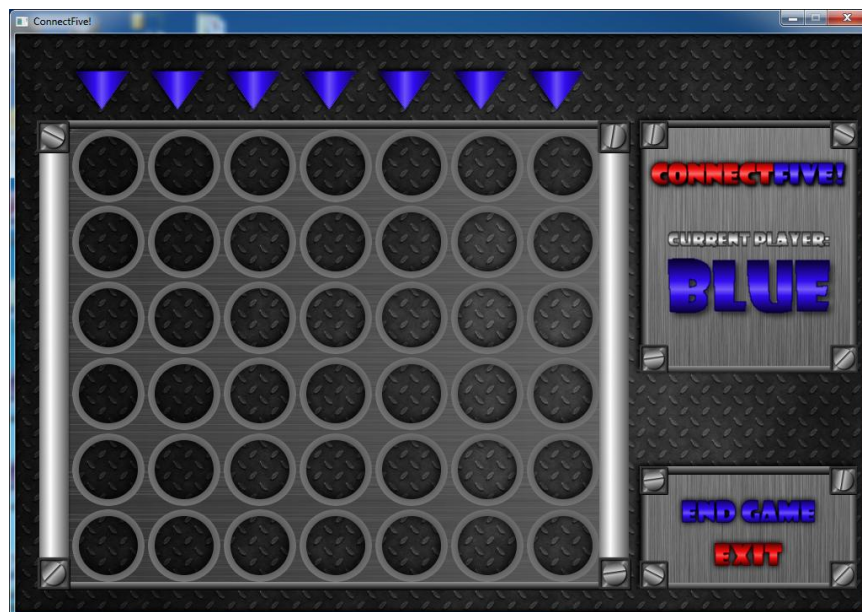

The red player's token is dropped into the selected column. Play switches back to the blue player. Play alternates between the two players until one player wins or a draw game has occurred.
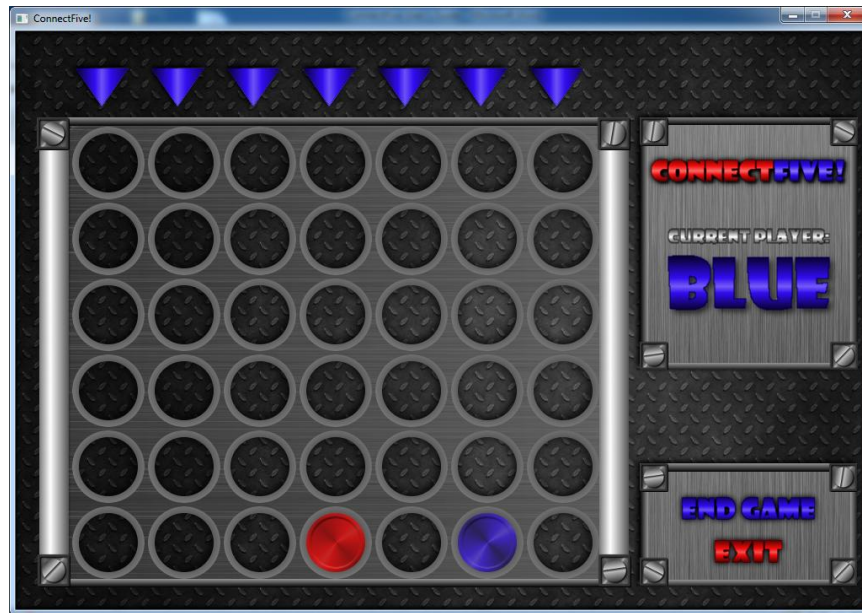
Player vs. Computer

A player vs. computer game requires one human player. To begin a player vs. computer game, select **Player vs. Computer** from the game selection menu that appears when the program starts.

The game board is displayed. The current player is indicated in the **Status Menu**, and the column selection arrows are highlighted with that player's color. When playing against the computer, the player is always blue and the computer is always red.
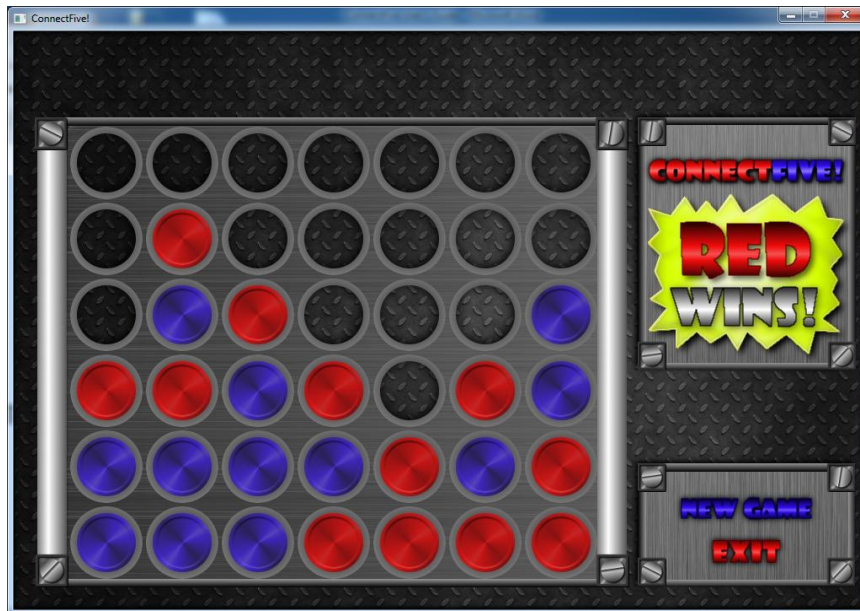
The player selects a column to drop a token into. A blue token is dropped into the selected column. After the player has selected a column and the token has dropped, the computer will play its turn. A red token is dropped into the column selected by the computer, and control returns to the player for another column selection.
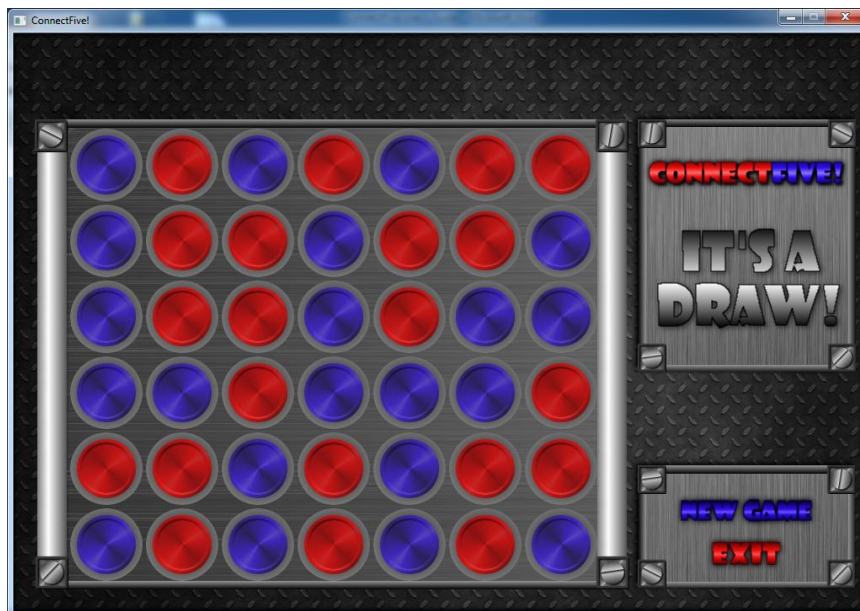

Play continues until the player or computer has five tokens in a row, or a draw game occurs.

Winning/Draw Game

When five tokens in a row are detected, the winning player is displayed in the status box and further play is disabled. A new game can be started by selecting **New Game** or the application can be closed by selecting **Exit**.
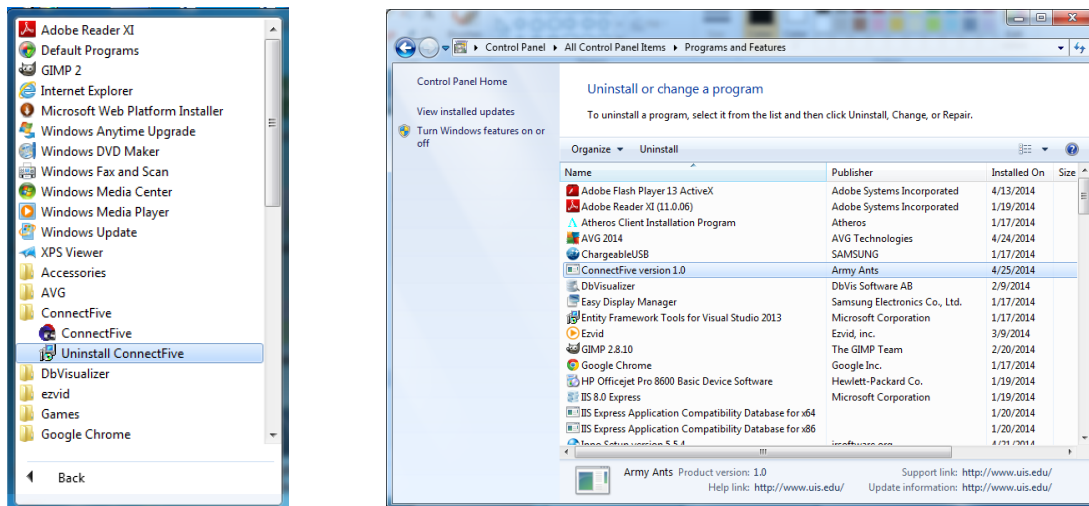

If a draw game occurs, the same options are available in the navigation box and a **Draw Game** is indicated in the status box.
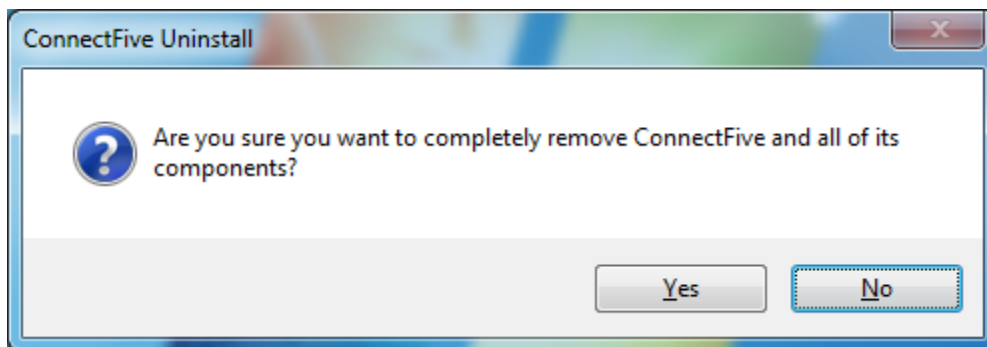
Uninstalling ConnectFive

1. If you created a Start menu shortcut, find the folder you created the shortcut in. If you didn't create a Start menu folder, navigate to **Programs and Features** in the Windows **Control Panel** to uninstall the program.

2. Select **Uninstall ConnectFive** from the Start menu, or in the **Programs and Features** menu, right-click on **ConnectFive** and select **Uninstall**.

2. If you receive a 'User Account Control' message asking you if you want to run the uninstaller, click **Yes**.

3. Confirm you want to uninstall **ConnectFive**.

4. **ConnectFive** is uninstalled from your computer.