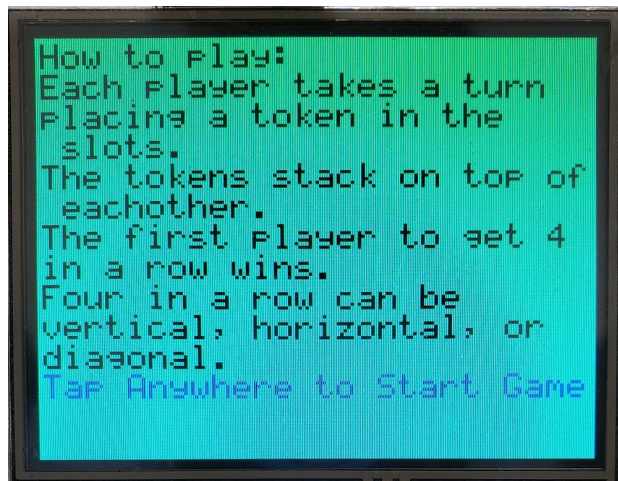


QuadConnection

USER MANUAL

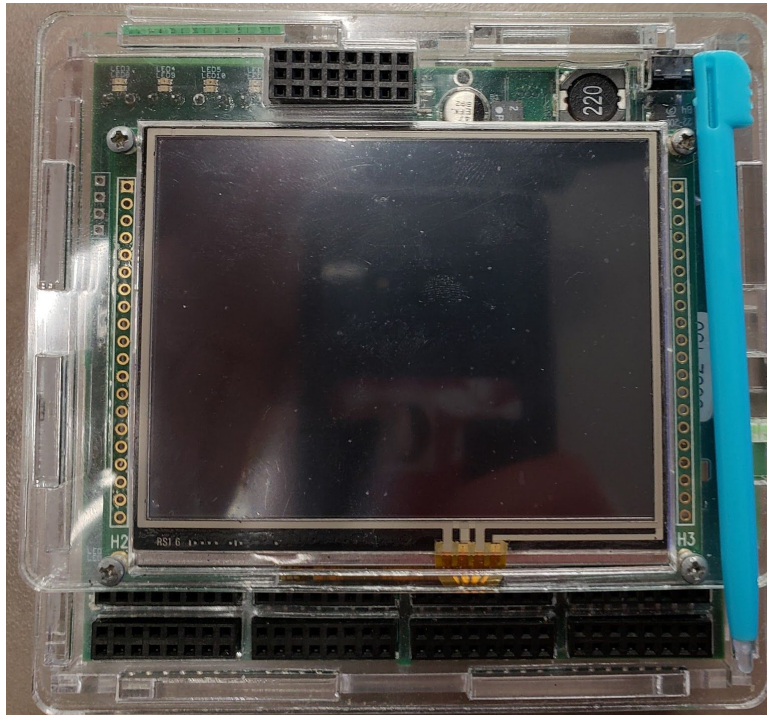
How to Play

- Users will compete against each other to try be the first one to get 4 of their colored tokens (Blue or Red) in a row.
- 4 in a row can be acquired horizontally, vertically, or diagonally in any orientation on the board
- Placing tokens will cause them to “drop” down to the lowest unfilled row available for each column
- Place tokens by tapping the desired column on the screen
- Game will tell who’s turn it is (Player Blue or Player Red) and will tell the users who won if it finds a winning board. Additionally, if there is no winner, game will tell users that a tie has occurred
- Pressing start will start a new game
- Pressing instructions will bring users to an instructions screen describing how the game is played, tapping again on this screen will start a new game



- **TIP:**
 - Tap carefully and hold stylus down for a little bit to ensure that the game doesn't read a second touch and place a token for the other player after yours

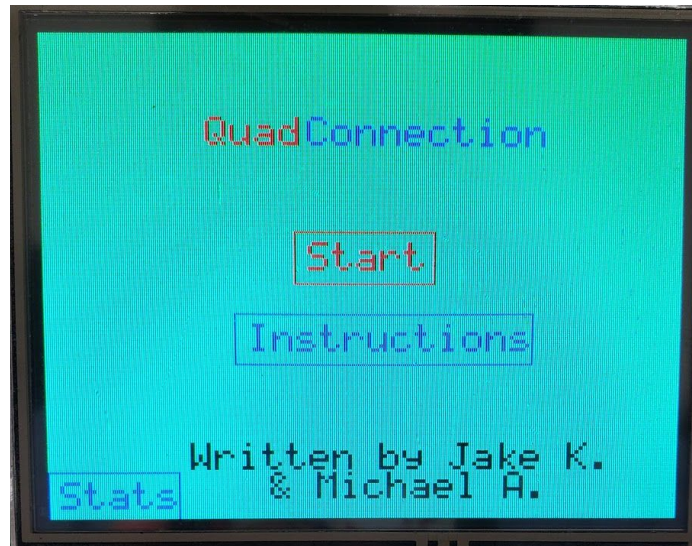
Hardware



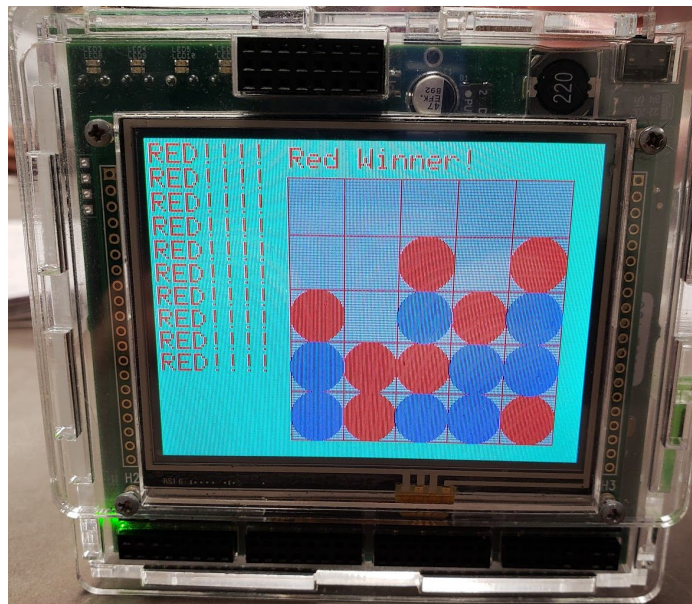
- Requires an FEH Proteus
- Stylus pen optional
- Press the power button once to turn the Proteus on
- Press the power button a second time to load the software

Software

- Allows user to tap on the screen to choose between menu options
 - Shows options for instructions, statistics, and starting the game



- Lets each player know when it's their turn
- Displays who the winner is once that person gets four tokens in a row



- Accepts taps anywhere in a column
- Taps to the left of the first column get counted in the first column
- Taps to the right of the rightmost column places tokens in the rightmost column
- **TIP**
 - **Don't tap on full columns. It overwrites the top token if you do**