The 4th Dimension
The Manual

Rules
The rules are the same for the for-in-a-row game, except the game is played out in 3 dimensions.

Place a marker:
- in a row
- in a column
- in the diagonal in a square

Now turn that square 90 degrees and think of all the squares as layers in cube.

The "*easy mode*"/ "*limited rule set*" removes all but one 3d rule; the row/line that stay in the same x and y location and whose layer varies.

Keys
- Click with the *left mouse button*
- *Enter* stops an active round
- *Esc* provides a lazy but graceful exit

Credits
The idea (and possible the name) comes from some old Mac game; this is a remake while staying true to the original

Code & Graphics by Gustav *sirGustav* Jansson

Other media collected free from Internet, or used with permission:

kids-cheer by A-Algien, collected from
http://www.flashkit.com/soundfx/People/Cheering/kids_che-A_Algie-7624/index.php

Swoosh by Public Domain, collected from
http://www.flashkit.com/soundfx/Interfaces/Thwacks/Swoosh-Public_D-4/index.php

PH-TheSecretOfThePainting by Paul Houseman, collected from
http://www.paulhouseman.com/music.html

Libraries used:
Haaf's Game Engine, http://hge.relishgames.com/
Bass sound engine, through HGE: http://www.un4seen.com/