CONNECT 4 USER MANUAL

BEFORE RUNNING THE PROGRAM:

Open the bitmap display in MarsPlus and connect it to MIPS

Set the unit width and height to 8 pixels, and set the display width and height to 512 pixels

Set the base address for the display to 0x10040000 (heap)

HOW TO PLAY

Upon starting the program, you will be asked to type 0 or 1 in order to play against a computer or another human. After selecting an option, the game will begin.

VS Computer

When playing against the computer, the player goes first, then the computer. The player and computer then alternate between turns until either the player or computer wins, or there is a tie. Upon one of these events, the game will close.

To make a move, the player must enter a number between 1 and 7, corresponding with the column the player wants to place a piece in.

VS PLAYER

When playing against another human, both players alternate between turns until one player wins or there is a tie. Upon one of these events, the game will close.

To make a move, each player must enter a number between 1 and 7, corresponding with the column the player wants to place a piece in.