**User Manual**

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1. In the MARS emulator, open the final.asm file
2. Press the assemble button (F3), then click the green play button to run (F5)
3. Follow the instructions in the Run I/O panel. When asked, enter a column number from 1-6. If you are prompted again and the board has not changed, that means your number was invalid. Just try again.
4. The output window will scroll down, so the most recent version of the board is at the bottom.
5. Each time you enter a column number, the board will update. On the board, “1” represents your pieces and “2” represents the computer’s pieces.
6. The computer’s turn will automatically occur and the next board will contain the computer’s move.
7. Continue until the game finishes (when one player has won the game or the board is full).

Note: There are sounds after each turn and a victory sound in this game, so please have your volume on.

**BONUS FEATURES:**

* There is a ‘ding’ sound after every valid move to let the user know that their move was valid and processed. If the move is invalid, the ‘ding’ does not play. It lets the user instantly know whether their move was acceptable without having to read the console.
* There is a victory jingle that plays only if the user wins the game. It is in the tune of Twinkle Twinkle Little Star and is demonstrated in our video recording of the game.