User Manual

**Getting started:**

1. *Open “Connect Four.asm” – this is the only assembly file needed to be opened by the user*

**Opening the graphic display:**

1. *At the top left, click the tools option*
2. *Click on the second option, ‘Bitmap Display’*
3. *Adjust the unit width and unit height to 4.*
4. *Adjust the display width and display height to 512.*
5. *Adjust the base address to heap.*
6. *Click connect to MIPS*

**To play the game:**

1. *After opening the graphic display, assemble and run the MIPS program.*
2. *Enter the row number from 1-7 where you want to place your piece.*
3. *Continue until there is a winner.*
4. *After there is a winner, choose whether you want to play again or not by entering ‘y’ or ‘n’.*