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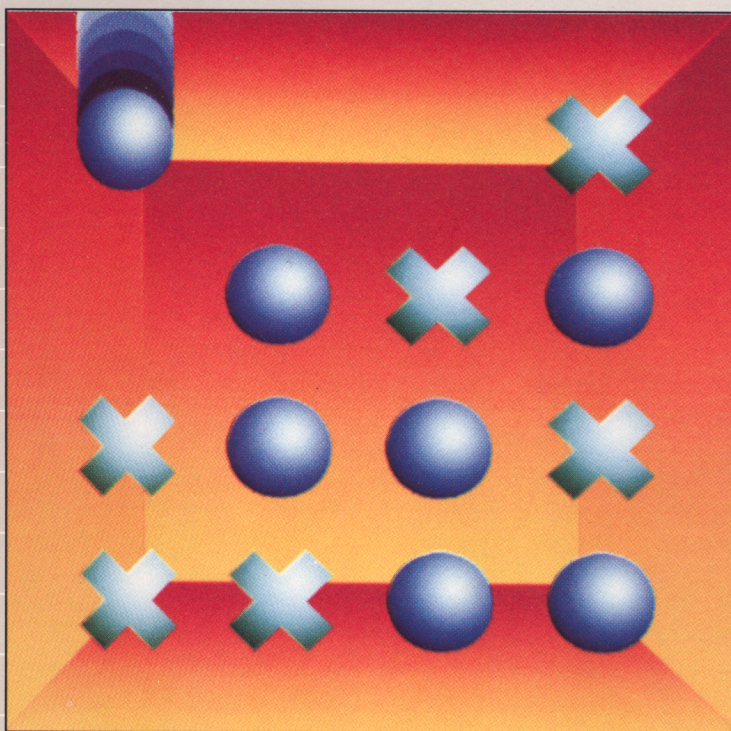
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PROGRAM N°  
09930016

# FOUR-IN-A-ROW

**Drop your pieces into stacks  
to be the first to make a row of four.**



Playing the computer or an opponent, you drop your pieces, one-at-a-time, into the eight stacks. You're trying to stack four-in-a-row, either up, across or diagonally, but then so is your opponent. Stack a row of four first, and you win. Ages 5 to adult.





## THINKING AHEAD

*Four-in-a-Row*™ is a totally fascinating game for two that puts a premium on thinking ahead — way ahead. Superficially the game resembles an extended version of Tic-Tac-Toe. In fact, however, *Four-in-a-Row*™ is a deeply strategic game that may never exhaust your interest. No matter how often you play, you will find new strategies for victory.

The object of the game is deceptively simple: place four X's or four O's in a row — vertically, horizontally or diagonally — and you win (see illustrations 1 to 3). But the key to winning consistently is seeing ahead — planning what effect a given move will have on *both* you and your opponent one or two moves down the line and how that opponent is likely to respond.

## In-A-Row Tactics

Some of the strategies of other “in-a-row” games can be applied, but with a twist. The key to winning in Tic-Tac-Toe, for example, is getting the opponent in a position where he can block only one of two imminent 3-in-a-rows. In Penté, where 5-in-a-row wins, successful players usually win by getting four pieces lined up with both ends open. The opponents can only block one end and they win on the next turn. The big difference in *Four-in-a-Row*<sup>™</sup> is the effect of gravity. You can’t simply place the X’s and O’s anywhere you want. They have to be piled up from the bottom. You may have three X’s and O’s in a row horizontally, but unless you can deliver one more on either end on the next move, your opponent will be able to block you — or score 4-in-a-row while you’re concentrating on your game. Illustration 4 shows an unbeatable position. Even though it is Player 2’s move (with the X’s), Player 1 will win on his next turn.

### Illustration No. 1

Number of Books	Frequency
1	1
2	2
3	3
4	4
5	1

*Player 1 has just won by placing his fourth X in stack 1, making four-in-a-row diagonally.*

### Illustration No. 2

			0	0	X	X	X	X
	X	0	X	X	0	0	0	
1	2	3	4	5	6	7	8	

Here Player 1 wins again by dropping an X in stack 5, making four-in-a-row horizontally.

### Illustration No. 3

Number of Books	Frequency
1	1
2	4
3	1
4	3
5	1

*Player 2 wins this game by making a vertical stack, dropping his O on the second stack.*

### Illustration No. 4

+								
+								
+								
+								
+								
+	X							
+	0	0		X	X	X		
+	X	0	0	0	X	X	0	
+								
	1	2	3	4	5	6	7	8

*This is a “won” position for Player 1, even though it is Player 2’s turn. Wherever Player 2 places an O, Player 1 will complete a horizontal four-in-a-row.*

## Program Instructions

- Load the program into your computer with OSCAR. Then type **RUN**. (Refer to your User's Manual if you have difficulties.)

- Player 1 types the number of the stack he wants to drop an X on. Player 2 then does the same with O's.

■ Play alternately until someone gets 4-in-a-row or until the playing board is full, which is a tie.

■ **Type Y** (yes) if you want to play another round. **Type N** (no) if you don't.



