



Installation

The **connect4** file does not need installation and will run from a hard disc, USB stick or CD-R.

How To Use

The object of the game is for one of the two teams (red and yellow) to place 4 chips in a horizontal, vertical or diagonal row. The two teams take turns to place their chip in one of the 7 slots. The chip will then slide down to the lowest unfilled position under that slot.

The border colour indicates which team's turn it is. Pressing the **skip go** button will swap to the other team. Selecting one of the seven **drop** buttons places a chip - alternatively pressing keys 1 to 7 on the keyboard has the same effect. The **random** button (or pressing the R key) places a chip at random.

To add educational content to this game, each team is asked a question in turn. If they get the question correct, allow the team to place a chip in their desired slot. If they get the question wrong, either skip their go or place their chip at random. The game can be shortened by selecting **3-to-win**, which means that only 3 chips in a row will result in a win.