Electronic Hand-Held

Connect Four®

I N S T R U C T I O N S

IMPORTANT! If this product malfunctions, press [SOUND], [ON/ENTER] and [HIGH SCORE] simultaneously to reset; or try a new battery.

Object Get four black checkers in a row – up and down, across or diagonally – before the computer gets four white checkers in a row.

Game Summary You (the PLAYER) control the black checkers; the COMPUTER controls the white checkers. Compete against the computer in your choice of 2 games and 3 skill levels.
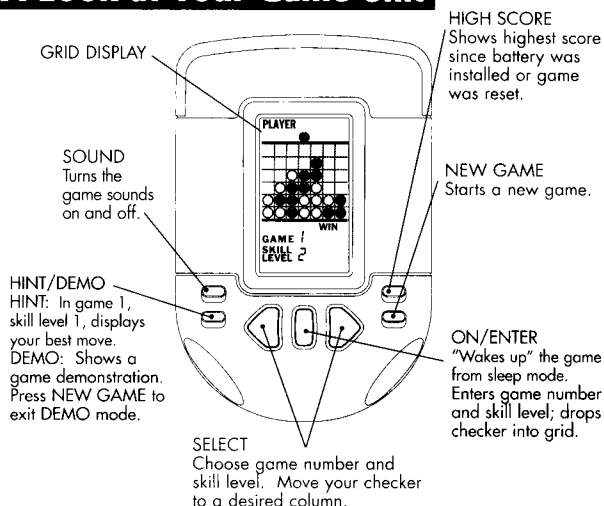
THE 2 GAMES
Game 1 is classic Connect Four play. Alternate turns with the computer dropping checkers strategically into the grid.

Game 2 is a disappearing grid challenge! It plays the same as Game 1, except that all checkers in the grid disappear shortly after each checker is dropped. Now you must remember where the checkers are as you plot your next move!

THE 3 SKILL LEVELS
The higher the level, the more strategically the computer "thinks." Skill Level 1 is Beginner, Skill Level 2 is Intermediate; Skill Level 3 is Expert.

A Look at Your Game Unit

HIGH SCORE
Shows highest score since battery was installed or game was reset.

GRID DISPLAY

SOUND
Turns the game sounds on and off.

NEW GAME
Starts a new game.

PLAYER

GAME 1
SKILL
LEVEL 2

WIN

HINT/DEMO
HINT: In game 1, skill level 1, displays your best move.
DEMO: Shows a game demonstration. Press NEW GAME to exit DEMO mode.

ON/ENTER
"Wakes up" the game from sleep mode. Enters game number and skill level; drops checker into grid.

SELECT
Choose game number and skill level. Move your checker to a desired column.

The Demo To see a demonstration of a game, press and hold the NEW GAME button (with the SOUND on) until you hear a double beep. Then press the HINT/DEMO button, and you'll watch a sample game on Game 1, Skill Level 2. To exit the demo, press the NEW GAME button.

How to Play
GETTING STARTED
Waking up the Game: If no buttons are pressed for one minute, the game will go into "sleep mode." To "wake up" the game, press any button.

Starting a New Game: Press and hold NEW GAME. The display will show GAME and flash SELECT, as the game waits for you to select a game and skill level.

Selecting a Game: Press the SELECT arrows to choose Game 1 or 2. Then press ON/ENTER.

Selecting a Skill Level: Press the SELECT arrows to choose Skill Level 1, 2 or 3. Then press ON/ENTER.

TAKING A TURN
When it's your turn, you'll see PLAYER in the top left and a flashing black checker in the center above the grid.

1 Decide the column where you want to drop your checker. Press the SELECT arrows to move your checker to the desired column.

Getting a Hint: In Game 1, Skill Level 1, you can ask the computer for help on any turn! Press the HINT button, and a black checker will appear above a column to reveal your best move.

2 After choosing a column, press the ON/ENTER button to drop your checker down to the lowest open slot in the grid.

Now it's the computer's turn. The computer will "think" for a short time, then drop a white checker into the grid.
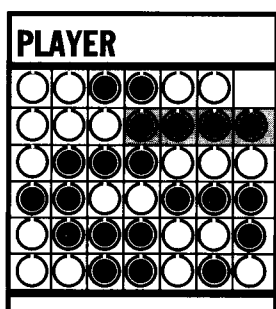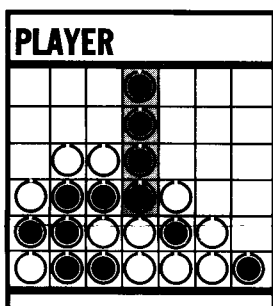
How to Win

Continue playing until you get four black checkers in a row, or the computer gets four white checkers in a row. If you win, a WIN message will flash. If the computer wins, a GAME OVER message will flash. *Ties:* If the grid fills up without either side winning, the game ends in a tie.
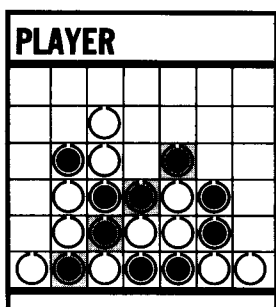
THREE WAYS TO WIN!

Here are three examples of games won by the PLAYER with four black checkers in a row.

FOUR IN A ROW
UP AND DOWN

PLAYER

PLAYER

FOUR IN A
ROW ACROSS

FOUR IN A ROW
DIAGONALLY

PLAYER

Scoring After each game, the computer will automatically display the current total of wins (games you've won), ties, and games played, followed by the game number and skill level you are playing. A running record is kept until you change the game number and/or skill level.

Starting Again To start a new game at your current game number and skill level, press the ON/ENTER button; or press and hold the NEW GAME button (with the SOUND on) until you hear a single beep.

To start a new game at a different game number or skill level, press and hold the NEW GAME button (with the SOUND on) until you hear a double beep. You can then enter the game number and skill level.

Exiting a Game: You can use the NEW GAME button to exit a game at any time – but the game will count as a loss.
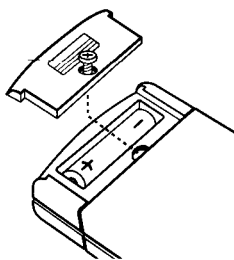
High Score

Press the HIGH score button to see the highest level at which you've beaten the computer. The chart at right shows the rank of difficulty.

Game Number	Skill Level	
1	1	Easiest
2	1	
1	2	
2	2	
1	3	
2	3	Hardest

Battery Installation

This game is powered by one AA size battery. For extra-long life, use an alkaline battery.
DO NOT USE A RECHARGEABLE BATTERY.

1. Loosen the screw and remove the battery cover.

2. Place one AA size battery into the compart-ment, matching the "+" and "−" symbols inside. Replace the battery cover and tighten the screw.

Caution: *Battery may leak if improperly installed. Remove during extended storage.*

Maintenance

■ Handle the game carefully.
■ Store the game away from dusty or dirty areas.
■ Keep the game away from moisture or temperature extremes.
■ Do not disassemble the game. If a problem occurs, remove and replace the battery to reset the computer.