FOUR-PLAY
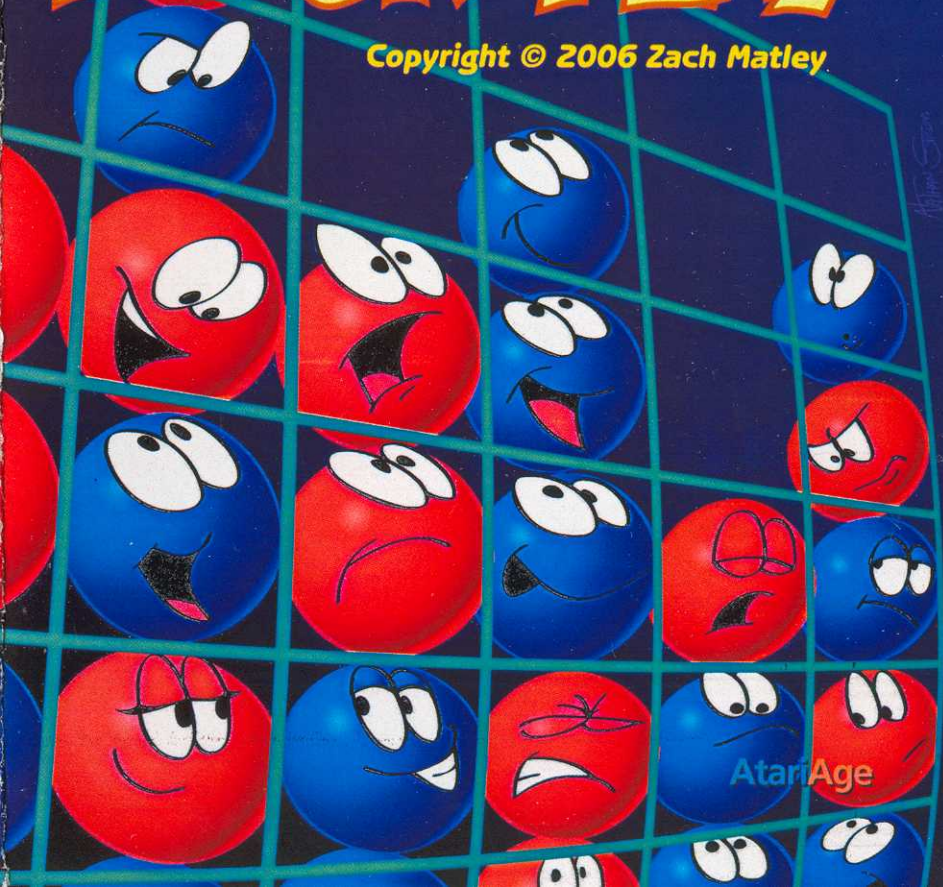
AtariAge

FOUR-PLAY by Zach Matley

Four-Play is a gravity-powered board game based on Tic-Tac-Toe. Can you defeat your human opponent or the computer A.I.?

RULES

Four-Play is played on a 7x7 grid. Red and Blue take turns dropping marbles, which fall to the bottom row or on top of another marble. Red always moves first. The first player to align four marbles horizontally, vertically, or diagonally wins. If the board fills completely with no wins, the game is a draw.
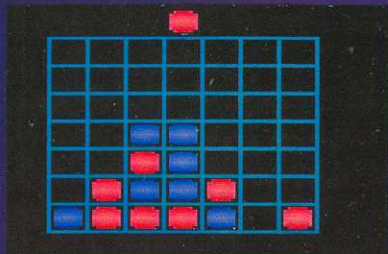
LEVELS

Four-Play comes with four skill levels in which you can play Red or Blue against the computer A.I. There is also a 2-player mode, and a hidden mode that allows two players to share one joystick. The computer moves quickly on levels 1-3. On level 4, the computer opponent usually moves in less than 30 seconds, but sometimes may take up to two minutes.

CONTROLS

From the title screen, push the joystick UP or DOWN to select a level. Use RESET or the FIRE button to start a game.

During the game, move the marble LEFT and RIGHT and push DOWN to drop.

In levels 1-4, use the left joystick. In 2-player mode Red is played with the left joystick and Blue is moved with the right.

Use RESET to clear the board and start a new game, and use SELECT to go back to the title screen. At the end of a game, the FIRE button will also reset the board. Finally, the LEFT DIFFICULTY switch can be flipped to change sides.
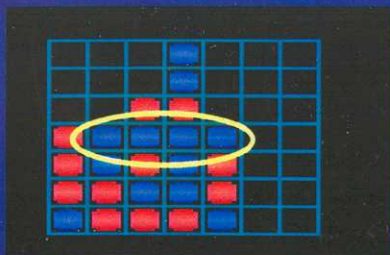
None of the controls have any effect while the computer is thinking.
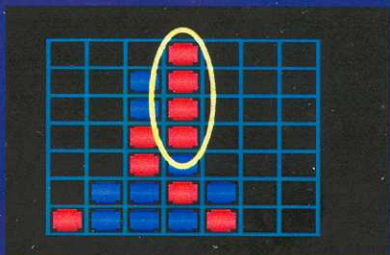
CREDITS

Programmed by
Zach Matley
Title screen, label
and manual artwork
by Nathan Strum
Music composed
and programmed by
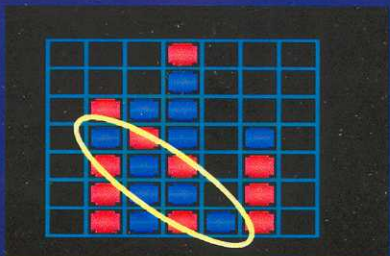Bob Montgomery

Thanks to everyone who gave feedback and support in the AtariAge forums.
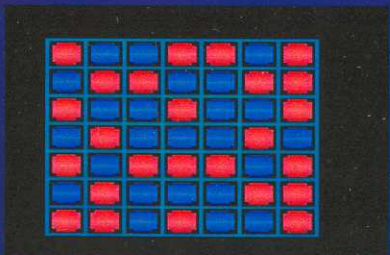

Blue wins horizontally

Red wins vertically

Blue wins again!

A draw! Time for a rematch!

Knight Jumper

BONUS GAME
A hidden minigame,
Knight Jumper can be launched
from the title screen. There are 32
puzzles in which you guide a chess knight
across the board trying to touch each square exactly
once. All the puzzles can be solved from any starting square.
To play, move the knight to the starting square of your choice and press FIRE to
begin. From then on, simply move the knight to the next square. You can reset the
board with the FIRE button at the end of a game, or with RESET at any time. Use
the SELECT switch to choose from the 32 puzzles. You can also take back the
most recent move with the FIRE button, if the game has not ended...