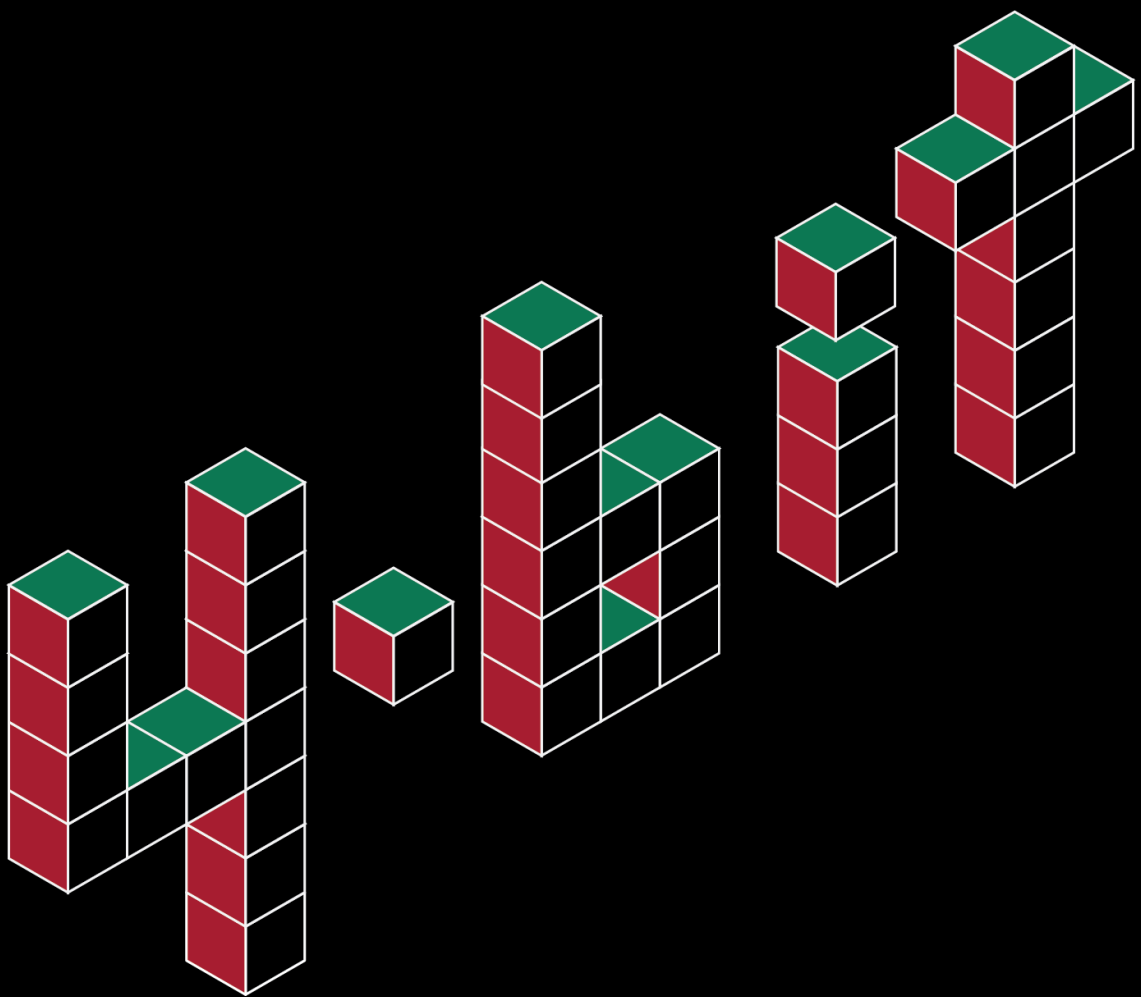




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STUDIOS



HOW TO PLAY

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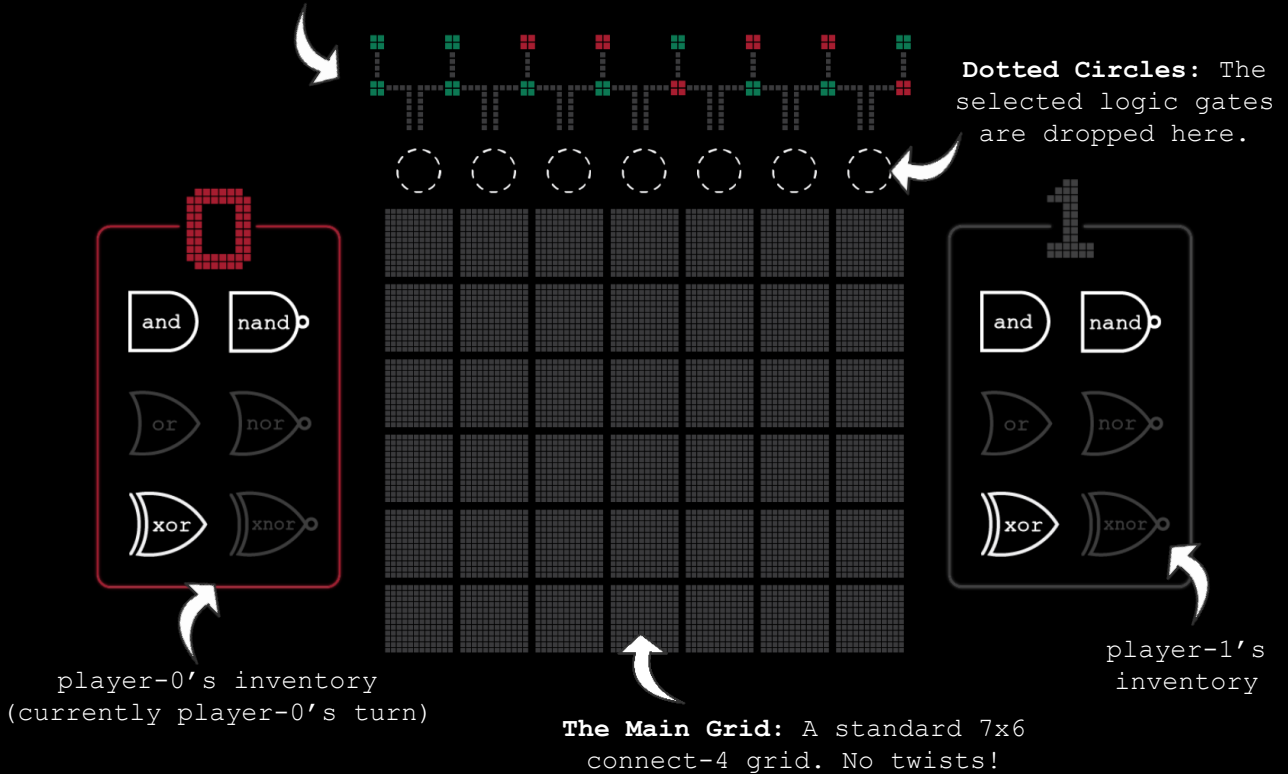
Introduction

- 4-bit is a two-player game, with one player being 0 and the other player being 1. Player-0 and Player-1, Binary!
- The first player to connect four of their numbers(0 or 1), horizontally, vertically, or diagonally, wins the game!
- If all the cells of the main grid have been filled and neither player has four numbers in a row, the game is a tie.
- Player-0 starts the game, with players taking alternate turns.



The Game Window

The Input Grid: Two rows, eight columns.
Just above the main grid. Red is 0, green is 1.



The Inventories:

- Each player has their own inventory of logic gates.
- The game starts with 3 gates chosen at random in each player's inventory. The gates are the same in both inventories.
- Once all the gates in both the inventories are used up, the inventories are restocked with 3 randomly chosen gates. The restocked gates are the same in both inventories.



Gameplay

A turn consists of the player dragging a logic gate from their inventory onto any one of the dotted circles, right above the main grid.

THAT'S IT- ONE STEP!

Dropping a logic gate!

Before the gate is dropped



GATE DROPPED

1

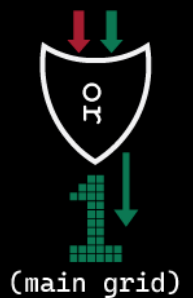
The cells from the bottom row of the two columns just above the dotted circle are taken as the inputs for the logic gate.



2

The inputs are processed by the logic gate, with the output being dropped in the column in the main grid right below it.

The number falls to the bottommost empty row in the column. (just like normal connect-4)
This is how you drop numbers in the main grid and are supposed to connect four in a row!



3

The bottom row cells are empty now, so the two cells just above drop down to the bottom row.



4

With the top row cells being empty now, they're randomly assigned 0 or 1. It is now the next player's turn, and the gate shifts back to a dotted circle.

