NAME

Four-in-a-Row - four-in-a-row game for GNOME

SYNOPSIS

four-in-a-row [*OPTION...*]

DESCRIPTION

The object of the game is to build a line of four of your marbles while trying to stop your opponent (human or computer) building a line of his or her own. A line can be horizontal, vertical or diagonal.

OPTIONS

This program only accepts the standard GNOME and GTK options.

AUTHORS

four-in-a-row was written by Tim Musson <trmusson@ihug.co.nz> and David Neary <bolsh@gimp.org>.

This manual page was written by Sven Arvidsson <sa@whiz.se>, for the Debian project (but may be used by others).

SEE ALSO

gtk-options(7), **gnome-options**(7)

The online documentation available through the program's *Help* menu.