

**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.