



The Complete Book of CONNECT 4: History, Strategy, Puzzles

By James D. Allen

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Fun to play on the board or on the computer, CONNECT FOUR has become a staple of the family game room—and this is the definitive book on the subject. It tells all about how CONNECT FOUR came to be, offers game-enhancing strategies from a puzzle expert, and provides actual examples so solvers can test themselves on what they've learned along the way.

By the time players finish this complete guide, they'll be lean, mean, disc-dropping machines, ready for CONNECT FOUR success!

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Editorial Review

About the Author

James Dow Allen is a computer scientist and inventor with 32 U.S. patents. In addition to professional work with device firmware, operating systems and compression algorithms, Mr. Allen pursues programming as a hobby. In 1988 he developed a computer solver for the game of Connect Four just for fun.

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