Romi lets you play Rummy games against the computer at 3 different levels. The Rummy game is played with two sets of 52 cards and with two wild cards . The purpose of this game is to form groups of 3 or more cards, which contain either consecutive cards of the same suit or cards of the same number value but of differing suits.

Romi runs on Windows 95 and Windows NT with a color monitor, this game was initialy developped for the Macintosh and ported to Windows 95/NT by the help of the CodeWarrior Pro compiler from Metrowerks on a Macintosh system.

With this version of Romi, you can play against more than one Romi player. You can play against one to tree players simulated by Romi by using the Preferences item of the Options menu. All the players simulated by Romi play at the same level of difficulty that you have chosen. When you win a game, the penalty score given to Romi is the maximum score of the players simulated by Romi.

The general rules of the game are:
1)     This game can be played with many variations. Romi is able to use two of them, one of which is the American Standard. The second is the same but with the possibility of placing an 1(Ace) after the 13(King) as in (12,13,1). Note that (13,1,2) is not allowed. The American Standard rules are used by default, but this can be change by using the item Preference... of Options menu.
2)     When you begin a new game, 14 cards are drawn randomly for Romi and 14 for the player. Those last are placed on the palette in sequential order.
3)     The player opens his game by playing at least one group of 3 cards or more, using only the cards on his palette. The sum of those cards values must be 25 or more.
4)     After the player has opened the game, he can use the cards on the board to complete groups  with cards on his palette. The player can move or reorganise all the cards on the board, but the new groups must be valid and by groups of 3 and more.

The particulars rules of Romi are:
1)     The window of Romi is divided into two principal elements: the board, with 8 rows of 24 cells where you put the cards that you play, and the palette where the player's cards are stored. The groups of cards placed on the board must be separated by one or more empty cells. The player's cards can be placed anywhere on the palette.
2)     To move a card, the player clicks on this card, the card is selected (darkened) and the player selects the destination by clicking where he wants to move the card. Romi also support Drag and Drop of selected cards, when you move your selection, the receiving cells are inverted.
3)     Romi does not allow you to place a card before or after a card on the board, if the group formed with this card is not valid.
4)     The player can select a group of cards on the board by clicking with the Control key on the first card he wants to select, all the following cards are selected. He can also use the same Control-click for selecting a group of cards on his palette. In this case, only the following consecutive cards who can make a valid group are selected.
5)     You can cancel a selection of cards by clicking on the same card you have clicked.
6)     If the player can't or doesn't want to play a card, he must draw a new card by clicking on the "hand picking a card" icon. The card is selected randomly in the remaining cards.

7)      When the player has finished his turn, he clicks on the sandglass icon. Romi checks that the game is valid and it becomes Romi's turn. When Romi plays, the sandglass icon is replaced by a computer icon.

8)      The player can select a group of cards by clicking with the Control-Shift keys on the last card he wants to select, all the preceeding cards including the clicked card are selected. He can also use the same Control -Shift -click for selecting a group of cards on his palette. In this case, only the preceeding cards who can make a valid group are selected.

Shortcuts

1)      Romi lets you add one or more selected cards to the end or to the beginning of a group of cards, by clicking respectively on the first or the last card of the group. If the space before or after the group is not sufficient, Romi moves the new group of cards where there is enough space.

2)      Romi also allows you to make two groups of cards with one group of 5 cards or more, and another card which is identical to one of this group. The two new groups must each form groups of 3 cards or more. For example if there is a group of cards like (4,5,6,7,8,9) and if you have an other 6, you can make the following two groups (4,5,6) and (6,7,8,9). The shortcut works by selecting your 6 and by clicking or dragging on the 6 of the group (4,5,6,7,8,9).

Menus descriptions.

1)      The Romi menu

a)      New game  begin a new game.

b)      Open...  open a game that has been previously saved.

c)      Demonstration  play a demonstration game of Romi.

d)      Save  save your game to continue it another time.

e)      Save as...  save your game to continue it another time.

f)      Pause  defer your game because you have other important things to do.

g)      Continue  continue a game that has been previously deferred.

h)      Quit  quit Romi and ask you if you want to save your game.

2)      The Options menu

a)      Beginner (when checked), tells Romi to use the lowest level of strategy when he play against you. At this level, you can see the Romi's cards and you can ask Romi to play for you by choosing Help from Romi, from the Utilities menu.

b)      Intermediate (when checked), tells Romi to use intermediate level of strategy against you.

c)      Expert... (when checked), tells Romi to use the highest level of strategy against you. When you choose this menu item, Romi asks you to select a time limit for your turn. At this level, the time limit decreases and when the remaining time indicated by the sandglass reaches zero, Romi takes control of the game and does one of the following things: 1) If you have played one or more cards, Romi checks if the game is valid. If so, Romi plays his turn. If not, Romi restores the game as it was before your turn and draws a new card for you and then plays his turn. 2) If you have not played any card, Romi draws a new card for you and he plays his turn.

d)      Preferences... allows you to change and save your preferences, this menu item is not available if you have begin to play the game.

e)       See Romi's cards (when checked), allows you to see the Romi's cards at his turn. This option is only available at beginner's level.

f)       Sounds (when checked), plays sounds (if you have a sound card) when some events occurred.

3)       The Speed menu allows you to change the display speed for animated moves and messages.

4)       The Utilities menu

a)       Sort by suit rearranges the player's cards on the palette by suit.

a)       Sort by number rearranges the player's cards on the palette by number.

b)       Help from Romi asks Romi to play for you. This item is available only if you are at the Beginner level.

c)       Cards played shows you the cards played by Romi on his last turn or the cards played by you during your turn.

d)       Validate check that the groups of cards played on the board are valid.

e)       Restore the board restore the game as it was after the last turn of Romi.

f)       Clean Up the board rearranges the cards on the board in a special order like below.


g)       Score... displays your score and the number of games that you have won against Romi. You can cumulate your performances against Romi by saving your game when you quit Romi and by opening the last game played when you use Romi another time.

THANKS

I would address special thanks to my son Charles for his help in programming and designing this game and to the Pierre (the ZooMan) Lachance and Jurjen N.E. Bos from Netherlands for their many suggestions and their help in debugging and translating this program in English. I also want to thank those of you who send comments and/or their registration fee.


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Romi Registration Form or Comments report
Name:
Mail address:


Country:
e-mail:
Romi version:  2.0 for Windows 95/NT

Comments:




If you send your e-mail address with your registration, you will receive by e-mail my personal e-mail address and you will be notified when new Romi versions become available.


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