

War of Flowers

version 1.1

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System Requirements

Current version of War of Flowers requires the following hardware/software to run properly on a Macintosh.

Monitor Size: 13" (640x480) or larger.

Monitor Color: 4 bit (16 colors) or deeper. I recommend 8 bit color (not gray).

System Software: System 6.0.7 or later, or System 7.

This version may or may not work with systems earlier than version 6.0.7, but I didn't test with those systems.

Shareware Notice

War of Flowers is shareware. You may play this game for 15 days. After 15 days, you should either register your copy or erase it. To register, send \$10 (US) to

Minho Choi

3373 Lake Austin Blvd. #A

Austin, Texas 78703




U.S.A

Be sure to send your name and address with your check (no credit card, please).

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Introduction

War of Flowers is an oriental card game. If you are not familiar with this game, try to memorize the cards before playing the game [See pages 8-11 of Online Help (Choose `Help...` in the `Game` menu)].

There are three players, one () is controlled by you and the others ( and ) are controlled by the machine. A war consists of series of games. At the end of each game, players give and take money according to the result. A war ends when one of the players go bankrupt.

The Game

The first player of each game is the winner of the last game. (At the first game, one player will be selected randomly.) And the turn always goes counter-clockwise. At the beginning, the deck is shuffled. Then 7 cards are distributed to each player's hand, 6 cards on the table, and the rest (21 cards) makes the stack. Other player's hand and the stack are not displayed on the screen.

At your turn, draw a card from your hand (click on it). If there is a matching card on the table, the matching pair becomes part of your collection. (Two cards are matching if they belong to the same month.) If not, the card you have drawn belongs to the table. Then a card is drawn from the stack. Again, if there is a matching card, you collect them. If not, it goes to the table. (There are exceptions when the card drawn from your hand and the one from the stack belong to the same month. See `Collecting Cards`.)

Your score is calculated based on your collection. If your score is less than 3 points or is not more than the score you had at the last turn, the turn goes to the next player. If you scored more than 3 points (and your score is more than what you had at your last turn), you may call `GO` or `STOP`. If you called `STOP`, you win the game and take some money from the other players [See `Exchanging Money`]. If you called `GO`, the turn goes to the next player. If everyone have no card in their hands and none called `STOP`, there is no winner in that game.


Collecting Cards

At your turn, draw a card from your hand by clicking on the card you want. Try to draw a card which has a matching pair on the table. Two cards are matching if they belong to the same month. If there is no matching card in your hand, try to draw a least important card according to your strategy. If you matched a pair, they become a part of your collection. If not, the card you drew belongs to the table.

Then a card will be drawn from the stack. If there is a matching card on the table, the matching pair become a part of your collection. If not, the card from the stack belongs to the table.

There are four exceptional cases. (However, these exceptions don't apply at the last turn.)

1. Making Triplet (aka Shit)

This happens when the card from your hand matches a card on the table and the card from the stack also matches this pair. Then all these three cards belong to the table. The triplet is marked by a flashing square with number 3 in it ().

2. Collecting Triplet

When either the card from your hand or the card from the stack at your turn matches a triplet on the table, all the four cards become a part of your collection.

3. Smack (aka Tick-tack)

This happens when the card from your hand does not match any card on the table but the card from the stack matches it. Then this matching pair become a part of your collection.

4. Sweeping up

This happens when there are two cards on the table, the card from your hand matches one of them, and the card from the stack matches the other, i.e., you remain nothing on the table after your turn. Then all the four cards become a part of your collection.

• Passing PLAIN cards

If you match a triplet, do a smack, or sweep up, each of the other two players should pass a PLAIN card to you from their collection. If they don't have any PLAIN card in their collection, they don't pass anything.

Scores

At the end of your turn, your score is calculated based on your collection. The cards in your hand are not counted for the score. There are two ways to get scores. Basic Points are based on the number of cards, and Special Points are based on special sets of cards.

1. Basic Points

Collect 10 PLAIN cards, and get 1 point. Each additional card counts as 1 point. Each DOUBLE PLAIN card is regarded as two PLAIN cards.

Collect 5 RIBBON cards, and get 1 point. Each additional card counts as 1 point.

Collect 5 ANIMAL cards, and get 1 point. Each additional card counts as 1 point.

SUN cards are a little bit complex. No point until you collected more than two SUN cards. Collect 3 SUN cards, and get 3 point. Each additional card counts as 1 point. But if you have only three cards and one of them belongs to December, you get only 2 points.

2. Special Points

[See page 10 of Online Help before reading this section.]

Collect three Red RIBBON cards, and get 3 points. Collect three Blue RIBBON cards, and get 3 points. Also, collect three Orchid (purple) RIBBON cards, and get 3 points.

Collect three Bird cards (ANIMAL cards only), and get 5 points.

Collect five SUN cards, and get 10 points.

• Example 1

If you collected 2 SUNs, 4 ANIMALs, 4 RIBBONS, 9 PLAINS, and no special set, you get 0 point.

• Example 2

If you collected 3 SUNs, 4 ANIMALS, 6 RIBBONS, 12 PLAINS, and Blue RIBBONS, you get 11 points.

$$(3 + 0 + 2 + 3 + 3 = 11)$$

• Example 3

If you collected 5 SUNs, 7 ANIMALS, 2 RIBBONS, 10 PLAINS, and Birds, you get 24 points.

$$(15 + 3 + 0 + 1 + 5 = 24)$$

Calling GO or STOP

If you scored more than your previous turn and your score is 3 points or more, you may call GO or STOP. If you call STOP, that is the end of a game and you are the winner of the game. If you call GO, the game continues.

When to call GO? If you expect the other players are unable to call STOP before your next turn, call GO and get more scores. Sometimes it is risky to call GO, but it is the way to make a lot of money at once.

When to call STOP? If you expect one of the other players can call STOP before your next turn or you are unlikely to get more scores at your next turn, call STOP. If you call GO and one of the other players call STOP later in the game, you can get serious damage (see Go Penalty at the end of next section).

There are two cases you should call STOP automatically. First case is when it is your last turn. Second case is when one of the other players already called GO in the current game.

Exchanging Money

At the end of a game, i.e., when someone called STOP, losers pay money to the winner. Here is how much to pay: if the winner called GO less than three times,

\$ (winner's score) + (number of GO call);

if the winner called GO at least three times,

\$ (winner's score) x (number of GO call - 1);

if the loser collected no card at all, pay nothing.

But there are some cases when this due doubles.

PLAIN Doubling

If the winner collected at least 10 PLAIN cards, a loser who have less than 6 PLAIN cards should pay twice the due. But this rule doesn't apply when the loser have no PLAIN cards.

STUPID Doubling

If the winner collected at least 7 ANIMAL cards, the losers should pay twice the due.

• GO Penalty

Suppose that Player B called GO and you called STOP at the next turn, then Player B should pay not only its due but also Player A's due to you (Player A doesn't pay anything).

- **Example 1**

Suppose that you called STOP with 3 points and have 11 PLAIN cards. If Player A has 5 PLAIN cards and Player B has 6 PLAIN cards, Player A pays \$6 and Player B pays \$3 to you.

- **Example 2**

Suppose that you called GO with 6 points, but Player A called STOP right after you with 4 points and has 10 PLAIN cards. If you have 11 PLAIN cards and Player B has 4 PLAIN cards, you pay \$12 (which is \$4 for you plus \$4x2 for Player B) to Player A. Player B pays nothing.

- **Example 3**

Suppose that Player B called GO three times and called STOP with 40 points (let's say, 5 SUNS, 7 ANIMALS, 7 RIBBONS, 17 PLAINS, made Birds, red and blue Ribbons). If you have 3 PLAINS and Player A has 7 PLAINS, you pay \$320 (which is $(15+3+3+8+5+3+3) \times 2 \times 2 \times 2$, guess what each item is) and Player A pays \$160 to Player B.

Options

At the start-up time or in between wars, you can change some parameters of the game. The first item in the Options... dialog is the amount of money each player has at the beginning of a war. With \$20, a war may take about 15-30 minutes. With \$50, a war may take about an hour. With \$100, a war might take 1-2 hours.

The second item is the intelligence level of Players A and B. Unlike other games, setting the IQ low doesn't guarantee that you win every time.

The third item is the pace of the game. If you are not familiar with this game, set it slow. As your skill increases, you may set it fast.

Enjoy.

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