Romi

The Romi game is played with two sets of 52 cards and with two free cards (two apple card). 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.

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 a 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 the Macintosh 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 subsequent groups must be valid and 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 cursor changes to a rectangle. Then the player selects the destination by clicking where he wants to move the card.

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 by clicking with the Option key on the first card he wants to select, all the following cards are selected. He can also use the same Option-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 the Macintosh's turn. When the Macintosh plays, the **sandglass** icon is

replaced by a Macintosh.

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 to 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 on the 6 of the group (4,5,6,7,8,9).

Menus descriptions.

1) The Romi menu

    a) New game lets you play a new game.

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

    c) Demonstration lets Romi play a demonstration game.

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

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

    f) Continue allows you to continue a game that has been previously deferred.

    g) Quit lets you end your Romi game.

2) The Options menu

    a) Beginner (when checked), tells Romi to use the lowest strategy level when the Macintosh plays. At this level, Romi allows you to see the Macintosh's cards when he plays them. You can also 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 when the Macintosh play.

    c) Expert... (when checked), tells Romi to use the highest strategy level when the Macintosh play. 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, the Macintosh plays his turn. If not, Romi restores the game as it was before your turn and draws a new card for you. The Macintosh then plays his turn. *2) If you have not played any card,* Romi draws a new card for you and the Macintosh plays his turn.

    d) Preferences... allows you to change and save your preferences. You can only use this menu item before you begin to play a new game.

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

f) Sounds (when checked), plays additional sounds when some events occur. You can choose certain sound events by using the item Preferences... in this menu before beginning to play a new game.

3) The Speed menu allows you to change the delay when the Macintosh plays his cards or when Romi send a message.

4) The Utilities menu

a) Sort orders your cards on the palette.

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 the Macintosh on his last turn (if you have not played any card since this turn) or the cards played by you since the Macintosh's turn.

d) Validate asks Romi to check if the cards played on the board are valid and by groups of 3 or more.

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

f) Statistics... displays your score and the number of games that you have won against the Macintosh. You can cumulate your performances against the Macintosh 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 the "Club Macintosh de Québec" members who helped me to debug and develop this program. I would specially thank Pierre (the ZooMan) Lachance for his many suggestions and his help in translating this program in English.

DISCLAIMER OF WARRANTY:

IN USING THIS SOFTWARE, YOU UNDERSTAND AND AGREE THAT THIS SOFTWARE IS PROVIDED "AS IS" WITHOUT WARRANTY OF ANY KIND. THE AUTHOR DOES NOT MAKE ANY WARRANTIES, EITHER EXPRESSED OR IMPLIED, INCLUDING BUT NOT LIMITED TO IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, WITH RESPECT TO THIS SOFTWARE.

IN NO EVENT SHALL THE AUTHOR BE LIABLE FOR ANY CONSEQUENTIAL, INCIDENTAL, OR SPECIAL DAMAGES WHATSOEVER (INCLUDING WITHOUT LIMITATION DAMAGES FOR LOSS OF CRITICAL DATA, LOSS OF PROFITS, INTERRUPTION OF BUSINESS, AND THE LIKE) ARISING OUT OF THE USE OR INABILITY TO USE THIS SOFTWARE.