

rummi

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REVISION HISTORY

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Chapter 1

rummi

1.1 Contents

Rummi – Rummi v 1.3 (28 november 1995)

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1.2 Copyright and Disclaimer

Rummi - Rummi v 1.3

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possibility of such damage.

1.3 Introduction to Rummi

Introduction to Rummi

In Holland (and maybe elsewhere, I don't know) the game Rummikub is
quite popular. It is a game of combination and strategy for 2 or more
players.

This program is an Amiga implementation of this game for 2 players,
the Amiga being one and you are the other.

1.4 System Requirements

System Requirements

To run this program, you need an Amiga with OS 2.04 or higher.

1.5 Installing Rummi

Installing Rummi

I have not supplied an installer script, as the installation is very simple.

Just copy the program and this guide to wherever you want them to be.

No additional libraries or files required.

1.6 Program Start

Program Start

Simple. Just double-click its icon.

Or, just type Rummi in the shell.

There are no tooltypes or parameters.

1.7 Rules of the game

Rules of the game

Rummi is a game with fairly simple rules. There are 104 pieces, numbered from 1 thru 13, in 4 different colors. There are two pieces for each color/number combination. Initially these pieces lay face-down on a pile (the pile is not visible on the screen). Both playes take 14 pieces, and lay them on their own tray.

The aim of the game is to get rid of all your pieces as quickly as possible. The following rules apply:

- In each turn you may play any number of pieces by putting them from your tray onto the table.
 - Pieces on the table may be rearranged, but not be taken back from the table to your own tray.
 - At the end of each turn, all pieces on the table must be arranged in valid series of at least 3 pieces.
Valid series may consist of:
 - 3 to 13 pieces of the same color but increasing value, or
 - 3 or 4 pieces of the same value but different colors.
-

- If both players have duplicate pieces (two pieces with the same color and value), they may swap the duplicate pieces.
- The first time a player plays a piece, he must play at least a total of 30 in that same turn. Only pieces taken from his tray count in this total, not any pieces rearranged on the table.
In the second and following turns there is no minimum.
- If a player cannot play any piece, he must take a piece from the pile.
- The player who is the first to lose all his pieces, wins the game.

The original game contains two jokers (wild pieces) that fit everywhere. However, this program doesn't support jokers.

1.8 How to play

How to play

The beginning

The first 14 pieces for each player are taken automatically.

The program decides (randomly) who has the first turn, you or the program.

Moving a piece

You can pick up a piece by clicking on it. Clicking again will drop the piece.

You may drop the piece anywhere on the table. If the piece came from your tray, you may put it back on your own tray again if you didn't place it on the table.

If you drop a piece on top of an existing series, the program checks if the piece fits. If so, the piece will be added to the proper end of the series.

If necessary, the series will be split in two (for example: drop a 5 on top of a series 3-4-5-6-7, and the series will be split into 3-4-5 and 5-6-7).

Ending your turn

If you cannot (or don't want to) play any more, click the gadget in the bottom right corner of the screen.

Depending on whether you have moved or not, the gadget has some imagery representing "take a piece" or the letters "OK".

Swapping duplicate pieces

When you've got duplicate pieces, and the program has too (it will let you know when it has), you can swap them.

Pick up the duplicate piece, and click on the program's tray. The piece will be swapped. You can drop the new piece on your own tray.

You cannot swap a piece that wasn't duplicate on your tray, nor can you swap a duplicate piece if the program hasn't any.

Invalid plays

When you have moved and click the "OK" gadget, the program checks if you didn't leave invalid series on the table. After your first turn, the program checks if you did play at least a total of 30.

If there are incomplete series, or you didn't play at least 30 on your first turn, you will see a requester. Click "OK" to make it disappear. Then you have the chance to fix things right.

If you cannot fix it properly, just click the bottom right "OK" gadget immediately. Any invalid series are put from the table on your tray, and you must take 5 extra pieces from the pile for a penalty.

1.9 Rummi Menus

Rummi Menus

Game menu

- Back up
take back the last piece played.
- New game
starts a new game.
- Single play
the program doesn't play. Perhaps nice to practice.
- About
give some information.
- Quit
quits the program.

Level menu

- Beginner
the program doesn't try every (complex) combination.
- Expert
the program will try every combination it can think of.

Screen menu

This serves as a replacement for the missing title bar and depth-arranging gadgets on the screen.

- Front
move the screen to front.
- Back
move the screen to the back.
- Workbench
move the Workbench to front.
- Set Mode
set
screen
mode and size and start a new game.
(OS 3.0+ only)

1.10 Screen mode and size

Screen mode and size

By default, Rummi opens a 320 x 256 screen using the default monitor for your system. The screen autoscrolls if it is larger than your display.

If running under OS 3.0 or higher, you can choose your own screen mode and size. The settings are saved in a file named Rummi.config in the same drawer as where the program resides. The next time you start Rummi these settings are used.

If you have OS 2.04 you could use a utility like NewMode instead to select your own favourite screen mode and size.

Warning

If you select too small a screen size, there might just not be enough room on the table to accomodate all played tiles. If the program runs out of space, it tries to rearrange the series. If there is still not enough room, the program will mess up the display. Some series will be drawn outside the table, on top of your tray, on top of other series, or not drawn at all. This makes those series unplayable for you, but the program can still access those. If that happens, you should select a bigger screen.

1.11 Known bugs

Known bugs

Currently, there are no known bugs :-)

However, if you think you found one, please let me know.

An actualized list of known bugs in the current version is kept on the

Rummi Info Page
on the World Wide Web.

1.12 Future developments

Future developments

... will be very unlikely.

But you can always check the
Rummi Info Page
on the World Wide Web
for the latest info.

1.13 Version history

Version history

Date	Version	Comment
28-11-1995	1.3	Removed hard coded screen modes. Now uses default monitor. Included full screen size sensitivity. Added screen mode/size requester. Fixed autoscroll.
23-11-1995	1.2	Attempted screen size bug fix.
09-11-1995	1.1	Now uses DBLPAL if available, otherwise PAL. Dropped the Dutch version. Converted rummi.doc into rummi.guide.
-1993	1.00	Initial release (both Dutch and English versions)

1.14 The author

The author

This program was written by:

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If you have any comments, questions, bug reports, ideas for improvement, please send me an E-mail. My address is:

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You can also visit my home page:

<http://www.xs4all.nl/~yrozijn>

1.15 Rummi Info Page

Rummi Info Page

There is a Rummi Info Page on the World Wide Web:

<http://www.xs4all.nl/~yrozijn/rummi.html>

On this page you will find the latest info on Rummi, like:

- o Version number of the latest version
 - o Actualized list of known bugs
 - o Actualized list of possible future enhancements
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