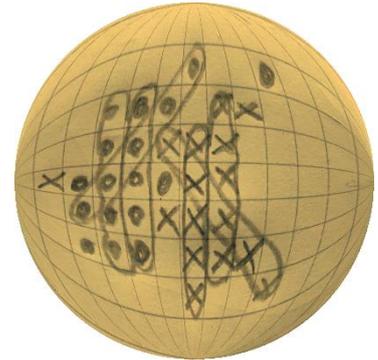


## Why Salami?

The game was born before computers and cell phones.

On the school benches, strictly during class hours and hiding from the teachers, we played on sheets of squared paper. Sequences of 5 contiguous symbols were highlighted by surrounding them with a shape with rounded ends reminiscent of a salami.



**Why 5 and not 4 or 6 elements?** Because it is the right number. Try other numbers (not with the App!) and you will understand.

## Rules of the game:

- Each player places his symbol in a grid box, one at a time.
- 5 symbols in a row, horizontal, vertical or diagonal, make a Salami and allow you to make another move before passing the turn. We call this extra move **BONUS**.
- A salami can include only one end of another salami in the same direction.
- A salami can also include 5 boxes of 5 other different salamis.
- By adding a symbol you can make several salamis at the same time; this gives the right to an extra number of moves, equal to the number of salami made.
- Whoever has made the most salami wins the game (until the grid is full, or in a predefined time which for now it is not measure by the App).
- ...what if I am wrong and I want to undo the last move? **THIS CAN'T BE!** Salami is a game of strategy and attention, if you make a mistake you have to accept the mistake.

## The Menu:

Enable or disable the sound (default → disabled)

The App plays against itself (step 2 below)

You can play against the App (step 3 below)

You can play on the local network (step 4 below)

You can play on the Internet (step 5 below)



Change sounds and mode of showing other players

Pass to the Italian version

Shows page 3 of this manual

## Rules of the App:

- You can choose the size of the playing field by selecting the size of the single square of the grid with the buttons: Small, Medium, Large.
- In standard mode (see point 1 below) the grid size buttons reset the game and restart you.
- The App offers 5 game modes:
  1. With the App started, without selecting any menu item, the standard mode is the one in which the two players play on the same device, as if it was the old squared paper. The starter has the circle symbol.
  2. By selecting the "Alone" menu item, the App plays against itself. The App is not very intelligent (see point 3) and does not use sophisticated strategies but sometimes it creates interesting and always different configurations which can be nice to look at...
  3. By selecting the menu item "Against the App" you can try to challenge the powerful artificial intelligence of the App! The "human" (hopefully) player starts and has the circle symbol.

**IMPORTANT NOTE:** the algorithms have been developed with the advice of Aengus, the author's dog. They have the foresight and ingenuity of a 3-year-old child.... but don't underestimate them, sometimes they can surprise you. And by the way Aengus is still working on it...

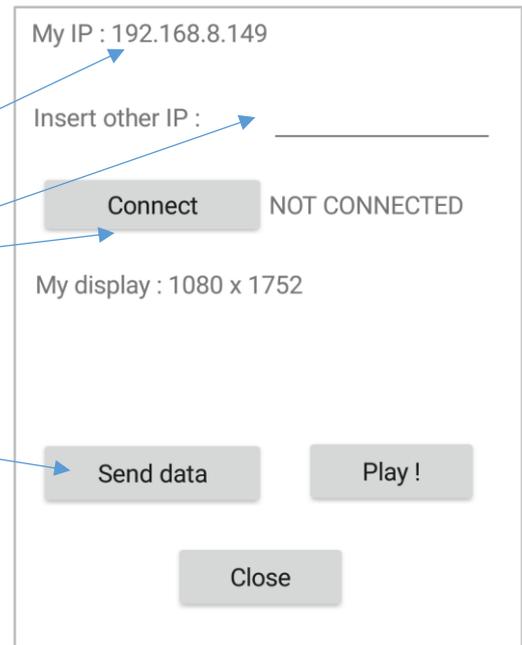


4. By selecting the "Local Network" menu item you can play against another player who has access to the same network, such as your home wifi or a public wifi. It is sufficient that one of the two knows the IP address of the other. The panel shows your IP address.

One of the two players enters the IP of the other and presses the "Connect" button.

The App establishes a direct connection with the other device. Once the connection is established, one of the two must press the "Send data" button to exchange display data.

When you see the data on the other display, you can press the "Play!" button. Whoever presses the button first has the circle and plays first. To find out how display adaptation works, see DISPLAY RULES below.



5. By selecting the "Internet" menu item, you can play against another player chosen from among the 8 billions of players who will download the App and who will register. To be able to connect to the internet server, registration is required at the link:

[https://www.programmidelcoccodrillo.it/register\\_here.php](https://www.programmidelcoccodrillo.it/register_here.php)

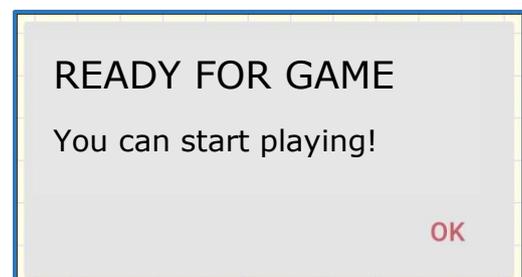
After registration, when you select in the App the "Internet" menu item you have to provide the nickname and password used for registration. Once connected, you will see a list of players. By default you see everyone, but from the options (menu item "Setup") you can choose to see only those who are online. In a future release you will be able to see only your favorites that are online. You can wait for someone to propose you to play. In this case you will see the message of request and you can accept or reject.

Or you can click on a nickname to submit a game request. Wait a few seconds. If after about thirty seconds you have no answer it is because the player is not online. Otherwise you will receive a message telling you if the request has been accepted or rejected. To find out how display adaptation works, see DISPLAY RULES below.

WARNING: to go offline you have to use the "Disconnect" button; sometimes if you simply close the App without disconnecting you'll be seen as "online" by other players.

#### REMEMBER:

In order to start the game, you must wait for the App on your device and the one on the other player's device to have exchanged all the necessary information. This is the reason why **it is important that you give OK to all the messages you receive, and that you wait for the last "READY TO PLAY" message before starting to play.**



What do I see in the App?

Buttons to change the grid's step

Coloured lines show the Salami

My symbol (only in local area network or internet modes); in the modes against the app or app alone it becomes an exit button



Little circles markup the start and the end of each Salame

Switch to the Italian version

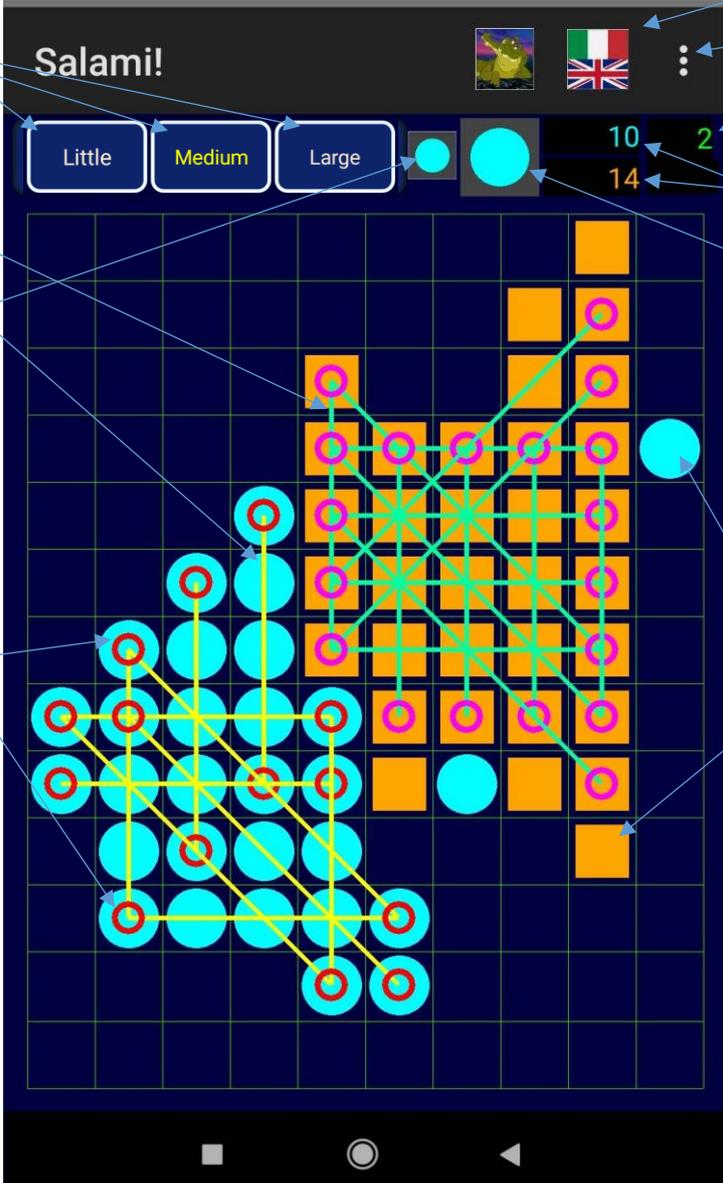
Menu

Number of BONUS for who is on duty

Salamis' counters

Symbol on duty; in the game on the local network, or on the internet, or against the App, touching the symbol interrupts the game and gives the result

The circle and the square are the two symbols of the two players



## DISPLAY RULES

Mobile phone displays can be very different from one another in terms of size measured in points (let's call it resolution).

For Salami it is important that the two players see the same playing field. For this reason, before starting to play, the apps of the two phones exchange data to adapt to the different displays.

The rules of the App are these:

- Whoever sends the request (Internet case) or presses the "Play" button (local network case) will have the circle and will play first.
- The display that has the lowest resolution commands the scaling, but whoever started the game defines the size of the grid (small, medium, or large step).

The App tries to use all the space available. This mostly applies to the lower resolution device. If the resolution of the two devices is very different, the higher resolution device will see a grid that could be cut in height, or in width, but which will have exactly the same number of rows and columns as the other device.

### Do you need help?

Do you need more information or do you want to report a malfunction? Write to:

[helpdesk\\_salami@programmidelcoccodrillo.it](mailto:helpdesk_salami@programmidelcoccodrillo.it)

Your request will be processed within a maximum of 6 months 😊😊😊

You can also write to the Crocodile... but it's not certain that he will answer you:

[il\\_coccodrillo@programmidelcoccodrillo.it](mailto:il_coccodrillo@programmidelcoccodrillo.it)