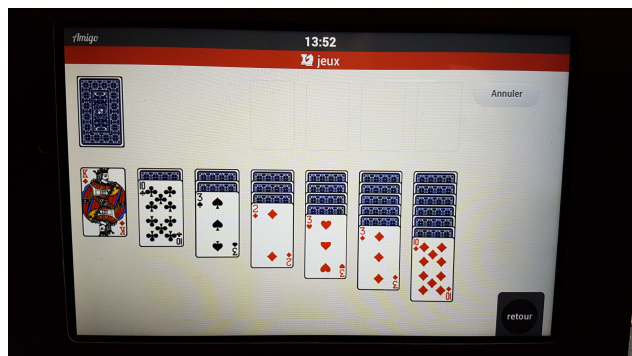# Amigo

# Games on the Amigo tablet

Amigo users can play games on their tablet.

## Memory

Memory is a single-player game to exercise your memory.
At the beginning of each game, 12 cards are laid out in a grid, face down, showing an interrogation mark. Animals are depicted on the front of each cards. The tablet user will first turn one card over, then a second. If the two cards match, the player can then move on to turn the next set of two cards. The game stops when all 6 pairs have been uncovered. The objective is to do so in the least time.

## Solitaire

Solitaire is a single-player game.
As the game begins, you will see 28 cards spread over 7 columns. Each column has at the bottom one visible card. The others cards are hidden.
In the upper left part of the screen, a distinct pile containing the remaining 24 cards, face down.



For a detailed explanation, click here, and follow instructions under **Method 2**.
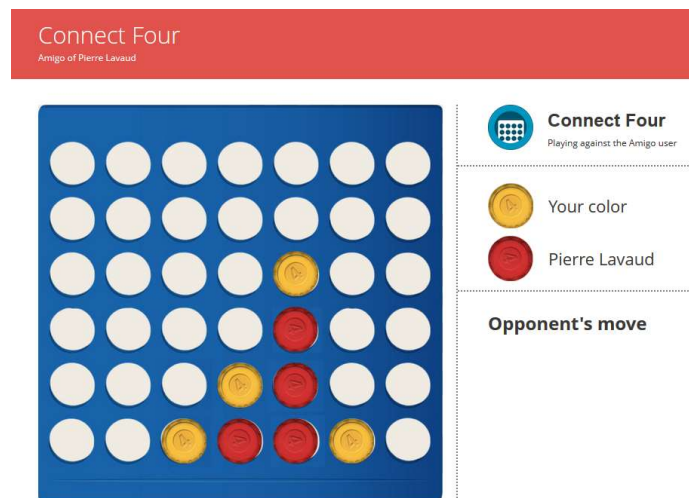
# Amigo

## Hangman

Hangman is a game you can play on your own, or remotely, over the Internet, with a member of your circle.

The objective is for the tablet user to find out the secret word chosen by the tablet, if you play on your own, or the member of your circle. Guessing a word works by asking what letters it contains. Each wrong guess (there is for example no "z" in the word) brings you one step closer to losing. Each proposed letter that is not part of the hidden word adds to the hanging of the … Hangman! Be careful!

## Four in a Row

Also known as Connect 4, it is a strategy game to be played against your Amigo tablet or a member of your circle.

In order to win, a player must get four checkers in their colour in a row. Whoever does it first is the winner. There are three ways to get four checkers in a row: horizontally, vertically, and diagonally.

More information can be found here.

# Amigo

## Rummikub

Rummikub is one of the most popular tile games in the world, played with two players : the tablet user and a member of the circle.

At the beginning of the game, each player receives 14 tiles placed on his rack, numbered 1 to 13, plus a joker (whose value and colour can be any of the existing tiles).

A tile can be green, yellow, red or blue. The bottom, right side of the screen, shows who plays next. Each player either deposits a **run** or a **group** of tiles. Note that tiles on the rack at the bottom of your screen can be rearranged, by pressing the « **Sort tiles** » button.
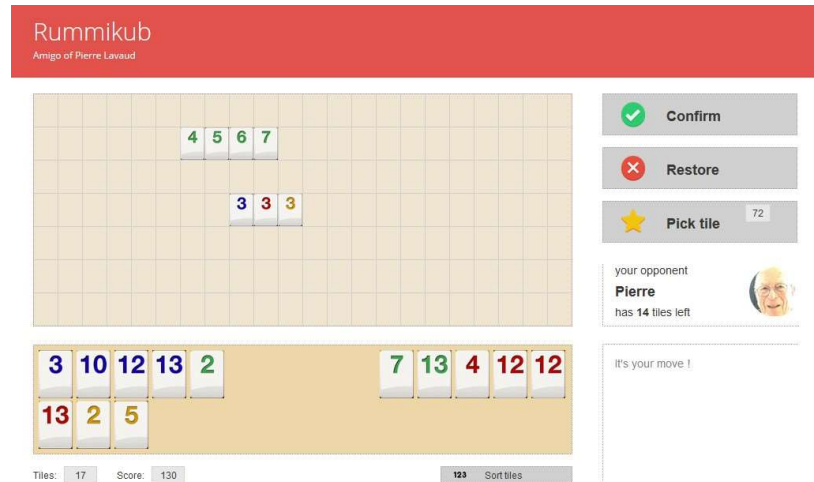
In order to win, a player must place all of its tiles on the table, by either forming runs or groups.

- **Runs**: 3 or more consecutives tiles of the same colour.
- **Groups** : 3 or 4 tiles with the same number, but of different colours.

### Examples of valid moves

A valid run:

# *Amigo*

A valid group :



## Examples of invalid moves

In a run, numbers must be consecutives.



A run has to be single-coloured:



A group can only be constituted of tiles of different colours.

# Amigo

**Improving on existing tile combinations**

Players may use existing tile combinations on the table to deposit tiles on their rack.

**Example**

Tiles on the table:



Tiles on your rack :



After rearrangement:

You can create a run by placing your **8** on the left side of the existing run, and create a group by using your two **11**, and the existing **11** at the end of the existing run .

This move is allowed as the resulting new run will have the minimum number of 3 tiles, of the same colour, and the new group will conform to the "3 or 4 tiles of differing colours" rule.



**Manipulating tiles**

*Shifting a run*

You may add a tile at one end of a run, and use an existing tile at the other end.

Example: 3, 4 and 5 red tiles are on the table. You may use place your red 6 at the end of the run, and reuse the leftmost 3 somewhere else, in another combination.

*Breaking a run*
A long run may be broken by inserting your own tiles. Example: a shift is made of 6, 7, 8 9 and 10. You may insert your 8 to obtain 6, 7, and 8 in one run, and 8, 9, 10 in the other newly created one.

*Replacing in a group*
Players may replace one of the tiles in a group of 3 tiles, of the same value, and being of a fourth colour. Example: in an existing group, made of 6 blue, 6 red, 6 yellow, it is possible to add 6 green, and use any of the other tiles in another combination.

*Removing tiles*
Tiles may be removed from a group or a run, as long as 3 tiles remain.

**End of game**
The game ends when one of the players does not have any tiles left in his rack. This player wins the game.
The score shown at the bottom of the screen is the total value of tiles in each player's rack. The winner will see a score of **0**, as no tiles are left.
If you are playing more than one round, you will determine the winner by summing up scores achieved by each player during each game. The winner is the one with the least points.

# Amigo

## Sudoku
Use Numbers 1-9

Sudoku is played on a grid of 9 x 9 spaces. Within the rows and columns are 9 "squares" (made up of 3 x 3 spaces). Each row, column and square (9 spaces each) needs to be filled out with the numbers 1-9, without repeating any numbers within the row, column or square. Does it sound complicated? As you can see from the image below of an actual Sudoku grid, each Sudoku grid comes with a few spaces already filled in; the more spaces filled in, the easier the game – the more difficult Sudoku puzzles have very few spaces that are already filled in.

Don't Repeat Any Numbers



As you can see, in the upper left square (circled in blue), this square already has 7 out of the 9 spaces filled in. The only numbers missing from the square are 5 and 6. By seeing which numbers are missing from each square, row, or column, we can use process of elimination and deductive reasoning to decide which numbers need to go in each blank space.

For example, in the upper left square, we know we need to add a 5 and a 6 to be able to complete the square but based on the neighbouring rows and squares we cannot clearly

deduce which number to add in which space. This means that we should ignore the upper left square for now and try to fill in spaces in some other areas of the grid instead.

Don't Guess

Sudoku is a game of logic and reasoning, so you shouldn't have to guess. If you don't know what number to put in a certain space, keep scanning the other areas of the grid until you seen an opportunity to place a number. But don't try to "force" anything – Sudoku rewards patience, insights, and recognition of patterns, not blind luck or guessing.

Use Process of Elimination

What do we mean by using "process of elimination" to play Sudoku? Here is an example. In this Sudoku grid (shown below), the far left-hand vertical column (circled in Blue) is missing only a few numbers: 1, 5 and 6.

One way to figure out which numbers can go in each space is to use "process of elimination" by checking to see which other numbers are already included within each square – since there can be no duplication of numbers 1-9 within each square (or row or column).

# Amigo

In this case, we can quickly notice that there are already number 1s in the top left and centre left squares of the grid (with number 1s circled in red). This means that there is only one space remaining in the far-left column where a 1 could possibly go – circled in green. This is how the process of elimination works in Sudoku – you find out which spaces are available, which numbers are missing – and then deduce, based on the position of those numbers within the grid, which numbers fit into each space.

Sudoku rules are relatively uncomplicated – but the game is infinitely varied, with millions of possible number combinations and a wide range of levels of difficulty. But it's all based on the simple principles of using numbers 1-9, filling in the blank spaces based on deductive reasoning, and never repeating any numbers within each square, row or column.

# Wordfeud

Introduction
The objective of the game is to form words on the game board using the tiles you have at your disposal. Points are awarded based on the "value" of each tile and the type of square on which the tile is placed.

Tile placement
Tiles are placed in a vertical or horizontal line on the board. At least one of the tiles must be placed adjacent to an existing board tile. Exception: On the first move, one of the tiles must instead cross the center of the board.

Blank tiles
In addition to the regular tiles, players can also get blank tiles from the bag. These tiles can be assigned a letter when they are placed on the board and are worth 0 points.

Bonus squares
The bonus squares on the board modify the score earned for a move as follows:
- DL (double letter): The points for the tile placed on this square is doubled.
- TL (triple letter): The points for the tile placed on this square is tripled.
- DW (double word): The points for the word that crosses this square is doubled.
- TW (triple word): The points for the word that crosses this square is tripled.

Letter multipliers are applied before considering word multipliers.

If a player uses all seven tiles, he is awarded an additional 40 points.

Passing
If a player is unable to form new words with the tiles at his disposal, he can instead choose to pass his turn to the opponent. If three passes are made in a row, the game will end and final scores are calculated according to the rules below.

Swapping tiles
A player can choose to swap one or more of his tiles instead of playing a word. Note that this is only possible if there are at least seven remaining tiles in the bag.

Turn time limit
A player has 72 hours to complete his or her turn. After this the player will be resigned automatically, and the opponent will win the game.

End game
The game ends when one of the players has used all his tiles and there are no more tiles left in the bag, or after three consecutive passes.

# Amigo

Points on remaining tiles are subtracted from each player's score, then added to the opponent's score if he used all his tiles. The player with the highest final score wins the game.