

```
package Game;

import java.util.*;

public class Replay {
    private static List<String> roundHistory = new ArrayList<>();

    public static void recordRound(int round, List<Player> players) {
        StringBuilder sb = new StringBuilder();
        sb.append("\nd Round ").append(round).append(" Summary:");
        for (Player player : players) {
            sb.append("\n").append(player.getName()).append(":")
                .append("\n Initial Hand: ").append(player.getInitialHand())
                .append("\n Final Hand: ").append(player.getHand())
                .append("\n Round Score: ").append(player.getScore());
        }
        roundHistory.add(sb.toString());
    }

    public static void showReplay() {
        if (roundHistory.isEmpty()) {
            System.out.println("d No replay data available.");
            return;
        }

        System.out.println("\nd === Game Replay ===");
        for (String round : roundHistory) {
            System.out.println(round);
        }
    }

    public static void clearHistory() {
        roundHistory.clear();
    }
}
```