

Magic Zing

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Euchre

For the Nokia Series 60 platform

Manual & User Guide



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1

Introduction

Welcome to Euchre

Euchre is probably derived from an Alsatian game called Juckerspiel which was played in the late 1700's. In the early 1800's, Euchre was introduced to America and it is believed that it was the US Navy which helped popularise the game throughout English speaking parts of the world.

About this Document

This User Guide is intended for use with devices based on the Series 60 platform, including the Nokia 7650 and Nokia 3650. It explains how to use the **Euchre** application and, in so doing, it assumes that the reader is familiar with the standard features of their device.

Installation

Installation of **Euchre** requires the user to be familiar with their Series 60 device, software and the Windows PC environment. Please consult the User Guide that was supplied with your device for more information.

To transfer **Euchre** onto your Series 60 device, send the "[Euchre.sis](#)" file from your PC to the device via Bluetooth or Infrared.

To install **Euchre** on your Series 60 device, follow the onscreen instructions. Once installed, launch the application by navigating to the resulting icon within the main Menu section, and opening it.

Euchre can be removed from your Series 60 device in the same way as standard applications.

2

Using Euchre

This chapter describes the main features of the **Euchre** application and how they are used to play and display the game.

Rules of the Game

The object of the game is to be the first partnership to score 5, 7 or 10 points (to be agreed by the players) through winning the most tricks.

The Players

The game is played between a four-hand partnership with partners sat across from each other.

The Card Pack

The pack contains 24 cards consisting of the cards 9, 10, J, Q, K, A of each suit. Five cards are dealt to each player.

When playing a hand, the Jack of the trump suit is the highest ranked card (this card is also known as the *right bower*), followed by the Jack of the suit the same colour as the trump suit (also known as the *left bower*), followed by the Ace, King, Queen, 10, 9. For non-trump suits the rank is Ace, King, Queen, Jack (if not left bower), 10, 9.

Play

Once the five cards have been dealt, the next card is placed face-up in the centre of the table. The turned up card is then offered as the trump card to the player on the dealer's left. If this player declines to accept, then it is offered to the next player on the left. When trumps is accepted, the person who accepts can choose to play alone (ie without their partner), and the dealer can choose to replace any of their cards with the turned-up card. If all four players decline to accept the card as trumps, the player to the left of the dealer can then name any other suit as trumps. If this player declines to nominate a suit as trumps, the next person on the left is asked to call trumps. On an occasion that all four players decline to nominate a suit as trumps, the deal is abandoned and the player on the left of the existing dealer starts a new deal.

The trick is lead with any card by the player to the left of the dealer. Play then moves clockwise with the trick being won by the player with the highest ranked card.

Scoring

When players have played all the cards in their hand, scoring is as followed:

- Team accepting the trump wins 3 or 4 tricks: 1 point
- Team accepting trump wins 5 tricks 2 points
- Defending team takes 3+ tricks (team accepting trump has been Euchred) 2 points
- Player going “alone” wins 3 or 4 tricks 1 point
- Player going “alone” wins 5 tricks 4 points

The first partnership to score the agreed number of points (5, 7 or 10), wins!

Running Euchre

This chapter describes the main features of the **Euchre** application and how they are used to play and display the game.

Quick Start

When you launch **Euchre** for the first time product information is briefly displayed and the first hand is dealt. You play South.

The game now begins with the player to the left of dealer being offered trumps.



Screenshot showing the start of a game

For those new to the game, Chapter 2 “Introduction to Euchre” provides a short insight to the game.

Using Euchre

To accept or decline trumps, simply choose Accept or Pass. If you wish to play alone (without your partner taking part), press the joystick Left or Right to change the text to read ‘Yes’.

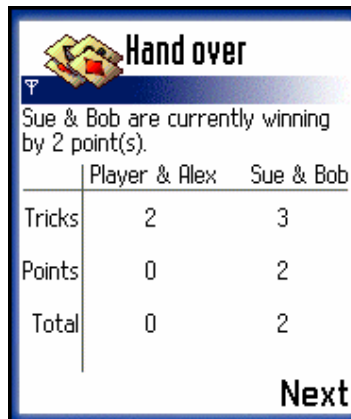
If the trump suit is selected by the turned-up card, the dealer can choose to replace any of his cards with that turned-up card. If South is the dealer you will be asked to select a card. Use

the joystick Left or Right to move between cards. Use the joystick Up to raise the card, Down to lower the card. The raised card is the one you propose to replace. Once chosen depress the joystick.

Once a player (North, South, East or West) has accepted trumps, details of this will be shown in the top-right section of the screen. Play is lead by the player on the dealers left. To choose a card to play, press the joystick Left or Right to move the red card highlight. Depress the joystick to play the currently highlighted card. Once all tricks have been played, the score card is shown.

The Score Card

The score card details the score for the hand and the total score.



	Player & Alex	Sue & Bob
Tricks	2	3
Points	0	2
Total	0	2

Next

Screenshot showing the score card

Suggested Moves

When it is your turn, you can ask the computer to suggest a move by selecting the **Hint** menu option. **Euchre** will then demonstrate the suggested move by raising a card. If you wish to play the suggested move, simply press the joystick or select the **Play hint** menu option. If you do not want to play the hinted move, lower the suggest card by using Left, Right or Down with the joystick, and you may now continue as previously.

Reviewing a Game

Taking Back Moves

If you wish to undo a move, select the **Review game** menu option. A "Game paused" message is briefly displayed. Select **Undo** to undo your latest move. Select **Undo all** if you would like to undo all moves made since the start of the game. To continue the game, select **End review** menu option. You are now given the option of resuming the game from the **Displayed position**, i.e. from after all the undone moves, or from the **After all moves** position, i.e. from the position before any moves were undone.

Moving Forwards

If you wish to take forward moves once they have been undone, select **Redo**. Select **Redo all** if you would like to take all moves to the last point in the game.

Using the Joystick

Once in review mode, it is possible to use the joystick rather than the menus. Move the joystick Left to undo one move, Right to redo one move, Up undoes all moves and Down redoes all moves. The right selection key exits the review mode, leaving the game in a “After all moves” state.



Screenshot showing Review game option

New Game

You can start a new game at any time by selecting the **New game** menu option in the Game list view. If you are in the middle of another game, a warning message is displayed asking you whether you wish to resign the current game. To continue with the current game, press **No**. To start a new game, press **Yes**

When a new game is created you will be asked to choose your opponents. Once completed, select the **Start** menu option to commence the game.

Preferences

Euchre offers a number of different preferences to personalise your game.

Winning score

Choose how many points you play upto, 5, 7 or 10.

Sounds

Choose whether Euchre plays sounds on events or not.

Animation speed

Choose at what speed the animation is displayed.

Auto collect

Choose if you want the computer to automatically collect cards at the end of a trick or you wish to tap the screen to collect the cards once you have studied the cards played.

Card order

Choose if you wish to display your cards in ascending or descending order.

Suit order

Choose the order in which you wish to display the card suits.



Screenshot showing the Preferences screen

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