

Magic Zing

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# Hearts

For the Nokia Series 60 platform

Manual & User Guide



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# 1

## Introduction

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### Welcome to Hearts

There can be few things in life that are more frustrating than being beaten by luck! To have your card playing ability and experience fall victim to a lucky deal can cause card players much irritation. **Hearts**, however, is a game, which regularly brings victory for skilled players over their less skilful opponents through its depth of strategy.

### 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 **Hearts** application and, in so doing, it assumes that the reader is familiar with the standard features of their device.

### Installation

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

To install **Hearts** 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.

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

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## Using Hearts

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

### Rules of the Game

The object of the game is to have accumulated the lowest score when the first player reaches 100 or more points.

### The Players

The game is played between four-players: one human player and three computer opponents.

### The Card Pack

A standard pack of 52 cards is used, ranking from Ace (high) down to 2. Thirteen cards are dealt to each player.

### Play

At the start of each hand, the cards are shuffled and each person takes it in turn to deal the whole pack of cards in a clockwise direction.

Once the cards have all been dealt, the players then discard 3 cards facedown to an opponent and receive 3 cards back.

After the 3 cards have been exchanged, play is lead by the 2 of Clubs and the trick moves clockwise. For the following trick, play can be lead by any suit but Hearts. Hearts cannot be lead with until they have been broken, or it is the last suit left in the leaders hand.

Hearts are broken by playing a Heart when there is no card available from the lead suit.

Play moves clockwise, with each player placing one card from the same suit as the card that lead. If a player cannot play a card of the same suit, they can play a card from any suit. After the four players have played a card, the player with the highest ranked card wins the trick. This process is repeated 13 times, after which, the players count how many tricks they have won and total the number of hearts they have, also noting whether they “won” the Queen of Spades.

### Scoring

Points are scored when you win a trick that contains either a Heart or the Queen of Spades. Each Heart card is worth 1 point and the Queen of Spades is worth 13 points. Tricks are won by the highest card of the lead suit. However, if a player gains all thirteen Heart cards and the Queen of Spades, they do not gain 26 points, instead the player decides to either increase the opponents score by 26, or reduce their own score by 26 – this is called Shooting the Moon.

If none of the players has a 100 or more points, the next round is dealt with the scores being carried forward.

### Running Hearts

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

### Quick Start

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

The game now begins with the request to choose 3 cards to pass across.



**Screenshot showing the start of a game**

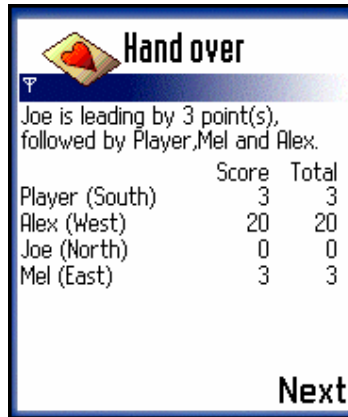
### Using Hearts

To pass the cards across, simply select 3 cards by using the joystick: Left / Right to move between cards, Up to select, Down to deselect, and press In to confirm selection. Once the cards have been passed, the player who holds the 2 of Clubs must start the game with that card.

Once all four players have played a card simply press the joystick to collect the trick, or set Auto Collect Trick from the Preferences.

### The Score Card

At the end of the hand, the scorecard is shown. The score card details the score for the hand and the total score. Click **Next** to continue the game.



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. **Hearts** 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

**Hearts** offers a number of different preferences to personalise your game.

#### **Pass cards**

Choose how cards are passed between players.

#### **Display score**

Choose if you want to display the current hand or overall game score.

#### **Sound**

Choose whether you want sound effects or not.

#### **Animation speed**

Choose at what speed the animation is displayed.

#### **Collect cards**

Choose how to collect tricks at the end of a round.

#### **Card order**

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

#### **Suit order**

Choose in what order you wish to display your cards.





Screenshot showing the Preferences screen

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