



HomeRun

For the Nokia Series 60 platform

Manual & User Guide



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Introduction

Welcome to HomeRun

HomeRun is an addictive card solitaire played with a standard pack of fifty-two playing cards and up to four Jokers. It combines the best in luck and skill to entertain for many hours.

At the start of the game the first thirty-five cards are dealt face upwards into seven ranks of five cards. A single card is dealt to the 'layout card'. The objective of the game is to remove all thirty-five cards onto the layout card, earning as many bonus points as possible in the process. If you manage to remove all thirty-five cards you receive bonus points and the game continues with the pack being re-dealt with one less Joker.

The ultimate aim of the game is to achieve the highest number of points possible and take your place in the "High score Hall of Fame".

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

Installation

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

To install **HomeRun** 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.

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

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Using HomeRun

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

Rules of the Game

The object of the game is to score as many points as possible.

At the start of the game the first thirty-five cards are dealt face upwards into seven ranks of five cards. A single card is dealt to the 'layout card'.

Rank cards may only be played onto the layout card if the face value of the card at the bottom of a rank is one more or one less than the face value of the layout card. The card suit does not matter. If you cannot play a rank card, you should play a card from the card pack instead. Aces are low, and cannot be placed onto Kings. Jokers can have any value, so a Joker can be played onto any card and any card can be played onto a Joker.

To choose a card use the Joystick to move the card highlight between the cards that you are legally allowed to choose. Once chosen press In the Joystick to play the card onto the layout card.



Card table view

Scoring

Points are scored by playing rank cards onto the layout card as follows:

- 12 points: Kings and Ace
- 10 points: Queen and Two
- 8 Points: Jack and Three
- 6 points: Ten and Four
- 4 points: Nine and Five
- 2 points: Eight, Seven and Six

- A Joker scores Zero points.

Runs of cards, either up or down score ten bonus points for the fourth and subsequent cards in the sequence. A Joker ends a run of cards.

- Pay careful attention to the cards otherwise you will miss the opportunity to score even more bonus points.

If you manage to play all the thirty-five rank cards onto the layout card you get twenty bonus points plus ten points for each remaining un-played card in the pack. If an un-played card is a Joker you receive fifty points instead. You will be presented with the opportunity to gamble these bonus points for further bonus points or an additional Joker. You bet high or low on the turn of the next card compared to the card currently displayed as the layout card. If you win, you can continue to gamble for further bonuses. If you lose, all bonus points are lost.

- You can collect your bonus at any time.

High scores

If you achieve a score that places you in the high score table that table will be automatically displayed at the end of a game. You can display the high score table at any time by selecting the 'High scores' menu option. It also allows you to reset the default values.

A screenshot of the 'High scores' menu. At the top, there's a title 'High scores' with a red diamond and black spade icon. Below the title is a list of six players and their scores. At the bottom, there are two buttons: 'Reset' and 'Back'.

High scores	
1: KIS	2082
2: HJC	1168
3: JBB	832
4: John	704
5: john	686
6: john	532

Reset Back

The High score table

Player statistics

The 'Statistics' menu option displays statistical information about the number of games played, your average score and your high score. It also allows you to reset the default values.

A screenshot of the 'Statistics' menu. At the top, there's a title 'Statistics' with a red diamond and black spade icon. Below the title, the name 'john' is displayed. Underneath, there are three statistics: 'Played' (5), 'Average' (502), and 'Highest' (704). At the bottom, there are two buttons: 'Reset' and 'Back'.

Statistics	
john	
Played	5
Average	502
Highest	704

Reset Back

Player statistics table

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