

# The KBlocks Handbook

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### **Abstract**

KBlocks is the KDE version of the classic falling blocks game.

## Chapter 1

# Introduction

<b>GAMETYPE:</b> Logic, Arcade
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<b>NUMBER OF POSSIBLE PLAYERS:</b> One
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KBlocks is the classic falling blocks game. The idea is stack the falling blocks in a way that lines are completely filled. When a line is completed it is removed, and more space is available in the play area. When there is not enough space for blocks to fall, the game is over.

## Chapter 2

# How to Play

**OBJECTIVE:**

Rotate the falling blocks, and fit them together to complete lines and clear the play-field.

By default, falling blocks can be moved left or right using the **Left** or **Right** arrow keys. The **Down** arrow key makes the block drop faster, and the **Up** key is used to rotate the block. The keys used for each game action can be configured in Settings → Configure Shortcuts...

## Chapter 3

# Game Rules, Strategies and Tips

### 3.1 Rules

- The rules are simple: just keep space for the blocks to fall!
- When a new block cannot fall, the game is over.

### 3.2 Strategies and Tips

- Do not forget to check the preview area: it shows the next piece that will be released.
- For additional points, try to remove several lines at once.

## Chapter 4

# Commands/Keyboard Shortcuts

The following sections briefly describes each menubar option.

### 4.1 Game Menu

The Game menu consists of 4 options.

**Game** → **New (Ctrl+N)** Starts a new game.

**Game** → **Pause (P)** Pauses the game.

**Game** → **Show High Scores (Ctrl+H)** This shows you the high score (the maximum number of points) for each difficulty level.

**Game** → **Quit (Ctrl+Q)** Quits KBlocks

### 4.2 Settings Menu

**Settings** → **Show Toolbar** Toggle on or off the display of the toolbar. The default is on.

**Settings** → **Show Statusbar** Toggle on or off the display of the statusbar. The default is on.

**Settings** → **Difficulty** Lets you set the difficulty level from a sub-menu.

There are three default levels of difficulty: Easy (game starts at level 0), Medium (starts at level 5), and Hard (starts at level 10).

**Settings** → **Configure Shortcuts...** This item lets you change the keyboard shortcuts used by KBlocks, including the keys used to rotate blocks clockwise and counter clockwise

**Settings** → **Configure Toolbars...** Configure the toolbars provided by KBlocks.

**Settings** → **Configure KBlocks...** Allows you to adjust game options. For more detailed information, see the section entitled [Game Options](#).

### 4.3 Help Menu

**Help** → **KBlocks Handbook (F1)** Invokes the KDE Help system starting at the KBlocks help pages. (this document).

**Help** → **What's This? (Shift+F1)** Changes the mouse cursor to a combination arrow and question mark. Clicking on items within KBlocks will open a help window (if one exists for the particular item) explaining the item's function.

**Help** → **Report Bug...** Opens the Bug report dialog where you can report a bug or request a 'wishlist' feature.

**Help** → **Switch Application Language...** Opens a dialog where you can edit the Primary language and Fallback language for this application.

**Help** → **About KBlocks** This will display version and author information.

**Help** → **About KDE** This displays the KDE version and other basic information.

### 4.4 Default Keyboard Shortcuts

The following table shows you the default keyboard shortcuts.

These shortcuts can be changed by selecting **Settings** → **Configure Shortcuts...** from the menubar.

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<b>Key Combo</b>	<b>Action</b>
Ctrl+N	New Game
Ctrl+Q	Quit KBlocks
<b>F1</b>	KBlocks Handbook
Shift+F1	What's This Help
Ctrl+H	Show High Scores
<b>P</b>	Pause the game
<b>Right arrow</b>	Move the block right
<b>Left arrow</b>	Move the block left
<b>Down arrow</b>	Move the block down
<b>Z</b>	Rotate the block clockwise
<b>Up arrow</b>	Rotate the block counter clockwise

Table 4.2: Keyboard Shortcuts

## Chapter 5

# Frequently Asked Questions

1. *Can I change the way the game looks?*

Yes, click on the Settings menu and select Configure KBlocks....

## Chapter 6

# Game Settings

The game settings can be configured by selecting Settings → Configure KBlocks... from the menubar. A dialog will appear.

On the theme tab, you can set the theme. Select a theme from the list to see a preview of it on the right. You can set it by clicking Apply and OK.

## Chapter 7

# Credits and License

KBlocks Copyright 2007-2008

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## Appendix A

# Installation

### A.1 How to obtain KBlocks

KBlocks is part of the KDE project <http://www.kde.org/> .

KBlocks can be found in the kdegames package on <ftp://ftp.kde.org/pub/kde/> , the main FTP site of the KDE project.

### A.2 Compilation and Installation

For detailed information on how to compile and install KDE applications see [Building KDE4 From Source](#)

Since KDE uses **cmake** you should have no trouble compiling it. Should you run into problems please report them to the KDE mailing lists.