

# The KDiamond Handbook

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## **Abstract**

KDiamond, a three-in-a-row game.

# Chapter 1

## Introduction

KDiamond is a single player puzzle game.

The object of the game is to build lines of three similar diamonds.

## Chapter 2

# How to Play

The player is presented with a rectangular grid containing several types of diamonds. The object of the game is to swap neighbored diamonds to assemble a line of three similar diamonds. These lines will vanish and the board will be refilled with new diamonds. The game time is limited, try to build as much lines as possible to earn a high score.

Click on one diamond, then on one of its neighbors. The diamonds will then be swapped. (You may also click and drag a diamond upon one of its neighbors to invoke the swap.) If no line of at least three diamonds is formed by the swap, it will be reverted. The status bar displays the game time left, the number of points you have earned, and the number of possible moves.

## Chapter 3

# Game Rules, Strategies and Tips

### 3.1 Rules

- When a line was removed and the diamonds fall down to fill gaps, it may be that then new lines are composed. Try to achieve such cascades when selecting a diamond pair as you will earn extra points: You get 1 point for the line you build, 2 points for the first cascade, 3 points for a possible next cascade, and so on.
- Try to build lines with more than 3 diamonds: You will earn an extra second for each two extra diamonds removed.
- The number of diamond types increases when choosing Hard difficulty levels, thus making it harder to build lines. In contrast, the board size will grow on the Easy difficulty levels to make it easier to find a move.
- The game will stop once there are no possible moves left. Especially on Hard difficulty levels, you should keep this in mind when choosing your next move.

## Chapter 4

# Interface Overview

### 4.1 Game Menu

**Game** → **New (Ctrl+N)** Starts a new game. It creates a random board using the current difficulty level.

**Game** → **Pause (P)** Pauses the game time. Click on the menu item again to make the game resume. Note that the board disappears when the game is paused as it would be unfair if you could search for good moves without the time pressure.

**Game** → **Show High Scores (Ctrl+H)** Shows a dialog containing the High Scores for the various difficulty levels.

**Game** → **Quit (Ctrl+Q)** Quits the program.

### 4.2 Move Menu

**Move** → **Hint (H)** Highlight a diamond which can be moved. This will cost you three seconds of your game time.

### 4.3 Settings Menu

**Settings** → **Show minutes on timer** Toggles whether minutes should be shown separately on the timer (e.g. "3 minutes, 10 seconds" compared to "190 seconds").

**Settings** → **Show Toolbar** Toggles on and off the display of the toolbar.

**Settings** → **Show Statusbar** Toggles on and off the display of the statusbar.

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

There are four levels of difficulty:

- Very easy: 12 rows, 12 columns, 5 types of diamonds.
- Easy: 10 rows, 10 columns, 5 types of diamonds.
- Medium: 8 rows, 8 columns, 5 types of diamonds.
- Hard: 8 rows, 8 columns, 6 types of diamonds.
- Very hard: 8 rows, 8 columns, 7 types of diamonds.

**Settings** → **Configure Shortcuts...** Opens a dialog which lets you redefine all the keyboard shortcuts.

**Settings** → **Configure Toolbars...** Displays a KDE standard dialog where you can configure the toolbar icons.

**Settings** → **Configure Notifications...** This item displays a standard KDE notifications configuration dialog, where you can change the notifications (sounds, visible messages, etc.) used by KDiamond.

**Settings** → **Configure KDiamond...** Choose a graphical theme for the game. Which themes are available depends on the current installation. You may also download new themes which have been created by third-party designers.

## 4.4 Help Menu

**Help** → **KDiamond Handbook (F1)** Invokes the KDE Help system starting at the KDiamond 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 KDiamond 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 KDiamond** This will display version and author information.

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

## 4.5 Shortcuts

The default shortcuts are:

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Start a new game	Ctrl+N
Pause	P
Show High Scores	Ctrl+H
Quit	Ctrl+Q
Help	<b>F1</b>
What's this?	Shift+F1

Table 4.2: Shortcuts

## Chapter 5

# Credits and License

KDiamond

Program copyright 2008 by Stefan Majewsky [majewsky@gmx.net](mailto:majewsky@gmx.net)

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## Appendix A

# Installation

### A.1 How to obtain KDiamond

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

KDiamond 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.