

The KBounce Handbook

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The KBounce Handbook

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Abstract

KBounce is a ball game for KDE.

Chapter 1

How To Play

KBounce is played on a field, surrounded by a wall, with two or more balls that move about in the field bouncing off of the walls.

Walls are a darker color while the active areas of the field are a lighter color.

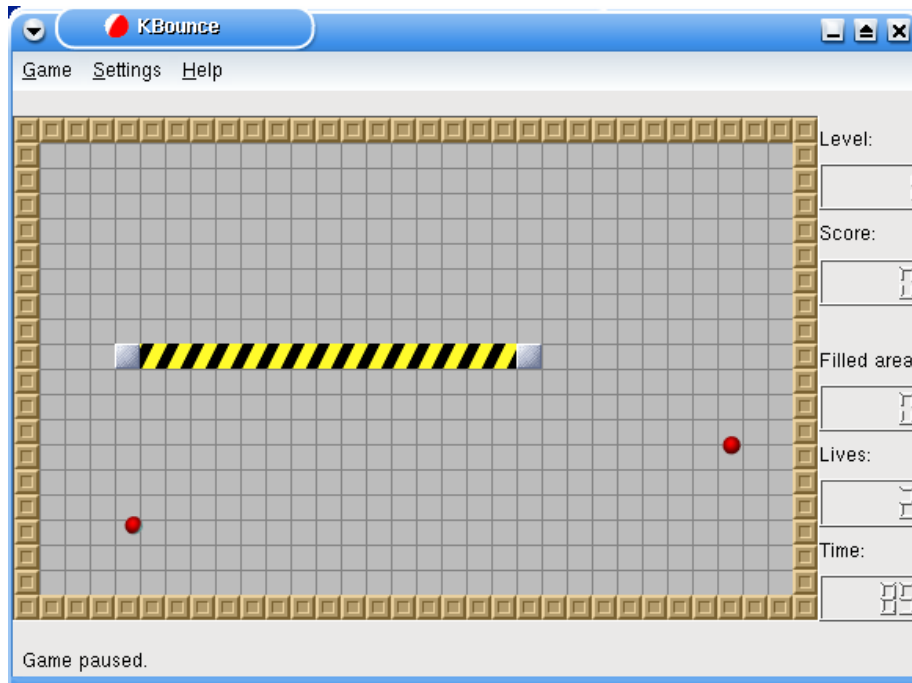
The size of the active area of the field is decreased by making new walls that enclose areas without balls in them. To complete a level, the player must decrease the size of the active field by at least 75% within the time allowed.

With each new level, another ball is added to the field, and the player is given one more life than in the level before. The time allotted to complete the level is also increased.

Scoring is based on how much of the field is cleared.

New walls are built by clicking the left mouse button in an active area of the field, at which point two walls will begin to grow in opposite directions from the square the mouse was clicked in. Only two walls may be growing on the screen at any given time.

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When the mouse is on the field, the cursor is shown as a pair of arrows pointing in opposite directions, either horizontally or vertically. The arrows point in the direction the walls will grow when the left is clicked. This direction can be changed by clicking the right mouse button.

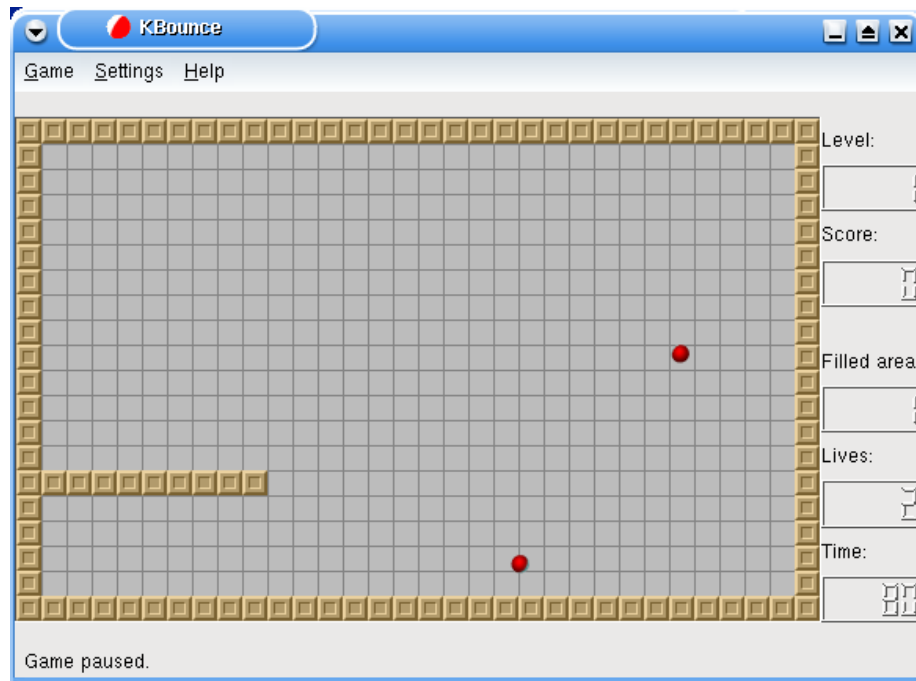
A new wall has a 'head' which moves away from the point where the mouse was clicked. A wall is not permanent until this 'head' runs into another wall. If a ball collides with any part of the wall except the head, before the head has run into another wall, the new wall will disappear completely and one life will be lost. If a ball collides with the head in the direction of the wall's growth, the wall will stop growing there, and become permanent, with no loss of life. If a ball collides with the head from any other side, the ball will bounce off and the wall will continue to grow normally.

Chapter 2

Strategy

Many players find the game becomes quite difficult by only the third or fourth level, given the number of balls on the field at once.

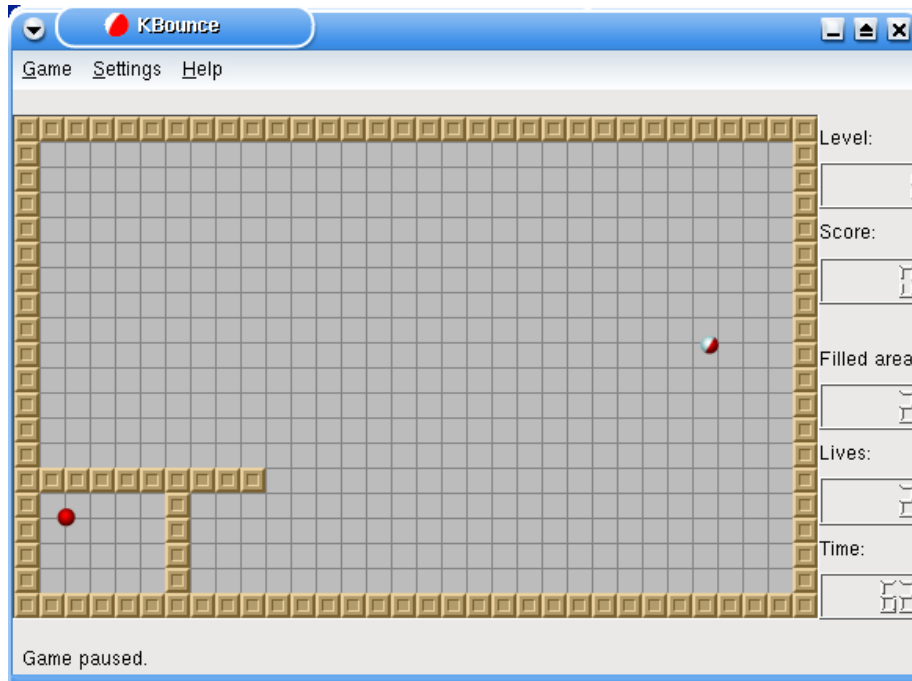
The trick to playing KBounce successfully is to build 'corridors'. To build a corridor, start a pair of walls growing close to another wall, and time it such that one of the walls will be hit by a ball and one of the walls will not, and thus become permanent.



This will leave a narrow corridor only a few squares high on the field, surrounded on three sides by walls. Wait for the balls to bounce into the open

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end of the corridor, and close the corridor behind the ball with a new wall. Although you will most likely lose a life for each corridor created, you can trap several balls in a single corridor.



A final tip — take your time! There is plenty of time, as shown in the Time display on the right hand side of the screen. Rushing will just get you in trouble!

Chapter 3

Menu Reference

3.1 The Game Menu

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

Game → **End Game (Ctrl+End)** End the current game.

Game → **Pause (P)** Pause or resume the game.

Game → **Show Highscores (Ctrl+H)** Opens a dialog that displays different high score tables. Export the high scores into a file or click on Configure to open a dialog to customize your Nickname and add a Comment.

Game → **Quit (Ctrl+Q)** Quit and close KBounce.

3.2 The Settings Menu

Settings → **Select Background Folder...** Opens a dialog to select a folder for the background images.

Settings → **Show Backgrounds** Shows the background images in the selected folder. Only enabled, if a background folder is already selected

Settings → **Show/Hide Toolbar** Shows/hides the KBounce toolbar.

Settings → **Show/Hide Statusbar** Shows/hides the KBounce statusbar.

Settings → **Play Sounds** If checked, KBounce game sounds are played.

Settings → **Configure Shortcuts...** Opens a standard KDE shortcut configuration dialog, in which you can change the keyboard shortcuts used by KBounce.

Settings → **Configure Toolbars...** Opens the standard KDE toolbar configuration dialog to customize the KBounce toolbar.

Settings → **Configure Highscores...** Opens a dialog to customize your Nickname and add a Comment.

3.3 The Help Menu

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

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

Chapter 4

Credits and Licenses

KBounce

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This handbook is dedicated to Dennis E. Powell.

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Appendix A

Installation

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

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

In order to compile and install KBounce on your system, type the following in the base directory of the KBounce distribution:

```
% ./configure
% make
% make install
```

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