

The KFoulEggs Handbook

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Abstract

KFoulEggs is a clone of the Japanese PuyoPuyo game for the K Desktop Environment.

Chapter 1

Introduction

KFoulEggs is a clone of the Japanese PuyoPuyo game, with advanced features such as multiplayer games against human or AI. If you have played Tetris, or one of its many clones, you will find KFoulEggs easy to learn.

Chapter 2

Game Play

2.1 Starting a New Game

When you start KFoulEggs, just click on the Start button, or select New from the Game menu at any time to start a new game.

2.2 Aim of the Game

The aim of the game is to achieve the highest score possible by moving the falling tiles in such a way that tiles of the same color are adjacent, and disappear. The more tiles you remove, the higher your score.

2.3 Playing the Game

Use the **Left** and **Right** arrow keys to move the falling tile in the relevant direction, and the **Up** arrow and **Return** keys to rotate the tile left and right respectively. The **Shift** key drops the tile down one line, and the **Down** key drops the tile all the way down - use it as a way of saving time.

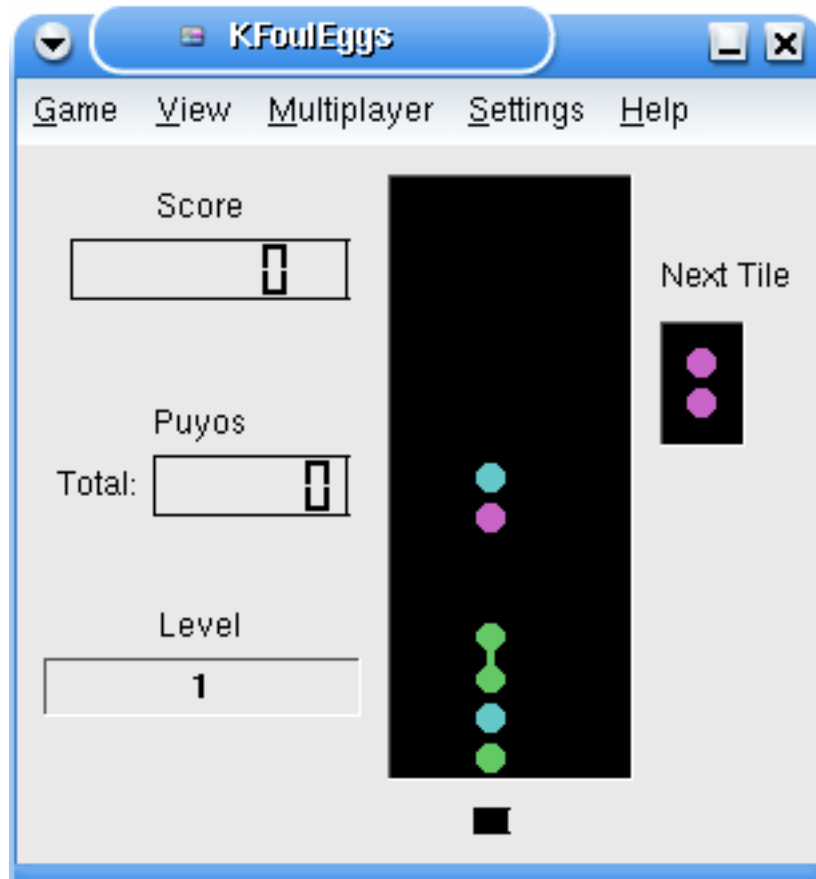
All of these shortcuts can be customized by selecting Configure Shortcuts... from the Settings menu.

If two or more tiles of the same color come to rest horizontally or vertically next to each other, they become 'glued'. If four or more pieces of the same color come to be 'glued', they disappear, and any pieces above them fall down according to the law of gravity ;-). If this causes four or more pieces to become 'glued', then they will also disappear, and so on.

Every time you remove 100 tiles, you advance to the next level, where the tiles fall faster, and the game is more difficult.

The game ends when the central column fills with tiles, and no more can fall.

2.4 The Game Screen



A quick explanation of what each of the parts of the game screen are for...
Along the left hand side, from top to bottom:

Score Shows your current score.

Puyos Shows the number of removed sets of pieces.

Level Shows the number of the level you are currently on. The first, easiest level is level one, progressing to the last, hardest level, 20.

In the center is the area where the action takes place. The tiles fall through the rectangle (whose properties can be changed in >Settings → Configure KFoulEggs..., see Section 3.1.1) until reaching the bottom. The two small black rectangles under the main one are the tile's 'shadow' which show where it will land. You can toggle the tile's shadow in Section 3.1.1.

On the right hand side, the Next Tile box shows what the next tile to fall will be, if you have enabled it in Section 3.1.1.

Chapter 3

KFoulEggs Configuration and Default Shortcuts

3.1 Configuring Gameplay

The KFoulEggs configuration is accessed from Settings → Configure KFoulEggs.... The options are as follows:

3.1.1 Game Configuration

Initial level: Set the level which you will play at startup, from 1 (easiest) to 20 (hardest). Default is level one.

Direct drop down If checked, pressing the Down Arrow will cause a tile to immediately fall to the bottom of the screen. If unchecked, pressing the Down Arrow only causes the piece to fall until the key is released.

3.1.2 Appearance Configuration

Enable animations If checked, pieces are shown with an animation (a small rebound effect), when they touch the bottom.

Show piece's shadow If checked, a shadow is placed beneath the game board showing where the piece will fall.

Show next piece If checked, shows the next tile that will fall onto the game board.

Show detailed "removed lines" field If checked, the Puyos counter on the left of the screen shows how many times each number of Puyos have been removed. If unchecked, just the total number removed is shown.

Background Select the color and the opacity for KFoulEggs background. An opacity of zero makes the KFoulEggs background completely transparent, and a setting of one makes the KFoulEggs background completely opaque.

3.1.3 Colors Configuration

Here you can select the colors used for the tiles in KFoulEggs.

3.1.4 A.I. Configuration

Here you can configure the A.I. in KFoulEggs.

3.2 Configuring Highscores

The configuration is accessed from Settings → Configure Highscores.... The options are as follows:

3.2.1 The Main Tab

Nickname: Displays your current nickname and allows you to change it.

Comment A comment about yourself. You choose...

World-wide highscores enabled If checked and if you are connected to the Internet, KFoulEggs will send your score automatically at the end of the game to the highscore web server (kfouleggs.sf.net).

3.2.2 The Advanced Tab

This tab displays your Registration Data on kfouleggs.sf.net:

Nickname: Displays your current nickname from the Main tab.

Key: This key was generated when you registered on kfouleggs.sf.net by selecting World-wide highscores enabled the first time. The registration key is used in conjunction with the nickname to identify uniquely users, but users cannot have the same nickname. Click on the Remove button to delete you from the world highscores list.

3.3 Default Shortcuts

The default shortcuts for KFoulEggs in all player modes are as follows:

New	Ctrl+N
Pause	P
Quit	Ctrl+Q
Zoom In	Ctrl++
Zoom Out	Ctrl+-
Show Highscores	Ctrl+H
Show Menubar	Ctrl+M
KFoulEggs Handbook	F1
What's This?	Shift+F1

The default shortcuts for KFoulEggs in one-player mode are as follows:

Rotate Left	Up Arrow
Rotate Right	Return
Move Left	Left Arrow
Move Right	Right Arrow
Move to Left Column	Ctrl+Left Arrow
Move to Right Column	Ctrl+Right Arrow
Drop Down	Down Arrow

Chapter 4

Multiplayer Play

4.1 General Information

KFoulEggs supports two local multiplayer types - Human vs. Human and Human vs. Computer. To play either of these, select it from the Multiplayer menu.

4.1.1 Multiplayer Games

In Human vs. Human or Human vs. Computer mode, two gameboards are shown, one for the first player and one for the second. Each has its own Score, Puyos and Level indicator. The keys for the first human player become, by default:

Rotate Left	E
Rotate Right	C
Move Left	F
Move Right	G
Move to Left Column	Shift+F
Move to Right Column	Shift+G
Drop Down	D
Drop One Line	Space

The keys for the second human player are the same as for the player in single player mode.

To return to single player mode, select Multiplayer and Single Human.

Chapter 5

Command Reference

5.1 The Main KFoulEggs window

5.1.1 The Game Menu

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

Game → **Pause (P)** Pauses or resumes the game

Game → **Show Highscores (Ctrl+H)** Opens a dialog that displays different high score tables. Clicking on the links below the tables downloads world-wide scores.

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

5.1.2 The View Menu

View → **Zoom In (Ctrl++)** Enlarges the game board

View → **Zoom Out (Ctrl+-)** Reduces the game board size

5.1.3 The Multiplayer Menu

Multiplayer → **Single Human** Sets the multiplayer mode to single player

Multiplayer → **Human vs Human** Sets the multiplayer mode to two player with two human players.

Multiplayer → **Human vs Computer** Sets the multiplayer mode to two player with one human and one computer player.

Multiplayer → **More...** Displays the multiplayer settings dialog.

5.1.4 The Settings Menu

Settings → **Show Menubar (Ctrl+M)** Shows or hides the Menubar. To return the menubar, right-click anywhere on the gameboard and select Show Menubar.

Settings → **Configure Shortcuts...** Displays a standard KDE key bindings configuration dialog to change the keyboard shortcuts for KFoulEggs.

Settings → **Configure Notifications...** Displays a standard KDE notifications configuration dialog to change the audio and visual notifications for KFoulEggs.

Settings → **Configure Highscores...** Displays the [high score configuration dialog](#), in which you can change several settings that affect how KFoulEggs treats highscores.

Settings → **Configure KFoulEggs...** Displays the [KFoulEggs configuration dialog](#).

5.1.5 The Help Menu

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

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

Chapter 6

Credits and License

KFoulEggs

Program core engine copyright 1995 Eirik End.

Program copyright 1996-2001 Nicolas Hadacek hadacek@kde.org.

Documentation copyright 2000-2003 Philip Rodrigues phil@kde.org.

This documentation is licensed under the terms of the [GNU Free Documentation License](#).

This program is licensed under the terms of the [GNU General Public License](#).

Appendix A

Installation

A.1 How to obtain KFoulEggs

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

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

A.1.1 Compilation and Installation

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

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

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

Should you run into problems please report them to the KDE mailing list, or the program maintainer, Nicolas Hadacek, at hadacek@kde.org.