

# The KJumpingCube Handbook

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### **Abstract**

KJumpingCube is a simple tactical game you can play against a friend or the computer.

## Chapter 1

# Introduction

KJumpingCube is a simple tactical game. You can play it against the computer or against a friend. The playing field consists of squares that contains points. By clicking on the squares you can increase the points, and if the points reach a maximum the points will jump to the squares neighbors and take them over. The winner is the one who owns all squares.

## Chapter 2

# Playing KJumpingCube

### 2.1 Rules

1. A move consists of increasing the points of a square by clicking on it. You can only increase a square that doesn't belong to your opponent. By clicking a square that has no owner, you become the owner.
2. If a square has more points than it has neighbors, the points jump to its neighbors and take them over.
3. Neighbor-Fields are only direct neighbors, not the diagonal neighbors.
4. The winner is the one who owns all squares.

## Chapter 3

# Command Reference

### 3.1 The Menu Bar

#### 3.1.1 The Game Menu

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

**Game** → **Load... (Ctrl+O)** Open a previously saved game.

**Game** → **Save (Ctrl+S)** Save the current game.

**Game** → **Save As...** Save the current game with a different name.

**Game** → **Stop Thinking (Escape)** Stop the computer opponent thinking about its next move. The computer opponent will then make the best move it has found up to the moment you told it to stop.

**Game** → **Quit (Ctrl+Q)** Quits KJumpingCube.

#### 3.1.2 The Move Menu

**Move** → **Undo (Ctrl+Z)** Undo the last move you made.

**Move** → **Hint (H)** Get a hint as to the best next move.

#### 3.1.3 The Settings Menu

**Settings** → **Show Toolbar** Toggle the display of the toolbar.

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**Settings** → **Show Statusbar** Toggle the display of the statusbar.

**Settings** → **Configure Shortcuts...** Open a dialog where you can configure the shortcuts for KJumpingCube

**Settings** → **Configure Toolbars...** Open a dialog where you can configure the toolbars for KJumpingCube

**Settings** → **Configure KJumpingCube...** Open a dialog where you can configure the following items:

**Computer Skill** Lets you choose your playing skill from a slider. This decides how clever your computer opponent is, if you are playing against the computer.

You can choose from:

Beginner

Average

Expert

**Board Size** Lets you choose the playfield sizes.

Use the slider to select a value between 5x5 squares and 10x10 squares in size.

**Computer Plays As** Sets the computer opponent to be Player 1, Player 2 or both. Normally you would set the computer to play one player, and you would play the other. Player 1 always starts first.

**Board Color** Choose a color for each player

### 3.1.4 The Help Menu

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

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

## 3.2 The KJumpingCube Toolbar

**New** Starts a new game

**Save** Save the current game.

**Stop Thinking** Stop the computer opponent thinking about it's next move.  
The computer opponent will then make the best move it has found up to the moment you told it to stop.

**Undo** Undo the last move you made.

## Chapter 4

# Questions, Answers, and Tips

### 4.1 Strategy tips

- Try to avoid increasing a square when your opponent owns a neighbor square, that reaches its maximum earlier than your square.

## Chapter 5

# Credits and License

KJumpingCube is Copyright 1998,1999 Matthias Kiefer [matthias.kiefer@gmx.de](mailto:matthias.kiefer@gmx.de)

KJumpingCube was inspired by a game that came out for the Commodore64 and for other home computers, too. Sorry, that I don't know the original author's name.

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## Appendix A

# Installation

### A.1 How to obtain KJumpingCube

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

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

### A.2 Requirements

In order to successfully compile KJumpingCube, you need KDE 2.0. All required libraries as well as KJumpingCube itself can be found on <ftp://ftp.kde.org/pub/kde/> .

### A.3 Compilation and Installation

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

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

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

That should do it! Should you run into any problems, please report them to the author, at [matthias.kiefer@gmx.de](mailto:matthias.kiefer@gmx.de)