

The Klickety Handbook

Thomas Davey and Philip Rodrigues



The Klickety Handbook

Contents

1	Introduction	1
2	The Game Screen	2
3	Playing the game	3
4	Scoring	4
5	Menu Reference	5
5.1	The Game Menu	5
5.2	The View Menu	5
5.3	The Settings Menu	6
5.4	The Help Menu	6
6	Configuring Klickety	8
6.1	The Appearance tab	8
6.2	The Colors tab	8
7	Tips	9
8	Credits and License	10
A	Installation	11
A.1	How to obtain Klickety	11
A.2	Compilation and Installation	11

Abstract

Klickety is a strategy game for KDE, an adaption of the Clickomania game.

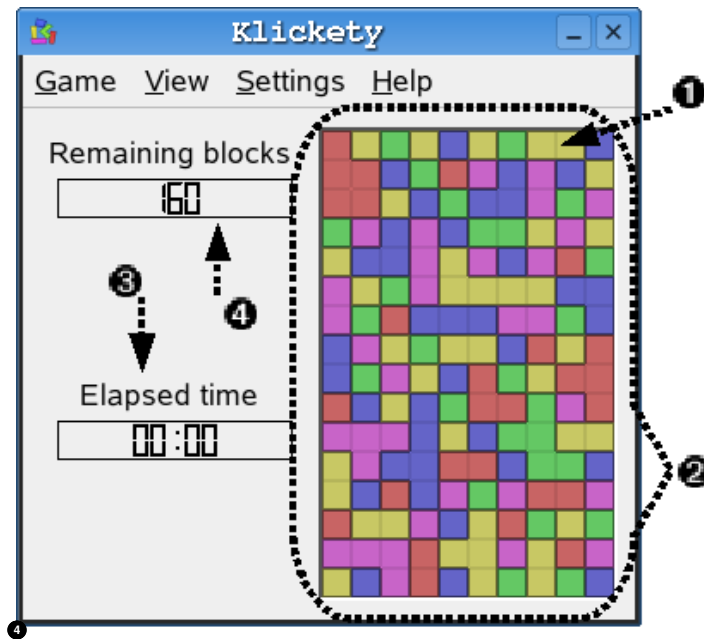
Chapter 1

Introduction

The objective of Klickety is to clear the game board of all the colored blocks in the least possible time (although having a short time is only a secondary objective). The overall aim is to get the lowest score possible. It will provide entertainment for all abilities, but a challenge in logical thought if you want to get a really low score.

Chapter 2

The Game Screen



- 1 This is a colored block, you click on these to play the game.
- 2 This is what was referred to in the introduction as the 'game board', this is where the game actually takes place.
- 3 This is the game timer, it starts the first time that you click on a removable block.
- 4 This is the remaining block counter, which also doubles up the score counter. It is usually black at the start of a game, it changes to blue if the score is good enough to get onto your local highscore table, and red if it would make the top spot.

Chapter 3

Playing the game

When you start the program you will get a screen that looks something like the screenshot in the previous section. The idea of the game is to remove blocks, which you do by clicking on them.

However, you can only remove a block if it is adjacent to one or more other blocks of the same color on one or more of its sides. Diagonal connections do not count. You get a random board every time you start a new game.

If you click on a block which is connected as described, it will disappear. Any adjacent blocks of the same color will also disappear, along with all of the same color adjacent to *them*, and so on. Any blocks above them drop down to fill the gaps left by the disappeared pieces. If you clear an entire column, all the columns to the right move across to fill the gap.

The game ends when there are no blocks adjacent to other blocks of the same colour

Chapter 4

Scoring

Scoring is very simple. Your score is the number of remaining blocks when the game ends. In the case of having two high scores of the same score, the one completed in the shortest time is listed in the higher position.

Chapter 5

Menu Reference

5.1 The Game Menu

Game → **New Game (Ctrl+N)** Starts a new game before the previous one has finished (once you end a game, a button appears on the game board labeled 'start' which does the same thing).

Game → **Pause (P)** Not yet implemented.

Game → **Show Highscores (Ctrl+H)** Shows the Highscore Table for checking a target or for bragging purposes. (This is the same highscore table as is displayed if you get a new highscore at the end of a game.) There are also tabs for seeing all the players who have turned in scores and for looking at some statistical analysis of the performance of individual players. There are also links to the worldwide highscore and player lists on the web.

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

5.2 The View Menu

View → **Zoom In (Ctrl++)** Zooms the game board in, increases the window size as necessary.

View → **Zoom Out (Ctrl+-)** Zooms the game board out. Window size will decrease around it.

5.3 The Settings Menu

Settings → **Hide Menu Bar (Ctrl+M)** Hides the menu bar. It can be brought back with the right-click menu or by pressing Ctrl+M.

Settings → **Configure Shortcuts...** Allows you to change the shortcut keys listed above.

Settings → **Configure Notifications...** Allows you to change the notifications for Game over and the removal of a column (listed as Line removed), such as playing a sound when you remove a column, or starting your favorite IRC client when you finish the game so that you can tell all your friends about your Klickety skills.

Settings → **Configure Highscores...** Displays the highscores configuration dialog, which has two tabs:

On the Main tab, you can change the default nickname that is entered onto the highscore table if you get a highscore, add a comment to go with your entry on the players tab of the highscore table. You can also activate the World-wide highscores enabled feature so that you can compare scores with players from around the globe. If you are connected to the Internet, Klickety will send your score automatically at the end of the game to the highscore web server (klickety.sf.net).

The Advanced tab displays your Registration Data on klickety.sf.net. If worldwide highscores have been activated, this tab shows the Nickname: from the Main tab with which you are registered and the cryptographic Key: used to prevent any attempts at cheating. This key was generated when you registered on klickety.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.

Settings → **Configure Klickety...** Brings up the main configuration dialog, this will be dealt with in the next chapter.

5.4 The Help Menu

Help → **Klickety Handbook (F1)** Invokes the KDE Help system starting at the Klickety 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 Klickety 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.

The Klickety Handbook

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

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

Chapter 6

Configuring Klickety

Each page of the Klickety configuration dialog has buttons labeled Help and Defaults. The Help button brings up this handbook, and the Defaults button restores all the settings to their default values.

The individual options are as follows:

6.1 The Appearance tab

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

Background Allows you to change the background color and change its opacity. Trivia: if it has some transparency it doesn't actually show what's directly beneath Klickety, but rather it shows the desktop wallpaper.

6.2 The Colors tab

Colors #1 through #5 Allow you to change the colors of the colored blocks. For an extra challenge, make them all the same color. N.B. You must restart Klickety for these changes to take effect.

Chapter 7

Tips

- Try to remove sets of two blocks to allow single blocks to join up with other ones of the same color, it's your only way to get rid of them.
- Spend time thinking about your move: you primarily get higher places on the highscore table by getting rid of more pieces than doing it quickly.

Chapter 8

Credits and License

Klickety Program Copyright 1995 Eirik Eng and 1996-2004 Nicolas Hadacek
Klickety is based on clickomania.

The Klickety website can be found at <http://klickety.sourceforge.net>.

First version of documentation by Thomas Davey, Copyright 2005.

Reviewed by Philip Rodrigues phil@kde.org.

Further markup and reviewing by Francis Giannaros francisg@gmail.com.

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 Klickety

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

Klickety 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

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

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

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