

# **The Kolor Lines Handbook**

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# The Kolor Lines Handbook

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### **Abstract**

Kolor Lines is a nice little game meant to amuse you for anywhere from 3 minutes to 6 days(straight).

## Chapter 1

# Introduction

Kolor Lines is a simple game. It is played by one player, so there is only one winner :-). You play for fun and against the high score. It has been inspired by well known game - Color lines, written for DOS by Olga Demina, Igor Ivkin and Gennady Denisov back at 1992.

In 2000 Roman Merzlyakov wrote a original version for KDE. Roman Roazilov added to it a cool povray generated animation. Later in 2001 he ported it to KDE 2 and made it conform to the KDE games standard.

## Chapter 2

# Using Kolor Lines

The main rules of game is as simple as possible: you move (using mouse) marbles from cell to cell and build lines (horizontal, vertical or diagonal). When a line contains 5 or more marbles - they are removed from the field and your score grows. After each of your turns computer drops three more marbles onto the field.

The increase in score depends on the amount of erased marbles and if Kolor Lines shows the next balls. The increase will be smaller if you use the information of what's next.

### 2.1 More Kolor Lines features

Kolor Lines is wonderful in that it will allow you to kill 5 minutes while you wait for that program to compile.

Or, if nothing else, it will allow you to kill 5 minutes.

## Chapter 3

# Command Reference

### 3.1 The main Kolor Lines window

There is a large area with marbles. At the right side a bar showing the next three marbles to be dropped on the field. Underneath the field is the status bar. Above it is the menu bar.

#### 3.1.1 The Game Menu

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

**Game** → **Show Highscores (Ctrl+H)** Displays the high score table

**Game** → **Quit (Ctrl+Q)** Quits Kolor Lines

#### 3.1.2 The Move Menu

**Move** → **Undo (Ctrl+Z)** This will undo the last move.

**Move** → **End Turn** Skip your move, immediately play the next marbles without you moving any.

**Move** → **Start Tutorial (D)** Show a short, animated, non-interactive demonstration of how to play the game. If the tutorial is running, the status-bar will show Level: Tutorial, and this menu entry will now show Stop Tutorial.

### 3.1.3 The Settings Menu

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

**Settings** → **Show Next (Ctrl+P)** Toggles the information on next marbles.

**Settings** → **Use Numbered Balls** Number the balls according to color. This may be of assistance to players who are color blind, have other vision impairments that make the colors hard to distinguish, or those of you who simply like the look.

**Settings** → **Choose Game Type** Choose a difficulty level, from Very Easy through Very Hard.

**Settings** → **Configure Shortcuts** Displays a standard KDE shortcut configuration dialog, allowing you to customize the keys used in the game.

### 3.1.4 The Help Menu

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

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

## Chapter 4

# Credits and License

Kolor Lines

Program copyright 2000 Roman Merzlyakov [roman@sbrf.barrt.ru](mailto:roman@sbrf.barrt.ru)

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# Appendix A

## Installation

### A.1 How to obtain Kolor Lines

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

Kolor Lines 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 Kolor Lines on your system, type the following in the base directory of the Kolor Lines distribution:

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

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

### A.3 Generating marbles with Povray

All pictures (`klines/*.jpg`) are rendered with Povray 3.0 and manipulated with ImageMagick. Povray & bash scripts are in the folder `>klines/povray`. Customize `balls.pov` as you want, render and install it.

#### NOTE

You need Povray 3.0 to render. In newer Versions i.e. 3.1 'halo' is suppressed.

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In order to generate marbles on your system, type the following in the base folder of the kdegames distribution:

```
% cd klines  
% make install
```