

The KMahjongg Handbook

**John Hayes, Mathias Mueller, Albert Astals Cid,
David Black, Michael Haertjens, Osvaldo Stark, and
Benjamin Meyer**



The KMahjongg Handbook

Contents

1	Introduction	1
2	Gameplay	2
2.1	Starting a New Game	2
2.2	Aim of the Game	2
2.3	Playing the Game	2
2.4	The Game Screen	3
3	Configuration and Default Keybindings	4
3.1	Configure KMahjongg	5
3.1.1	General options	5
3.1.2	Tiles options	6
3.1.3	Background options	6
3.2	Default Keybindings	6
4	Command Reference	8
4.1	The main KMahjongg window	8
4.1.1	The Game Menu	9
4.1.2	Edit Menu	14
4.1.3	Move Menu	15
4.1.4	Settings Menu	15
4.1.5	The Help Menu	16
5	Credits and License	17

Abstract

KMahjongg is a game similar to famous oriental game MahjonggTM.

Chapter 1

Introduction

KMahjongg is a game similar to the famous oriental game MahjonggTM. The purpose of the game is to remove all of the tiles from the gameboard. Tiles are removed by matching tiles in pairs. The matched tiles must have a free side on the left or on the right. Please report any problems or feature requests to the KDE mailing lists.

Chapter 2

Gameplay

2.1 Starting a New Game

When KMahjongg is started, the board is setup and the game timer is started, waiting for your first move. A new game can be started from selecting Game → New or pressing Ctrl+N .

There is also the option of starting a specific number games. All of the games are numbered and they are randomly selected from Game → New. A specific number game can be started by selecting Game → New Numbered Game

2.2 Aim of the Game

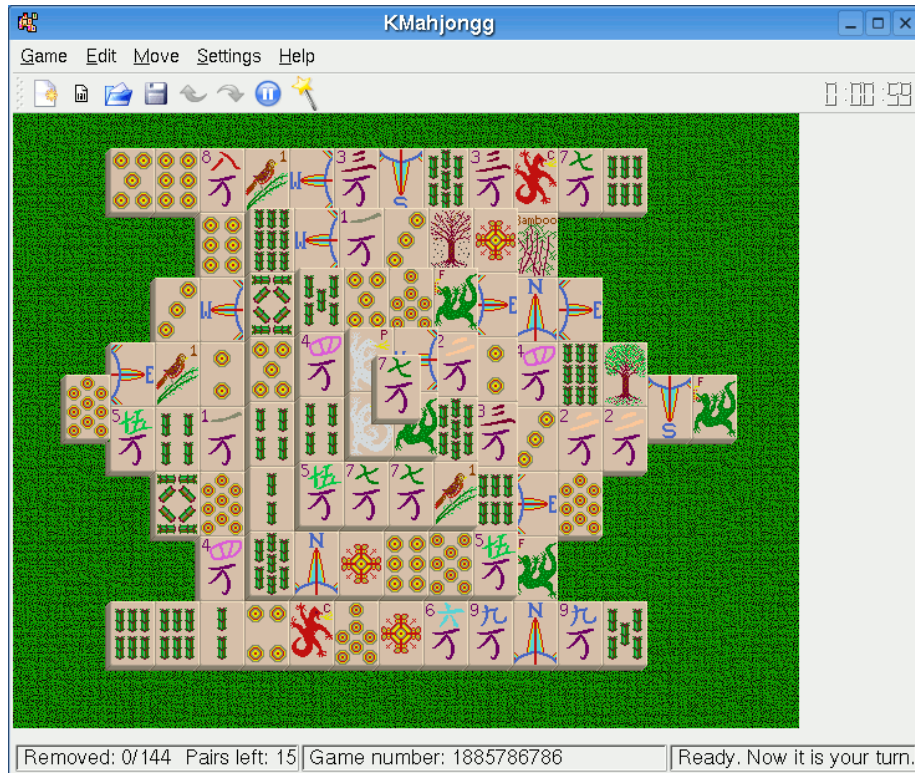
The purpose of the game is to remove all of the tiles from the gameboard. Tiles are removed by matching tiles in pairs, which then disappear. The matched tiles must have a free side on the left or on the right.

2.3 Playing the Game

Locate and select with the mouse, matching tiles that have a free side on the left or right side. The tiles disappear as they are selected and matched.

There are two options to help find matching tiles that have a free side. One option is to get a hint by selecting Move → Hint or pressing **H** which will flash a pair of matching tiles. The second option is to activate Settings → Show Matching Tiles, which will highlight the selected tile and flash any matching tiles that have a free side with each move. No additional tiles will be highlighted if there are no matching tiles with a free side.

2.4 The Game Screen



A quick explanation of the parts of the game screen...

Game Screen The Game screen is in the center of the screen and is the largest section of the window. The background is populated with the game tiles.

Game Timer The Game Timer is located on the top right of the screen. The timer keeps track of the elapsed time from the start of the game until the game is finished.

Statusbar The Statusbar is located at the bottom of the screen, and contains three panes. The first pane lists the removed/total tiles and the number of matching tiles that have free sides. The second pane gives the sequence number of the game you are playing. In the last pane lets the player know when the game is ready.

Chapter 3

Configuration and Default Keybindings

The configuration options are as follows:

3.1 Configure KMahjongg

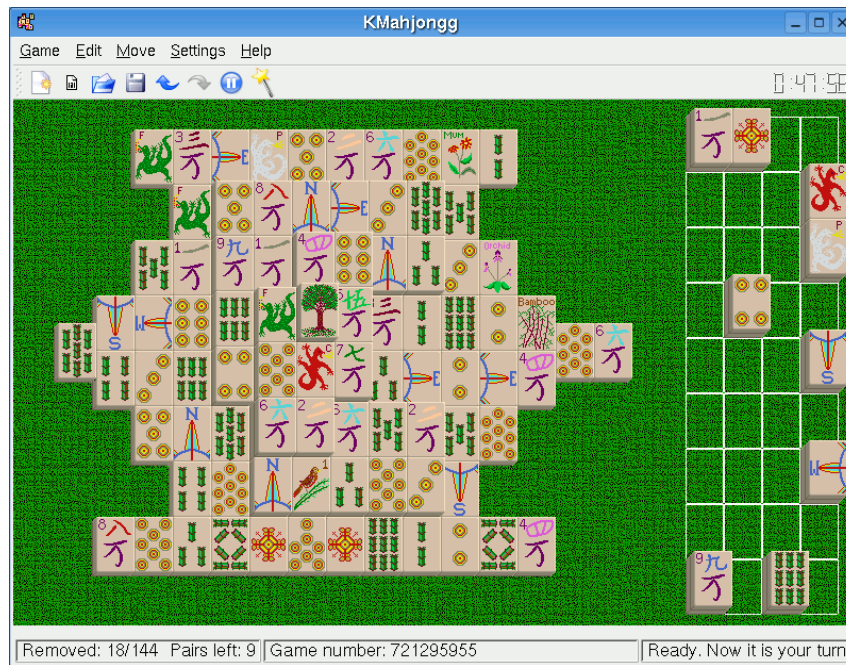


Settings → Configure KMahjongg... opens the Configure KMahjongg Dialog.

3.1.1 General options

Show removed tiles Places a grid to the right of the gameboard where matching tiles are stacked after being removed from the gameboard.

The KMahjongg Handbook



Generate solvable games Selects only games that can be solved when you start a new game.

Play winning animation Shows a replay of all moves when you win a game.

3.1.2 Tiles options

Draw shadows Draws shadows on the tiles to give a 3D appearance.

Use mini-tiles Sets the tile size to small.

3.1.3 Background options

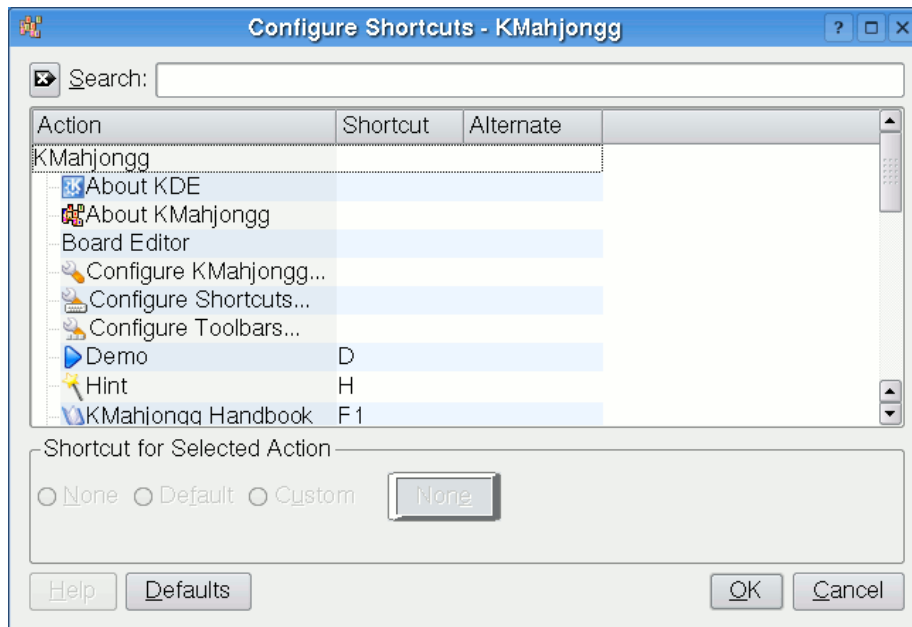
Scaled Scales the background image.

Tiled Tiles the background image.

3.2 Default Keybindings

Settings → Configure Shortcuts... allows you to change the default keyboard bindings.

The KMahjongg Handbook



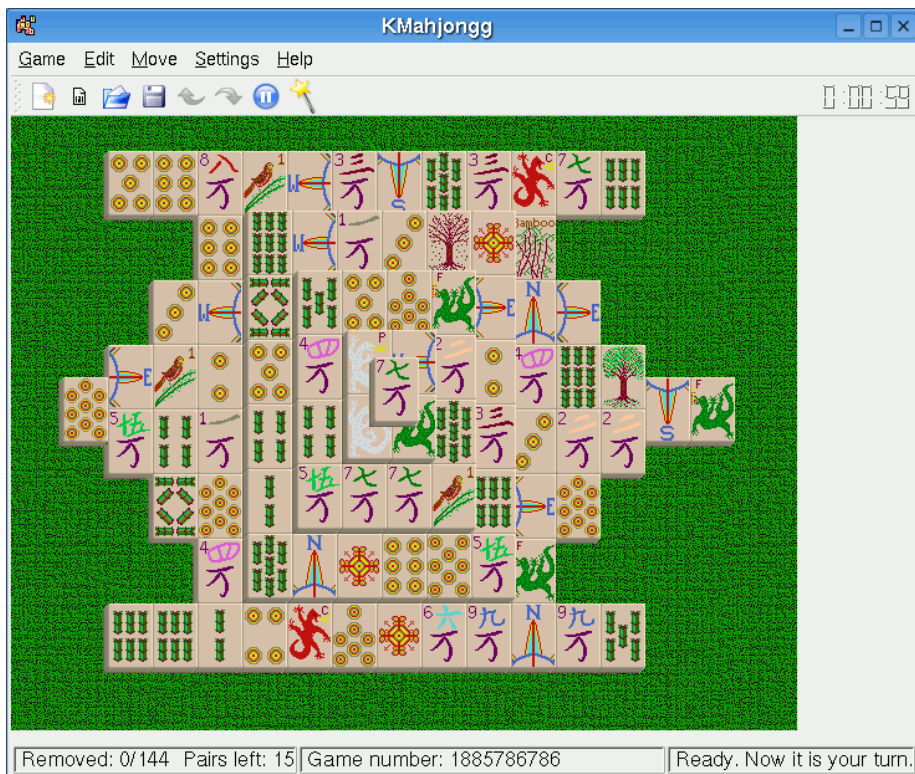
The default keybindings are as follows:

- D** Plays the game in Demo mode.
- H** Gives you a hint by flashing two matching tiles.
- F1** Displays this handbook.
- Ctrl+O** Loads a previously saved game.
- Ctrl+N** Starts a new game.
- P** Pauses or resumes a game.
- Ctrl+Q** Quits the game.
- Ctrl+Shift+Z** Move redo.
- F5** Restart the game.
- Ctrl+S** Saves the game.
- Ctrl+H** Show the highscores.
- Ctrl+Z** Move undo.
- Shift+F1** What's this? Help

Chapter 4

Command Reference

4.1 The main KMahjongg window



4.1.1 The Game Menu

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

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

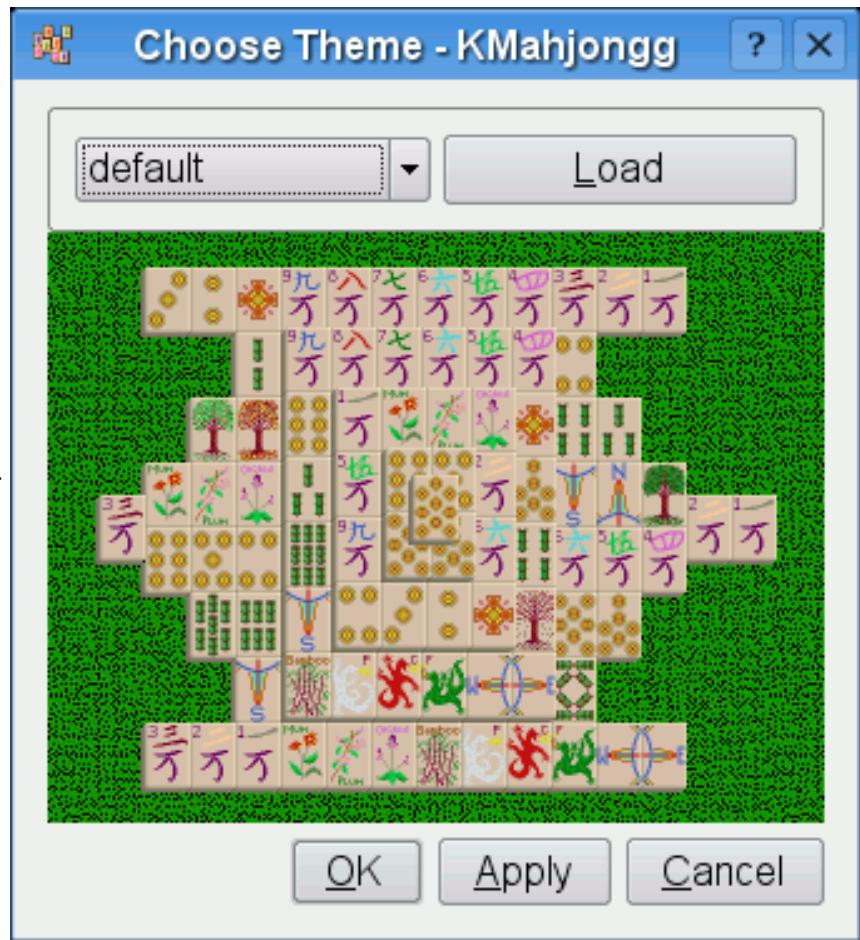
Game → **Restart Game (F5)** Restarts the numbered game being played.

Game → **New Numbered Game...** Starts a specific numbered game.



Game → **Open Theme...** Allows you to load a theme with different backgrounds

and tile styles.



The available options:

- default (shown)
- pirates

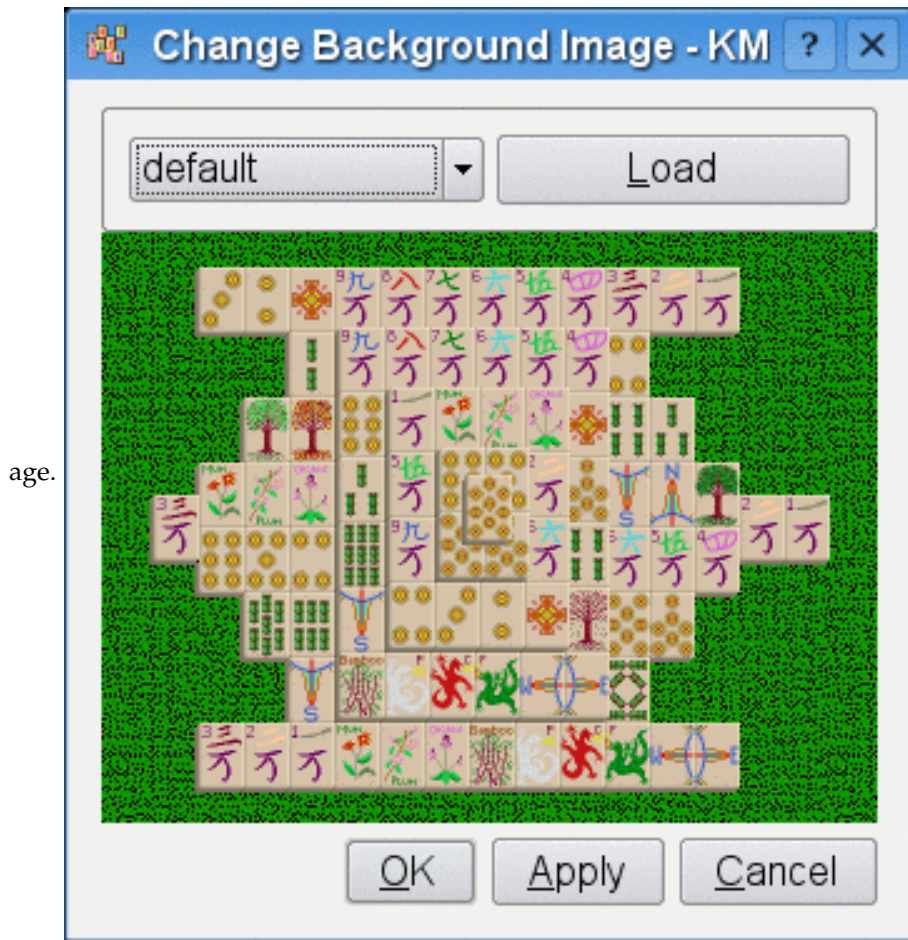
Game → **Open Tileset...** Allows you to load a different tileset.



The available options:

- default (shown)
- pirates
- traditional

Game → **Open Background...** Allows you to load a different background im-



age.

The available options:

- default (shown)
- haze
- pirates
- slate
- wood

Game → **Open Layout...** Allows you to load a different tile layout.



The available options:

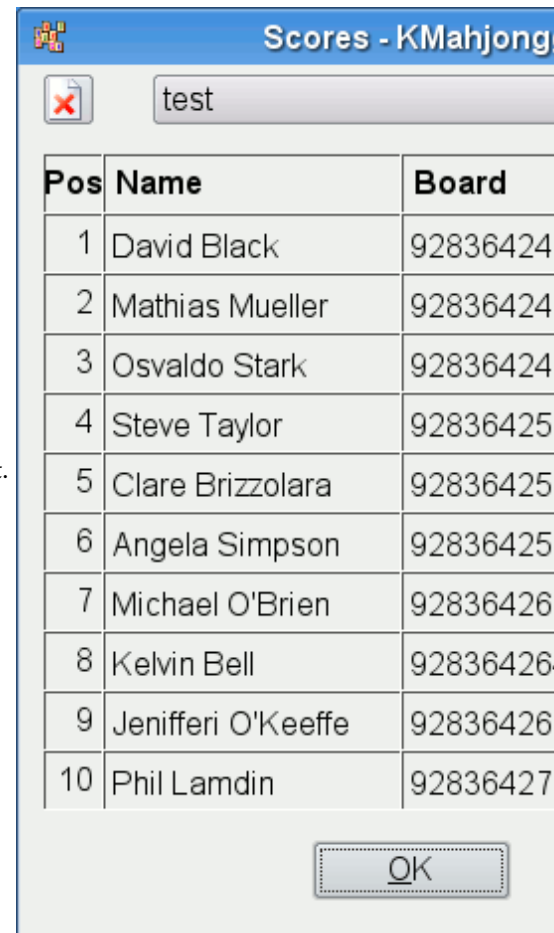
- default (shown)
- cross
- pirates
- pyramid
- stax
- tower
- triangle

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

Game → **Save Theme...** Saves the current theme.

Game → **Pause (P)** Pauses or resumes the game. While the game is paused, all tiles are hidden.

Game → **Show Highscores (Ctrl+H)** Shows the highscore list.



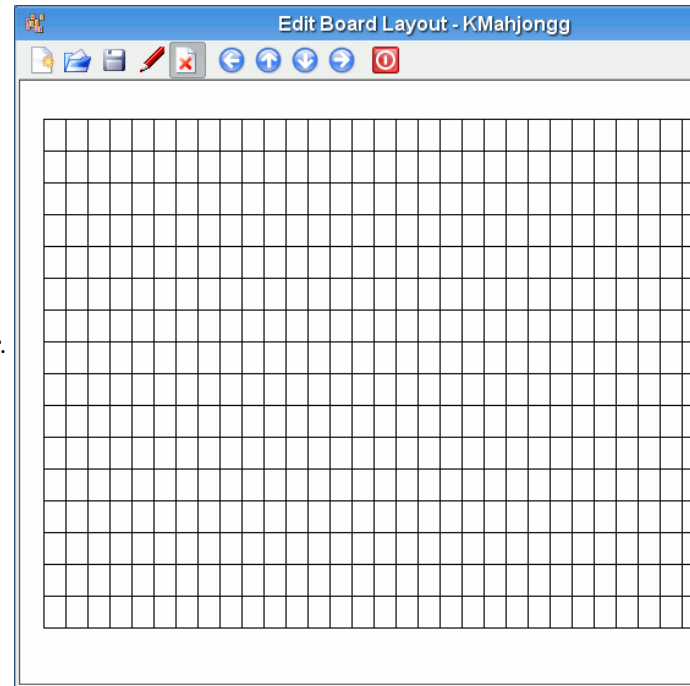
Pos	Name	Board
1	David Black	92836424
2	Mathias Mueller	92836424
3	Oswaldo Stark	92836424
4	Steve Taylor	92836425
5	Clare Brizzolara	92836425
6	Angela Simpson	92836425
7	Michael O'Brien	92836426
8	Kelvin Bell	92836426
9	Jenifferi O'Keeffe	92836426
10	Phil Lamdin	92836427

When your game scores exceed the top ten scores listed, you are prompted to enter your name.

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

4.1.2 Edit Menu

Edit → **Board Editor** Opens the gameboard editor.



The gameboard editor lets you create your own tile layouts for gameplay.

4.1.3 Move Menu

Move → **Undo (Ctrl+Z)** Undo your last move.

Move → **Redo (Ctrl+Shift+Z)** Redo a move the was undone.

Move → **Hint (H)** Gives a Hint by flashing a matching pair of tiles.

Move → **Demo (D)** Starts the game Demo mode.

Move → **Shuffle** Shuffles the tiles on the board.

4.1.4 Settings Menu

Settings → **Show/Hide Toolbar** Shows or hides the Toolbar.

Settings → **Show/Hide Statusbar** Shows or hides the Statusbar.

Settings → **Show/Hide Matching Tiles** Shows or hides matching tiles by not flashing the matching free tiles when a tile is selected.

Settings → **Configure Shortcuts...** Displays a standard KDE shortcut configuration dialog to change the [keyboard shortcuts](#) for KMahjongg.

The KMahjongg Handbook

Settings → **Configure Toolbars...** Displays a standard KDE dialog where you can configure the toolbar icons.

Settings → **Configure KMahjongg...** Opens a dialog to configure KMahjongg. For details, see [here](#).

4.1.5 The Help Menu

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

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

Chapter 5

Credits and License

KMahjongg for KDE

Program Copyright (c) 1997 Mathias Mueller in5y158@public.uni-hamburg.de

Contributors:

- David Black david.black@lutris.com
- Michael Haertjens mhaertjens@modusoperandi.com
- Osvaldo Stark starko@dnet.it
- Benjamin Meyer ben+kmahjongg@meyerhome.net
- Albert Astals Cid astals11@terra.es

Documentation Copyright (c) 2005 John Hayes justlinux@bellsouth.net

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](#).