

The Konquest Handbook

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Abstract

Konquest is a wonderfully complex game for universal domination, or konquest, if you like. :)

Chapter 1

Introduction

This is the KDE version of Gnu-Lactic Konquest, a multi-player strategy game. The goal of the game is to expand your interstellar empire across the galaxy and of course, crush your rivals in the process.

Chapter 2

Using Konquest

2.1 More Konquest features

A really entertaining game of universal domination.

2.2 Configuration

When you start a Konquest game, a settings window pops up. From here you need to enter player names, decide the number of planets, and how many turns are allowed. (Don't worry, you can add more later) You can also reject the map, until a you find a galaxy layout you like. After this, just click OK to start the game.

Chapter 3

Command Reference

3.1 The Main Konquest Window

The Planet Status indicator on the right is your source for intelligence on the state of the Galaxy. Your spies will report on the status of your rivals, but not on the native-controlled planets. The information present in the display is: Planet name, Owner, Production rate, fleet strength (Ships and Kill percent).

The Production rate is the number of ships that planet will construct in one turn. The fleet strength is the number of Ships currently in place at the planet. And, the Kill percent is a measure of the effectiveness of the ships produced at that planet. Attack fleets take the kill percentage of their planet of departure, and defense fleets use the kill percentage of the planet they are defending.

3.1.1 The Game Menu

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

Game → **End Game (Ctrl+End)** End the current game, without closing Konquest

Game → **Measure Distance** Click with the left mouse button on two planets to see their distance.

Game → **Show Standings** Opens a window to display the detailed current standings for all players

Game → **Fleet Overview** Opens a window to display detailed informations for all fleets

Game → **Quit (Ctrl+Q)** Quits the game.

3.1.2 The Settings Menu

Settings → **Show Toolbar** Toggle the toolbar display on and off.

Settings → **Configure Shortcuts...** Opens a standard KDE shortcut configuration dialog to change the keyboard shortcuts used by Konquest.

Settings → **Configure Toolbars...** Brings up the standard KDE toolbar configuration dialog to customize the Konquest toolbar icons.

3.1.3 The Help Menu

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

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

Chapter 4

Credits and License

Konquest

GNU-Lactic Conquest Project, KDE version by Russ Steffen, rsteffen@bayarea.net.

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Appendix A

Installation

A.1 How to obtain Konquest

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

Konquest 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 use Konquest, you need KDE 3.0. It is also recommended that you have your X server set to over 8bpp, as the plants are scanned and require a rather high color depth.

A.3 Compilation and Installation

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

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

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