

# **The KReversi Handbook**

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# The KReversi Handbook

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### **Abstract**

KReversi is a simple one player strategy game.

# Chapter 1

## Introduction

### 1.1 What is KReversi?

KReversi is a simple one player strategy game played against the computer. The playing field is an 8 by 8 square board divided into 64 squares. The game piece used is a colored stone - one side of it is red, the other blue. If a piece is captured by an opposing player, that piece is turned to reveal the color of that player. A winner is declared when one player has more pieces of his own color on the board and if there are no more possible moves.

### 1.2 Object of the Game

The object of the game is to control the majority of squares on the board.

## Chapter 2

# Playing

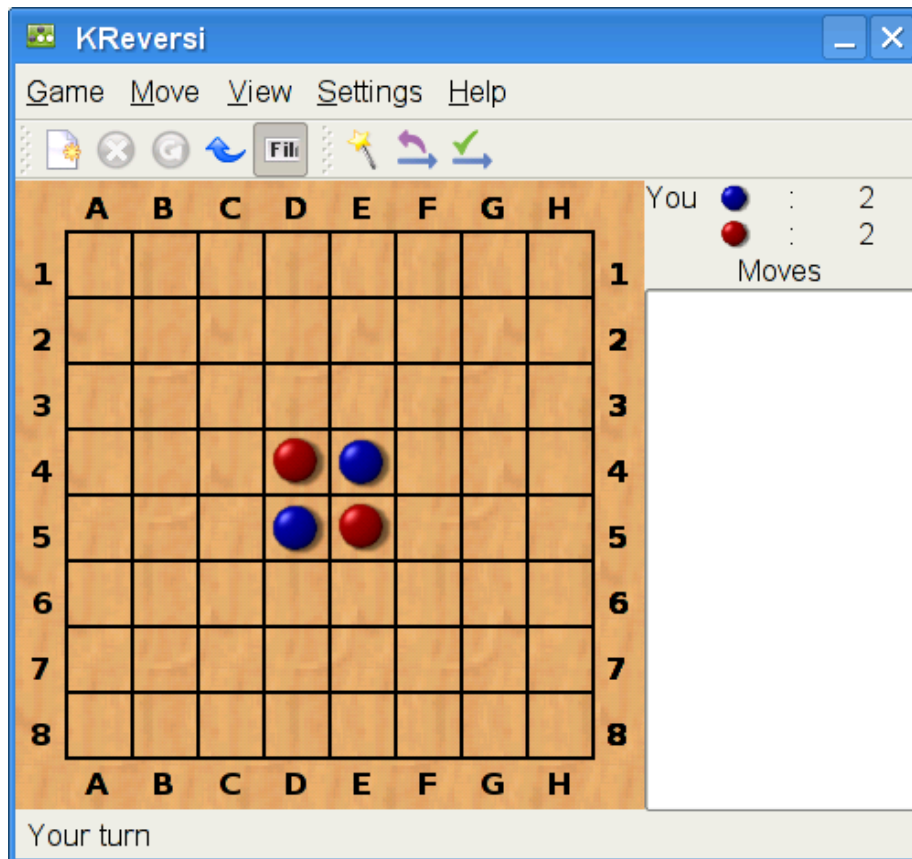
### 2.1 Basics

A move consists of outflanking your opponents disc(s), then flipping the outflanked disc(s) to reveal your color. A move is performed by placing the mouse pointer over the desired square then left mouse button click.

To outflank means to place a disc on the board so that your opponent's row(s) of disc(s) is bordered at each end by a disc of your color. A row may be made up of one or more discs.

The game starts with each player having two discs automatically placed in the center four squares of the board in the following pattern:

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*Board Layout*

**Menu Bar** The Menu Bar contains several choices of drop-down menus. These are [Game](#), [Move](#), [View](#), [Settings](#), and [Help](#). Click with the left mouse button or Alt+the underlined letter to show the drop-down menu.

**Toolbar** Provides the player with icon shortcuts for commonly used actions. These are New, Stop Thinking, Continue Thinking, Undo, Show Menubar, Hint, Show Last Move, and Show Legal Moves. Place the mouse pointer over any of these icons and click with the left mouse button to activate.

**Game Board** The game board consists of a 8 by 8 square board divided into 64 squares.

**Status Bar** The status bar displays whose turn it is.

The field on the right side of the game board contains useful information such as which color represents each player, the number of squares each player controls on the board and displays all moves in the current game.

## 2.2 Rules

Blue always moves first.

If on your turn you cannot outflank and flip at least one opposing disc, your turn is forfeited and your opponent moves again. However, if a move is available to you, you may not forfeit your turn.

A disc may outflank any number of discs in one or more rows in any number of directions at the same time - horizontally, vertically or diagonally. A row is defined as one or more discs in a continuous straight line.

You may not skip over your own color disc to outflank an opposing disc.

Discs may only be outflanked as a direct result of a move and must fall in the direct line of the disc placed down.

All discs outflanked in any one move must be flipped, even if it is to the player's advantage not to flip them.

Once a disc is placed on a square, it can never be moved to another square later in the game.

When it is no longer possible for either player to move, the game is over. Discs are then counted and the player with the majority of his or her color discs on the board is declared the winner.

### NOTE

It is possible for a game to end before all 64 squares are filled.

## 2.3 Tips

Try to place pieces on the edges whenever possible. Your opponent cannot outflank these pieces.

Avoid placing pieces on one of the three neighbor fields of a corner unless you are absolutely sure that your opponent will not be able to put a piece on a corner.

Sometimes it is better to offer some pieces to your opponent

Try to put pieces on fields which prevent your opponent from moving.

Try to force your opponent to put a piece in a neighboring field of a corner.

## Chapter 3

# User Interface

### 3.1 Game Menu

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

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

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

**Game** → **Show Highscores (Ctrl+H)** Opens a dialog that displays different high score tables. Export the high scores into a file or click on Configure to open a dialog to customize your Nickname and add a Comment.

**File** → **Quit (Ctrl+Q)** Quits KReversi.

### 3.2 Move Menu

**Move** → **Undo (Ctrl+Z)** Removes your last move as well as the computer's last move from the board.

**Move** → **Hint (H)** The computer will provide a hint for your next move.

**Move** → **Switch Sides** Will make you the opposite color.

**Move** → **Stop Thinking (Escape)** Stops the computer's depth search, then you choose the computer's next move, or select the Continue Thinking menu item to continue the computer's thinking process.

**Move** → **Continue Thinking** Continue the computer's thinking process if it was previously stopped using the Stop Thinking menu item.

### 3.3 View Menu

**View** → **Zoom In (Ctrl++)** Enlarges the game board.

**View** → **Zoom Out (Ctrl+-)** Shrinks the game board.

### 3.4 Settings Menu

**Settings** → **Hide Menubar (Ctrl+M)** Toggles whether the menubar is visible.

**Settings** → **Toolbars** → **Main Toolbar (KReversi)** Toggle the Main Toolbar

**Settings** → **Toolbars** → **View Toolbar (KReversi)** Toggle the View Toolbar

**Settings** → **Configure Shortcuts...** Opens a dialog which lets you configure all the keyboard shortcuts which are available in KReversi.

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

**Settings** → **Configure KReversi...** Opens the [configuration dialog](#) which lets you tweak a lot of KReversi's options.

### 3.5 Help Menu

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

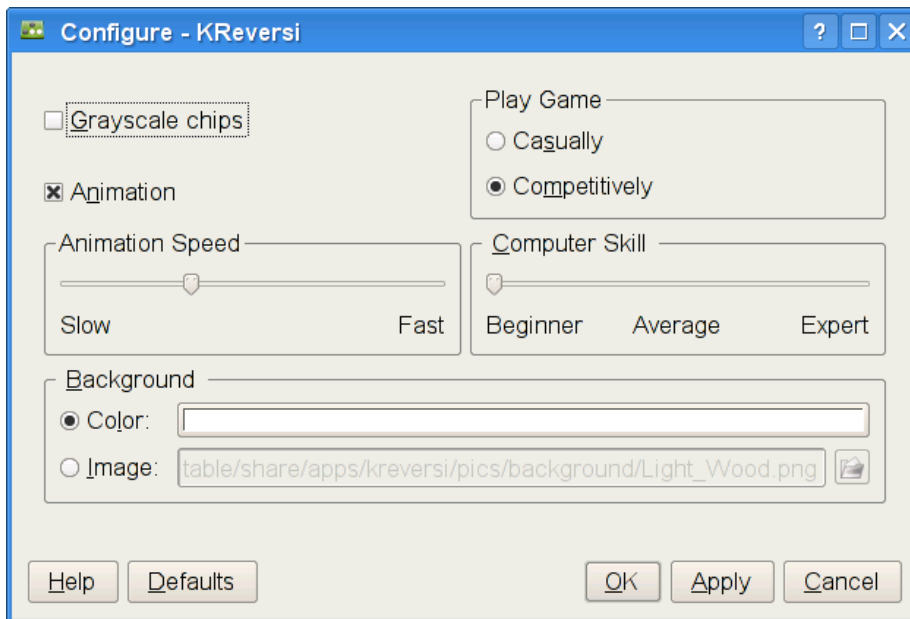
**Help** → **About KReversi** This will display version and author information.

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

## Chapter 4

# Configuration

Selecting the Settings → Configure KReversi... menu item will open a configuration dialog which lets you adjust many of KReversi's options.



**Grayscale chips** Check this box to use grayscale chips instead of blue and red ones; this might improve the look on very low color displays.

**Play Game** Check a radiobutton whether to play Casually or Competitively.

**Animation** If this option is checked, a short animation will be shown when a disc changes it's color.

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**Animation Speed** If the Animation option is enabled, you can use this slider to define how fast the animation should be played; move the slider to the left for a slower animation, moving the slider to the right will play the animation faster.

**Computer Skill** This slider lets you define the skill level of the computer player. There are seven different skill levels available, ranging from beginner to expert. Move the slider to the left for an easier opponent, or to the right to get a more difficult opponent.

**Background** Here you can define the appearance of the playground. Select the Color: option and press the colored button at the right if you want the background to have a single color. Select the Image: option and enter the path to a picture in the input field at the right in case you want to use a specific image as the background wallpaper.

**Help** Opens KReversi help.

**Defaults** Reverts settings to defaults.

**OK** Saves changes and closes dialog.

**Apply** Saves changes but doesn't close dialog.

**Cancel** Cancels all your changes and closes the dialog.

## Chapter 5

# Credits and License

Program Copyright 1998-2000 Mario Weilguni

Mats Luthman - Designer of the move engine.

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# Appendix A

## Installation

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

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

### A.1 Compilation and Installation

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

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

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