

The KShisen Handbook

Dirk Doerflinger and Frerich Raabe



The KShisen Handbook

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Abstract

KShisen is a game similar to Mahjongg for KDE.

Chapter 1

Introduction

KShisen is a single-player-game similar to Mahjongg and uses the same set of tiles as Mahjongg.

The object of the game is to remove all tiles from the field.

Chapter 2

Playing KShisen

2.1 Rules

The aim of the game is to remove all tiles from the board. Only two matching tiles can be removed at a time. Two tiles can only be removed if they can be connected with a maximum of three connected lines. Lines can be horizontal or vertical, but not diagonal.

You don't have to draw the lines by yourself, the game does this for you. Just mark two matching tiles on the board, if they can be connected with a maximum of three lines, the lines will be drawn and the tiles are removed.

Remember that lines only may cross the empty border. If you are stuck, you can use the Hint feature to find two tiles which may be removed. Clicking a tile with the right mouse button will show you all corresponding tiles, no matter if they are removable at the moment or not.

The game is over when no moves are possible. This could be due to clearing all the tiles from the field or reaching a point in the game where no two matching tiles can be connected by three lines. Some games are unsolvable, if you would like to avoid unsolvable games uncheck the option Allow unsolvable games in the configuration dialog.

The resulting score 'S' is calculated using the following formula, assuming that 'n' represents the number of tiles present when the game started and 't' standing for the time (in seconds) it took to clear the field:

$$\begin{aligned} S &= \frac{n}{t} \cdot \sqrt{\frac{n}{84}} / 0.0014 \\ &= \frac{n}{t} \cdot \frac{\sqrt{\frac{n}{84}}}{0.0014} \\ &= \frac{n}{t} \cdot \frac{\sqrt{n}}{\sqrt{84} \cdot 0.0014} \\ &= \frac{n}{t} \cdot \frac{\sqrt{n}}{0.012831211946} \\ &= \frac{\sqrt{n^3}}{0.012831211946 \cdot t} \end{aligned}$$

If you played with the Gravity setting enabled, this score will additionally get multiplied by two.

Chapter 3

Menu Reference

3.1 The Game Menu

The Game menu lets you control the status of the current game:

Game → **New (Ctrl+N)** Finish the actual game set and start a new session with new tiles.

Game → **Restart Game (F5)** Restart the current game with the same tiles.

Game → **Pause (P)** Pauses the entire game, especially the timer which affects the scoring. The menu entry is also used for resuming the game.

Game → **Show Highscores (Ctrl+H)** Shows the (local) Top-Ten charts of KShisen.

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

Some of the menu items can also be controlled by keyboard shortcuts. See Section 3.5 for a list.

3.2 The Move Menu

Move → **Undo (Ctrl+Z)** Undo the last step. Same as the Undo button in the toolbar.

Move → **Redo (Ctrl+Shift+Z)** Redo the last step. Same as the Redo button in the toolbar.

Move → **Hint (H)** Show a tip, which two tiles to remove next.

3.3 The Settings Menu

- Settings** → **Show Toolbar** Toggle on and off the display of the toolbar.
- Settings** → **Show Statusbar** Toggle on and off the display of the status bar.
- Settings** → **Configure Shortcuts...** Open a dialog which lets you redefine all the keyboard shortcuts.
- Settings** → **Configure Toolbars...** Displays a KDE standard dialog where you can configure the toolbar icons.
- Settings** → **Configure KShisen...** Opens the [configuration dialog](#) to change KShisen settings.

3.4 The Help Menu

- Help** → **KShisen Handbook (F1)** Invokes the KDE Help system starting at the KShisen 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 KShisen 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 KShisen** This will display version and author information.
- Help** → **About KDE** This displays the KDE version and other basic information.

3.5 Shortcuts

Default shortcuts are:

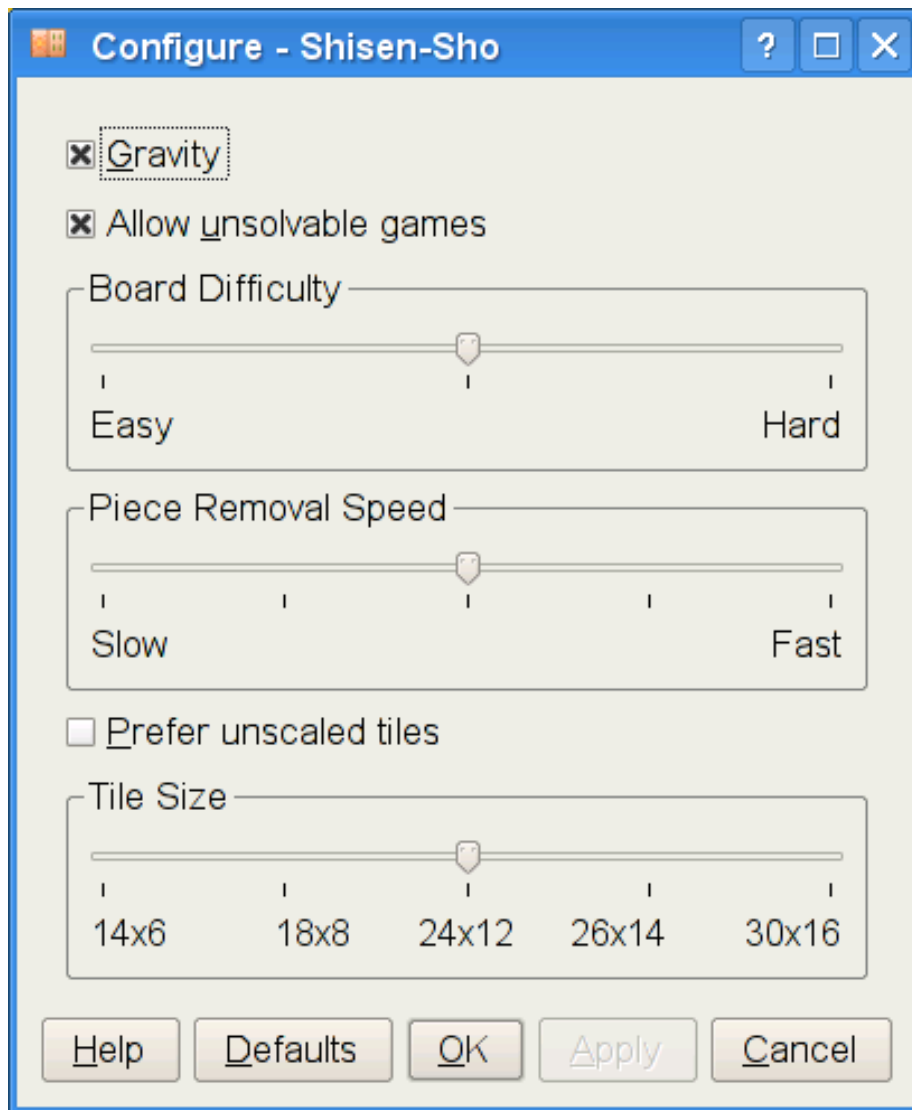
New	Ctrl+N
Restart Game	F5
Pause	P
Show Highscores	Ctrl+H
Quit	Ctrl+Q
Undo	Ctrl+Z
Redo	Ctrl+Shift+Z
Hint	H
KShisen Handbook	F1
What's This	§ Ctrl+Shift+F1

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Chapter 4

Configuration

Selecting the Settings → Configure KShisen... menu item will open a configuration dialog which lets you alter the behavior of the game.



Gravity Checking this makes the game even harder: If a tile is removed, all tiles lying above it will fall down one step.

Allow unsolvable games If checked, only solvable games will be created when a new game is started. Note: You may still choose the wrong way and have to try again if you didn't solve the game, but if it's checked, the game *will* be solvable.

Board Difficulty The slider controls the difficulty of the board. There are three options Easy, Medium and Hard.

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Piece Removal Speed Adjusting this slider alters the speed at which the pieces are removed from the screen after a match has been made.

Prefer Unscaled Tiles Resizing the window causes the tiles on the board to be scaled to match the window size. When this option is checked, the window is resized to fit the tiles' natural size. You can still adjust the size of the window. Doing so causes this mode to be disengaged.

Tile Size This slider allows you to can change the number of tiles on the board. The more tiles you have, the harder (and longer) the game will be.

Help Opens KShisen help pages. (this document).

Defaults Reverts all settings to defaults.

OK Saves your changes and closes the dialog.

Apply Saves your changes but doesn't close the dialog.

Cancel Cancels all your changes and closes the dialog.

Chapter 5

Credits and License

KShisen Copyright 1999 Mario Weilguni mweilguni@sime.com

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Appendix A

Installation

A.1 How to obtain KShisen

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

KShisen 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 compile KShisen, you need KDE 3.x. All required libraries as well as KShisen itself can be found on <ftp://ftp.kde.org/pub/kde/> .

A.3 Compilation and Installation

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

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

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