

# The KSirtet Handbook

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# The KSirtet Handbook

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### **Abstract**

KSirtet is a clone of the well known game Tetris. You must fit the falling pieces to form full lines.

# Chapter 1

## Introduction

KSirtet is a clone of the well known game Tetris. You must fit the falling pieces to form full lines. You can rotate and translate the falling piece. The game ends when no more pieces can fall, i.e. when your incomplete lines reach the top of the board.

Every time you have destroyed 10 lines, you advance to the next level and the pieces fall quicker (to be precise, the pieces fall from the top of the screen each  $1/(1+level)$  second).

## Chapter 2

# How to Play

### 2.1 Handling the Falling Piece

You can use the keyboard to rotate, translate or drop down the falling piece. The keys are configurable via the menu item Settings → Configure Shortcuts....

### 2.2 Game Types

KSirtet supports two types of single player game: Normal and Arcade. In Normal mode, points totals are kept, and high scores recorded. Also, when advancing to the next level, play continues without clearing the gameboard. In Arcade mode, no points totals are kept, although an Elapsed time counter is shown. When you advance to the next level in Arcade mode, the gameboard is cleared of pieces.

You can choose the game mode in the Mode menu.

### 2.3 How to gain Points

There are two sources of points:

- Dropping down a piece using the Down Arrow gives a small number of points which is equal to the drop height. It is not much each time but is particularly relevant in the earlier levels, when the pieces fall more slowly.
- The biggest part of the score comes from destroying full lines. It is very important to note that destroying multiple lines at the same time gives you a lot

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more points. A four-lines destruction is called a 'tetris': it gives a maximum amount of points.

The points gained are 40 for a one-liner, 100 for two lines, 300 for three lines and 1200 for a tetris. These numbers are multiplied by the current level. For example, destroying four lines in level 10 gives 12,000 points.

### 2.4 Configuring KSirtet

The KSirtet configuration is accessed from the menu item Settings → Configure KSirtet.... The options are as follows:

#### 2.4.1 Game Configuration

**Initial level:** Set the level which you will play at startup, from 1 (easiest) to 20 (hardest). Default is level one.

**Direct drop down** If checked, pressing the Down Arrow will cause a tile to immediately fall to the bottom of the screen. If unchecked, pressing the Down Arrow only causes the piece to fall until the key is released.

**Old rotation style** KSirtet has two ways of rotating each piece: 'Old' style and 'New' style. Each style uses a different point to rotate the piece around. Try both, and see which one you prefer.

#### 2.4.2 Appearance Configuration

**Enable animations** If checked, pieces are shown with an animation (a small rebound effect), when they touch the bottom.

**Show piece's shadow** If checked, a shadow is placed beneath the game board showing where the piece will fall.

**Show next piece** If checked, shows the next tile that will fall onto the game board.

**Show detailed "removed lines" field** If checked, the Removed Lines counter on the left of the screen shows how many times each number of lines have been removed. If unchecked, just the total number removed is shown.

**Background** Select the color and the opacity for KSirtet background. An opacity of zero makes the KSirtet background completely transparent, and a setting of one makes the KSirtet background completely opaque.

### 2.4.3 Colors Configuration

Here you can select the colors used for the tiles in KSirtet.

### 2.4.4 A.I. Configuration

Here you can configure the A.I. in KSirtet.

## 2.5 Configuring Highscores

The configuration is accessed from Settings → Configure Highscores.... The options are as follows:

### 2.5.1 The Main Tab

**Nickname:** Displays your current nickname and allows you to change it.

**Comment** A comment about yourself. You choose...

**World-wide highscores enabled** If checked and if you are connected to the Internet, KSirtet will send your score automatically at the end of the game to the highscore web server (ksirtet.sf.net).

### 2.5.2 The Advanced Tab

This tab displays your Registration Data on ksirtet.sf.net:

**Nickname:** Displays your current nickname from the Main tab.

**Key:** This key was generated when you registered on ksirtet.sf.net by selecting World-wide highscores enabled the first time. The registration key is used in conjunction with the nickname to identify uniquely users, but users cannot have the same nickname. Click on the Remove button to delete you from the world highscores list.

## Chapter 3

# Multiplayer

The multiplayer option allows you to play with others players on the same computer. You can also play against an AI (artificial intelligence) player which is currently not very good.

Basically when destroying lines, a player sends 'garbage' at the bottom of the game of his next opponent: nothing for one line destroyed, one garbage line for two lines destroyed and so on.

## Chapter 4

# Command Reference

### 4.1 The Main KSirtet Window

#### 4.1.1 The Game Menu

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

**Game** → **Pause (P)** Pauses or resumes the game

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

**Game** → **Quit (Ctrl+Q)** Quits KSirtet

#### 4.1.2 The View Menu

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

**View** → **Zoom Out (Ctrl+-)** Reduces the game board size

#### 4.1.3 The Mode Menu

**Mode** → **Single Human (Normal)** Sets the multiplayer mode to single player normal. See Section 2.2.

**Mode** → **Single Human (Arcade)** Sets the multiplayer mode to single player arcade. See Section 2.2.

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**Mode** → **Human vs Human** Sets the multiplayer mode to two player with two human players.

**Mode** → **Human vs Computer** Sets the multiplayer mode to two player with one human and one computer player.

**Mode** → **More...** Displays the multiplayer options dialog.

### 4.1.4 The Settings Menu

**Settings** → **Show Menubar (Ctrl+M)** Shows or hides the Menubar. To return the menubar, right-click anywhere on the gameboard and select Show Menubar.

**Settings** → **Configure Shortcuts...** Displays a standard KDE key bindings configuration dialog to change the keyboard shortcuts for KSirtet.

**Settings** → **Configure Notifications...** Displays a standard KDE notifications configuration dialog to change the audio and visual notifications for KSirtet.

**Settings** → **Configure Highscores...** Displays the high score configuration dialog, in which you can change several settings that affect how KSirtet treats highscores.

**Settings** → **Configure KSirtet...** Opens the KSirtet configuration dialog, where you can change the options of the game.

### 4.1.5 The Help Menu

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

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

## Chapter 5

# Credits and Licenses

### 5.1 Developers

Erik Eng - Wrote the generic tetris code

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