

The KSmiletris Handbook

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The KSmiletris Handbook

Contents

1	Introduction	1
2	Game Play	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	4
3	KSmiletris Configuration and Default Shortcuts	6
3.1	Configuring Gameplay	6
3.1.1	Hide/Show Statusbar	6
3.1.2	Appearance Configuration	6
3.1.3	Sound Configuration	7
3.2	Default Shortcuts	7
4	Menu Reference	8
4.1	The Main KSmiletris Window	8
4.1.1	The Game Menu	8
4.1.2	The Settings Menu	8
4.1.3	The Help Menu	9
5	Credits and License	10

Abstract

KSmiletris is a Tetris™ like game.

Chapter 1

Introduction

KSmiletris is a game similar to the Tetris™ game. If you have ever played Tetris™, you will find KSmiletris easy to learn and play.

Chapter 2

Game Play

2.1 Starting a New Game

When you start KSmiletris, the game shows a blank game area. To start playing either select New from the Game menu or press the key combination Ctrl+N.

2.2 Aim of the Game

The aim of the game is to complete each level and get the highest score possible. You score by stacking or moving the similar tiles together as they fall, and then disappear. As the tiles disappear, your score increases.

2.3 Playing the Game

By default, you can use the Left Arrow and Right Arrow keys to position the falling tiles where you want them to stack, and the Up Arrow or Down Arrow keys to rotate the tiles left or right respectively. The Spacebar drops the tile all the way to the bottom - use it as a way to save time.

All of the shortcuts can be customized by selecting Settings → Configure Shortcuts from the menu.

Four or more of the same type of connected tiles will change to a broken or shattered look. When four or more of the connected tiles are shattered, they will disappear and all pieces above them will settle down to the rows below them.

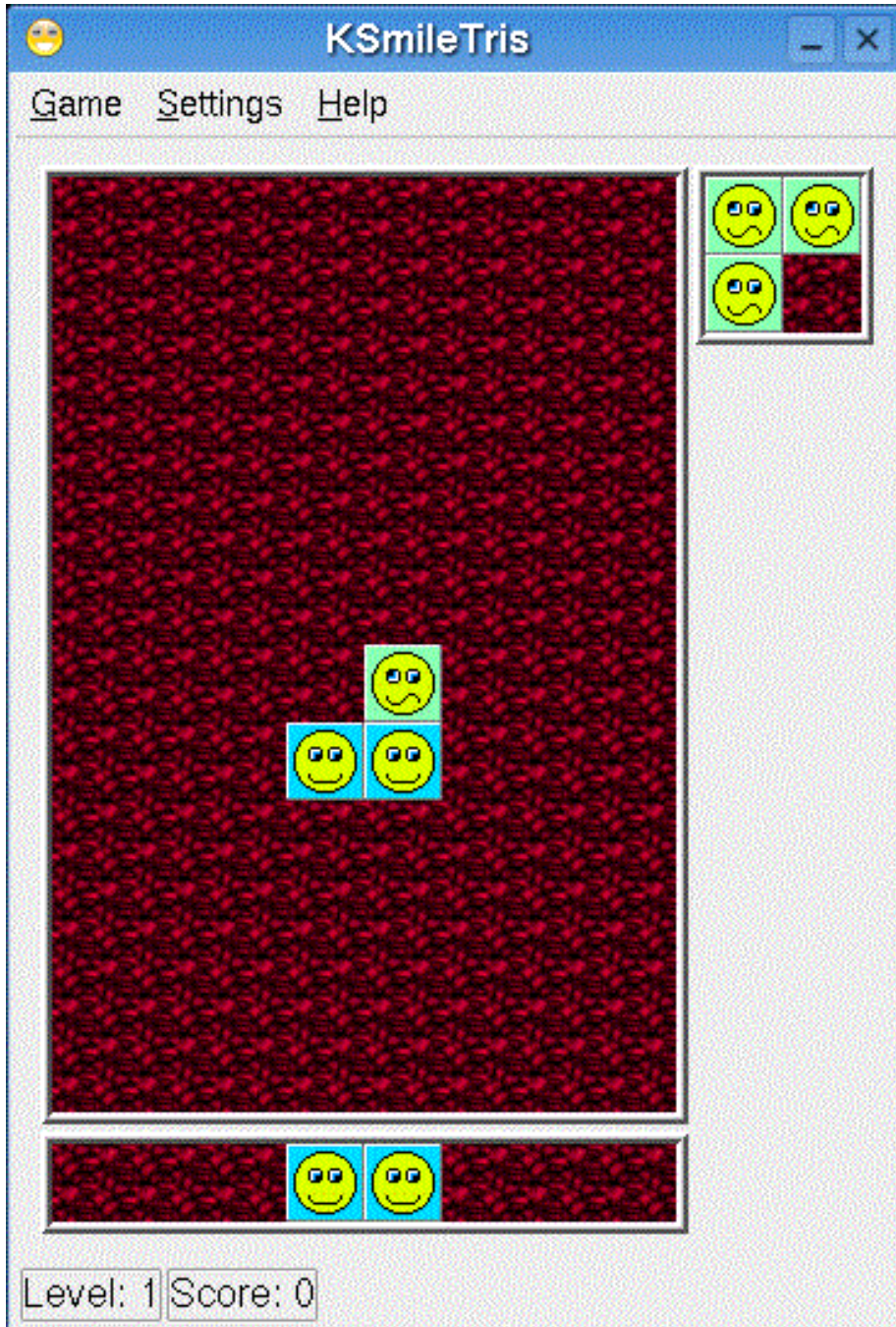
Every time a piece shatters, you get 10 points for each tile, you get 20 more points for each tile when it disappears. There are 1000 points per level. As

The KSmiletris Handbook

the level increases, more types of tiles will be introduced which makes it more challenging to find fits and the speed at which the tiles fall increases as well.

The game ends when the center column fills to the top with tiles, and no more can fall.

2.4 The Game Screen



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

The KSmiletris Handbook

Game Screen The Game screen is at the top left and is the largest section of the window.

Preview Screen The Preview screen at the top right, gives you a preview of the block that will drop out next.

Alignment Screen The Alignment screen is located just below the game screen. As the tiles are falling, the two tiles that will be on the bottom are shown in the alignment screen in the columns that they are located in. This screen helps you see where the tiles will be located when they get to the bottom.

Statusbar The status bar is located at the very bottom of the screen, and shows the current level you are on and your score. Display of the Statusbar can be toggled on or off by the menu Settings → Hide Statusbar.

Chapter 3

KSmiletris Configuration and Default Shortcuts

3.1 Configuring Gameplay

The configuration options are as follows:

3.1.1 Hide/Show Statusbar

Settings → **Hide Statusbar** Hides the Statusbar.

Settings → **Show Statusbar** Shows the Statusbar.

3.1.2 Appearance Configuration

The game appearance configuration can be set from **Settings** → **Pieces**. Your options are:

Settings → **Pieces** → **Smiles** Sets the tile appearance to Smileys.



Settings → **Pieces** → **Symbols** Sets the tile appearance to Symbols.



Settings → **Pieces** → **Icons** Sets the tile appearance to Icons.



3.1.3 Sound Configuration

Settings → **Sounds** Toggles sound effects on or off.

3.2 Default Shortcuts

Settings → **Configure Shortcuts** allows you to change the default keyboard shortcuts. The default shortcuts are as follows:

Spacebar Drops the tile to the bottom fast.

Up Arrow Rotate tile to the left.

Down Arrow Rotate tile to the right.

Left Arrow Move tile to the left.

Right Arrow Move tile to the right.

P Pause or resume the game.

Ctrl+N Start a new game.

Ctrl+End End the game.

Ctrl+Q Quit the game.

Ctrl+H Show the high scores.

Chapter 4

Menu Reference

4.1 The Main KSmiletris Window

4.1.1 The Game Menu

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

Game → **End (Ctrl+End)** Ends the current game.

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

Game → **Show Highscores (Ctrl+H)** Displays the high scores.

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

4.1.2 The Settings Menu

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

Settings → **Pieces** Lets you select from three different appearances for the tiles.
Your options are Smileys, Symbols or Icons.

Settings → **Sounds** Toggle effects on or off.

Settings → **Configure Shortcuts...** Allows you to change the default shortcuts.

4.1.3 The Help Menu

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

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

Chapter 5

Credits and License

KSmiletris

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