

The KSnake Handbook

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Abstract

Snake Race is a game of speed and agility. You are a hungry snake and are trying to eat all the apples in the room before getting out!

Chapter 1

Introduction

KSNAKE is a game of speed and agility. You are a hungry snake and are trying to eat all the apples in the room before getting out!

Chapter 2

Rules of the Game

2.1 To Win

To win KSnake you must eat all the apples in the room and leave through the exit that opens at the top.

- Each apple you eat makes you grow longer.
- If you hit a wall, you die.
- If you hit yourself, you die.
- If you are hit in the head by a bouncing ball, you die.
- If you take too long to eat the apples, more of them appear.

2.2 Scoring

2.2.1 Before the timer has run out

Before the timer has run out, you score:

- 1 point for a red apple + a bonus depending on your skill level.
- 5 points for a gold apple + a bonus for your skill level + 2 points for each computer snake + 2 points for each bouncing ball.
- Twice your level number when you exit the room + a bonus depending on your skill level.

2.2.2 After the timer has run out

After the timer has run out, you score:

- 1 point for a red apple.
- 2 points for a gold apple.
- Points equal to your level number when you exit the room + a bonus depending on your skill level.

2.2.3 When the computer snake eats an object

When the computer snake eats an object you lose:

- 2 points for a red apple.
- 5 points for a gold apple.

2.2.4 Other points

You score 20 points for killing a computer snake.

Chapter 3

Customization

3.1 Create Your Own Levels

To create your own level, copy one of the levels from `$KDEDIR/share/apps/ksnake/levels` to `$HOME/.kde/share/apps/ksnake` and edit it with a bitmap editor. You can then select it in Settings → Configure KSnake... in the First Level tab.

Chapter 4

Menu Reference

4.1 The Game Menu

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

Game → **Pause (P)** Pause the game.

Game → **Show Highscores... (Ctrl+H)** Show the High Score dialog.

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

4.2 The Settings Menu

Settings → **Show Statusbar** Shows or hides the KSnake status bar at the bottom of the screen.

Settings → **Configure Shortcuts...** Select this to open a dialog which lets you define shortcuts for all menu items in KSnake.

Settings → **Configure KSnake...** Opens the KSnake configuration dialog to change KSnake settings.

On the General tab you can set the speed of snakes, choose the number of snakes and balls and their behaviour.

Select a background color or an image on the Appearance tab.

Choose a starting level from 1 to 25 on the First Level tab.

4.3 The Help Menu

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

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

Chapter 5

Credits and Licenses

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