

# The KSpaceDuel Handbook

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# The KSpaceDuel Handbook

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### **Abstract**

KSpaceDuel is an space arcade game.

Two ships fly around the sun and try to shoot eachother.

## Chapter 1

# Introduction

KSpaceDuel is an space arcade game for two players.

Each player controls a ship that flies around the sun and tries to shoot at the other ship. You can play KSpaceDuel with another person, against the computer, or you can have the computer control both ships and play each other.

## Chapter 2

# The Game

The idea of the game is simple (but addictive). You try to destroy your opponent before he destroys you.

Be careful not to hit the sun.

### 2.1 Rules of the Game

#### 2.1.1 Ship Movement

Each player controls one ship.

The ships can rotate, accelerate, shoot and lay mines.

#### 2.1.2 Energy

Each ship has an amount of energy (refer to the game options for values).

Ships need energy for rotation, acceleration, shooting and laying mines. A ship gets energy from its solar panels. The amount of energy a ship gets depends on the distance from and direction to the sun. A ship gets more energy near the sun and less energy near the border. It gets the full amount of energy if the sun shines directly on the panels and less or even no energy if the sun shines at an angle to the panel or to the side of the panel.

If a ship has no energy it can't navigate or shoot.

#### 2.1.3 Hit points

Collisions with own or other bullets or mines decrease the hit points of a ship. If two ships collide, the weaker ship is destroyed and the hit points of the

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stronger ship are decreased by the hit points of the weaker ship plus an amount (Crash Damage). A ship is destroyed when it flies into the sun.

### 2.1.4 Bullets and Mines

Bullets fly around the sun like a ship.

Mines have an amount of energy to stay at the same position. When the energy is spent, the mine falls into the sun. Mines near the sun need more energy than those which are further away.

Mines can be destroyed with bullets.

By default a ship can have 5 bullets and 3 mines on the screen.

### 2.1.5 Powerups

From time to time powerups appear on the play field.

There are four different powerups:

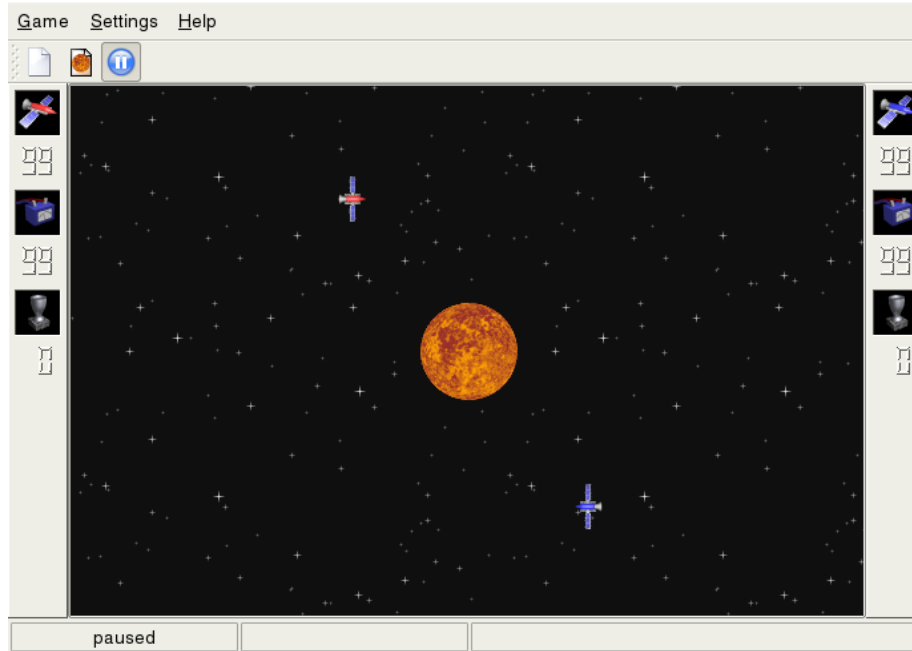
**Mine** The maximum number of mines is increased for the player.

**Bullet** The maximum number of bullets is increased for the player.

**Energy (yellow sphere)** The player gets energy.

**Shield (blue sphere)** The player gets hit points

## 2.1.6 The KSpaceDuel screen



You can see that the central part of the KSpaceDuel screen is the playing area. To the left and the right are the Red Player's and the Blue Player's stats.

The top box on the player stats, represents the 'Hit Points' of the craft.

The middle box on the player stats, represents the battery power.

The bottom box on the player stats, shows the number of wins.

The top of the playing area is occupied by the menubar and toolbar.

The bottom of the playing area is the status bar.

## 2.2 Game Options

KSpaceDuel has many, many options you can adjust to increase the enjoyment of this game.

Configuration is divided into two sections:

- [Player Keys](#)
- [Game Settings](#)

## 2.2.1 Keys

KSpaceDuel has a default set of keys to control the game. For a list of default keys see the section entitled [Default key bindings](#).

Keys can be configured by:

Selecting Settings → Configure Shortcuts... from the menubar.

This will bring up a dialog box which lets you configure all hotkeys, including the keys used for steering the space ships, for firing bullets, and for laying mines.

You can see that each player (Red and Blue), have 5 keystrokes corresponding to Rotate Left, Rotate Right, Accelerate, Shot, and Mines.

When you are finished configuring your keys, you should click on OK to apply your changes.

If you want to restore the default keys, simply click on the Default button once. To make these changes permanent, press OK.

If you want to abandon the changes you made, and return to your previously selected keys, simply click Cancel, and your changes will be lost.

## 2.2.2 Game Configuration

All game settings of KSpaceDuel are configurable.

If you want to change the game settings, simply select Settings → Configure KSpaceDuel... from the menubar.

This will bring up a dialog box with two pages, labelled General and Game. The first page is rather simple, the second one has seven tabs across the top.

Settings are collected in different configurations. You can choose from several pre-defined configurations.

If you choose the Custom configuration, you can define all settings for yourself.

### NOTE

If you have not selected Custom, you will not be able to make any changes to these options.

### TIP

If you have found an interesting configuration, mail it to the author of the game. It can be implemented in a future version (send the part [Game] in the file `/.kde/-share/config/kspaceduelrc`).

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When you are finished altering the options, you should click on OK to apply your changes.

If you want to restore the default, simply click on the Default button once. To make these changes permanent, press OK.

If you want to abandon the changes you made, and return to your previous options, simply click Cancel, and your changes will be lost.

The settings are:

### 2.2.2.1 General

**Hit Points** These two sliders allow you to define the hitpoints for each of the two players; you might want to decrease the hitpoints for a player to give that player a handicap.

**Refresh time** Time between two screen refreshes in milliseconds. All other settings are independent of the refresh time.

**Red Player** Here you can define whether the red player gets controlled by the AI, and also choose the skill level of the AI for this player. Just experiment with the different skill level to find one which fits you.

**Blue Player** This works the same as the options for the Red Player described above.

### 2.2.2.2 Game

**Game speed** Controls the speed of the whole game.

### 2.2.2.3 Bullet

**Shot speed** The speed of bullets

**Energy need** The amount of energy needed for one shot.

**Max number** The maximum number of bullets a player can have on the screen.

**Damage** The number of hit points damage done when a bullet hits a ship.

**Life time** The maximum life time of a bullet.

**Reload time** The time a ship needs to reload a bullet.

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### 2.2.2.4 Mine

**Mine fuel** The amount of fuel on a mine.

**Energy need** The amount of energy needed for laying a mine.

**Activate time** The time a mine is inactive.

**Damage** The number of hit points of damage done when a ship hits a mine.

**Max number** Maximum number of mines a player can have on the screen.

**Reload time** The time a ship needs to reload a mine.

### 2.2.2.5 Ship

**Acceleration** Acceleration of the ships

**Energy need** The energy needed to accelerate a ship.

**Rotation speed** The speed at which a ship rotates.

**Energy need** The energy needed to rotate a ship.

**Crash damage** The number of hit points damage done when two ships collide.

### 2.2.2.6 Sun

**Sun energy** The strength of the sun. The higher the value, the quicker ships will be recharged.

**Gravity** The strength of the gravitational pull of the sun.

### 2.2.2.7 Start

**Position X and Position Y** The ships position at the beginning of a new round. The ships start at opposite sides of the sun.

**Velocity X and Velocity Y** Velocity at the beginning of a new round.

### 2.2.2.8 Powerups

**Appearance time** Maximal time between the appearance of two powerups.

**Life time** Maximal life time of a powerup.

**Energy amount** Amount of energy a player gets from an energy powerup.

**Shield amount** Amount of hit points a player gets from a shield powerup.

## Chapter 3

# Commands/Keyboard Shortcuts

The following sections briefly describe each menubar option.

### 3.1 The Game Menu

The Game menu is used to start and pause the game.

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

**Game** → **New Round (Ctrl+N)** Starts a new round, at the current level.

**Game** → **Pause (P)** Pauses and unpauses the game.

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

### 3.2 Settings Menu

**Settings** → **Show Toolbar** When selected, the toolbar will be visible. When not selected, the toolbar will be hidden.

**Settings** → **Show Statusbar** When selected, the status bar (the bar along the bottom of the screen which gives textual information) will be visible. When not selected, the status bar will be hidden.

**Settings** → **Configure Shortcuts...** Allows you to change the keyboard shortcuts for KSpaceDuel, including the keys for steering the space ship, firing bullets etc..

**Settings** → **Configure Toolbars...** Display the standard KDE Toolbar Configuration Dialog.

**Settings** → **Configure KSpaceDuel...** Opens a configuration dialog which lets you define many settings of the game, refer to the chapter [Game Options](#) for further information.

### 3.3 Help Menu

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

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

### 3.4 Default Key Bindings

The following tables show you the default key bindings.

*Menu bindings*

Key Combo	Action
Ctrl+Q	Quit KSpaceDuel
Ctrl+N	New Game
Ctrl+N	New Round
P	Pause Game
F1	Help Contents
Shift+F1	Whats This Help
Space	Start Game

The Menu Key Bindings can be changed by selecting **Settings** → **Configure Key Bindings**

*Game Play*

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<b>Action</b>	<b>Red Player</b>	<b>Blue Player</b>
Rotate Left	S	Left Arrow
Rotate Right	F	Right Arrow
Accelerate	E	Up Arrow
Shot	D	Down Arrow
Mines	A	Insert

To change these keys, refer to the section entitled [Player Keys...](#)

## Chapter 4

# Credits and License

KSpaceDuel

Program copyright 1999-2000 Andreas Zehender [az@azweb.de](mailto:az@azweb.de)

Documentation copyright 2000 Andreas Zehender [az@azweb.de](mailto:az@azweb.de)

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## Appendix A

# Installation

### A.1 How to obtain KSpaceDuel

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

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

### A.2 Compilation and Installation

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

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

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