

Four Wins

Martin Heni



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Abstract

KWin4 is a four-in-a-row game for KDE.

Chapter 1

Overview

Four wins is a game for two players.

Each player is represented by a color (yellow and red). The goal of the game is to get four connected pieces of your color into a row, column or any diagonal. This is done by placing one of your pieces into any of the seven columns.

A piece will begin to fill a column from the bottom, i.e. it will fall down until it reaches the ground level or another stone. After a move is done it is the turn of the other player.

This is repeated until the game is over, which is when one of the players has four pieces in a row, column or diagonal or no more moves are possible because the board is filled.

Chapter 2

Rules

The board is separated into three regions.

The *game board* is constructed out of 7x6 fields which will be filled from bottom to top. The fields are marked in the color of the player who made the current move. On top of each column a colored arrow shows where the last piece had been put.

The *status display* shows which player color starts and which color is played by whom (player, computer, remote connection). It further shows the level of the computer opponent, the number of moves done as well as the computer calculated chance of winning. This chance is calculated only if the computer opponent makes a move. A positive number means that the player has an advantage, a negative number means that the computer thinks he is better.

The *table display* shows the number of won, lost and drawn games is noted for both player. Also the number of aborted games (Brk) and the sum of games is shown.

Chapter 3

Remote connections

It is possible to play the game over a network connection with another computer. One of the computers will act as game server. This one can determine who should play which color. You can configure the network options in the menu GameNetwork Configuration... There you also find a chat dialog box which allows you to speak with your friend.

When a network connection is build you are asked to enter a remote host and a port. The port can usually just be left untouched, but if you know what you are doing replace it by another number, which has to be the same in both player games of course. The hostname should be the name of the remote host to which you are connecting. Only the client in the connection has to supply a hostname. It is often wise that the player behind a firewall chooses to be client as the firewall might not allow incoming connections.

Chapter 4

Menus

4.1 Game Menu

Game → **New (Ctrl+N)** Starts a new game. In a network game this option is only available for the network server. The network client will be automatically started by the server.

Game → **Load... (Ctrl+O)** Loads a saved game.

Game → **Save (Ctrl+S)** Saves the current game.

Game → **End Game (Ctrl+End)** Aborts a running game.

Game → **Network Configuration...** Pops up a dialog for the network configuration. You can choose to be server or client. If you are server you can also choose what color the remote player should take over. If a network game is running you can also disconnect it in this menu.

Game → **Network Chat...** Pops up a chat widget which allows you to send messages to the other party.

Game → **Hint (H)** The computer will calculate the best possible move and mark it with a small circle on the board. How good the move is depends on the level of the computer.

Game → **Quit (Ctrl+Q)** Quits the program.

4.2 Edit Menu

Edit → **Undo (Ctrl+Z)** Undo the last move. If the previous player is played by the computer two moves are taken back so that it is the player's turn again.

Edit → **Redo (Ctrl+Shift+Z)** Replay a move which had been undone.

4.3 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 KWin4...** Displays the KWin4 configuration dialog with these options:

Starting Player Color: Determine which color player has the first move in the next game.

Player Names: Change the names of the players.

Yellow Plays With: Choose who should play for player 1 (yellow). It can be either Mouse or Keyboard, i.e. a local player using the mouse or keyboard as input device or Computer, i.e. the computer plays for this player.

Red Plays With: Same as Yellow Plays With but for player 2 (red).

Computer Difficulty: Select the level of the computer player.

4.4 Help Menu

Help → **KWin4 Handbook (F1)** Invokes the KDE Help system starting at the KWin4 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 KWin4 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 KWin4** This will display version and author information.

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

Chapter 5

Credits and License

KWin4

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Appendix A

Installation

A.1 How to obtain KWin4

KWin4 is part of the KDE project <http://www.kde.org/> .

KWin4 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 KWin4 on your system, type the following in the base directory of the KWin4 distribution:

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

Since KWin4 uses **autoconf** and **automake** you should have no trouble compiling it. Should you run into problems please report them to the KDE mailing lists.