The KBlocks Handbook

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Abstract

KBlocks is the KDE version of the classic falling blocks game.

Chapter 1

Introduction

GAMETYPE:
Logic, Arcade

NUMBER OF POSSIBLE PLAYERS:
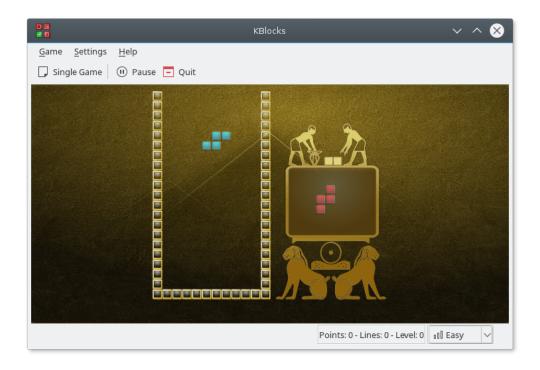One

KBlocks is the classic falling blocks game. The idea is stack the falling blocks in a way that lines are completely filled. When a line is completed it is removed, and more space is available in the play area. When there is not enough space for blocks to fall, the game is over.

Chapter 2

How to Play

> OBJECTIVE:
> Rotate the falling blocks, and fit them together to complete lines and clear the playfield.

By default, falling blocks can be moved left or right using the **Left** or **Right** arrow keys. The **Down** arrow key makes the block drop faster, and the **Up** arrow key is used to rotate the block. The keys used for each game action can be configured in the **Settings** → **Configure Shortcuts...** menu item.

Chapter 3

Game Rules, Strategies and Tips

3.1 Rules

* The rules are simple: just keep space for the blocks to fall!
* When a new block cannot fall, the game is over.

3.2 Strategies and Tips

* Do not forget to check the preview area: it shows the next piece that will be released.
* For additional points, try to remove several lines at once.

Chapter 4

Commands/Keyboard Shortcuts

The following sections briefly describes each menubar option.

4.1 Menu Items

Game → Single Game (Ctrl+N)

>   Starts a new single player game.

Game → Human vs AI

>   Compare your skills with the AI and play against the computer using the same sequence of falling blocks, where you have the first turn.

Game → Pause (P)

>   Pauses the game.

Game → Show High Scores (Ctrl+H)

>   This shows you the high score (the maximum number of points) for each difficulty level.

Game → Quit (Ctrl+Q)

>   Quits KBlocks.

Settings → Difficulty

>   Lets you set the difficulty level from a sub-menu.
>
>   There are three default levels of difficulty: **Easy** (game starts at level 0), **Medium** (starts at level 5), and **Hard** (starts at level 10).

Additionally KBlocks has the common KDE **Settings** and **Help** menu items, for more information read the sections about the Settings Menu and Help Menu of the KDE Fundamentals.

4.2 Default Keyboard Shortcuts

The following table shows you the default keyboard shortcuts.

Key Combo	Action
Ctrl+N	Single Game
Ctrl+Q	Quit KBlocks
F1	KBlocks Handbook
Shift+F1	What's This? help
Ctrl+H	Show High Scores
P	Pause the game
Right arrow	Move the block right
Left arrow	Move the block left
Down arrow	Move the block down
Z	Rotate the block clockwise
Up arrow	Rotate the block counter clockwise
Space	Drop the block

Table 4.1: Keyboard Shortcuts

These shortcuts can be changed by selecting **Settings** → **Configure Shortcuts...** from the menubar.

Chapter 5

Frequently Asked Questions

1. *Can I change the way the game looks?*

   Yes, click on the **Settings** → **Configure KBlocks...** menu item.

Chapter 6

Game Settings

The game settings can be configured by selecting **Settings** → **Configure KBlocks...** from the menubar. A dialog will appear.

To select a new theme simply choose the theme from the selection list. Each item in the list shows a small preview left to the theme name. A selection is immediately applied.

Once you are satisfied with the theme you have selected you can click the **Close** button, located at the bottom part of this dialog.

Chapter 7

Credits and License

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