

The Bovo Handbook

Aron Bostrom and Eugene Trounev



The Bovo Handbook

Contents

1	Introduction	1
2	How to play	2
3	Game Rules, Strategies and Tips	3
3.1	Game Rules	3
3.2	Game Tips	3
4	Interface Overview	5
4.1	The Game Menu	5
4.2	The Move Menu	5
4.3	The Settings Menu	5
4.4	The Help Menu	6
5	Frequently asked questions	7
6	Credits and License	8
A	Installation	9
A.1	Compilation and Installation	9

Abstract

This documentation describes the game of Bovo version 0.6

Chapter 1

Introduction

GAMETYPE:
Board, Arcade

NUMBER OF POSSIBLE PLAYERS:
Two

Bovo is a Gomoku (from Japanese *ごまぐ*; lit. "five points") like game for two players, where the opponents alternate in placing their respective pictogram on the game board. The aim of this game is to connect five of your own pieces in an unbroken row vertically, horizontally or diagonally.

NOTE:
Also known as: Connect Five, Five in a row, X and O, Noughts and Crosses

Chapter 2

How to play

OBJECTIVE:

Connect five of your own pieces in an unbroken row vertically, horizontally or diagonally.

The first time Bovo is started it is launched in demo mode where two AI players battle each other. You can always start a new game using the New button on the toolbar, the Game → New menu entry on the menubar or using the default shortcut Ctrl+N.

NOTE:

Because the first player always has an advantage over the second player, Bovo will alternate the players, switching them every new game.

If you are the first player - start the game by placing your pictogram anywhere on the playing field. If you are the second player wait until the first player places the pictogram and then do the same yourself. You can place your mark into any square on the field, unless it's already occupied by another game piece (regardless of whether it's your pictogram or that of your opponent's).

You have to place your pieces in a way that prevents your opponent from connecting five marks in an unbroken row vertically, horizontally or diagonally. In the same time you have to connect five of your own pieces in an unbroken row vertically, horizontally or diagonally. Whoever succeeds in doing so first – wins the round.

Chapter 3

Game Rules, Strategies and Tips

3.1 Game Rules

- Players take turn to place their respective marks on the playing board.
- A player cannot move their already placed mark or put their mark upon an already placed mark.
- Players cannot forfeit their turns.
- Player who reaches five marks connected in a straight line (be it vertical, horizontal or diagonal) wins the game.

3.2 Game Tips

- When Bovo is started the first time, it needs resizing. Resize the game window to desired size, and Bovo will scale up the playing board.
- The first time Bovo is started it is launched in demo mode, where two AI players battle each other.
- When Bovo is exited prior to game over, the active game is auto saved. If Bovo detects an auto saved game at startup, it is restored. If not, Bovo launches a demo mode.
- You can always start a new game with the New button in the toolbar, the Game → New menu entry in the menubar or with the default shortcut Ctrl+N.
- If a new game is started when a game is already active, it is counted as a loss.

The Bovo Handbook

- Changing the difficulty can be done with the Difficulty drop down box in the right end of the status bar, or from the Settings → Difficulty menu in the menubar.
- The effect of changing difficulty takes place immediately.
- You can switch the theme of Bovo from the Settings → Theme menu in the menubar. The theme is then switched immediately.
- Animation can be switched on or off as you like from the Settings → Animation menu in the menubar.
- If you just realized you made a very bad move, you have the possibility to undo your last move from the toolbar, the menubar or with the default undo keyboard shortcut Ctrl+Z.
You can keep on undoing moves until you reaches the beginning of the game.
- If you don't know what move to make, you can get a hint from the computer player with the Hint button. The game piece suggested by the Bovo AI then flashes for a brief period of time.
- When a game is over, the Replay action is enabled, which starts a replay of the last game.

Chapter 4

Interface Overview

4.1 The Game Menu

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

Game → **Replay** Replay the last game.

Game → **Quit (Ctrl+Q)** Selecting this item will end your current game, and exit Bovo.

4.2 The Move Menu

Move → **Undo (Ctrl+Z)** Undo the last move you made.

Move → **Hint (H)** Display a hint for the next move. The game piece suggested by the Bovo AI then flashes for a brief period of time.

4.3 The Settings Menu

Settings → **Theme** Choose one of the themes Scribble, High Contrast, Spacy or Gomoku for the game.

Settings → **Animation** Switch the animation on or off.

Settings → **Show Toolbar** Toggles display of the toolbar below the menu bar.

Settings → **Show Statusbar** Toggle the display of the status bar at the bottom of the main window.

The Bovo Handbook

Settings → **Difficulty** Choose the game difficulty from Ridiculously Easy, Very Easy, Easy, Medium to Hard.

Settings → **Configure Shortcuts...** This item lets you change the key settings of Bovo.

Settings → **Configure Toolbars...** Displays the KDE standard dialog to customize the toolbars.

4.4 The Help Menu

Help → **Bovo Handbook (F1)** Invokes the KDE Help system starting at the Bovo 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 Bovo 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 → **Switch Application Language...** Opens a dialog where you can edit the Primary language and Fallback language for this application.

Help → **About Bovo** This will display version and author information.

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

Chapter 5

Frequently asked questions

1. *I want to change the way this game looks. Can I?*
Yes. To change Bovo's visual theme you can use the Settings → Theme option on the menubar.
2. *Can I use the keyboard to play this game?*
No. The game of Bovo cannot be played using keyboard.
3. *I have to quit the game now, but I am not finished yet. Can I save my progress?*
No. There is no 'Save' feature in Bovo.
4. *Where are the highscores?*
Bovo does not have this feature.

Chapter 6

Credits and License

Bovo

Program copyright 2002, 2007 Aron Boström aron.bostrom@gmail.com

Documentation copyright 2007 Aron Boström aron.bostrom@gmail.com

This documentation is licensed under the terms of the [GNU Free Documentation License](#).

This program is licensed under the terms of the [GNU General Public License](#).

Appendix A

Installation

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

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

A.1 Compilation and Installation

For detailed information on how to compile and install KDE applications see [Building KDE4 From Source](#)

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