

The KBattleship Handbook

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Abstract

KBattleship is a network-enabled implementation of the famous 'Battle Ship' game for KDE.

Chapter 1

Introduction

GAMETYPE: Strategy, Board

NUMBER OF POSSIBLE PLAYERS: Two

KBattleship is a Battle Ship game for KDE. Ships are placed on a board which represents the sea. Players try to hit each others ships in turns without knowing where they are placed. The first player to destroy all ships wins the game.

Chapter 2

How to Play

OBJECTIVE:

Sink all of the opponent's ships before the opponent sink all the ships of your own.

If you want to play KBattleship, you will need two players, either play against the computer or in a network against another player. To play against your computer, first select the difficulty level on the right of the status bar, and then select Single player on the welcome screen, or directly on the Game menu.

To start a network game, one player has to host the game by selecting Host network game on the welcome screen, or choosing Game → Host Game.... A dialog box opens which asks for a Nickname: and Port:. Normally, KBattleship will suggest your full name, but you can enter any string you want. The predefined port should be ok. However, if you encounter problems, you can choose any other free port above 1024.

NOTE

You need to tell the other player in case you use a port other than the default as both players need to use the same port in order to be able to establish a connection.

The other player has to choose Connect to network game, or click Game → Connect to Game.... Again, a Nickname: is suggested, but you can choose any name you like. In the field Hostname: you have to enter the host name of the server (the machine of the player that initiated the game).

When you are done, you can start the game. Simply follow the instructions in the statusbar. It will issue hints and suggest what to do next. When you now look at the screen, you will find two grid fields, the so-called 'battle areas'. The

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left area belongs to you. This is where you place your ships and where you can follow the military actions of your enemy. The right area is where your enemy's fleet is located. When it's your turn to fire, you need to click on a certain sector (a field of the battle area) where you suppose the ships to be located.

First, you need to place your ships. The game initiator starts. When he/she is done, player two sets his/her ships.

Ship placement is very easy: simply click on the field where you want to place your ships. You have four ships to place: the first one will have a length of one square, the next will be two squares long etc.. Click on the field where you want to start the placement. By default, ships will be placed horizontally; to rotate them 90 degrees, click the right mouse button before the placement.

When a ship is hit, fire will break out on it. To sink it, hit all the squares it occupies. A sunk ship will appear faded.

Now you can use the left mouse button to fire on the battle area of your enemy. The status bar indicates who is about to shoot.

You can restart the game by choosing Game → Restart Game, or by pressing **F5**.

The first player to destroy all their opponents ships wins the game.

Chapter 3

Game Rules, Strategies and Tips

3.1 Rules

- A player can only fire one shot per turn.
- Players must place all their ships.
- Ships cannot be moved once placed.
- A ship is sunk when all the squares it occupies are hit.

3.2 Strategies and Tips

- Never place ships next to one another.
- Once you hit a ship, try shooting around the place you hit.
- Try to place ships away from the edges of the board.
- Small ships are harder to hit, make sure you place them where they are hard to find.
- Think before you shoot. Hits on water gives less points.

3.3 Multiplayer support

KBattleship can be played online on any GGZ Gaming Zone site. You can find other players there, and compete against them. Just enter one of the available

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Battleship rooms with any GGZ core client, such as kggz, and KBattleship will be offered to you as your favourite game client. If a GGZ core client is installed, you can try out GGZ by visiting the [community site](#).

Remember that when playing online, the opponent might be either a human player or a computer player. The latter one might behave differently from the computer player included in KBattleship.

Chapter 4

The Menus

4.1 The Game Menu

Game → **New (Ctrl+N)** Exit the current game and reload the welcome screen.

Game → **Restart Game (F5)** Restart the game.

Game → **Show High Scores (Ctrl+H)** Show the highest scores so far.

Game → **Single Player** Start a game with your computer as the opponent.

Game → **Host Game...** Start the server so another player can connect to you.

Game → **Connect to Game...** Connect to a server to start a game.

Game → **Quit (Ctrl+Q)** Exit KBattleship

4.2 The Settings Menu

Settings → **Change Nickname...** Change the default nickname.

Settings → **Play Sounds** Toggle whether sounds (played when shooting) should be played. The default is on.

Settings → **Show Toolbar** Toggle on or off the display of the toolbar. The default is on.

Settings → **Show Statusbar** Toggle on or off the display of the statusbar. The default is on.

Settings → **Configure Shortcuts...** Configure the keyboard shortcuts used by KBattleship.

Settings → **Configure Toolbars...** Configure the toolbars provided by KBattleship.

4.3 The Help Menu

Help → **KBattleship Handbook (F1)** Invokes the KDE Help system starting at the KBattleship 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 KBattleship 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 KBattleship** 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'm not sure where to shoot, can I get a hint?*
No, there is no hint system in KBattleship.
2. *How can I rotate a ship?*
Move the ship where you want to place it, then press the right mouse button
3. *Can I change how the game looks?*
No, the theme is not changeable.

Chapter 6

Credits and Licenses

KBattleship Copyright 2000-2007

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Appendix A

Installation

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

KBattleship 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.