

The K Mines Handbook

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Contents

1	Introduction	1
2	How to Play	2
3	Game Rules, Strategies and Tips	3
3.1	Rules	3
3.2	Strategies and Tips	3
4	Commands/Keyboard Shortcuts	4
4.1	Game Menu	4
4.2	Settings Menu	4
4.3	Help Menu	5
4.4	Default Keyboard Shortcuts	5
5	Frequently Asked Questions	6
6	Game Settings	7
7	Credits and License	8
A	Installation	9
A.1	How to obtain K Mines	9
A.2	Compilation and Installation	9

List of Tables

4.2 Keyboard Shortcuts 5

Abstract

K Mines is the KDE version of the classic minesweeper game.

Chapter 1

Introduction

GAMETYPE: Strategy, Board

NUMBER OF POSSIBLE PLAYERS: One

KMines is the classic Minesweeper game. The idea is to uncover all the squares without blowing up any mines. When a mine is blown up, the game is over. Numbers indicate how many mines there are nearby.

Chapter 2

How to Play

OBJECTIVE:

Locate all the mines hidden on the minefield.

To play K Mines, you need to use the mouse and its three buttons to uncover or to flag the squares (with two-buttoned mice, clicking the middle mouse button is generally achieved by simultaneously pressing the left mouse button and the right mouse button).

Clicking the left mouse button on your mouse will uncover a square. If there is a mine there, it will detonate, and the game will be over. If there is not a mine under the square, the square is cleared and if there aren't other mines nearby, the square will disappear including any nearby squares without mines. If there are mines nearby, a number will appear showing how many neighboring squares contain mines. For each square (excluding edge and corner squares), there are eight neighboring squares.

NOTE

left mouse button clicking a flagged square is safe and does nothing.

The right mouse button will mark a square as containing a mine (by placing a red flag on it). Clicking the button twice will set it as being uncertain (by placing a question mark on it). The uncertain tag can be useful when you are puzzled about the positions of mines. The middle mouse button will clear the surrounding squares if the right number of squares is already flagged. It is very useful since it is much quicker than uncovering all individual squares. Make sure your flags are correctly placed, if not, you might detonate a mine.

Chapter 3

Game Rules, Strategies and Tips

3.1 Rules

- All the mines have to be cleared before a player can win a game.
- The player cannot know the exact location of the mines before the game is over.
- If a mine is detonated, the game is over.
- Numbers will indicate nearby mines.

3.2 Strategies and Tips

- Use the numbers to find out where nearby mines are.
- Place flags where you suspect there are mines. Note that even though the indicated number of mines goes down when you place a flag, there might not be a mine under the flag.
- Think before you click, a wrong click could detonate a mine.
- When you suspect that a square contains a mine, work around the square to uncover any numbers which might help.
- Try to clear the board as quickly as possible, the less time you spend, the higher your score will be.

Chapter 4

Commands/Keyboard Shortcuts

The following sections briefly describes each menubar option.

4.1 Game Menu

The Game menu consists of 4 options.

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

Game → **Show High Scores (Ctrl+H)** This shows you the high score (the shortest time) for each difficulty level.

Game → **Quit (Ctrl+Q)** Quits K Mines

4.2 Settings Menu

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 → **Difficulty** Lets you set the difficulty level from a sub-menu.

There are three default levels of difficulty: Easy (9x9 squares, 10 mines), Medium (16x16 squares, 40 mines), and Hard (30x16 squares, 99 mines). There is also a Custom level settings.

If you select Custom, then the settings you have configured in the Configure K Mines dialog will be used.

Settings → **Configure Shortcuts...** This item lets you change the keyboard shortcuts used by K Mines.

Settings → **Configure Toolbars...** Configure the toolbars provided by K Mines.

Settings → **Configure K Mines...** Allows you to adjust game options. For more detailed information, see the section entitled [Game Options](#).

4.3 Help Menu

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

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

4.4 Default Keyboard Shortcuts

The following table shows you the default keyboard shortcuts.

Key Combo	Action
Ctrl+N	New Game
Ctrl+Q	Quit K Mines
F1	K Mines Handbook
Shift+F1	What's This Help
Ctrl+H	Show High Scores

Table 4.2: 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 menu and select Configure KMines....
2. *Is there a way to add more mines and squares?*
Yes, the easiest way is to use the drop down box in the lower right corner.

Chapter 6

Game Settings

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

On the first tab, you can set the theme. Select a theme from the list to see a preview of it on the right. You can set it by clicking Apply and OK.

On the second tab, you can set the height and width of the board and the number of mines in your custom level.

Chapter 7

Credits and License

K Mines Copyright 1996-2007

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Appendix A

Installation

A.1 How to obtain K Mines

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

K Mines 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

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.