

The Konquest Handbook

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The Konquest Handbook

Contents

1	Introduction	1
2	How to Play	2
3	Game Rules, Strategies and Tips	4
3.1	Rules	4
3.2	Strategies and Tips	4
4	Menus	5
4.1	The Game Menu	5
4.2	The Settings Menu	5
4.3	The Help Menu	6
5	Frequently Asked Questions	7
6	Credits and License	8
A	Installation	9
A.1	How to obtain Konquest	9
A.2	Compilation and Installation	9

Abstract

Konquest is a game of galactic conquest for KDE

Chapter 1

Introduction

<p>GAME TYPE: Strategy, Board</p>
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<p>NUMBER OF PLAYERS: Multiplayer</p>
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Konquest is the KDE version of Gnu-Lactic. Players conquer other planets by sending ships to them. The goal is to build an interstellar empire and ultimately conquer all other player's planets. Konquest can be played against other people or a computer.

Chapter 2

How to Play

When you start Konquest, press New to start a new game. You will see a dialog in which you need to enter player names, decide the number of planets, and how many turns are allowed. You can also use the reject button to get a new map. When you are done, click OK to start the game.

Once the game starts, you will be presented with the game board. Blank squares are empty space. At first, each player owns one planet. The planet's background is the player colour. If you move your mouse over a planet, you can see additional information. On planets which have not yet been conquered by anyone, you will only see the planet's name. The information includes:

- Planet name
- Owner
- Ships
- Production
- Kill percent

The planet name is how the planet is referred to in the game. Planets are named alphabetically with uppercase letters. Owner is who owns the planet. If the planet is conquered by another player, this will change. Ships is the current number of ships on the planet. Production is the number of ships the planet will produce each turn. The production varies from planet to planet, but always remains the same. Kill percent is a measure of the effectiveness of the ships produced at that planet. Attack fleets take the kill percentage of their planet of departure, and defense fleets use the kill percentage of the planet they are defending. You can get easily see the planet name, the owner and the current number of ships on a planet in the square in which the planet lies. The owner is represented by the background color of the planet, the name is in the upper left corner and the number of ships is in the lower right corner.

The Konquest Handbook

To send ships from a planet to another, select the planet you want to send ships from, enter the number of ships in the green box in the upper right corner and press enter. Repeat this procedure until you have sent out all the ships you want. When you're done, press End Turn. When all players have played one turn, dialog boxes will appear and give you the latest news. The game will proceed like this until one of the players owns the entire galaxy.

Chapter 3

Game Rules, Strategies and Tips

3.1 Rules

- Ships cannot be stopped once they leave a planet.
- Ships cannot attack other ships in mid-air.
- Ships can be stored at planets for later use.
- A planet cannot be given away.
- A player can skip a turn by pressing End Turn without launching any ships.

3.2 Strategies and Tips

- Don't attack a planet with less than 10 ships.
- Attack neutral planets before other players' planets.
- Split your ship storages across several planets.
- Plan your attacks in advance.
- Use the ruler to find out the distance between planets.
- Use the information window to get information on planets before an attack.

Chapter 4

Menus

4.1 The Game Menu

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

Game → **End Game (Ctrl+End)** End the current game, without closing Konquest

Game → **Measure Distance** Click with the left mouse button on two planets to see their distance.

Game → **Show Standings** Opens a window to display the detailed current standings for all players

Game → **Fleet Overview** Opens a window to display detailed information for all fleets

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

4.2 The Settings Menu

Settings → **Show Toolbar** Toggle the toolbar display on and off.

Settings → **Show Statusbar** Toggles on and off the display of the statusbar.

Settings → **Configure Shortcuts...** Opens a standard KDE shortcut configuration dialog to change the keyboard shortcuts used by Konquest.

Settings → **Configure Toolbars...** Brings up the standard KDE toolbar configuration dialog to customize the Konquest toolbar icons.

4.3 The Help Menu

Help → **Konquest Handbook (F1)** Invokes the KDE Help system starting at the Konquest 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 Konquest 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 Konquest** 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. *Can I redirect ships once they have left a planet?*
No, once ships leave a planet, they cannot be stopped or redirected.
2. *Do the different colors and shapes of planets mean anything?*
No, they are random.
3. *How can I know where my ships are?*
Click Show Standings. It will give you information about fleets currently in flight.
4. *I have lost all my planets, but I am still in the game, why?*
You have not lost the game until you have lost all your ships.
5. *I am running out of turns, what can I do?*
You can continue playing. When you are at the last turn, you will be prompted to add more.
6. *Can I store ships on a planet for later use?*
Yes, you should however store them on multiple planets to be able to send them to nearby planets.
7. *I have sent out all the ships on a planet, but when I move my mouse over the planet, it shows the ships still in place, why?*
The number of ships on a planet is updated when a turn is ended.
8. *Is it possible to change the theme?*
No, that is not possible at the moment.

Chapter 6

Credits and License

Konquest

GNU-Lactic Conquest Project, KDE version by Russ Steffen, rsteffen@bayarea.net.

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Appendix A

Installation

A.1 How to obtain Konquest

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

Konquest 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.