

The KSame Handbook

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Abstract

KSame is a nice little program meant to amuse you for anywhere from 3 minutes to 6 days (straight).

Chapter 1

Introduction

KSame is a simple game. It is played by one player, so there is only one winner :-). You play for fun and against the high score. It has been inspired by SameGame, which is only really famous on the Macintosh.

In 1997 Stephan Kulow and Marcus Kreuzberger wrote *Probiere* (a German pun). It was their first attempt to write a X11 application. They decided that it would be a good idea to port it to KDE, and here we are.

Chapter 2

Using KSame

A very simple premise. There are a bunch of marbles. Get rid of them all. ;-)

You can erase same marbles when they are connected vertically or horizontally when you click them. If there are pieces over the erased ones, they will drop down. If all of the pieces on the vertical line are erased, all pieces on the right side will slide to the left.

The score is calculated as follows:

Subtract 2 from the number of marbles erased, and square the result.

As an example, if you erase 7 balls, then you get 25 points ($7 - 2 = 5$. 5^2 squared is 25 points). If you erase 8 balls, then you get 36 points ($8 - 2 = 6$. 6^2 squared is 36 points).

Get as many of the same pieces as you can, and then erase them in one click. That way you will get a higher score. The game is over when there are no pieces that can be erased.

The score will then be decreased according to the number of remaining pieces. If you erase all pieces 1,000 bonus points will be added to the final score.

2.1 More KSame Features

KSame is wonderful in that it will allow you to kill 5 minutes while you wait for that program to compile.

Or, if nothing else, it will allow you to kill 5 minutes.

Chapter 3

Command Reference

3.1 The Main KSame Window

There is a large area with lots of marbles. Underneath is the status bar. Above is the menu bar.

3.1.1 The Game Menu

Game → **New (Ctrl+N)** Starts a new game. If Settings → Random Board is enabled, a random game is started. Otherwise you are presented a dialog in which you can choose a specific board.

Game → **Restart Game (F5)** Restarts the current board.

Game → **Show High Scores... (Ctrl+H)** Displays the high score table.

Game → **Quit (Ctrl+Q)** Quits KSame.

3.1.2 The Move Menu

Move → **Undo (Ctrl+Z)** This will undo the last move.

3.1.3 The Settings Menu

Settings → **Random Board** Enabling this will make the Game → New start with a random board instead of letting you choose a specific board.

Settings → **Show Number Remaining** Displays the remaining numbers of marbles for each color in the status bar.

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

Settings → **Show Statusbar** Toggle the status bar on and off.

Settings → **Configure Shortcuts...** Configure the keyboard keys you use to access the different actions.

Settings → **Configure Toolbars...** Open a dialog where you can configure the toolbars for KSame.

3.1.4 The Help Menu

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

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

Chapter 4

Credits and License

KSame

Program copyright 1997 Marcus Kreuzberger kreutzbe@informatik.mu-luebeck.de

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Appendix A

Installation

A.1 How to obtain KSame

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

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

A.2 Requirements

In order to successfully use KSame, you need KDE 4.0. Or at least the kdelibs package.

A.3 Compilation and Installation

In order to compile and install KSame on your system, type the following in the base directory of the KSame distribution:

```
% ./configure
% make
% make install
```

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