The KBlocks Handbook

Mauricio Piacentini
## Contents

1. Introduction .......................................................... 6
2. How to Play ............................................................ 7
3. Game Rules, Strategies and Tips .............................. 8
   3.1 Rules ................................................................. 8
   3.2 Strategies and Tips ............................................. 8
4. Commands/Keyboard Shortcuts ............................... 9
   4.1 Menu Items ........................................................ 9
   4.2 Default Keyboard Shortcuts ................................ 9
5. Frequently Asked Questions .................................. 11
6. Game Settings ......................................................... 12
7. Credits and License ................................................ 13
List of Tables

4.1 Keyboard Shortcuts ........................................ 10
Abstract

KBlocks is the KDE version of the classic falling blocks game.
Chapter 1

Introduction

**Game Type:**
Logic, Arcade

**Number of Possible Players:**
One

KBlocks is the classic falling blocks game. The idea is stack the falling blocks in a way that lines are completely filled. When a line is completed it is removed, and more space is available in the play area. When there is not enough space for blocks to fall, the game is over.
Chapter 2

How to Play

**OBJECTIVE:**

Rotate the falling blocks, and fit them together to complete lines and clear the playfield.

By default, falling blocks can be moved left or right using the **Left** or **Right** arrow keys. The **Down** arrow key makes the block drop faster, and the **Up** arrow key is used to rotate the block. The keys used for each game action can be configured in the **Settings → Configure Shortcuts...** menu item.
Chapter 3

Game Rules, Strategies and Tips

3.1 Rules

• The rules are simple: just keep space for the blocks to fall!
• When a new block cannot fall, the game is over.

3.2 Strategies and Tips

• Do not forget to check the preview area: it shows the next piece that will be released.
• For additional points, try to remove several lines at once.
Chapter 4

 Commands/Keyboard Shortcuts

The following sections briefly describes each menubar option.

4.1 Menu Items

**Game → Single Game (Ctrl+N)**
Starts a new single player game.

**Game → Human vs AI**
Compare your skills with the AI and play against the computer using the same sequence of falling blocks, where you have the first turn.

**Game → Pause (P)**
Pauses the game.

**Game → Show High Scores (Ctrl+H)**
This shows you the high score (the maximum number of points) for each difficulty level.

**Game → Quit (Ctrl+Q)**
Quits KBlocks.

**Settings → Difficulty**
Lets you set the difficulty level from a sub-menu.
There are three default levels of difficulty: **Easy** (game starts at level 0), **Medium** (starts at level 5), and **Hard** (starts at level 10).

Additionally KBlocks has the common KDE **Settings** and **Help** menu items, for more information read the sections about the **Settings Menu** and **Help Menu** of the KDE Fundamentals.

4.2 Default Keyboard Shortcuts

The following table shows you the default keyboard shortcuts.
<table>
<thead>
<tr>
<th>Key Combo</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ctrl+N</td>
<td>Single Game</td>
</tr>
<tr>
<td>Ctrl+Q</td>
<td>Quit KBlocks</td>
</tr>
<tr>
<td>F1</td>
<td>KBlocks Handbook</td>
</tr>
<tr>
<td>Shift+F1</td>
<td>What’s This? help</td>
</tr>
<tr>
<td>Ctrl+H</td>
<td>Show High Scores</td>
</tr>
<tr>
<td>P</td>
<td>Pause the game</td>
</tr>
<tr>
<td>Right arrow</td>
<td>Move the block right</td>
</tr>
<tr>
<td>Left arrow</td>
<td>Move the block left</td>
</tr>
<tr>
<td>Down arrow</td>
<td>Move the block down</td>
</tr>
<tr>
<td>Z</td>
<td>Rotate the block clockwise</td>
</tr>
<tr>
<td>Up arrow</td>
<td>Rotate the block counter clockwise</td>
</tr>
<tr>
<td>Space</td>
<td>Drop the block</td>
</tr>
</tbody>
</table>

Table 4.1: 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 → Configure KBlocks...** menu item.
Chapter 6

Game Settings

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

To select a new theme simply choose the theme from the selection list. Each item in the list shows a small preview left to the theme name. A selection is immediately applied.

Once you are satisfied with the theme you have selected you can click the Close button, located at the bottom part of this dialog.
Chapter 7

Credits and License

KBlocks Copyright 2007-2008

AUTHOR

• Mauricio Piacentini piacentini@kde.org

Documentation copyright 2008 Mauricio Piacentini piacentini@kde.org
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.