

The Klickety Handbook

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The Klickety Handbook

Contents

1	Introduction	6
2	How to Play	7
2.1	The Game Screen	8
3	The KSame Mode	9
4	Interface Overview	10
4.1	Default Keybindings	10
4.2	Menu Items	10
5	Frequently asked questions	13
6	Game Configuration	14
6.1	General options	14
6.2	Theme options	15
6.3	Background options	15
6.4	Custom Game options	16
7	Credits and License	17

List of Tables

4.1 Shortcuts 10

Abstract

Klickety is a strategy game by KDE, an adaption of the Clickomania game.

Chapter 1

Introduction

GAMETYPE:
Board

NUMBER OF POSSIBLE PLAYERS:
One

Klickety is an adaptation of the Clickomania game. The rules are similar to those of the Same game: your goal is to clear the board by clicking on groups to destroy them. The overall aim is to get the lowest score possible. It will provide entertainment for all abilities, but a challenge in logical thought if you want to get a really low score.

Chapter 2

How to Play

OBJECTIVE:

Clear the game board of all the colored blocks in the least possible time.

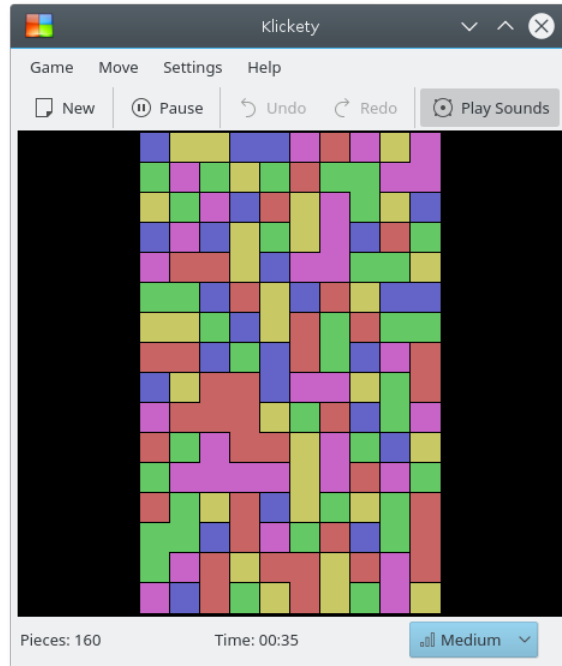
When you start the program you will get a screen that looks something like the screenshot in the previous section. The idea of the game is to remove blocks, which you do by clicking on them.

However, you can only remove a block if it is adjacent to one or more other blocks of the same color on one or more of its sides. Diagonal connections do not count. You get a random board every time you start a new game.

If you click on a block which is connected as described, it will disappear. Any adjacent blocks of the same color will also disappear, along with all of the same color adjacent to *them*, and so on. Any blocks above them drop down to fill the gaps left by the disappeared pieces. If you clear an entire column, all the columns to the right move across to fill the gap.

The game ends when there are no blocks adjacent to other blocks of the same colour.

2.1 The Game Screen



A quick explanation of the parts of the game screen.

Game Screen

The Game screen is in the center of the screen and is the largest section of the window.

Statusbar

The Status bar is located at the bottom of the screen. It displays how many pieces are left currently and the game timer, which keeps track of the elapsed time from the start of the game until the game is finished.

Chapter 3

The KSame Mode

Klickety provides a SameGame scoring mode.

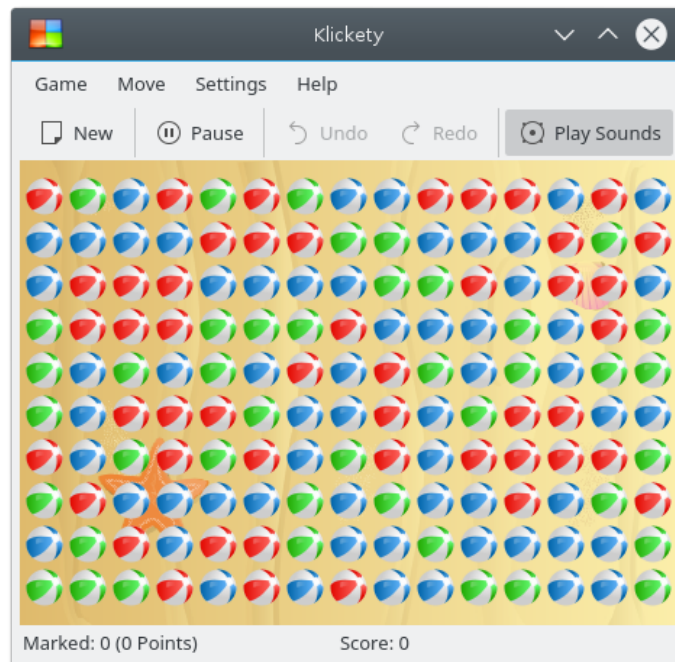
The score is calculated as follows:

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 minus 2 = 5. 5 squared is 25 points). If you erase 8 balls, then you get 36 points (8 minus 2 = 6. 6 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.



Chapter 4

Interface Overview

4.1 Default Keybindings

Default shortcuts are:

New	Ctrl+N
Load	Ctrl+O
Restart Game	F5
Save	Ctrl+S
Pause	P
Show High Scores	Ctrl+H
Quit	Ctrl+Q
Undo	Ctrl+Z
Redo	Ctrl+Shift+Z
Help	F1
What's this?	Shift+F1

Table 4.1: Shortcuts

4.2 Menu Items

Game → **New (Ctrl+N)**

Starts a new game.

Game → **Load... (Ctrl+O) (not in KSameMode)**

Loads a previously saved game.

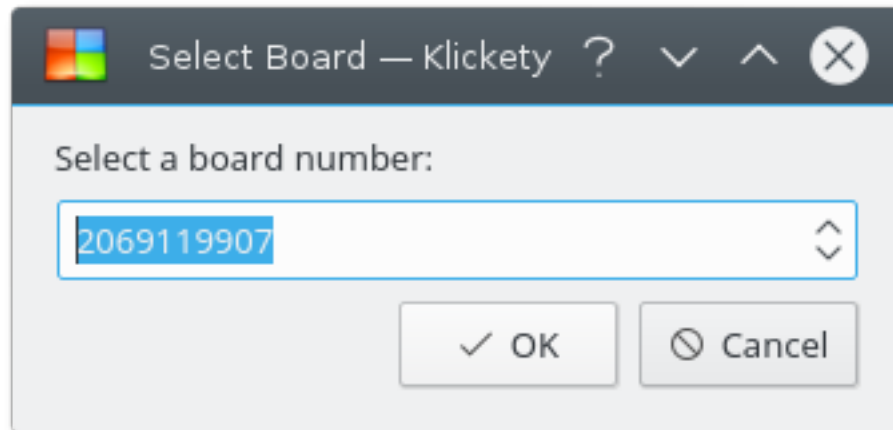
Game → **Restart Game (F5)**

This will restart the current game.

Game → **New Numbered Game...**

Starts a specifically numbered game.

The Klickety Handbook



Game → Save (Ctrl+S) (not in KSameMode)

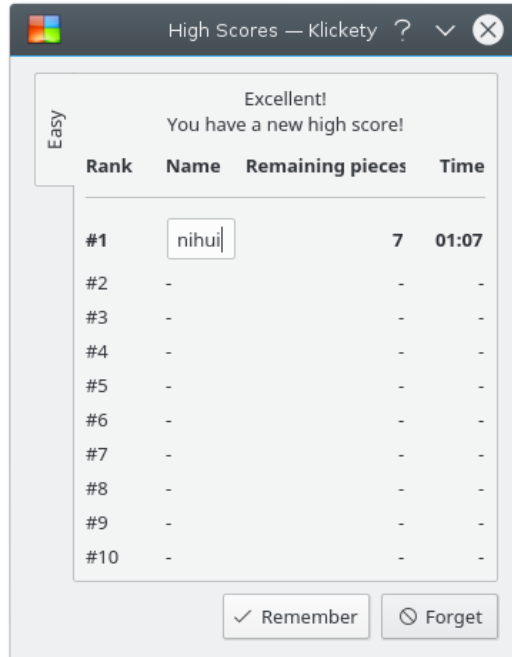
Saves the current state of the game to the disk.

Game → Pause (P)

Pauses or resumes the game. While the game is paused, all tiles are hidden.

Game → Show High Scores (Ctrl+H)

Shows the high score list.



When your game scores exceed the top ten scores listed, you are prompted to enter your name.

Game → Quit (Ctrl+Q)

Selecting this item will end your current game, and exit Klickety.

Move → Undo (Ctrl+Z)

Undo the last move you made.

The Klickety Handbook

Move → Redo (Ctrl+Shift+Z)

If you have previously undone a move, you can redo it here.

Move → Undo All

Undo all moves you made.

Move → Redo All

Redo all undone moves.

Settings → Difficulty

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

There are four levels of difficulty:

- **Very easy:** 16 rows, 10 columns, 3 types of pieces.
- **Easy:** 16 rows, 10 columns, 4 types of pieces.
- **Medium:** 16 rows, 10 columns, 5 types of pieces.
- **Hard:** 16 rows, 10 columns, 6 types of pieces.

There is also a **Custom** level settings.

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

Additionally Klickety 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.

Chapter 5

Frequently asked questions

1. *I want to change the way this game looks. Can I?*

Yes. To change the way Klickety looks use the menubar to open the [configuration utility](#).

2. *Can I use the keyboard to play the game?*

No. This game does not feature a keyboard play mode yet.

3. *How to start the game in KSame mode?*

You can launch Klickety with command `klickety --KSameMode` or SameGame menu entry in K menu.

Chapter 6

Game Configuration

Settings → Configure Klickety... opens the **Configure - Klickety** dialog.

6.1 General options

Show bound lines

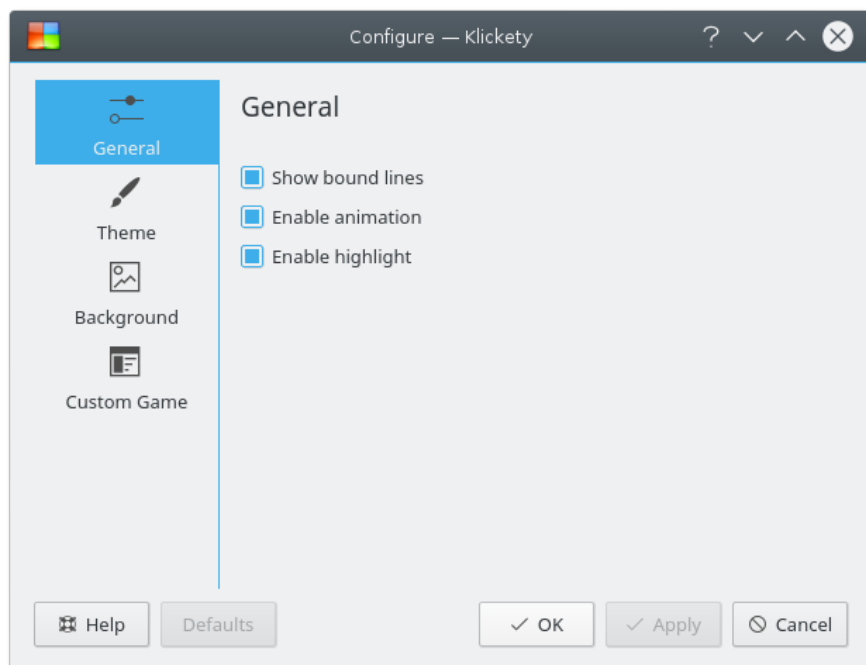
This option will show bound lines between pieces with different color.

Enable animation

This option will enable the falling and merging animation when pieces are removed.

Enable highlight

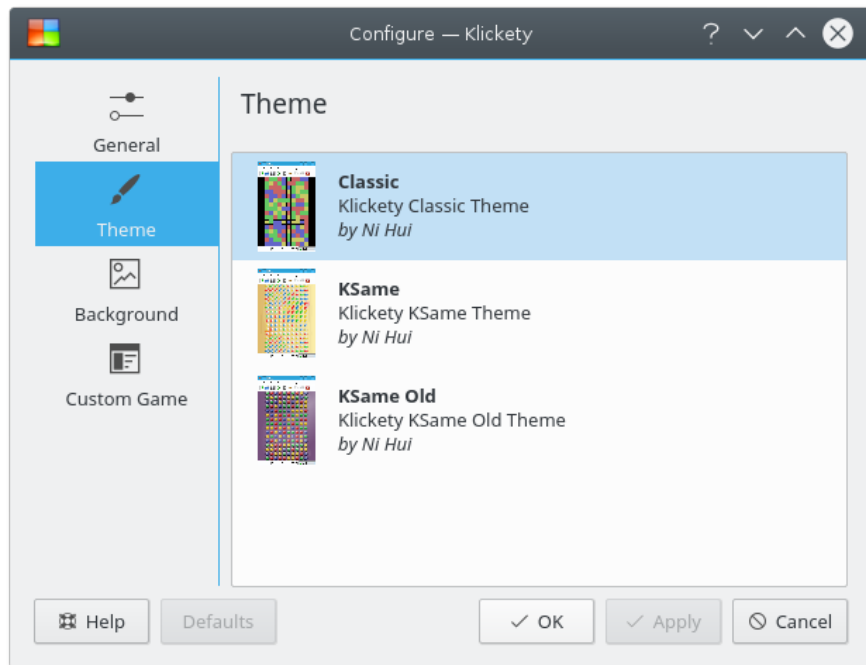
This option will enable highlighting on pieces hovered if they can be removed.



6.2 Theme options

Theme selector

Use the **Theme** selector to set a theme for the game.



6.3 Background options

You can choose a background graphic for the game. There are three kinds of background type you can use.

Theme

Use the background shipped with the current theme.

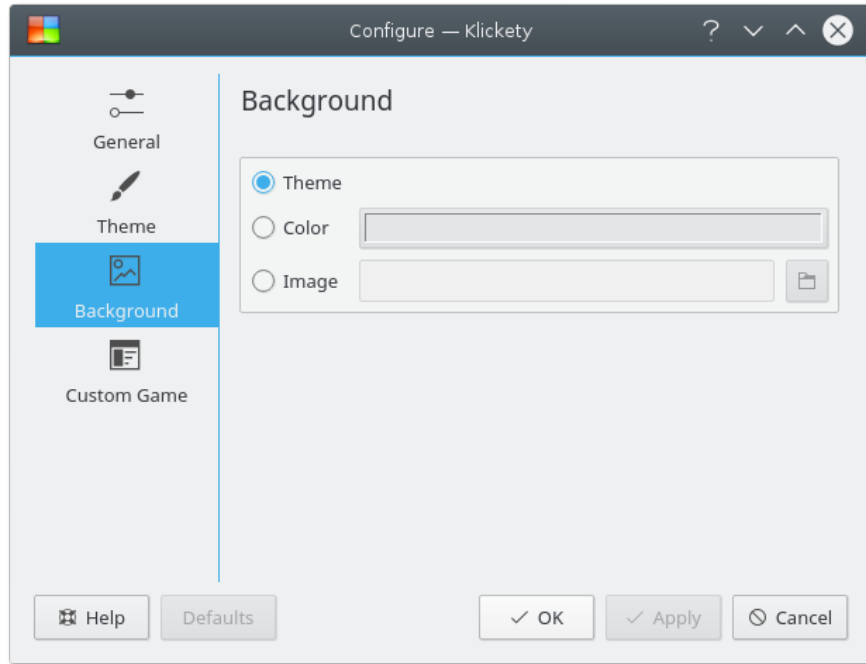
Color

Use a custom solid color for the background.

Image

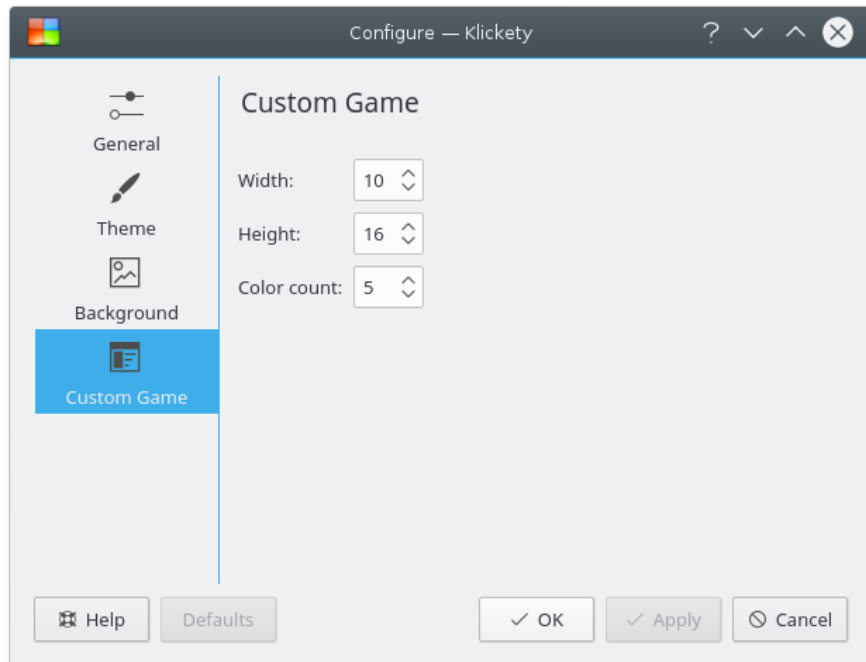
Use an image for the background graphic.

The Klickety Handbook



6.4 Custom Game options

You can set the **Height** and **Width** of the board and the **Color count** used in your custom level.



Chapter 7

Credits and License

Klickety

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Program Copyright (c) 1996–2004, Nicolas Hadacek hadacek@kde.org

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