

The KSnakeDuel Handbook

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Abstract

KSnaKeDuel is a simple snake duel game for KDE, which you can play alone or against a friend.

Chapter 1

Introduction

KSnakeDuel is a simple snake duel game for the [K Desktop Environment](#). You can play KSnakeDuel against the computer or a friend. The aim of the game is to live longer than your opponent. To do that, avoid running into a wall, your own tail and that of your opponent.

KSnake is a simple Snake-like game for the [K Desktop Environment](#). The aim of KSnake is to survive as long as possible and eat as many fruits as you can.

You can switch between these games using the game type selector in the configuration dialog.

Chapter 2

Playing KSnakeDuel

2.1 Rules

Once a round is started, the players do not stop moving forward (unless the game is paused). All you have to do is avoid crashing by changing your players direction. Additionally you can try to hinder your opponent. For this it is possible to increase the velocity by pressing your accelerator key.

A round starts when all human players press a direction key. The initial moving direction is then in this direction.

If you want to interrupt playing, select **Pause** from the **Game** menu or hit the keyboard shortcut (see section [Default Shortcuts](#)). Additionally the game is paused when the game loses the keyboard focus, e.g. when switching to an other window.

To continue the game, select the menu item **Pause** again, or the keyboard shortcut. The game will also continue if the human players press one of their direction keys. But be careful, your player switches to this direction immediately.

A game consists of several rounds, and ends if a player has at least nine points, and additionally two more points than the opponent. The current score is always displayed in the status bar.

You can change the difficulty level of the game using the game menu item or the select box on the status bar. The difficulty influences the speed of the game and the computer player.

2.2 The Computer Player

You can play against a computer. The difficulty level of the game influences the intelligence of the computer player.

At low levels the computer doesn't care about the opponent and just moves around. At higher skill levels the computer tries to hinder the opponent when he comes near.

2.3 Using the Keyboard

Each player has five keys. Four keys for changing the direction and one to accelerate.

The direction keys do not have to be held down. Simply press them once to change the direction of your player.

Acceleration only occurs while the acceleration key remains depressed. When you release the acceleration key, velocity returns to normal.

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NOTE

You can alter the keys using the shortcuts option in the [Settings menu](#).

Chapter 3

Playing KSnake

3.1 Rules

Once the game is started, the player does not stop moving forward (unless the game is paused). All you have to do is avoid crashing by changing your direction. A game starts when you press a direction key. The initial moving direction is then in this direction.

If you want to pause playing, select **Pause** from the **Game** menu or hit the keyboard shortcut (see section [Default Shortcuts](#)). Additionally the game is paused when the game loses the keyboard focus, e.g. when switching to an other window.

To continue the game, select the menu item **Pause** or hit the keyboard shortcut again. The game will also continue if you press one of the direction keys. But be careful, your player switches to this direction immediately.

In the game there will always be a piece of fruit on the map. If you collect it your score will increase with 5 points. The current score is always displayed in the status bar.

When you are moving through the map there will appear obstacles. Hitting them will also result in a crash. However, every time an obstacle appears and you survive you'll be rewarded 2 points

You can change the difficulty level of the game using the game menu item or the select box on the status bar. The difficulty influences the speed of the game.

3.2 Using the keyboard

Each player has four keys. These are used for changing the direction. The direction keys do not have to be held down. Simply press them once to change the direction of your player.

NOTE

You can alter the keys using the shortcuts option in the [Settings menu](#).

Chapter 4

Interface Overview

4.1 Menu Items

The following list briefly describes each menubar option.

Game → New (Ctrl+N)

Starts a new game.

Game → Pause (P)

Toggles whether the game is paused.

Game → Show High Scores (Ctrl+H)

Displays the high score dialog (for KSnake).

Game → Quit (Ctrl+Q)

Quits.

Settings → Difficulty

Lets you alter the difficulty level of the game.

Settings → Configure KSnakeDuel...

Opens a [comprehensive dialog](#) to configure various options.

Additionally KSnake 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 Shortcuts

The following tables show you the default shortcuts.

Key Combo	Action
Up Arrow	Up
Down Arrow	Down
Right Arrow	Right
Left Arrow	Left
0	Accelerate

Table 4.1: Player 1 Shortcuts

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Key Combo	Action
R	Up
F	Down
G	Right
D	Left
A	Accelerate

Table 4.2: Player 2 Shortcuts

Key Combo	Action
P	Pause/Resume Game
Ctrl+H	High Scores
Ctrl+N	New Game
Ctrl+Q	Quit KSnakeDuel
F1	Help Contents
Shift+F1	What's This Help

Table 4.3: General Shortcuts

These shortcuts [can be changed](#) by selecting **Settings** → **Configure Shortcuts...** from the menubar.

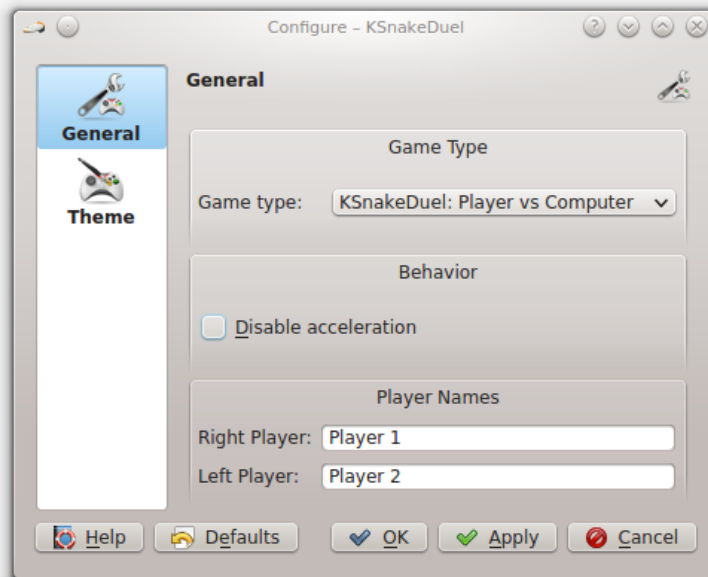
Chapter 5

The Configuration Dialog

Selecting the **Configure KSnakeDuel...** option in the **Settings** menu will open a further dialog which lets you tweak KSnakeDuel's behavior.

This dialog is divided into two pages.

5.1 General Configuration



Game type

This will let you change the game type. There are three options:

KSnakeDuel: Player vs Player

a KSnakeDuel game between two human players

KSnakeDuel: Player vs Computer

a KSnakeDuel game between a human player and the computer

KSnake: Single player

a single player KSnake game

Disable acceleration

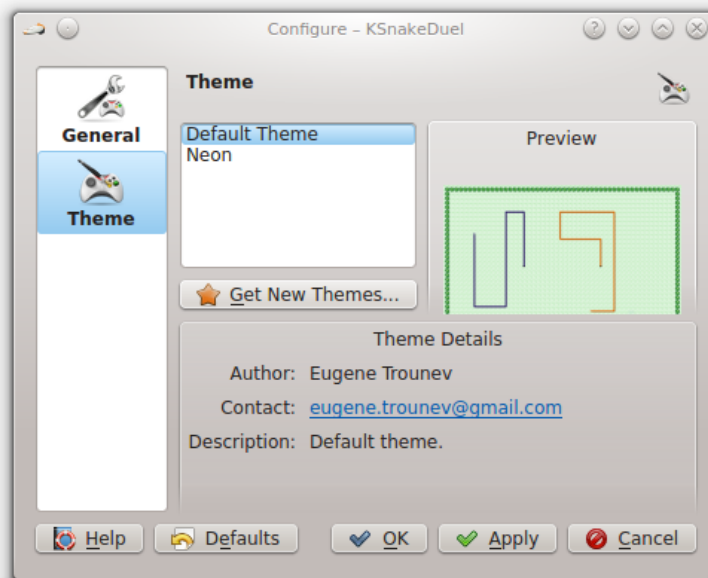
Checking this box will disable the acceleration feature - pressing the acceleration key will have no effect, both vehicles will always travel with constant velocity.

Player Names

Specify custom names to use for the players to override the use of default ones.

The default name for player one is the name of the current logged in user.

5.2 Theme Configuration



This page will allow you to change the theme KSnakeDuel uses.

Chapter 6

Credits and License

KSnakeDuel

Program Copyright 1998-2000 Matthias Kiefer matthias.kiefer@gmx.de

Program Copyright 2008-2009 Stas Verberkt legolas@legolasweb.nl

Parts of the code are from xtron-1.1 by Rhett D. Jacobs rhett@hotel.canberra.edu.au

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Appendix A

Installation

A.1 How to obtain KSnakeDuel

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

KSnakeDuel can be found on the [download site](#) of the KDE project.

A.2 Requirements

In order to successfully compile KSnakeDuel, you need KDE 4. All required libraries as well as KSnakeDuel itself can be found on <ftp://ftp.kde.org/pub/kde/> .

A.3 Compilation and Installation

For information on how to compile and install KDE applications visit the [KDE Techbase](#)

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