

The KBlocks Handbook

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The KBlocks Handbook

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Abstract

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

Chapter 1

Introduction

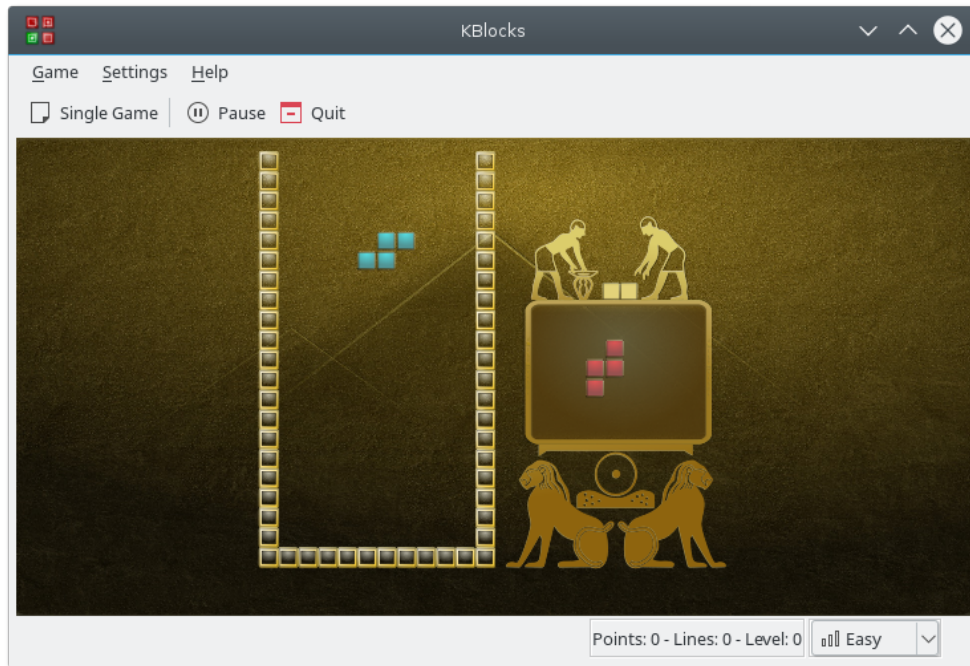
GAMETYPE:
Logic, Arcade

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.

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Key Combo	Action
Ctrl+N	Single Game
Ctrl+Q	Quit KBlocks
F1	KBlocks Handbook
Shift+F1	What's This? help
Ctrl+H	Show High Scores
P	Pause the game
Right arrow	Move the block right
Left arrow	Move the block left
Down arrow	Move the block down
Z	Rotate the block clockwise
Up arrow	Rotate the block counter clockwise
Space	Drop the block

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

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