

The KDot's Handbook

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The KDots Handbook

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Abstract

KDots is a simple implementation of the game of dots written with Qt™ Toolkit and KDE libraries.

Chapter 1

Introduction

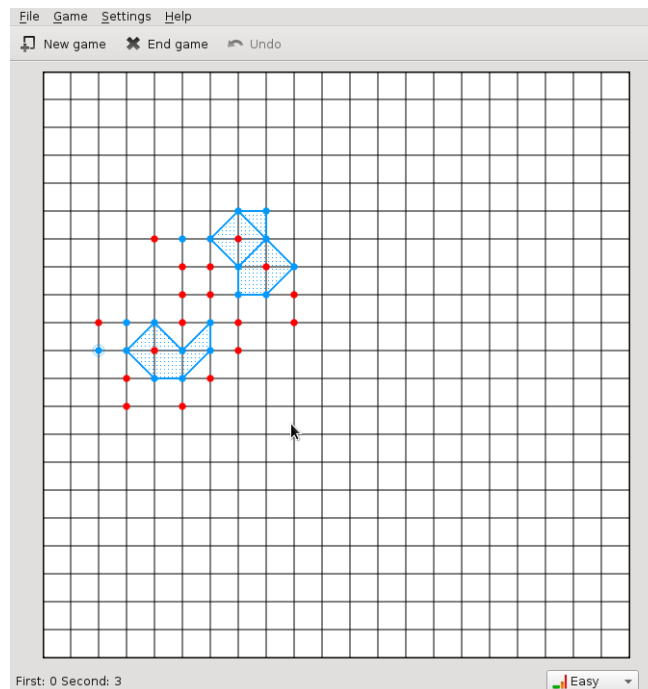
KDots is a simple implementation of the game of dots written with Qt™ Toolkit and KDE libraries.

The purpose of the [dots game](#) is to catch your opponent's dots by placing your dots on the game board where the lines cross.

Game mode can be extended via plugins. Currently, 3 plugins are available for supporting AI, online and offline games between two players.

Chapter 2

Game rules, strategies and tips



The game is played on a grid of unspecified finite dimensions.

Each intersection of the grid is a game point.

There are two players, each has his own color of dots.

Each player should put a dot of his color in an arbitrary free game point (provided it is not a part of a territory) every game turn. It is not allowed to pass the turn.

If the corresponding game mode chosen, the player who makes a territory can have a bonus extra turn.

Each player can make a territory by enclosing it with a continuous line from vertical, horizontal or diagonal sections through the dots of his color.

If there are opponent's dots in the enclosed territory (there are can be free points in it) it is forbidden to put a dot in it for each player. If there are no dots in it the territory is free and anybody can put dots in it.

If a player puts a dot inside the enclosing line of his opponent the free territory becomes enclosed territory, provided this dot is a finishing part of the enclosing line for the opponents territory.

Enclosed dots cannot be used to make the enclosing lines.

The dots on the board border cannot be enclosed.

The game is finished when there is no possible moves.

The winner is the player who enclosed more dots than his opponent

NOTE

Let the enclosed territory is itself enclosed by the opponent. Then the enclosed dots in this territory are not taken into account in the final result.

2.1 Remote Connections

It is possible to play the game over a network connection with another computer. One of the computers will act as game server. This one can determine who should play first. You can configure the network options during the game start.

When a network connection is built you will be asked to enter a remote host and a port. The port can usually just be left untouched, but if you know what you are doing replace it by another number, which has to be the same in both player games of course. The hostname should be the name of the remote host to which you are connecting. Only the client in the connection has to supply a hostname. It is often wise that the player behind a firewall chooses to be client as the firewall might not allow incoming connections.

Chapter 3

Interface Overview

3.1 Menu Items

File → New (Ctrl+N)

Starts a new game. In a network game this option is only available for the network server. The network client will be automatically started by the server.

File → End Game (Ctrl+E)

Ends a running game.

File → Quit (Ctrl+Q)

Quits the program.

Game → Undo (Ctrl+Z)

Undo the last move.

Settings → Difficulty

Lets you alter the difficulty level of the game.

Additionally KDots 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 4

Game Configuration

KDots can be configured using the configuration dialog with **Settings** → **Configure KDots...**

First player point color: Lets you choose the color of the first player points. Click on the button to the right of the label to open the [Color Selector](#) window.

Second player point color: Lets you choose the color of the second player points. Click on the button to the right of the label to open the [Color Selector](#) window.

First player territory fill style: Lets you choose the fill style of the first player territory using a drop-down list.

Second player territory fill style: Lets you choose the fill style of the second player territory using a drop-down list.

Chapter 5

Credits and License

KDots

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