

The KPeg Handbook

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The KPeg Handbook

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Abstract

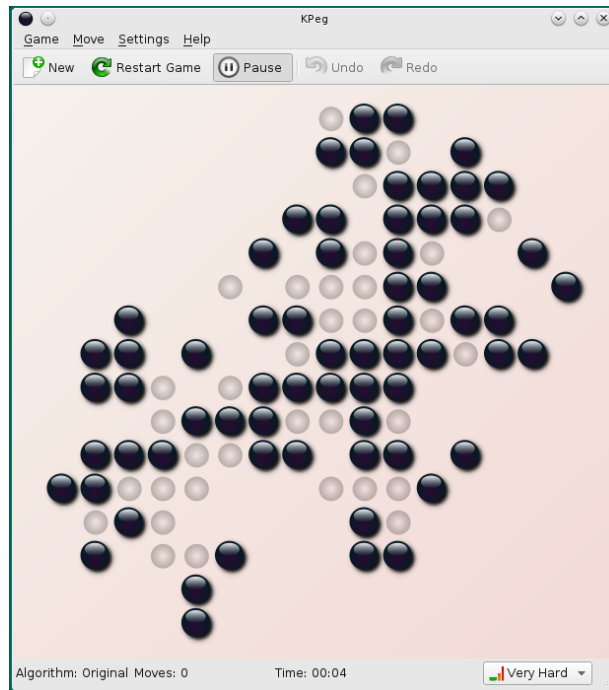
KPeg is an implementation of the Peg Solitaire Game.

Chapter 1

Introduction

KPeg is an implementation of the Peg Solitaire Game, a board game for one player involving movement of pegs on a board with holes.

The goal is to remove all pegs from the board until only one peg is left.



Chapter 2

How To Play

OBJECTIVE:

Remove all pegs except one.

The player is presented with a board of holes containing pegs. The player moves by jumping a peg over another peg into an empty hole; the jumped peg is removed from the board.

Only certain jumps are legal: you must jump horizontally, vertically, diagonally and you can jump only one peg at a time. The game is over when no more pegs can be removed.

Currently, KPeg has 4 levels of difficulty: Easy, Medium, Hard and Super Hard. The difference between levels is the number of pegs to be removed from the board.

Additionally, there are 3 algorithms to generate the puzzles: Original, Branch and Lines. These algorithms affect the shape and how the pegs are distributed on the board.

Chapter 3

Interface Overview

3.1 The Game Menu

Game → New (Ctrl+N)

Starts a new game.

Game → Restart game (F5)

Restarts the game.

Game → Pause (P)

Pause the game.

Game → Show High Scores (Ctrl+H)

Opens a dialog that displays a high scores table.

Game → Quit (Ctrl+Q)

Exit KPeg

3.2 The Move Menu

Move → Undo (Ctrl+Z)

Undo your last move, repeatedly if required.

Move → Redo (Ctrl+Shift+Z)

Redo a move that was undone, repeatedly if required.

3.3 The Settings Menu

Settings → Play Sounds

Enables/Disables sounds in the game.

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Settings → **Difficulty**

Sets the difficulty to be **Easy** , **Medium**, **Hard** or **Very Hard**.

Settings → **Configure KPeg...**

Opens a dialog to configure KPeg. See [Game Configuration](#) section for details.

Additionally KPeg 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

The KPeg configuration dialog allows you to select visual themes for KPeg. To select a new theme simply choose the theme's name from the selection list.

NOTE:

For your convenience a quick preview screenshot will be displayed on the right hand sided of the selection list as soon as you select the theme you are interested in.

Once you are satisfied with the theme you have selected you can either click the **Apply**, or simply click the **Ok** button, located at the bottom part of this dialog.

If, however you are dissatisfied with your selection – simply click **Cancel** to discard the changes.

Chapter 5

Credits and License

KPeg

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Appendix A

Installation

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

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

A.1 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.