

# The KBlocks Handbook

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### **Abstract**

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

# Chapter 1

## Introduction

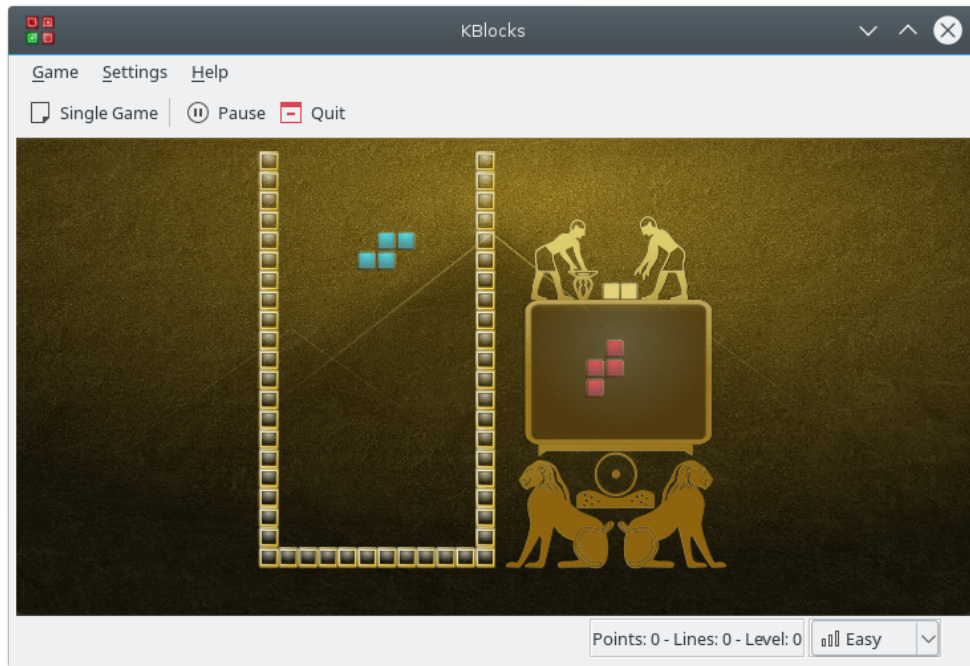
GAMETYPE:  
Logic, Arcade

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

### 4.1 Menu Items

The following sections briefly describe each menubar option.

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