

# **The KSnakeDuel Handbook**

**Fabian Dal Santo  
Stas Verberkt  
Reviewer: Lauri Watts**



# The KSnakeDuel Handbook

# Contents

<b>1</b>	<b>Introduction</b>	<b>6</b>
<b>2</b>	<b>Playing KSnakeDuel</b>	<b>7</b>
2.1	Rules . . . . .	7
2.2	The Computer Player . . . . .	7
2.3	Using the Keyboard . . . . .	7
<b>3</b>	<b>Playing KSnake mode</b>	<b>9</b>
3.1	Rules . . . . .	9
3.2	Using the keyboard . . . . .	9
<b>4</b>	<b>Interface Overview</b>	<b>10</b>
4.1	Menu Items . . . . .	10
4.2	Default Shortcuts . . . . .	10
<b>5</b>	<b>The Configuration Dialog</b>	<b>12</b>
5.1	General Configuration . . . . .	12
5.2	Theme Configuration . . . . .	13
<b>6</b>	<b>Credits and License</b>	<b>14</b>

# List of Tables

4.1	Player 1 Shortcuts . . . . .	10
4.2	Player 2 Shortcuts . . . . .	11
4.3	General Shortcuts . . . . .	11

### **Abstract**

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

## Chapter 1

# Introduction

KSnakeDuel is a simple snake duel game. You can play 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.

KSnakeDuel is a simple Snake-like game. The aim 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 the **Game** → **Pause (P)** menu item. 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 again this menu item or hit the keyboard shortcut. The game will also continue if you press one of the 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 **Settings** → **Difficulty** submenu or the drop-down 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.

## The KSnakeDuel Handbook

### NOTE

You can [alter the keys](#) using the **Settings** → **Configure Shortcuts...** menu item.



## Chapter 3

# Playing KSnake mode

### 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 the **Game** → **Pause (P)** menu item or hit the keyboard shortcut. 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 again this menu item or hit the keyboard shortcut. 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 also 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 **Settings** → **Difficulty** submenu or the drop-down box on the status bar. The difficulty influences the speed of the game and the computer player.

### 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 **Settings** → **Configure Shortcuts...** menu item.

## 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 table.

**Game → Quit (Ctrl+Q)**

Quit KSnakeDuel.

**Settings → Difficulty**

A submenu that allows you to change the difficulty level of the game.

**Settings → Configure KSnakeDuel...**

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

Additionally KSnakeDuel 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	Move up
Down arrow	Move down
Right arrow	Move on the right
Left arrow	Move on the left
0	Accelerate

Table 4.1: Player 1 Shortcuts

## The KSnakeDuel Handbook

<b>Key Combo</b>	<b>Action</b>
<b>R</b>	Move up
<b>F</b>	Move down
<b>G</b>	Move on the right
<b>D</b>	Move on the left
<b>A</b>	Accelerate

Table 4.2: Player 2 Shortcuts

<b>Key Combo</b>	<b>Action</b>
<b>P</b>	Pause/Resume the Game
<b>Ctrl+H</b>	High Scores
<b>Ctrl+N</b>	New Game
<b>Ctrl+Q</b>	Quit KSnakeDuel
<b>F1</b>	This Manual
<b>Shift+F1</b>	What's This help

Table 4.3: General Shortcuts

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

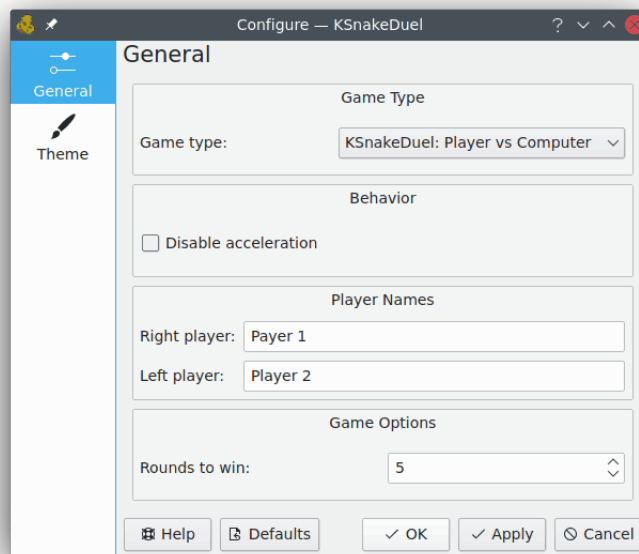
## Chapter 5

# The Configuration Dialog

Selecting the **Settings** → **Configure KSnakeDuel...** menu item 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 mode: Single player

A single player KSnakeDuel 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

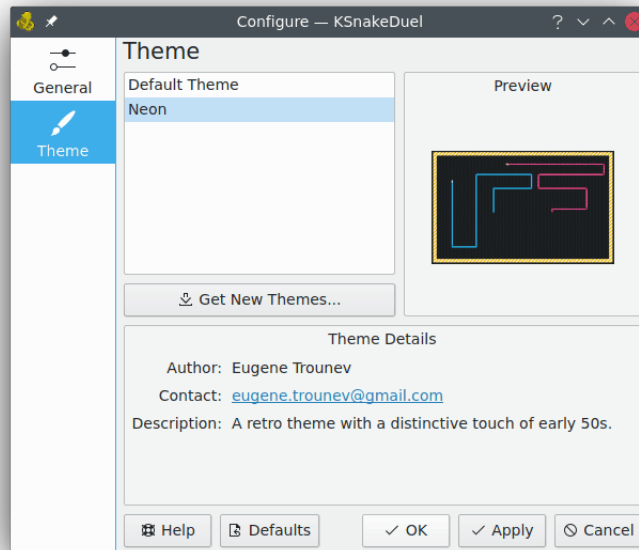
Specify custom names to use for the players to override the use of default ones.

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

### Game Options

Specify the **Rounds to win**: to define how many rounds are required before a winner is declared.

## 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](mailto:matthias.kiefer@gmx.de)

Program Copyright 2008-2009 Stas Verberkt [legolas@legolasweb.nl](mailto:legolas@legolasweb.nl)

Parts of the code are from xtron-1.1 by Rhett D. Jacobs [rhett@hotel.canberra.edu.au](mailto:rhett@hotel.canberra.edu.au)>

Documentation Copyright 1999 Matthias Kiefer [matthias.kiefer@gmx.de](mailto:matthias.kiefer@gmx.de)

Documentation updated for KDE 2.0 by Fabian Dal Santo [linuxgnu@yahoo.com.au](mailto:linuxgnu@yahoo.com.au)

This documentation is licensed under the terms of the [GNU Free Documentation License](#).

This program is licensed under the terms of the [GNU General Public License](#).