

Atomz

COLLABORATORS							
	TITLE :						
ACTION	NAME	DATE	SIGNATURE				
WRITTEN BY		July 22, 2022					

REVISION HISTORY							
NUMBER	DATE	DESCRIPTION	NAME				

Atomz

Contents

1	Ator	tomz			
	1.1	Atomz Information	1		
	1.2	Atomz/Rules	1		
	1.3	Atomz/Controls	1		
	1.4	Atomz/Additional Information	2		
	1.5	Atomz/Author Information & Register Info	2		

Atomz 1/3

Chapter 1

Atomz

1.1 Atomz Information

Rules

Controls

Addition Information

Author Info & Register Info

1.2 Atomz/Rules

Atomz

© 1994 Silicon Based Life

The idea of this game is to turn all your enemies pieces into your own, this is done by making one of your atom's to explode converting any atoms horizontaly or vertically ajacent to your own into your colour.

```
Deadend 1 explode.
Corners 2 explode.
Edges 3 explode.
Other 4 explode.
```

1.3 Atomz/Controls

Atomz

© 1994 Silicon Based Life

The controls are as follows:

Very simple just click on the square you want to power up.

Atomz 2/3

The intelligence of the computer players can be altered by the tooltypes

A1 =

A2= A3=

They can be set to 0 or greater.

1.4 Atomz/Additional Information

Atomz

© 1994 Silicon Based Life

This program will only work on WB 3.0 AGA and above. This program was written on an Amiga Al200 $68882\ 6MB$.

This game has been tested on:

A1200 6MB 68882 A4000 10MB 030 A1200 6MB 020 double clocked Various RTG boards (picasso etc..)

The sound can be turned off and on by altering the tool type.

DICE C used for coding;

TO DO

Speed up computer player?

Fix a few inaccuracys in computer player.

1.5 Atomz/Author Information & Register Info

Atomz

© 1994 Silicon Based Life

Comments, complaints, desiderata are welcome.

Kev Crate,
73 Prince Of Wales Rd.,
Dorchester,
Dorset.
DT1 1PS

EMAIL kevin@dcs.exeter.ac.uk

If you want to register this game then send me a cheque or postal order for 5 $\,\,\hookleftarrow\,\,$ english pounds and a SAE.

Atomz 3/3

This program is shareware and in a vain attempt to make you register the $\ \leftarrow$ unregistered version only allows two players and two games before the program " \hookleftarrow auto quits"