

Atomz

COLLABORATORS

	<i>TITLE :</i> Atomz		
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	Atomz	1
1.1	Atomz Information	1
1.2	Atomz/Rules	1
1.3	Atomz/Controls	1
1.4	Atomz/Additional Information	2
1.5	Atomz/Disclaimer and Author Information	2

Chapter 1

Atomz

1.1 Atomz Information

Rules

Controls

Addition Information

Disclaimer and Author Info

1.2 Atomz/Rules

Atomz

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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 horizontally or vertically adjacent to your own into your colour.

Deadend 1 explode.

Corners 2 explode.

Edges 3 explode.

Other 4 explode.

1.3 Atomz/Controls

Atomz

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The controls are as follows:

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

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

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This program will only work on WB 3.0 AGA and above.

This program was written on an Amiga A1200 68882 6MB.

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

GUI designed with gadtoolsbox.

DICE C used for coding;

BUGS!!!!!!!

I've fixed the bug which cause the computer players to crash if they played on a board with sections cut off from each other. This type of board no longer occurs.

TO DO

Speed up computer player?

Fix a few inaccuracies in computer player.

1.5 Atomz/Disclaimer and Author Information

Atomz

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Comments, complaints, desiderata are welcome.

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