

[Help for Atoms for Windows](#)

[Unregistered Version](#)

[Atoms for Windows](#) is a puzzle game for 1 to 4 players that runs under the [Windows](#) environment. Please select a [hyper text jump](#).

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What is Windows?

Unregistered Version

Windows is a graphical user interface, or GUI for short. These allow you to move the mouse pointer and click on text or a graphical object to do something. For instance, double clicking on the Atoms icon in program manager would load Atoms for Windows. Windows is currently the most popular GUI for DOS based PCs. Depending on your point of view Windows makes it easier, or harder to get something done. It is generally easier for a new user to use Windows, but people in the know usually find that the DOS prompt, what you probably get when you start your PC or click on the command prompt icon in program manager, a lot faster, since there is no graphics to update, which slow down the system.

What is Atoms for Windows?

Unregistered Version

Atoms for Windows is a simple game for 2 to 4 players. The object is to get rid of the opponents' Atoms. The game is played on a 10 by 6 grid. For more information see [About Atoms for Windows](#) and [Playing Atoms for Windows](#).

[What is a hyper text jump?](#)

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A hyper text jump is a piece of green text with an under line below it. These will take you to the subject named on the text. If the line is dotted then the jump is actually a pop-up and will bring up a box like this. The first two should bring you back here the third should take you back to the index.

[A hyper text jump](#)

[A hyper text pop-up](#)

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About Atoms for Windows

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Atoms for Windows is a game I made up in Visual Basic 2, after having seen a game on the Amiga called Atoms. Other people may have heard of it under another name, Red Alert, which is available on the PC and BBC Micro, but is, *of course*, much inferior to my game, considering it doesn't have much in the way of graphics (It runs in text mode) and has the most horrible beeper sound effects (It turns on a police siren for ten seconds while flashing "Red Alert!" on the screen for the equivalent of an atomic split in Atoms). If I remember rightly it also only allowed two players.

The Amiga game I got the idea off is a quite good. In the Amiga Version the splits and atom creations are animated, the letter O in the Atoms logo is an animated Hydrogen atom and it also has quite good music. It does not however have an artificial intelligence module, like this Version.

For the music for this version (only in registered) I tried to find the most similar piece of music I could get. Animation is not implemented for the following reasons:

- Animation files take up a lot of resources.
- Animation files either could only be played one at a time, or...
- ...The quality stinks.
- Windows graphics functions are soooo sloooow!

I know. WinG exists. I do not have the SDK, a decent C compiler or an assembler so I did not have any of that power at any extremities. If any one has any ideas for simple puzzle games, please post them to me! Just make sure they're not patented, copyrighted, or anything first! Does any body have any information on the following?

- Genetic Algorithms
- Neural Networks

Mail me at the address in ORDER.FRM and it must be used in its entirety for any mail to arrive.

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Playing Atoms for Windows

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The object of Atoms for Windows is to destroy the opponents' Atoms and eventually remove all their Atoms from the board.

This is done by splitting your Atoms into other squares on the board. If one of the squares with your Atoms splits into another with another player's Atoms on then the Atoms become yours. For a square's Atoms to split there must be the same number of squares directly touching sides with it (that is North, South, East, West) as there are Atoms on the square. It will then split its contents equally between the other squares. Doing this allows you to cause chain reactions by splitting one square into another that has the maximum it can hold without splitting. That square will then split.

To be able to split Atoms you must be able to put down Atoms in the first place. To do this just click on a square when it is your turn. A number of Atoms will then appear on the square, depending on the mode selected in the setup window. You can only place Atoms on your own squares or unoccupied squares.

After you have placed a number of Atoms and any reactions have taken place it will be the next players turn. Each player has their own colour, which is shown in a little frame on the right of the window.

As each player is knocked off the board a sound will be heard and they will be crossed of the players list at the bottom left of the window. The game ends when only one player is still left in the game.

The game board is the series of blue squares in the middle of the window, which make up a grid of 6X10 squares and this is where the game is played. On the left, before the panel with the "percent of board covered by a player" graph is the options area. This contains a series of buttons, which are described in their own sections. For more information look them up in the [Index](#). Also there is a button used to select the number of players. Computer players can be selected from here. There is also a frame showing the current player.

For more help on the board please read about the different types of squares below:



: This is an unoccupied square. An atom may be placed on it.



: This is the graphic displayed when a square splits. If you see it for more than a second then either Windows has not updated the screen or your graphics adapter is too slow.



: This is a square with one atom on it. The colour differs from player to player.



: This is a square with two Atoms on it. If this is on a corner square it will split. The colour differs from player to player.



: This is a square with three Atoms on it. If this is on a corner square or side square it will split. The colour differs from player to player.



: This is a square with four Atoms on it. It will split as long as the game is going. If you see it for more than a second then either Windows has not updated the screen or your graphics adapter is too slow. The colour differs from player to player.

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Multi-player Games

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To bring up this window select the Multi-player button from the main Atoms window. This will bring up a window, from which you can select options effecting the game. The top set of radio buttons selects the number of players. All the other radio buttons select whether the player is human or a computer controlled player. I would probably say that the AI is quite good, but this is only the second generation. Just click on OK to return to the main Atoms window, or Help!!! to bring up this help file. **Note that only one computer controlled player can be selected in the unregistered version.**

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The Setup window

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The Setup window allows you to change the sound device used and what "mode" to play the game in.

You have three choices of sound device:

- None.
- A Windows "Beep".
- Multi-Media extensions sampled sound FX.

The best of the three is the Multi-Media extensions sampled sound FX, since this mode uses sampled WAV files. The Windows Beep option makes the beep you get if you do something wrong in Windows. None is obvious.

The check box about music makes Atoms For Windows play the file ATOMS.MID, in its own directory, repeatedly. **In the unregistered version this checkbox is disabled, and has no function.**

The "mode" the game uses is the number Atoms added to a square when you or the computer selects a square. Only place one is enabled in the unregistered version.

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The About button

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The About button displays copyright information and the Version number

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[The Boss button](#)

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The Boss button will minimize the Atoms window, giving it the caption "How To Use Help" and the Windows help icon. Great for when you are at the office. **This button is disabled in the unregistered version.**

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Trouble Shooting

Unregistered Version

Problem

No sound

Incorrect sound setup in Atoms.

Go to the options window and select a different sound device.

A problem with the Windows Wave device.

Consult Windows manual.

Incorrect sound card setup.

Consult Sound card manual.

Sound files can not be located.

Copy sound files to the Windows directory.

Help does not work.

The help file is not in your path.

Copy the help file from the Atoms directory into your path. For information on paths read the DOS manual.

Some parts of the Atoms window do not update.

Not sure, may be your Windows driver.

Try closing any DOS Windows, since these may interfere, otherwise try changing your Windows driver to the standard Windows one for your graphics card. If this works try to get hold of updated graphics drivers for your card.

An error message is displayed.

Depends.

If the message is about memory or resources try closing other applications. If it is not about memory or resources then please inform me about it.

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How Do I Register?

When you register you get:

- The latest version of Atoms for Windows
- Music
- Up to **4** computer controlled players
- Boss button
- Two extra placing modes for extra fun and longevity of game play

All you have to do is fill in ORDER.FRM, print it out and send it to the address in ORDER.FRM.

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