

**Atomz**

**COLLABORATORS**

	<i>TITLE :</i> Atomz		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		April 17, 2022	

**REVISION HISTORY**

NUMBER	DATE	DESCRIPTION	NAME

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# Chapter 1

## Atomz

### 1.1 Atomz Information

Rules

Controls

Addition Information

Author Info & Register 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.

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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.

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 inaccuracies in computer player.

## 1.5 Atomz/Author Information & Register Info

Atomz

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Comments, complaints, desiderata are welcome.

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

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

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