

The Atlantik Handbook

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Abstract

Atlantik is a KDE client for playing Monopoly®-like boardgames on the **monopd** network.

Chapter 1

Introduction

Purpose of the Atlantik board game is to acquire land in major cities in North America and Europe while being a transatlantic traveler. To win the game, players improve monopolized land with profitable buildings in the hopes of bankrupting all other players.

All game modes are served by monopd, a dedicated game server designed for Atlantik. One of the game modes plays like the popular real estate board game known as Monopoly®.

Chapter 2

Connecting to a Server

Atlantik requires a game server to connect to. If you have an Internet connection, you can request a list of public Internet servers and you will not require additional software. If you want to play Atlantik locally, on a LAN or on a private Internet server, you can enter the hostname and port to connect to. In this case, you will need the [monopd](#) server software installed and running on the host you are connecting to.

If you have problems connecting to a server, the following troubleshoot notes might help you:

- Try another server. The public server list is updated every three minutes, and the server you are trying to connect to might not be available any longer.
- Check your firewall and masquerading settings. Restrictions might be in place preventing you from connecting to servers or receiving reply traffic. By default, monopd servers use TCP port 1234. If you're not sure, contact your system administrator.
- Atlantik makes use of `KExtendedSocket` for network connections, which in turn uses `QDns`. This might cause issues with IPv6 and/or resolving hostnames.

Chapter 3

Menu Reference

3.1 Game Menu

Game → **Show Event Log (Ctrl+L)** Display the event log

Game → **Quit (Ctrl+Q)** Quits Atlantik.

3.2 Move Menu

Move → **Roll Dice (Ctrl+R)** As you may expect, roll the dice.

Move → **End Turn** Let the other player know you have finished moving.

Move → **Roll Dice (Ctrl+R)** As you may expect, roll the dice.

Move → **Buy (Ctrl+B)** Buy land or buy buildings on your properties.

Move → **Auction (Ctrl+A)** Start an auction.

Move → **Use Card to Leave Jail** Use a card to leave jail

Move → **Pay to Leave Jail (Ctrl+P)** Pay money to leave the jail.

Move → **Roll to Leave Jail (Ctrl+J)** Roll the dice to leave the jail.

3.3 Settings Menu

Settings → **Configure Notifications...** Displays a standard KDE notifications configuration dialog to change the audio and visual notifications for Atlantik.

Settings → **Configure Atlantik...** Opens the configuration dialog which lets you tweak a lot of Atlantik's options.

3.4 Help Menu

Help → **Atlantik Handbook (F1)** Invokes the KDE Help system starting at the Atlantik help pages. (this document).

Help → **What's This? (Shift+F1)** Changes the mouse cursor to a combination arrow and question mark. Clicking on items within Atlantik will open a help window (if one exists for the particular item) explaining the item's function.

Help → **Report Bug...** Opens the Bug report dialog where you can report a bug or request a 'wishlist' feature.

Help → **About Atlantik** This will display version and author information.

Help → **About KDE** This displays the KDE version and other basic information.

Chapter 4

Reporting Bugs

If you think you have found a bug in Atlantik, please report it. Developers often catch and fix bugs themselves, but you might experience issues not yet known. Not reporting your problems might very well prevent them from being fixed indefinitely.

Some bugs might be in the monopl server instead of Atlantik, but you don't need to worry about that: you can report all bugs under the Atlantik package on the [KDE bug wizard](#). Use the Help → Report Bug menu item to visit the bug wizard with some details of your Atlantik version filled in automatically.

Please specify details in your bug report, such as game conditions. For example, a bug might only occur when people are in jail, or during an auction. If possible, save the event log and attach it to the bug report or send it to the author. It might contain vital clues about behavior that could lead to a faster resolution for the bug.

Chapter 5

Download

Atlantik is part of KDE releases and as such the recommended releases are those shipped with KDE, part of the kdegames package. Some vendors might have individual packages for Atlantik based on these releases.

Users interested in the development version can likewise use the standard [KDE CVS instructions](#) to acquire Atlantik from the kdegames module.

Bleeding edge development requiring the development version of monopd is done using arch. For more information on this, or releases in general, visit the [Atlantik download page](#).

Chapter 6

Answers to Frequently Asked Questions

1. *How do I add a computer player?*

Unfortunately, computer opponents are not yet supported by Atlantik. Work is in progress to development a network bot that can connect to servers, called Pacifik, but is has not yet reached a useful level. Users are advised to take advantage of the public Internet servers or a private LAN server.

2. *How do I trade?*

Click on a player portfolio or estate with the right mouse button and you can open a trade. There are a two usability issues with trades that can cause confusion. If you in any way include another player in a trade, that player will get the trade window. Any player can reject the terms, which unnecessarily ends the trade session for all other players as well. A trade has to be accepted by all players in it before it can completed, which can be complicated because players remain a participant in deals even when they are no longer involved with tradeable items.

Chapter 7

Credits and Licenses

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