

# **The Atomic Entertainment Handbook**

**Dirk Doerflinger, Stephan Kulow, Cristian Tibirna,  
and Mike McBride**



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## **Abstract**

This Handbook describes KAtomic Version 2.0

## Chapter 1

# Introduction

Atomic Entertainment is a small game which resembles Sokoban. The object of the game is to build chemical molecules on a Sokoban like board.

## Chapter 2

# Playing Atomic Entertainment

### 2.1 Rules

The aim of Atomic Entertainment is to build chemical molecules using basic atoms you are given. The molecule being built is shown in a frame in the main window.

Clicking on an atom will cause arrows to appear beside it. These arrows show the direction the atom can be moved. After an arrow is clicked, the atom will move in this direction until it reaches the next border or another atom. If two atoms touch each other with the corresponding connectors, they form a molecule. The atoms can only be moved one at a time.

The level is solved when the new molecule has the same structure as shown in the preview window.

In the higher levels, some tactical skill will be necessary for solving the puzzle.

The best score in this game is actually the lower score, because the goal is to solve a level with as few moves as possible. Highscore: in the main-window shows the lowest number of moves used for this level. Your score so far: shows the current number of moves.

The scrollbar on the top right of the main window changes the game level.

## Chapter 3

# Menu Reference

### 3.1 The Game Menu

**Game** → **Restart Game (F5)** This will restart the current level.

**Game** → **Show Highscores (Ctrl+H)** This will show the best scores for the current level.

**Game** → **Quit (Ctrl+Q)** Selecting this item will end your current game, and exit the KAtomic.

### 3.2 The Move Menu

**Move** → **Undo (Ctrl+Z)** Undo the last move you made.

**Move** → **Redo (Ctrl+Shift+Z)** If you have previously undone a move, you can redo it here.

### 3.3 The Settings Menu

**Settings** → **Configure Shortcuts...** This item lets you change the key settings of Atomic Entertainment. See the section [Shortcuts](#) for a list of the defaults.

**Settings** → **Configure KAtomic...** In the dialog box that appears, the animation-speed of the atomic movement can be set.

### 3.4 The Help Menu

**Help** → **KAtomic Handbook (F1)** Invokes the KDE Help system starting at the KAtomic 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 KAtomic 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 KAtomic** This will display version and author information.

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

### 3.5 Shortcuts

Default shortcuts are:

Restart Game	<b>F5</b>
Quit	Ctrl+Q
Show Highscores	Ctrl+H
Undo	Ctrl+Z
Redo	Ctrl+Shift+Z
Atom Down	<b>Down Arrow</b>
Atom Left	<b>Left Arrow</b>
Atom Right	<b>Right Arrow</b>
Atom Up	<b>Up Arrow</b>
Next Atom	<b>Tab</b>
Previous Atom	Shift+Tab
Help	<b>F1</b>
What's this?	Shift+F1

Table 3.2: Shortcuts

## Chapter 4

# Credits and License

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Documentation Copyright 2000 Dirk Doerflinger [ddoerflinger@gmx.net](mailto:ddoerflinger@gmx.net)

Proofreading by Michael McBride [mpmcbride7@yahoo.com](mailto:mpmcbride7@yahoo.com)

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## Appendix A

# Installation

### A.1 How to obtain Atomic Entertainment

Atomic Entertainment (KAtomic) is written for the KDE project <http://www.kde.org> by Stephan Kulow [coolo@kde.org](mailto:coolo@kde.org) and Cristian Tiberna [tiberna@kde.org](mailto:tiberna@kde.org). It is based on Atomic 1.0.67 by Andreas Wuest [AndreasWuest@gmx.de](mailto:AndreasWuest@gmx.de).

KAtomic is part of the KDE project <http://www.kde.org/>.

KAtomic can be found in the kdegames package on <ftp://ftp.kde.org/pub/kde/>, the main FTP site of the KDE project.

### A.2 Requirements

In order to successfully compile Atomic Entertainment, you need KDE 3.0

All required libraries as well as Atomic Entertainment itself can be found on <ftp://ftp.kde.org/pub/kde/>.

### A.3 Compilation and Installation

In order to compile and install KAtomic on your system, type the following in the base directory of the KAtomic distribution:

```
% ./configure
% make
% make install
```

Since KAtomic uses **autoconf** and **automake** you should have no trouble compiling it. Should you run into problems please report them to the KDE mailing lists.