

KAtomic Handbook

**Dirk Doerflinger, Eugene Trounev, and Mike
McBride**



KAtomic Handbook

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Abstract

This documentation describes the game of KAtomic version 3.0

Chapter 1

Introduction

GAMETYPE: Logic, Arcade

NUMBER OF POSSIBLE PLAYERS: One

KAtomic is both fun and educational game built around molecular geometry. It employs simplistic two-dimensional looks at different chemical elements. Elements are disassembled into separate atoms and scattered around the play field. Player is expected to reassemble the molecule, thus completing current level and moving up to the next one.

Chapter 2

How to Play

OBJECTIVE:

Reassemble molecules from compound atoms by sliding them around.

KAtomic will load level one once you start the game and you can begin playing right away. To see how the molecule you are supposed to make looks like, take a look at the upper right corner. To play, click on an atom. You will see green arrows pointing in the directions where atom can move. To move the atom, click on the desired arrow. When an atom starts moving, it will not stop until it hits another atom or a wall, so make sure you think before you do your next move. You can assemble your molecule wherever you like on the game board, but some places are easier to access than others. When the molecule is assembled, you can move to the next level.

Chapter 3

Game Rules, Strategies and Tips

3.1 Game Rules

- Game pieces can only move in one direction at a time.
- Once an atom begins moving it will not stop until it meets either a wall or another piece.
- The only way to progress to the next game level is to complete a current one. Once a player completes a certain level the game automatically switches to the next one, thus 'uncovering it'.
- A player can only switch between the levels which have been uncovered.
- The game progress is automatically saved every time an adjacent level is reached, and will be reloaded the next time application is started.

3.2 Strategies and Tips

- Always review the complete molecule using the reference screen before making any moves.
- Next, study the play field and plan your moves. Remember, once a piece is moved it may not be possible to return it into the starting position.
- Think through your every move and try to visualize the trajectory piece will follow once a directional arrow is clicked.
- When using the keyboard to move pieces make sure that the desired piece is selected. If a wrong atom is marked as selected, use the **Tab** key to switch between the pieces until you reach a desired one.

Chapter 4

Interface Overview

4.1 Default Keybindings

Default shortcuts are:

Load	Ctrl+O
Restart Game	F5
Save	Ctrl+S
Previous Level	Ctrl+P
Next Level	Ctrl+N
Quit	Ctrl+Q
Undo	Ctrl+Z
Redo	Ctrl+Shift+Z
Atom Down	Down Arrow
Atom Left	Left Arrow
Atom Right	Right Arrow
Atom Up	Up Arrow
Next Atom	Tab
Previous Atom	Shift+Tab
Help	F1
What's this?	Shift+F1

Table 4.2: Shortcuts

4.2 The Game Menu

Game → **Load... (Ctrl+O)** Loads a previously saved game.

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

Game → **Save (Ctrl+S)** Saves the current state of the game to the disk.

Game → **Previous Level (Ctrl+P)** Change to the previous game level

Game → **Next Level (Ctrl+N)** Change to the next game level

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

4.3 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.

Move → **Undo All** Undo all moves you made.

Move → **Redo All** Redo all undone moves.

4.4 The Settings Menu

Settings → **Animation Speed** Set the animation speed to Slow, Normal or Fast.

Settings → **Show Toolbar** Toggles display of the toolbar below the menu bar.

Settings → **Show Statusbar** Toggle the display of the status bar at the bottom of the main window.

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

Settings → **Configure Toolbars...** Displays the KDE standard dialog to customize the toolbars.

4.5 The Help Menu

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

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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.

Chapter 5

Frequently asked questions

1. *Who made this game?*
The kdegames team. You can find their website [here](#).
2. *Where can I get cheatcodes?*
You cannot get cheatcodes for KDE games.
3. *How do I know what does the molecule looks like?*
You can view the molecule on the reference screen located in the top right corner of the game screen.
4. *Where is the reference screen?*
The reference screen is located in the top right corner of the game screen.
5. *How do I move a game piece (atom)?*
To move a game piece (atom) use your mouse cursor to click on it. At this time the available directional icon will become visible. Click on the corresponding directional icon to make a game piece move into the desired direction. Alternatively, you can use your keyboard to move the pieces. Use the **Tab** key to switch between the items, and the cursor keys to move them once selected.
6. *Can I use the keyboard to control the pieces (atoms)?*
Yes. Use **Tab** key to switch between the items, and the cursor keys to move them once selected.
7. *When I move a piece (atom) it goes right past the place where I want it. How do I make it stop there?*
You don't. Once an atom begins moving, it will not stop until it meets either a wall or another piece.
8. *I have stuck. How can I restart the game?*
To restart KAtomic choose Game → Restart from the menubar. Alternatively you can press **F5** key on your keyboard to restart the game.

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9. *I cannot beat the level. Is there a hint system, or a solver?*

No. Unfortunately at this time KAtomic does not feature a hint system. So the only way to finish a level is to solve it on your own.

10. *I did something wrong. Can I undo?*

Yes. To undo a wrong move select Move → Undo from the menubar. Alternatively you can press Ctrl+Z on your keyboard.

Chapter 6

Credits and License

Atomic Entertainment Copyright 1999 Stephan Kulow cool@kde.org and Cristian Tibirna tibirna@kde.org.

Atomic Copyright Andreas Wuest Andreas.Wuest@gmx.de.

Documentation Copyright 2000 Dirk Doerflinger ddoerflinger@gmx.net

Proofreading by Michael McBride mpmcbride7@yahoo.com

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Appendix A

Installation

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.1 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.