

# **The Atlantik Handbook**

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# Contents

<b>1</b>	<b>Introduction</b>	<b>5</b>
<b>2</b>	<b>Connecting to a Server</b>	<b>6</b>
<b>3</b>	<b>The Menubar</b>	<b>7</b>
3.1	The Game Menu . . . . .	7
3.2	The Move Menu . . . . .	7
3.3	The Settings and Help Menus . . . . .	7
<b>4</b>	<b>Reporting Bugs</b>	<b>8</b>
<b>5</b>	<b>Answers to Frequently Asked Questions</b>	<b>9</b>
<b>6</b>	<b>Credits and License</b>	<b>10</b>

## **Abstract**

Atlantik is a client for playing Monopoly<sup>®</sup>-like board games 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.
- 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 are not sure, contact your system administrator.

## Chapter 3

# The Menubar

### 3.1 The Game Menu

**Game → Show Event Log...**

Display the event log window.

**Game → Reconnect (After Crash)**

Reconnect to the last game. This is available only in case Atlantik did not quit cleanly from a game (usually because it crashed), and cannot be done anymore once you connect to a server.

**Game → Leave Game**

Leave the current game, without closing Atlantik.

**Game → Quit (Ctrl+Q)**

Close Atlantik.

### 3.2 The Move Menu

**Move → End Turn**

Let the other players know you have finished moving.

**Move → Roll Dice (Ctrl+R)**

Roll the dice.

**Move → Auction (Ctrl+A)**

Start an auction.

**Move → Use Card to Leave Jail**

Use a card to leave jail.

**Move → Roll to Leave Jail (Ctrl+J)**

Roll the dice to leave the jail.

### 3.3 The Settings and Help Menus

Atlantik has the the common KDE **Settings** and **Help** menus described in the [Menu](#) chapter of the KDE Fundamentals documentation.

## 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.

You can report bugs for Atlantik at the [KDE Bug Tracking System](#). 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

# Answers to Frequently Asked Questions

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

Unfortunately, computer opponents are not yet supported by Atlantik.

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 6

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