ATOMINO

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Atomino Contents

1. Explanations

In **ATOMINO** your task is to combine atoms into molecules . . . Now, we all know that atoms are normally on the small side, and they appear to spend most of their time aimlessly flying around, a fact that complicates their handling. Therefore, in **ATOMINO,** we have objects which look like atoms, smell like atoms, and, just like real atoms, have the capability of combining with one another. They are, to all intents and purposes: atoms - apart from the size factor, of course.

These atoms have a valance (look it up) of one to four, i.e. they can combine with one, two, three or even four other atoms.

Let me explain: imagine these atoms as small, naked, spherical, swarming beings, each armed with up to four hands. When two swarmers shake hands (when two atoms combine), each now has one less free hand (henceforth, free hands will be called free combinations, otherwise this manual may begin to sound kind of silly . . .)

A complete molecule is defined simply as a structure of atoms in which there are no more free combinations.

WARNING! For demonstration purposes only, this packaging contains some sample atoms in original size (find 'em if you can!).

1.	2.	3.	4.	5.	6.	7.	8.	9.	10.
1.	C4O2	C4O4	K4O2	C4O5	J4O2	K4O6	K4O4	C4O9	H4O2	J4O6
2.	J4O4	K4O8	S4O2	K4O7	K4O5	C4K2	C7O2	H4O6	H4O4	J4O8
3.	O4O2	J4O7	J4O5	K4K4	N4O2	S4O3	S4O6	K4K5	S4O4	K4K9
4.	K4O9	C4S2	C5O2	C7O6	C7O4	H4O8	K7O2	H4O7	H4O5	J4K4

2. Loading Instructions

2.1 C 64

Insert the game disk, with the label facing upwards, into your disk drive and type: **LOAD ":*", 8,1.**

ATOMINO will now load and start up automatically. If a blue space ship appears on your screen, you know that you have loaded the wrong program. If, instead, you see the **ATOMINO** title screen, you have, amongst others, the following alternatives:

1. Wait a moment before watching the demo game. Your computer plays **ATOMINO** all by itself, so you won't see a set sequence.

2. Press the "H" key to activate the Help Function. Here your computer explains the basic principles of play. (CAUTION: You should nevertheless read this manual fully, as the Help Function leaves some questions unanswered - it's also taken us a lot of time to write, time we would have rather spent on the beach.)

3. You want to play a game, so you press the FIRE button (joystick in port 2).

4. You prefer to load the game with the blue space ship anyway.

Other alternatives (such as having a cup of tea, pulling the cat's tail or searching through the **ATOMINO** pack for those sample atoms) are left entirely at your discretion.

1.	2.	3.	4.	5.	6.	7.	8.	9.	10.
1.	J7O2	O4O3	O4O6	J4K5	O4O4	J4K9	J4O9	K4S4	H7O2	N4O3
2.	N4O6	S4K6	N4O4	S4K8	S4O8	K4S5	B4O2	S4K7	S4O7	K4S9
3.	S4O5	K4B9	K4K2	C4H2	C2O2	C5O6	C5O4	C7O8	K5O2	C7O7
4.	C7O5	H4K4	J5O2	K7O3	K7O6	H4K5	K7O4	H4K9	H4O9	J4S4

Controls

"H"	Calls the Help function.
"P"	Pauses the game.

The cursor is controlled with a joystick in port 2. To place an atom, press the FIRE button. Pressing the SPACEBAR rotates the combination by 90° (see 4.4)

2.2 PC / MS-DOS / TANDY

Insert the game disk into drive A. Change to this drive by typing "A:". Start the program by typing "**ATOMINO**". You may also place the disk in drive B and load **ATOMINO** from there in the same way.

Impatient game addicts may copy **ATOMINO** into a directory on a hard disk and load the program from there. Your boss should appreciate the shorter loading times.

ATOMINO supports the AdLib sound board. Normally, the program recognizes the board automatically. You have the option to switch the sound board on or off, with the following loading commands:

"**ATOMINO** /A"	Play sound and music via AdLib board.
"**ATOMINO** /P"	Play sound only via internal speaker.

1.	2.	3.	4.	5.	6.	7.	8.	9.	10.
1. H5O2	J7O3	J7O6	O4K6	J7O4	O4K8	O4O8	J4S5	S7O2	O4K7
2. O4O7	J4S9	O4O5	J4B9	J4K2	K4H4	C9O2	H7O3	H7O6	N4K6
3. H7O4	N4K8	N4O8	S4S6	O7O2	N4K7	N4O7	S4S8	N4O5	S4B8
4. S4K4	K4H5	N7O2	B4K3	B4O3	S4S7	B4O6	S4B7	S4K5	K4H9

Common Keyboard Controls

"H"or F1	Activates the Help Function (title screen only).
"P"	Pause.
ESC	Abort game.
F10	Quit game & return to DOS.

Keyboard Cursor Control

You control the screen cursor with the cursor keys. The RETURN key places an atom at the position of the screen cursor, SPACEBAR turns the combination 90° clockwise (see 4.4)

Joystick Control

You may move the screen cursor with the joystick. Press FIRE button 1 to place or exchange an atom, FIRE button 2 rotates the combination 90° clockwise.

In case of difficulty, refer to the "README" file on the disk.

2.3 Amiga

There are three possible ways of loading the program:

- If the computer, after booting up, prompts for the WorkBench Disk, insert the program disk in drive DFO. The program loads automatically. Memory expansions are used as RAM, i.e. data is loaded faster during play.

1.	2.	3.	4.	5.	6.	7.	8.	9.	10.
1. B4O4	S4B5	S4K9	K4C2	S4O9	K4J2	K4S2	C2H2	C4N2	C2O6
2. C2O4	C5O8	K2O2	C5O7	C5O5	C7K4	J2O2	K5O3	K5O6	C7K5
3. K5O4	C7K9	C7O9	H4S4	H2O2	J5O3	J5O6	K7K6	J5O4	K7K8
4. K7O8	H4S5	S5O2	K7K7	K7O7	H4S9	K7O5	H4B9	H4K2	J4H4

- You are in WorkBench and want to play **ATOMINO**: Insert the program disk in any drive and load it by double-clicking "**ATOMINO**".

- When you're addicted to **ATOMINO** (usually after about five minutes of play), you may want to install it on your hard disk. To do this, you need WorkBench. Insert the program disk into any disk drive and boot the INSTALL program. A new window opens on WorkBench. On the first line, indicate the drive in which the original disk is located. On the second line enter the drive and path name of the desired hard disk. The program creates the necessary folders (sub-directories) automatically, if they don't already exist.

Controls

"H" or F1	Calls the Help function.
"P"	Pause.
ESC	Abort game.

The screen cursor is controlled with the joystick. To place an atom, press the FIRE button. Pressing the SPACEBAR rotates the combination by 90° (see 4.4).

1.	2.	3.	4.	5.	6.	7.	8.	9.	10.
1.	C3O2	H5O3	H5O6	J7K6	H5O4	J7K8	J7O8	O4S6	O5O2	J7K7
2.	J7O7	O4S8	J7O5	O4B8	O4K4	J4H5	N5O2	S7K3	S7O3	O4S7
3.	S7O6	O4B7	O4K5	J4H9	S7O4	O4B5	O4K9	J4C2	O4O9	J4J2
4.	J4S2	K2H4	C6N2	C9O3	C9O6	H7K6	C9O4	H7K8	H7O8	N4S6

2.4 Atari ST

- Insert the program disk into any drive and double-click on "**ATOMINO**. PRG". The program loads automatically.

- When suffering from Atominitis, you should install the program on your hard disk. To do this, copy the program disk into a folder on your hard disk. Load the program by double-clicking as normal.

Controls

"H" or F1	Calls the Help function.
"P"	Pause.
ESC	Abort game.

The screen cursor is controlled with the joystick. To place an atom, press the FIRE button. Pressing the SPACEBAR rotates the combination by 90° (see 4.4).

1.	2.	3.	4.	5.	6.	7.	8.	9.	10.
1.	K9O2	H7K7	H7O7	N4S8	H7O5	N4B8	N4K4	S4H6	J9O2	O7K3
2.	O7O3	N4S7	O7O6	N4B7	N4K5	S4H8	O7O4	N4B5	N4K9	S4C4
3.	N4O9	S4J4	S4S4	K2H5	H9O2	N7K3	N7O3	B4S3	N7O6	B4B3
4.	B4K6	S4H7	N7O4	B4B6	B4K8	S4C5	B4O8	S4J5	S4S5	K2H9

3. Starting the Game

If you selected item 3 (see 2.1), you are presented with the following menu:

1. Music ON/OFF
2. FX ON/OFF
3. Colour 1/2 (C64 only)
   - Colour set 1 or 2 (only applicable to atoms)
4. Mode A/B
   Game divided into levels or Free Game
5. Password Input password to begin play at a higher level
6. Start Begin play
7. Quit

Here you customize the game to your individual requirements: Select the desired menu item with the joystick and confirm your selection with the FIRE button:

1.	2.	3.	4 .	5 .	6.	7.	8.	9.	10.
1.	B7O2	B4B4	B4K7	S4C9	B4O7	S4J9	S4S9	K2C2	B4O5	S4N9
2.	S4B9	K2J2	S4K2	K2S2	K4H2	C6O2	C4B2	C4N6	C4N4	C2O8
3.	K4N2	C2O7	C2O5	C5K4	J4N2	K2O3	K2O6	C5K5	K2O4	C5K9
4.	C5O9	C7S4	H4N2	J2O3	J2O6	K5K6	J2O4	K5K8	K5O8	C7S5

4. Rules

4.1 The Board

... offers room for 7 X 8 = 56 atoms. Top left, above the board, is your current score. Underneath this is a status field which provides important information:

SIZE: Minimum size of molecules to be constructed, measured not in inches or hectares, but in atoms. This indication is only relevant for game mode A.

LEFT: Number of molecules still to be assembled in order to reach the next level (again only relevant for game mode A).

SET: Current number of atoms on the board.

EXTR: Indicates how big a molecule must be made in order reach the Extra Round.

To the right of the board is a pit into which atoms fall - slowly at first but their speed increases as you progress through levels. It can contain up to six atoms. The current atom is always the bottom one.

1.	2.	3.	4.	5.	6.	7.	8.	9	. 10.
1.	S2O2	K5K7	K5O7	C7S9	K5O5	C7B9	C7K2	H4H4	C7N2	H2O3
2.	H2O6	J5K6	H2O4	J5K8	J5O8	K7S6	O2O2	J5K7	J5O7	K7S8
3.	J5O5	K7B8	K7K4	H4H5	N2O2	S5K3	S5O3	K7S7	S5O6	K7B7
4.	K7K5	H4H9	S5O4	K7B5	K7K9	H4C2	K7O9	H4J2	H4S2	J2H4

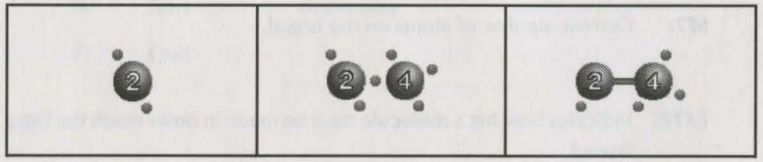
4.2 GAME OVER

The game is over when a seventh atom falls into the aforementioned pit. To avoid this, you must simply place atoms on the board at a sufficient rate. If you don't succeed, a different tune is played and the Game Over message appears. Press the FIRE button at this point and the title screen reappears or you may enter your name in the High Score table - this is saved automatically to disk.

4.3 Construction of a Molecule

Atom's free combinations are indicated by small stars (one to four - according to each atom's valence) - these rotate around the atom when placed on the board. When you place another atom directly next to, above or beneath it, the two atoms enter into a combination. Thus the number of free combinations for each atom is reduced by one.

For example:



A) You place an atom with two free combinations on the board.

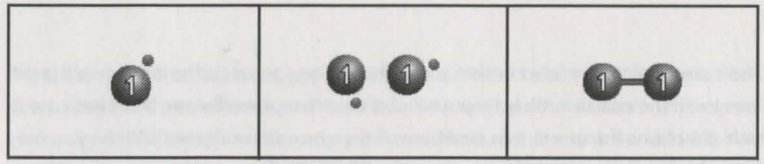
B) You then place an atom with four free combinations right next to it.

C) The atoms combine. The first atom placed now has only one free combination left, the second atom has three.

Whenever, through skilful combination of atoms, a molecule is generated, it is automatically cancelled from the screen.

1.	2.	3.	4.	5.	6.	7.	8.	9.	10.
1. C5N2	C3O3	C3O6	H5K6	C3O4	H5K8	H5O8	J7S6	K3O2	H5K7
2. H5O7	J7S8	H5O5	J7B8	J7K4	O4H6	J3O2	O5K3	O5O3	J7S7
3. O5O6	J7B7	J7K5	O4H8	O5O4	J7B5	J7K9	O4C4	J7O9	O4J4
4. O4S4	J2H5	H3O2	N5K3	N5O3	S7S3	N5O6	S7B3	S7K6	O4H7

For example:

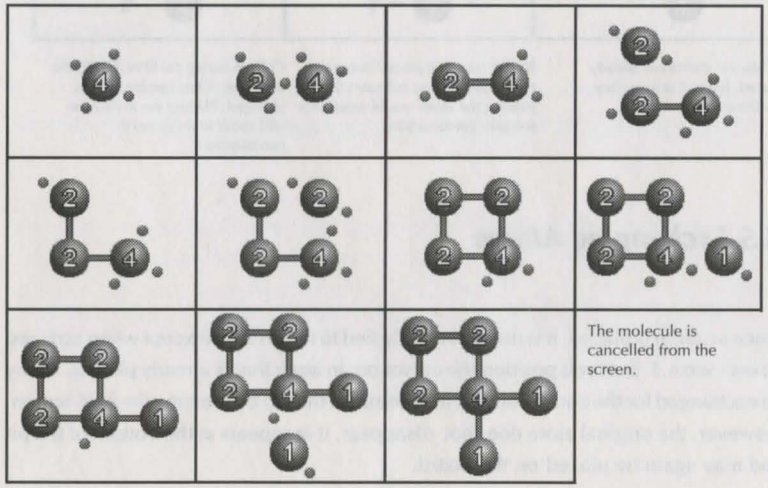


A) You place an atom with one free combination on the board.

B) You then place a second atom with one free combination directly next to it.

C) The atoms combine and, as there are no more free combinations, the molecule is complete.

One further example: The molecule is complete and subsequently cancelled from the screen.



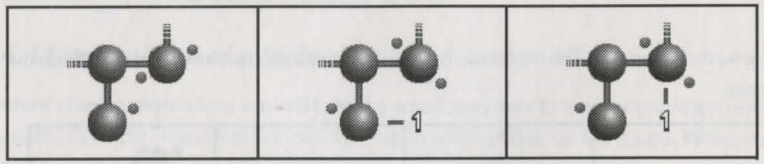
The molecule is cancelled from the screen.

1.	2.	3.	4.	5.	6.	7.	8.	9.	10.
1. N5O4	S7B6	S7K8	O4C5	S7O8	O4J5	O4S5	J2H9	B5O2	S7B4
2. S7K7	O4C9	S7O7	O4J9	O4S9	J2C2	S7O5	O4N9	O4B9	J2J2
3. O4K2	J2S2	J4H2	K6O4	C2N2	C6N3	C6N6	C9K6	C6N4	C9K8
4. C9O8	H7S6	K6N2	C9K7	C9O7	H7S8	C9O5	H7B8	H7K4	N4H6

4.4 The Cursor

... indicates how many free combinations the waiting atom (at the bottom of the pit) possesses. If the cursor is directly positioned next to a placed atom, lines indicate in which directions the atoms can combine. If there are several possibilities, you may modify the lines' directions by pressing the SPACEBAR.

For example:



A) Several atoms are already placed, but still possess free combinations.

B) The cursor is placed between two atoms. A line indicates that placing the atom would result in a left side combination.

C) By pressing the SPACEBAR, the direction of the combination is changed. Placing the atom now will result in an upward combination.

4.5 Exchanging Atoms

Once an atom is placed, it is not irrevocably tied to its position (except when screwed down - see 6.1.3). If you position the cursor on an atom that is already placed, it may be exchanged for the current one (at the bottom of the pit) by pressing the FIRE button. However, the original atom does not disappear, it reappears at the bottom of the pit and may again be placed on the board.

1.	2.	3.	4.	5.	6.	7.	8.	9.	10.
1.	J6N2	K9K3	K9O3	H7S7	K9O6	H7B7	H7K5	N4H8	K9O4	H7B5
2.	H7K9	N4C4	H7O9	N4J4	N4S4	S2H6	H6N2	J9K3	J9O3	O7S3
3.	J9O6	O7B3	O7K6	N4H7	J9O4	O7B6	O7K8	N4C5	O7O8	N4J5
4.	N4S5	S2H8	S9O2	O7B4	O7K7	N4C9	O7O7	N4J9	N4S9	S2C4

4.6 Joker Atom

From time to time an atom appears in the pit which has no electrons and no determined number of free combinations. You may place this atom wherever you wish; it will fit perfectly into any position. However, it must be able to enter a combination in at least one direction, otherwise it will be immediately cancelled from the screen (with no score).

1.	2.	3.	4.	5.	6.	7.	8.	9.	10.
1.	O7O5	N4N9	N4B9	S2J4	N4K2	S2S4	S4H4	K6O5	C8N2	H9K3
2.	H9O3	N7S3	H9O6	N7B3	N7K6	B4H3	H9O4	N7B6	N7K8	B4C6
3.	N7O8	B4J6	B4S6	S2H7	O9O2	N7B4	N7K7	B4C8	N7O7	B4J8
4.	B4S8	S2C5	N7O5	B4N8	B4B8	S2J5	B4K4	S2S5	S4H5	K6O9

5. Extra Round

If you build a molecule which contains at least the number of atoms indicated in the status window under EXTR and if, after deleting this molecule from the screen, there are no more atoms on the board, you may play an Extra Round.

To do this, the message "EXTRA ROUND?" which appears on-screen has to be accepted within two seconds by pressing the FIRE button, otherwise the game continues normally.

In the Extra Round the whole board is filled with atoms. You have all the time in the world to construct a molecule by exchanging these atoms. New atoms fall into the entry pit, only after you have completed a molecule. The risk in the Extra Round exists in the possibility that (by mistake... of course) you build only a very small molecule. This gets you into serious time problems when continuing the game as the screen is not cleared after this round - atoms not included in the molecule remain on the board. Therefore, the aim of the Extra Round is to combine all the atoms into one molecule.

1.	2.	3.	4.	5.	6.	7.	8.	9.	10.
1.	N9O2	B7B2	B7K3	B4C7	B7O3	B4J7	B4S7	S2C9	B7O6	B4N7
2.	B4B7	S2J9	B4K5	S2S9	S4H9	K6K2	B7O4	B4N5	B4B5	S2N9
3.	B4K9	S2B9	S4C2	K6S2	B4O9	S2K2	S4J2	K6H2	S4S2	K5H2
4.	K2H2	C8O2	C4K3	C4B6	C4B4	C4N8	K4B2	C4N7	C4N5	C2K4

6. Different Play Modes

6.1 Mode A - Level-oriented Play

If you select mode A, the computer gives you a task at the beginning of the game. Once accomplished, the next task (the next level) follows. Remember that a level is considered finished only when the board is empty.

Example: You have the task of building 3 molecules. If after completing this task (i.e. after the deletion of the third molecule) there are still atoms on the board, you will be prompted to empty the screen. Only then can you advance to the next level.

The tasks in more detail:

6.1.1 "CREATE x MOLECULES WITH AT LEAST y ATOMS"

For levels which carry this task you must construct the indicated number of molecules of a given minimum size. As soon as a molecule of the required size is ready, the value LEFT in the status window is decreased by one. On the first levels, the indication "WITH AT LEAST y ATOMS" will be missing as even the smallest molecules count.

On higher levels, ominous blocks, where no atoms can be placed, appear on the board. These mysterious blocks are carried over into the Extra Round - if you get that far.

1.	2.	3.	4.	5.	6.	7.	8.	9.	10.
1.	J4B2	K4N3	K4N6	C2K5	K4N4	C2K9	C2O9	C5S4	H4B2	J4N3
2.	J4N6	K2K6	J4N4	K2K8	K2O8	C5S5	S4N2	K2K7	K2O7	C5S9
3.	K2O5	C5B9	C5K2	C7H4	C7B2	H4N3	H4N6	J2K6	H4N4	J2K8
4.	J2O8	K5S6	O4N2	J2K7	J2O7	K5S8	J2O5	K5B8	K5K4	C7H5

6.1.2 "COMPLETE THE GIVEN PATTERN "

Here your task is to insert a molecule into a given delimiting structure. To this end, part of the board is filled with various bubbles which have similar features to the above mentioned mysterious blocks. Atoms may be placed only in free positions within the structure. It is theoretically possible to fill the structure (delimited by the bubbles) with the atoms at your disposal as, in this section, atoms don't fall into the pit purely by chance. However, this is true only if you finish the molecule on your first attempt; if you build only parts of the structure and let the molecules disappear, the number and sequence of the next atoms will not fit the structure so conveniently.

6.1.3 " MAKE THE GIVEN ATOMS DISAPPEAR "

On levels of this kind some atoms are already placed on the screen. Contrary to normal atoms, these are fixed to the board by means of sub-atomic screws and cannot be exchanged.

If you succeed in integrating all of the 'screwed-down' atoms into a molecule, you'll probably get some extra points.

The above mentioned ominous blocks can materialize on the board on these levels, too.

1.	2.	3.	4.	5.	6.	7.	8.	9.	10.
1. N4N2	S2K3	S2O3	K5S7	S2O6	K5B7	K5K5	C7H9	S2O4	K5B5
2. K5K9	C7C2	K5O9	C7J2	C7S2	H2H4	C5B2	C7N3	C7N6	H2K6
3. C7N4	H2K8	H2O8	J5S6	K7N2	H2K7	H2O7	J5S8	H2O5	J5B8
4. J5K4	K7H6	J7N2	O2K3	O2O3	J5S7	O2O6	J5B7	J5K5	K7H8

6.2 Mode B - right down to K.O.

If you have selected this mode, your task is purely and simply to grab as many points as possible. Here, you won't encounter mind-blowing blocks, bubbles or screws. But, as time passes, new atoms fall into the pit at a steadily increasing rate. The Extra Round may be played in this mode, too.

1.	2.	3.	4.	5.	6.	7.	8.	9.	10.
1. O2O4	J5B5	J5K9	K7C4	J5O9	K7J4	K7S4	H2H5	H7N2	N2K3
2. N2O3	S5S3	N2O6	S5B3	S5K6	K7H7	N2O4	S5B6	S5K8	K7C5
3. S5O8	K7J5	K7S5	H2H9	B2O2	S5B4	S5K7	K7C9	S5O7	K7J9
4. K7S9	H2C2	S5O5	K7N9	K7B9	H2J2	K7K2	H2S2	H4H2	J604

7. Scoring

You don't play **ATOMINO** just for the sake of it. Because in **ATOMINO** you can win something: **Points**! and lots of 'em.

In mode B, for example, you gain ten points for every atom placed; for every molecule you create the number of atoms contained therein is squared. Your SCORE is displayed in the upper left corner of the screen.

For a molecule constructed during an Extra Round, you get double points.

Scoring is slightly different in mode A. Here you don't get points for placing an atom. If you have solved a level and still have to empty the screen, even finishing a molecule won't be rewarded.

On levels where you have to rebuild a given structure, your score will be increased only after finishing the level, i.e.: after rebuilding the structure completely.

1.	2.	3.	4.	5.	6.	7.	8.	9.	10.
1.	C2B2	C5N3	C5N6	C3K6	C5N4	C3K8	C3O8	H5S6	K5N2	C3K7
2.	C3O7	H5S8	C3O5	H5B8	H5K4	J7H6	J5N2	K3K3	K3O3	H5S7
3.	K3O6	H5B7	H5K5	J7H8	K3O4	H5B5	H5K9	J7C4	H5O9	J7J4
4.	J7S4	O2H6	H5N2	J3K3	J3O3	O5S3	J3O6	O5B3	O5K6	J7H7

8. Hot hints

Playing **ATOMINO** requires a lot of quick thinking to succeed. On the first levels, you can still afford tactical blunders, but as you progress the game becomes less lenient. In order to avoid too much humiliation, consider the following hints carefully.

Above all, remember (but don't repeat aloud in public places):

"A Four on a border causes havoc and disorder."

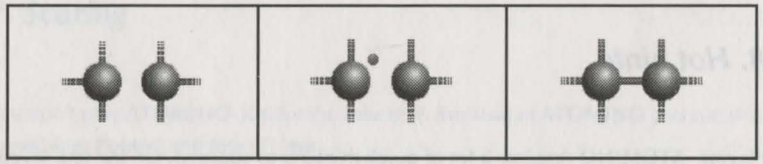
This is true because a four-valence atom on a border can combine only in a maximum of three directions. The same is true of for three-valence atoms placed in a corner. They will also keep at least one free combination. Therefore:

"A Three in a corner makes you look forlorner (you try thinking up a word to rhyme with corner!)."

In ticklish situations, borders can be used as "interim storage" (with low residual risk) for four-valence atoms. However, it is always best to try to integrate all arriving atoms into a permanent position within a molecule.

In the following two situations, four-valence atoms can easily be built in:

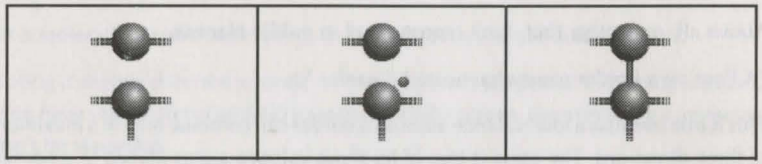
1.	2.	3.	4.	5.	6.	7.	8.	9.	10.
1.	J3O4	O5B6	O5K8	J7C5	O5O8	J7J5	J7S5	O2H8	S3O2	O5B4
2.	O5K7	J7C9	O5O7	J7J9	J7S9	O2C4	O5O5	J7N9	J7B9	O2J4
3.	J7K2	O2S4	O4H4	J6O5	C9N2	H3K3	H3O3	N5S3	H3O6	N5B3
4.	N5K6	S7H3	H3O4	N5B6	N5K8	S7C6	N5O8	S7J6	S7S6	O2H7



A) Two unconnected three-valence atoms are situated next to each other.

B) One of the three-valence atoms may be replaced by a four-valence one.

C) At the next possible opportunity, the second three-valence atom may also be exchanged for a four-valence one.

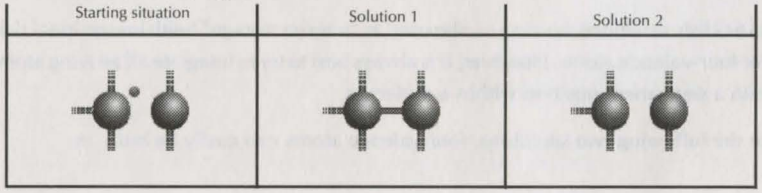


A) Starting situation.

B) The three-valence atom is exchanged for a four-valence one.

C) The three-valence atom, thus freed, replaces the two-valence atom.

Often different moves give the same result:



To the left, there is a four-valence atom with one free combination. Next to it there is a two-valence atom with no free combinations. The current atom, which now has to be placed, has three free combinations.

It replaces the two-valence atom. Now in this position there are no free combinations left. The current atom now is a two-valence one.

The three-valence atom replaces the four-valence one. In this case, too, there are no more free combinations. The current atom now is a four-valence one.

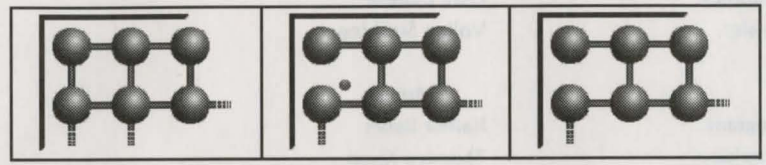
1.	2.	3.	4.	5.	6.	7.	8.	9.	10.
1. O3O2	N5B4	N5K7	S7C8	N5O7	S7J8	S7S8	O2C5	N5O5	S7N8
2. S7B8	O2J5	S7K4	O2S5	O4H5	J6O9	N3O2	B5B2	B5K3	S7C7
3. B5O3	S7J7	S7S7	O2C9	B5O6	S7N7	S7B7	O2J9	S7K5	O2S9
4. O4H9	J6K2	B5O4	S7N5	S7B5	O2N9	S7K9	O2B9	O4C2	J6S2

In such a case you have to decide if, for your next action, you need a two- or a four-valence atom.

Now some hints for the Extra Round.

Above all, pay attention not to complete a small molecule by mistake. Take care that all atoms are linked in some way or other. Start by taking four-valence atoms off the borders and place them in the centre.

The main problem in an Extra Round is one-valence atoms. They should be placed at the borders.

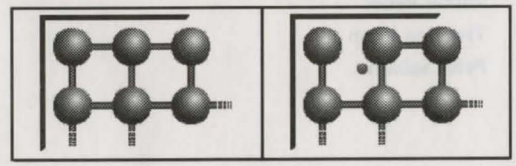


A) Starting situation: The current atom is one-valence.

B) It is placed in the corner.

C) The thus freed two-valence atom replaces the three-valence one.

Another solution:



A) Same starting situation.

B) By pressing the SPACEBAR, the one-valence atom will now be combined downwards.

1.	2.	3.	4.	5.	6.	.7	8.	9.	10.
1. S7O9	O2K2	O4J2	J6H2	O4S2	J5H2	J2H2	K8O4	C4C3	C2N3
2. C2N6	C6J6	C2N4	C6J8	C6N8	C9S6	K2N2	C6J7	C6N7	C9S8
3. C6N5	C9B8	C9K4	H7H6	J2N2	K6J3	K6N3	C9S7	K6N6	C9B7
4. C9K5	H7H8	K6N4	C9B5	C9K9	H7C4	C9O9	H7J4	H7S4	N2H6

9. Credits

Idea:	GAME - O - WARE
Elaboration:	Play Byte / Blue Byte
Manual:	Use Beneke
	Volker Strübing
	Thomas Hertzler

C-64 and PC

Program:	Tobias Herre
Graphics:	Uwe Beneke
Music:	Volker Strübing

Amiga

Program:	Rainer Reber
Graphics:	Thorsten Knop
Music:	Hans Hermann Frank

Atari ST

Program:	Rainer Reber
Graphics:	Thorsten Knop
Music:	Peter Sabath

Names and contents in this manual are not made up. Any resemblance to other persons would, though, be completely incidental and should be reported to your local hairdresser at your earliest convenience.

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