

Introduction

I wrote Atomic because I was fed up with so called Tetris games being too slow or too easy, taking ages to get to anything remotely challenging. I used to be hooked on a fast and furious PC version called Blox, where you found yourself feverishly pressing every key in sight within a minute or two of starting... and I've tried to capture the same feel in Atomic.



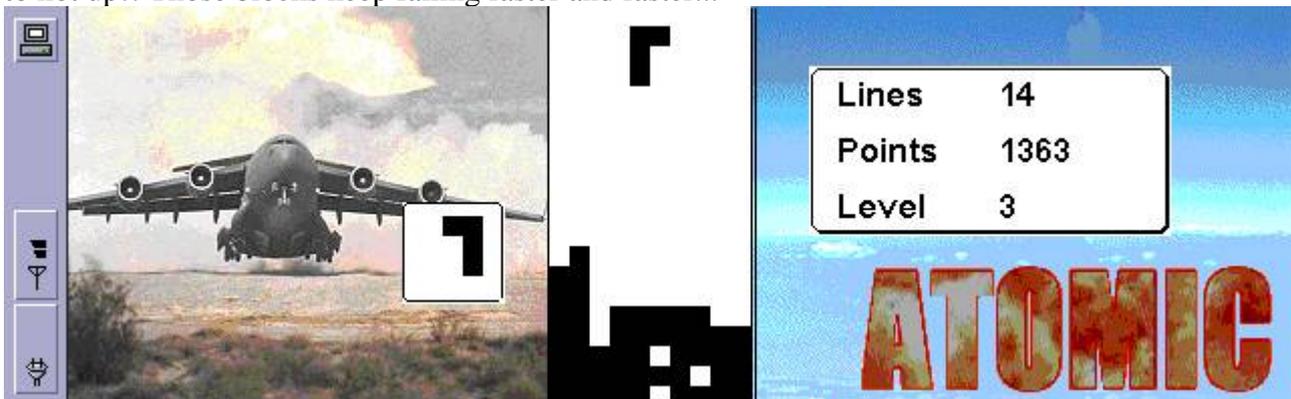
Gameplay

Oh come on. Everybody knows how to play Tetris by now! You rotate the falling blocks and shift them left and right with the arrow keys, dropping them into position (with the down arrow keypress) when you're happy.

In the Settings dialog, you can change the definitions of the keys to rotate clockwise and anti-clockwise.

Now, listen carefully... When a complete row is filled (no holes), the row itself vaporises and you score some points. If you can arrange things so that several rows are completed simultaneously, you start to get even greater numbers of points. And the further you are into the game, the more each row is worth. And so on....!

Every so often you advance a 'level' and you'll hear a siren going off. Watch out, things are starting to hot up!! Those blocks keep falling faster and faster...



Sounds

There's a spooky siren which starts the game off and which announces a speeding up of the falling blocks. And disappearing rows explode with a very satisfying roar...

You can turn the racket down in 'Settings'.

Pay up!

If you're reading this on the Nokia Software Market, just click on the 'Buy' button and you're off and running!

Also available from my web site, Atomic is 100% fully working shareware. Registering gets rid of the level-opening nag screens and gives you a warm, honest feeling inside...

To register, either send a £9 cheque to me at 22 Grays Crescent, Woodley, Reading RG5 3EN, United Kingdom, or use your credit card online at <http://3lib.ukonline.co.uk/register.htm>

Thanks in advance!
Steve Litchfield