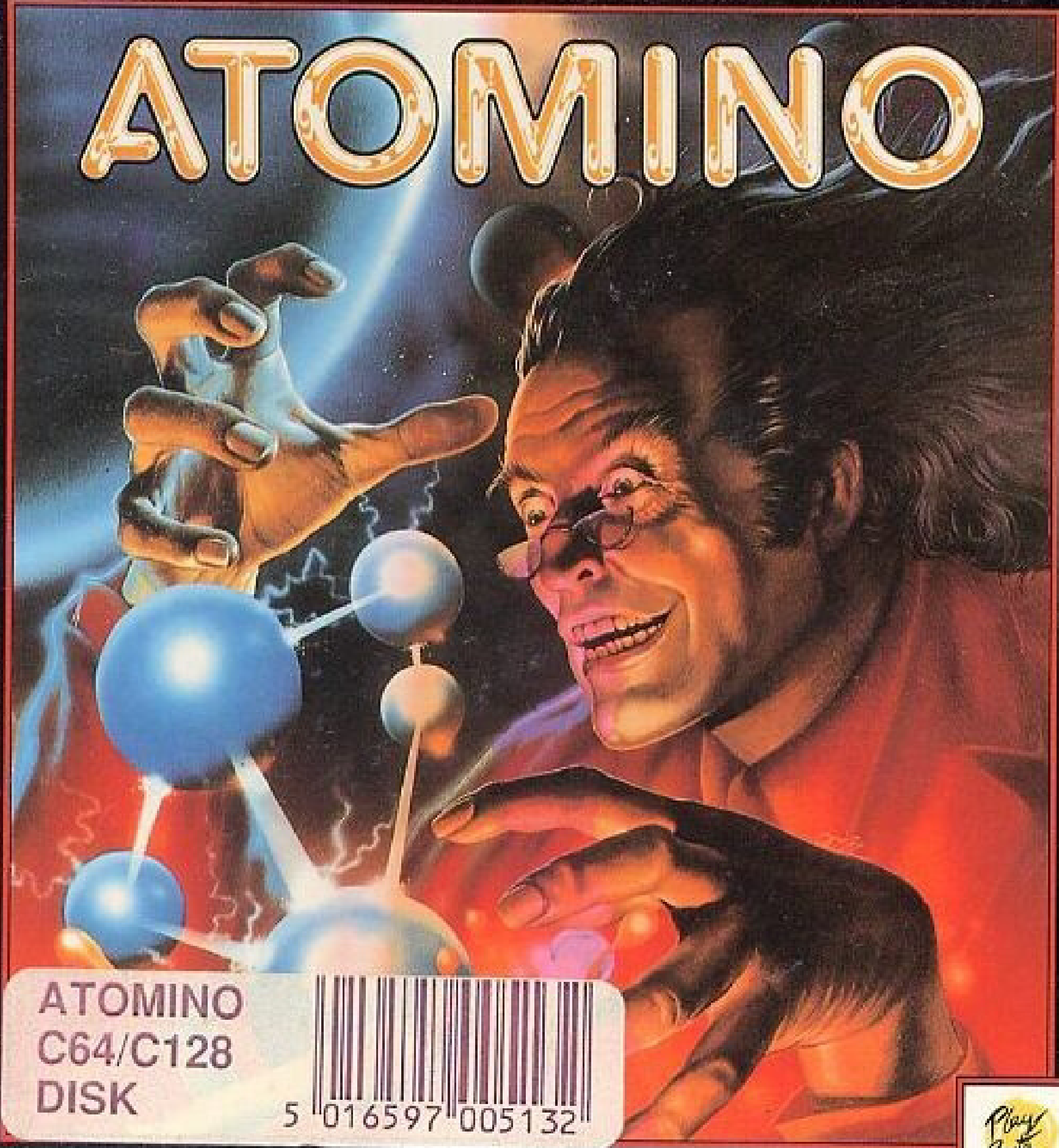
ATOMINO



ATOMINO
C64/C128
DISK

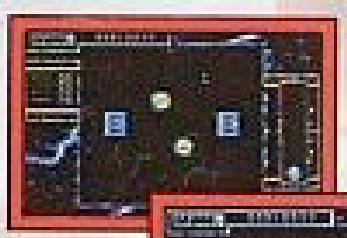
5 016597 005132

PSYCHOSIS

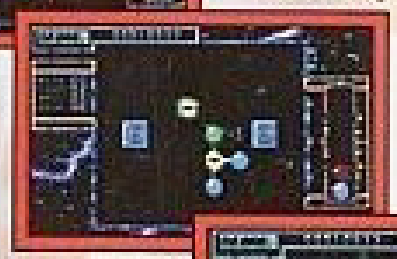
Player 3yte

ATOMINO

DO YOUR LEVEL BEST!



Level 10: Two fixed atoms – both have to be connected to four other atoms – are stuck on the playboard, along with a couple of immovable objects . . . just to make things interesting . . .



A One-er here won't help much, but it'll do until a better one comes along.

A Three-er slots nicely in here to include both fixed atoms in the molecule . . .

Psygnosis
and their Molecule Madness

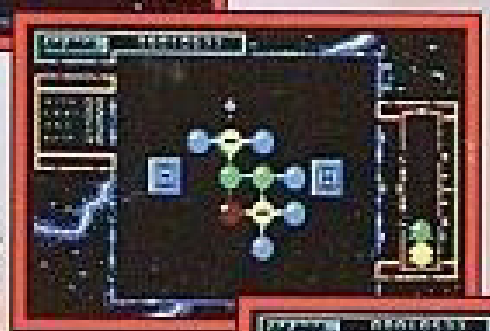
Against the clock, you use your chemical tendencies to build molecules out of atoms provided.

And don't be surprised if the very atom you don't need will be the one you're given to use next . . .

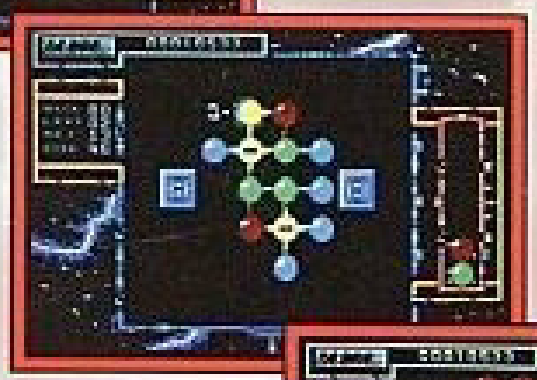
Pray for a Joker Atom!

If you don't look like a mad scientist now, you will by the time you've tackled ATOMINO!

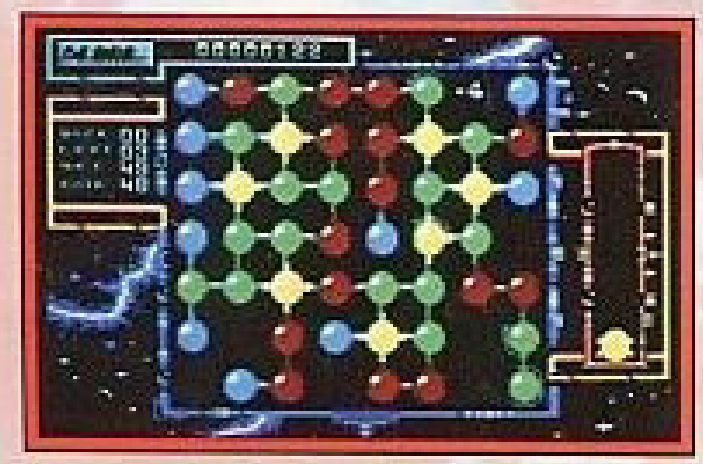
Up and Atom!



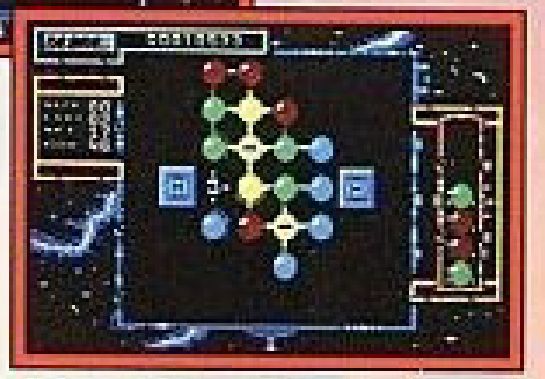
Typical! A Four-er just when I don't need it



Now a Three-er . . . it's just not my day!



If you thought Level 10 was tough . . . !



If I swap this One-er with a Three-er and move the One-er lower down the board . . . Yeahhh! A piece of cake: Gimmee the next level!

PSYGNOSIS

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