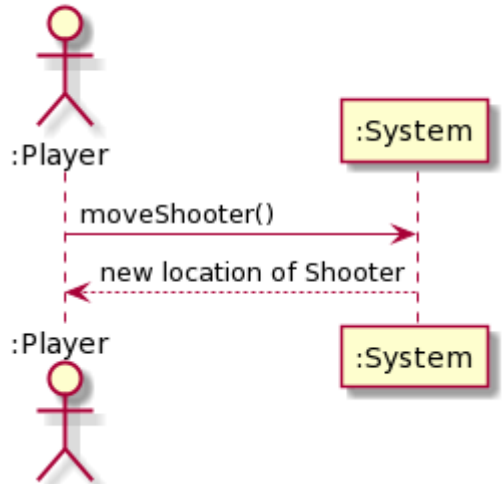
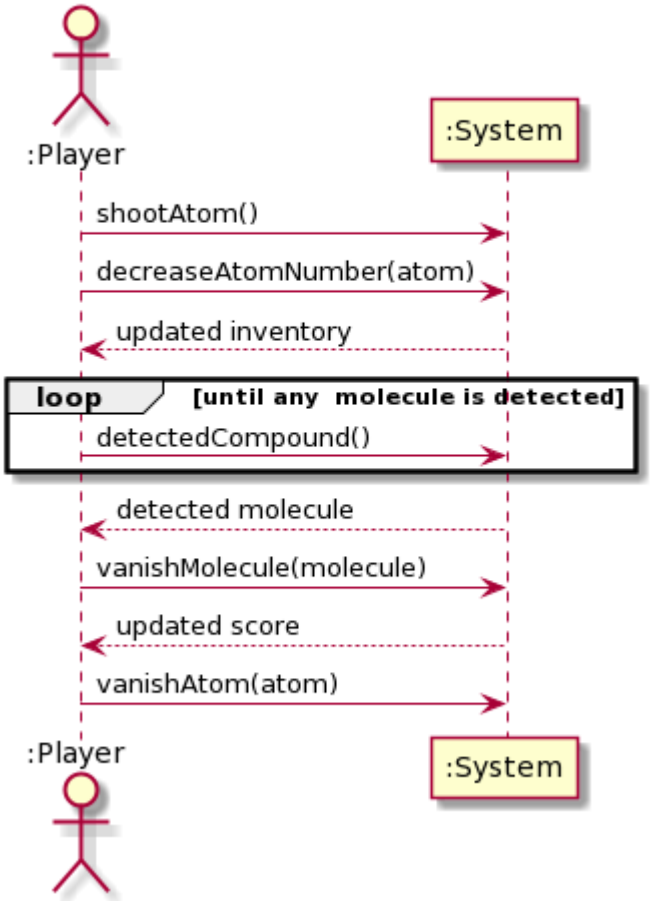
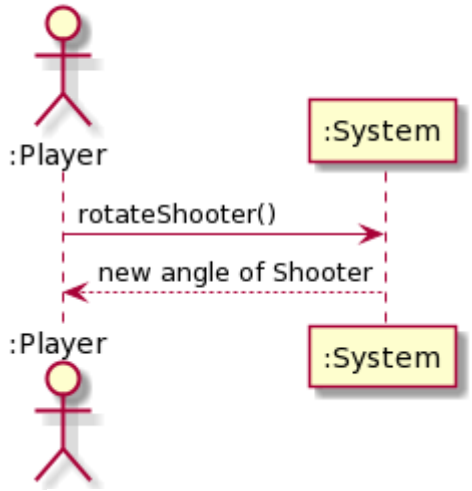
Move Shooter



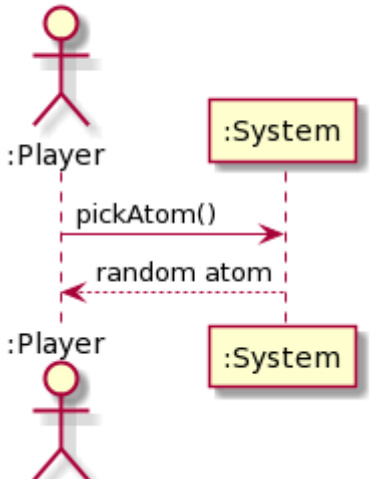
Hit A Molecule



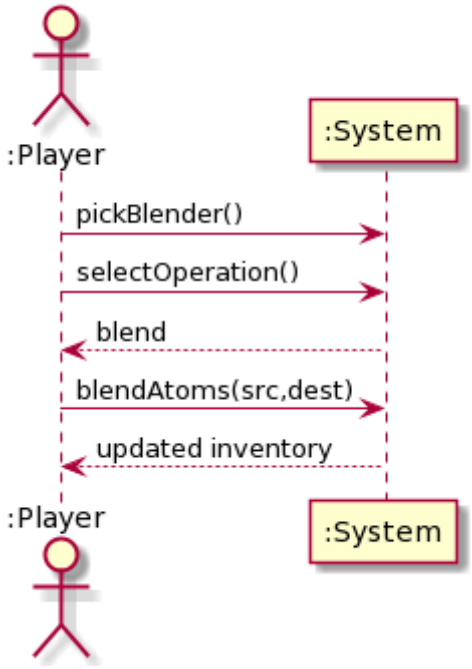
Rotate Shooter



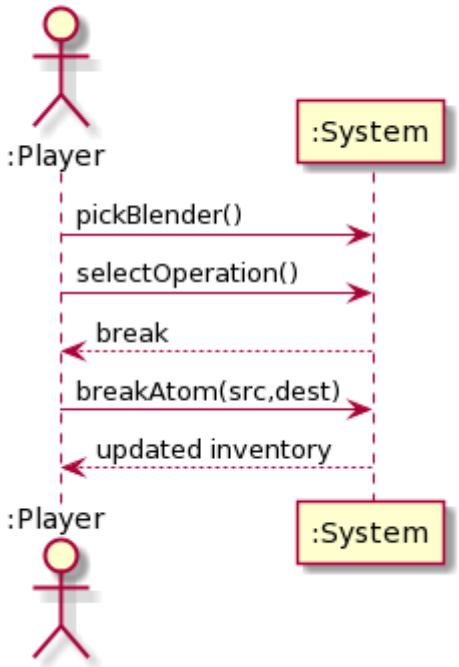
Pick Atom



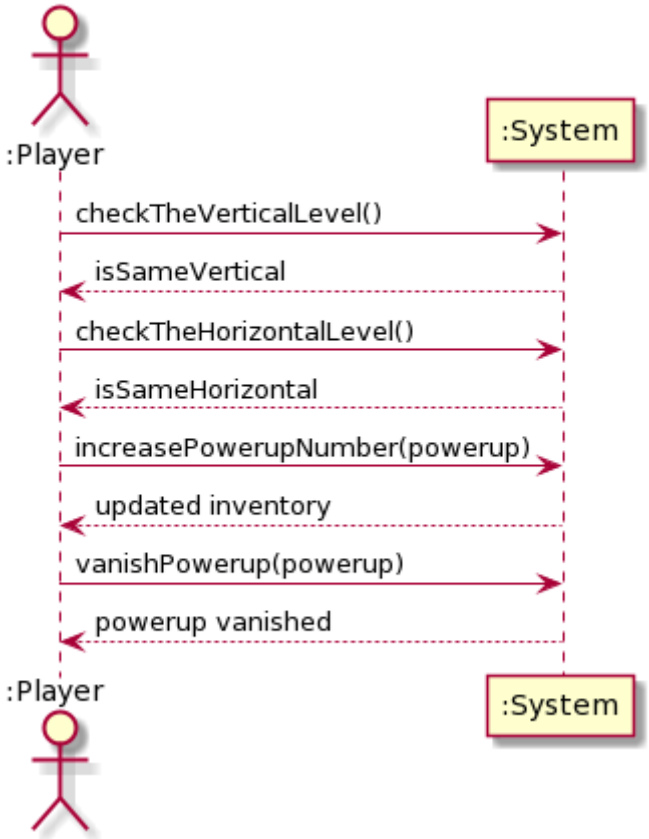
Blend Atoms



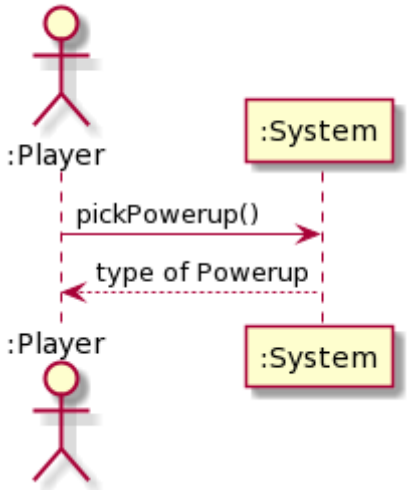
Break Atom



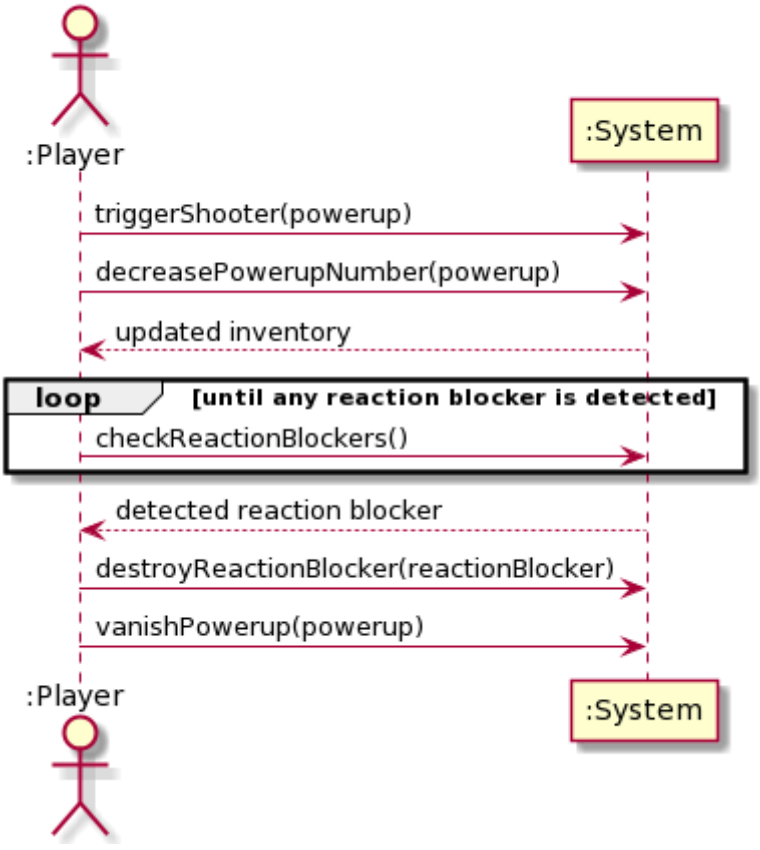
Catch Powerup

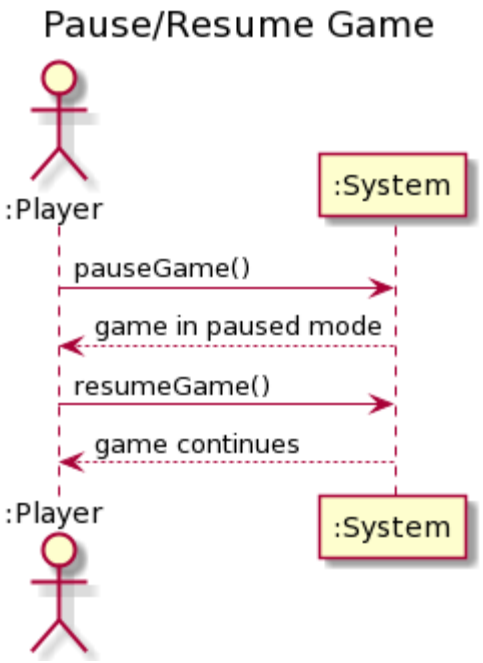


Pick Powerup



Destroy Reaction Blocker




Pause/Resume Game
:Player
:System
pauseGame()
game in paused mode
resumeGame()
game continues
:Player
:System