**Glossary**

Group: Fark Etmez

Atom: Atom can be shot by the shooter. It forms a stable compound when it hits the corresponding molecule. There are four types of atoms: Alpha, Beta, Gamma and Sigma.

Molecule: Molecules are sent by aliens, fall from the top of the screen. They must be shot with the corresponding atom to form a stable compound. There are four types of molecules: Alpha, Beta, Gamma and Sigma.

Reaction Blocker: A molecule that is thrown by the evil aliens, falls from the top of the screen. They prevent the production of Stable Compound. They can as well harm the player if they fall on the ground. There are four types of reaction blockers. These blockers are Alpha-b, Beta-b, Gamma-b, Sigma-b.

Powerup: A molecule that is thrown by the evil aliens, falls from the top of the screen. It must be caught by Player for using it. It can destroy reaction blockers if it enters its field. It is shot by Atom Shooter.

Atom Shooter: A horizontal moving vehicle with a gun. It shoots atoms to compounds to form a stable compound.

Blender: It can convert one type of atom to another type of atom according to predetermined rules.

Hitting Molecule: Corresponding atom and molecule is at the same point. So, they form Stable Compound

Stable Compound: It is produced when Atom Shooter shoots it with the corresponding atom. It vanishes after it is formed.

Building Mode: Game starts with Building Mode. It enables Player to specify initial game settings.

Running Mode: It starts when the Building Mode finishes.

Evil Aliens: Source of Reaction Blockers

Good Aliens: Source of Powerups