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Notes on Domination - the game of Strategy developed by A. Trenker for PDQL -

DOMINATION was devised by Antony Trenker and abetted by Chas Dillon. It is published by PDQL and should be taken in small doses by QL users.

DOMINATION is a strategy game for two to four players, any or all of whom can be humans.

The object of the game, to DOMINATE the World, is accomplished by one of the players overcoming all others either by occupying their territories or engineering their economic or population collapse or a combination of both.

A skilful blend of economic and military strategy - and plain nastiness - is all that is required.

First - Notes on Operation

1.0 Loading

Load DOMINATION with the EXEC_W command e.g. exec_w mdvl_domination <ENTER>

At this stage we must invoke a PDQL announcement:

WARNING - THIS GAME IS ADDICTIVE - if taken too seriously it may damage your health!

2.0 Initial Options

Your first options after loading are to press I for Instructions, L to load a previously saved game, or, by entering a number from 2 to 4 to nominate the number of players. You will then be required to enter P or C for Person or Computer together with the name of each player.

The Domination Screen is now displayed together with the Status of the first player.

If during the course of the game nothing seems to happen, press ENTER.

3.0 Playing Domination

Each Player represents a Country which to begin with occupies one quarter, one third or one half of the World depending on the number of players.

The World is represented by four equal quadrants each of which produces different items of goods.

Player number 1 is in occupation of the Top Left (blue) territory and produces Wheat (product number 1):

Player number 2 is in occupation of the Top Right (red) territory and produces Houses (product number 2):

Player number 3 is in occupation of the Bottom Left (pink) territory and produces Vehicles (product number 3):

Player number 4 is in occupation of the Bottom Right (green) territory and produces Commodities (product number 4):

Every Country produces weapons (product number 5).

Each Player begins with the same Population equal: spread between Industry, the Army and Flood defences. He has the same initial number of goods, all priced (for port) at the same price as the other players. Each player has par. i.e. 50%, values for Transport, Popularity and Welfare. Each player starts off with equal funding.

4.0 Action

At each turn the player has the opportunity to take certain decisions or to take no action.

4.1 Buying Goods

The player may buy goods from another Country (both identified by the numbers in Paragraph 3). Only one type of product may be bought at any one time and from one seller only. If weapons are required the potential seller has the right to refuse. The player is then entitled to consider another purchase. Any player may go into deficit - and face the consequences!

If no purchase is to be made press 0.

4.2 Re-pricing Goods

The player may re-price any one of the five items of goods up or down to a maximum of 10. If no re-pricing is required press 0.

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4.3 Fighting

The player may attack a neighbouring square, to the right, left, up, down or diagonally. Move the Target with the arrow keys and press ENTER when ready. The sound of explosion signifies the skirmish has taken place

The result of the aggression is displayed on screen.

If successful the aggressor will occupy that goods producing square unless and until successfully attacked by another player. If the player does not wish to fight this turn press ESC.

While it always possible to succeed in battle, success is by no means guaranteed and the success rate is likely to be less than 50%.

4.4 Population Movements

The last action to be considered at each turn is moving population between the three categories. Numbers are used to identify each category, Industry = 1, Army = 2 and Flood = 3. If no movement is required press 0.

The greater the Industrial population, the greater the number of goods from the occupied territories can be produced. The larger the army the greater the chances of success in any aggressive action taken; the greater the chances of resisting attack from a neighbour. The greater the Flood Defences, the more likely is that Player to emerge from Flood disaster unscathed. The chances of flooding depend on the relative size of the FLOOD population compared with the other two population categories.

5.0 Computerised Summary

The Program now considers the effect of your season and may introduce a number of random influential events, some of them beneficial. The likelihood of adverse or beneficial events is determined by all your Status features.

Population may increase or decrease; more goods than usual may be produced; local or universal disasters may occur. All will affect you.

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6.0 In Between Turns

After everybody has read the player's status press C to continue the game. If only Computers are playing each other there is no need to press C. The game continues automatically.