

Welcome to:

**GLOBAL DOMINATION**  
Impressions Software, Inc.

This documentation is designed to give to a quick, brief overview into how the game works.

## OVERVIEW

You are one of five rulers fighting for control of the world. The world is made up of territories; each territory you control gives you resources which you spend on your military and espionage activities. The goal of the game is to control every territory on the map. You do this by building and moving armies, destabilizing enemies, spying and making deals with other rulers.

Play takes place mainly on the world "board" map, where a player can:

- place new armies
- move current armies
- attack territories
- retreat from territories
- destabilize territories
- spy on territories
- make deals with other players

Play also takes place on the world map, where the entire game map can be viewed at once, and the satellite map, where tactical battles may be fought.

The basic currency of the game is the resource unit with which a player can:

- commission new armies
- allocate resources to land/sea movement
- allocate resources to espionage
- allocate resources to "insurgency forces"

### The Enemy

Each computer-controlled ruler is a leader taken from the pages of history: Henry V, Atilla the Hun and more. Each ruler has his own style of leadership, which you will see in his fighting style and diplomatic ways.

### Time

The game proceeds in turns, where each turn equals one month of game time. Each turn, the first ruler moves all of his, then the second ruler, and so on.

### Territories

Each territory on the map can be one of three sizes, which determines the number of resource units it will produce in a month: small (1 unit), medium (2 units) and large (3 units). At the start of each turn, a player gains resources from each of his territories, and can immediately start spending them. Therefore the player will want to capture as many large territories as he can.

To capture a territory a player moves his army into an adjacent territory (that is not already in conflict or is in a state of revolution). If the territory was previously neutral (brown) or was unoccupied by an army, then the player seizes the territory without loss. If the territory contains an opposing player's army, then a conflict starts to determine control of the territory.

### Armies

In this game armies are composed of ten different unit types, including infantry, tanks, etc.; and you get to choose the makeup of each army. Each unit type has certain advantages or drawbacks, depending on which unit type it fights against: for example, just one infantry unit will always win against ten air defense units. When selecting the composition of an army it is therefore important to collect intelligence on your enemies, so that you know what types of units you will have to face and what to pit against them.

Other factors affecting an army's performance are experience, morale and obsolescence. Each affects an army's performance in a conflict.

On the board map, each army is represented by a "bullet" marker occupying a territory. The size of the bullet gives an approximation of the strength of the army, so that you can judge one against the other.

### Conflicts

When a conflict between armies starts, it can be resolved in one of three ways:

Background Computer Resolution: you're only told who

wins.

**Foreground Computer Resolution:** clashes between units are mathematically simulated.

**Satellite Battles:** you control each of your units from a satellite overview map.

When you use foreground resolution, the computer will update the battle each month, taking into account these factors: army compositions, army sizes, morale, experience/obsolescence, duration of the conflict, and random chance.

When you are in background resolution, the calculations are the same, but you only see who wins.

If there is no other ongoing satellite battle, the player can choose to fight any conflict on the satellite screen. This gives the player more control of the outcome and may have a better chance of winning a conflict. Or he may want to turn a doomed battle into a tactical victory, e.g. attacking certain units of a strong army in preparation for a future battle with other forces.

The satellite screen provides Global Domination with a tactical angle. It is described in more detail later in this document.

### Revolutions

Each territory has a potential to revolt against the tyranny of its current master; the factors which affect the likelihood of an uprising are:

- is there an army occupation in the territory (XXX)
- how recently the territory acquired its new ruler (XXX)
- the degree to which other players are destabilizing the territory with their special forces
- the proximity of other territories in revolt (XXX)
- the degree to which a territory's ruler has invested in the country (XXX)

Revolutions take territories out of the hands of their rulers and put them "up for grabs" -- a weak ruler can seize these locations quickly to expand, and a strong ruler must take care to lessen the potential for revolution.

### Diplomacy

During the course of the game you will have the option to

make pacts and deals with the other powers, and they in turn will offer you and each other deals. Using diplomacy in this way a player will be able to affect the course of the war without firing a shot! Each computer player's propensity for offering and accepting patch and its likelihood of breaking them is governed by its historic "personality."

#### INSTALLING THE GAME

To install this version of Global Domination, go to the DOS command line, make a directory on your hard drive just for this game, and place the game disk into the appropriate floppy drive. Then go to the directory on your hard drive set aside for the game and type

```
COPY A:*. * <ENTER>
```

or

```
COPY B:*. * <ENTER>
```

depending on the floppy drive being used. Then type

```
LHA E *.LZH <ENTER>
```

and the game files will be decompressed. When you are done, type:

```
GLOBAL <ENTER>
```

to run the game. The current version has no sound effects added, so you will only hear occasional beeps from your computer's internal speaker.

#### STARTING A GAME

The Startup screen for the game consists of three options:

Our World -- play using the Earth as the game map.

New World -- generates a world map from scratch from the player; this process takes time, but a window appears so you can watch the process unfold.

Preload a Game -- loads in a previously saved game.

**NOTE ON SAVING AND LOADING GAMES:** Do NOT press the

ENTER key when attempting to save or load files; this does not enter in a name, but actually CANCELS the save or load.

## The Player Selection Screen

Whenever you start a new game, you must choose the five rulers from the twelve available choices. The Player Selection screen consists of a Player List in the center of the screen, and pictures of the twelve options surrounding it.

The player list determines the colors and order assigned to all players, i.e. the first selection is Red and goes first, the second is Green and goes second, and so on. You should therefore create a human player for yourself (see below) before you choose your opponents. The small bullet to the left of the player list shows the color of the next player to be chosen (look at the colored band around the bullet.

The choice in the lower-left corner (the "thinker") is for modem-play, which has not been implemented yet. The "thinker" to the right of that one is the human player; click on it, type your name and press ENTER to choose your player. The "?" choice near the top-right corner chooses random computer players.

When you have selected five player, the game will ask you to confirm the choices, and then the game will begin.

## MAIN SCREEN

This is the main screen of the game; it consists of three areas: the playing area, the message bar and the icon bar.

## Playing Area

This area (filling most of the screen) contains one of three maps: the Board level, which is a scrolling view of the game map; the World level, which is an overview of the entire game map; and Satellite Level, which is scrolling tactical view of one specific battle.

The Area has different functions in each of these levels:

**Board Level:** You can see the different territories separated by square-edge borders, and markers indicating the three territory sizes. Armies are indicated by gray bullets, with the size of the bullet indicating its approximate strength.

You can click on territories and armies to bring up an info-panel on them. For a territory, this panel lists the territories that border it; it also contains a mini-map button that toggles between a geographic and political view, and a spy button that provides data on the country dependent on your intelligence on that player. For an army, this panel lists some, all or none of the following, dependent on your intelligence on its owner: composition, morale, and obsolescence.

Four icons on the Icon Bar (see below) are used exclusively for manipulating armies and special forces units on the Board View. They are explained later in this document.

When you aren't any icons on the Icon Bar (see below), you can access scroll mode to view the rest of the map by clicking the right mouse button. This changes the mouse pointer into an open hand with its palm away from you; scrolling then works as it does on any other mode. Right-click again to return to the normal command mode.

**World Level:** You can see an overview of the entire game map on this level, which is color-coded to provide information in four areas: geography, empire, conflict and unrest. The four icons on the icon bar that control the color-coding are explained later in this document.

When on the world-level, you can instantly survey any part of the map by clicking on it. This brings you into board level with the Playing Area centered on the selected location.

**Satellite Level:** This is a special level, which is only active when you have selected a conflict to be player out in satellite mode. The satellite map is an overhead view of a battlefield, in which you can control each unit in your army in a battle against the enemy's armies. This level is covered in detail in a

later part of this document.

Many of the commands that affect these three maps appear in the icon bar (see below).

### Message Bar

The wide black window below the playing area displays messages regarding almost every action in the game. The messages on it are color-coded to the rulers involved.

The message bar can be extended or shortened by pressing the blue buttons to the left of the bar; this allows you to review earlier messages.

### Icon Bar

You access most of the game's commands through the double column of icons on the right-side of the screen. Some of these icons will stay the same throughout the game; others will change depending on which map you have accessed.

The icons are described in the sections that follow:

#### GENERAL ICONS

The following icons are the same regardless of what level of the game you are looking at:

**NOTE:** Icon 1 and Icons 4 to 8 access panels and screens that appear over the main screen. When you are finished using any of them, you can return to the main screen by clicking the right mouse button.

1. "I" Symbol -- This takes you to the game options panel from which you can:

- load a game (arrow pointing away from disk)
- save a game (arrow pointing towards disk)
- restart the game ("New Game")
- adjust game speed and scroll speed (snail)
- exit to DOS ("EXIT" sign)
- adjust game options ("I" symbol)

2. World/Board Toggle -- This button switches your view between the board level (a scrolling view of the game map) and world level (an overview of the entire map). Press it when it is a globe, and it activates world level. Press it when it shows four colored squares, and it activates board

level.

3. **Satellite Map** -- If you have selected a conflict for a complete battle, then pressing this button (displaying some terrain) will move you to the satellite map where you can view the action and give tactical commands. Satellite Battles are detailed in a later section of this document.

4. **Military Report** -- Pressing this button (displaying a general in profile) activates the Military Report screen, from which the player can view the overall strength of his forces and the status of all his current conflicts. This is detailed in a later section of this document.

5. **Logistics Screen** -- Pressing the button displaying a golden scale accesses the logistics screen, from which you control the spending of your resources and the composition of future armies. This is detailed in a later section of this document.

6. **Diplomacy Screen** -- Pressing the "handshake" icon accesses the Diplomacy screen, from which you can request alliances, pacts and attempt to destabilize other players. This is detailed in a later section of this document.

7. **Intelligence Report** -- Pressing the "spy" icon (he's reading a newspaper) calls up the Intelligence report, from which you can allocate your intelligence resources to spy on other rulers and form special forces units, and view spy reports on your four enemies. This is detailed in a later section of this document.

8. **History Screen** -- Pressing the "book" icon accesses a history screen, from which you can review your progress. The graph at the top shows the number of countries held by each player over time; and the chart at the bottom displays a variety of historical statistics about all of the players.

9. **End Turn** -- Pressing the button displaying the silhouette of "the Thinker" ends the current turn and gives control to the next player. You should only press this button after you have placed and moved all armies that you have planned for the current turn, as well as reviewed your logistics, intelligence and diplomacy plans.

10. **Pause** -- This icon (which switches between "day" and



"night") pauses and unpauses the game. The screen will dim when the game is paused, and undim when you start things up again.

## BOARD LEVEL ICONS

These are the icons that you will use on the board level of the game; they allow you to place and move armies, as well as deploy special forces.

Pressing any of these icons changes the mouse pointer into a different form of hand; these hands are identical to those shown on the icons themselves. To cancel or deactivate any of these icons, just click the right mouse button.

**A Note on Scrolling:** All of these icons switch your mouse into scroll mode; in this mouse, the mouse pointer is confined to the playing area. Pushing the pointer to the edge of the playing area scrolls your view towards the pointer. You can scroll diagonally by pushing the pointer to the corners of the playing area.

**A. Move Armies (Grasping Hand) --** This icon allows you to move your armies from one territory to another. After pressing the icon, the pointer will turn into an open hand with the palm facing you; pick up an army by putting the icon's fingertips over a bullet marker and clicking the left mouse button. Then, you can move the mouse onto any other territory and click the left mouse button to drop the army on that territory (hint: always click close to the "city" marker in that territory). If the army returns to its original location when you move it, or you receive a warning message, try moving it right onto the city marker.

If you move an army onto an unoccupied territory (regardless of its being owned by another country, neutral, or in revolt), you gain control of it. If it is occupied by an enemy army, then a conflict begins for control of the territory. Territories in conflict will turn orange. If you move an army into a territory where you already have an army, you are given the option of combining them; if you say no to this option, then the movement is canceled.

You can move an army across sea lanes by clicking on the territory at the other end of the sea lane. If you have sea

movement units available, then the bullet marker will turn into a ship, and will move over the sea lanes over the next few months. It will revert to a bullet when it arrives on its destination territory, and the regular rules for moving into a territory (see above) apply.

**B. Place Armies (Hand Holding Bullet) --** This icon allows you to place a new army on any territory that you control. It places an army of the type selected on the Logistics Screen (see a later section of this document). If you do not have enough resources to build the currently selected army, then this icon will not function.

After pressing the icon, the pointer turns into a hand holding a bullet marker. Click on any of your territories to place the army there. If the territory was unoccupied, a new bullet marker will appear in the territory (note: its size represents its approximate strength). If the territory is occupied, you will be given the option of combining the two armies; if you refuse, the army placement is canceled.

**C. Promote Unrest (Clenched Fist) --** This icon allows you to promote unrest in an enemy's territory. Each territory has an unrest rating; if you have gathered adequate intelligence on an enemy, you can receive either a general sense of that rating, or the actual percentage by using the info-panel (see MAIN DISPLAY -- Board Level). Promoting unrest will increase that percentage to some degree, dependent on the other factors that affect unrest. If you raise unrest sufficiently in a territory, its occupying army will be overthrown so that you may "step in" and claim the area as your own. (Note: Promoting unrest is therefore only useful when used against an occupied enemy territory.) You can push unrest even further, so that a revolution occurs and takes the territory out of the enemy's control.

To promote unrest, you must have generated at least one special forces unit from the Intelligence Report (described later in this documentation). After clicking on the icon, the pointer will turn into a clenched fist. Click on an enemy territory, and the message bar will indicate that special forces have been placed. If you have adequate intelligence on that enemy, you can use the info-panel to check how much unrest has been raised. If the unrest is sufficiently high, then the occupying army may disappear; if

even higher, a revolution will occur. (Note: Potential "hot spots" that are ripe for revolution can be found by using the "Revolt" map on World Level -- see the next section.)

Each attempt to promote unrest costs one special forces unit.

D. Lower Unrest (Hand w/Rose) -- This icon allows you to deploy special forces units to lower the unrest percentage rating in any of your territories. Doing this makes territories less likely to revolt, and makes it harder for enemies to promote unrest in those territories.

To lower unrest, you must have generated at least one special forces unit from the Intelligence Report (described later in this document). After clicking on the icon, the pointer will turn into a hand holding a rose. Click on one of your territories, and the message bar will indicate that special forces have been placed. You can then use the info-panel to see the current unrest percentage. (Note: The "Revolt" map on World Level can help you find trouble spots with high unrest ratings -- see the next section.)

#### WORLD LEVEL ICONS

These four icons allow you to change the color-coding on the world map, so that you can display four types of information about the world's territories.

E. Geography (Terrain w/River) -- The geography map shows the locations and sizes of all of the territories on the map. Each territory is represented by a colored square marker on green terrain: small territories are gray, medium territories are light blue and large territories are white. Additionally, the sea lanes between territories are marked with red lines.

F. Empire (Stacked Colored Squares) -- The empire map shows the ownership and relative sizes of the five governments. The color of each territory represents its owner: red, green, blue, yellow and gray represent the five players, orange represents territories in conflict, and purple represents territories in revolution.

The two bar graphs to the right of the world map represent the relative strengths of the players, both in area (amount of territory) and resource (amount of resources generated by

those territories). Both neutral territories and countries in revolt are included on these graphs for reference.

G. Conflict (Tank) -- The conflict graph shows the history of conflict throughout the world. Orange territories represent territories that are currently in conflict. Blue-green territories represent territories with a past history of conflict; the brighter the shade, the more recent or larger the conflict. Dark green areas have had no conflicts within the "memory" of the map.

H. Unrest (Clenched Fist) -- The unrest graph measures the percentage ratings of unrest, in other words potential for revolution, in each territory for which you have adequate intelligence. For your own territories, unrest is measured in shades of red; the darker the red, the greater the potential for revolution. Unrest in enemy territories is measured in shades of green, but you only get data on an enemy's territory if you have invested intelligence resources in the leader that controls it. Dark Green territories are unknown territories. Purple territories are territories in revolt.

#### MILITARY REPORT

This screen provides status reports on your overall military capability, and on each conflict you are currently engaged in. It is split into two main areas: the Army Summary at the top of the screen, and the Conflict Report at the bottom.

Army Summary -- This panel rates your current military strength, listing the number of armies you have built, their average obsolescence, morale and size (in number of units). It also tells you if you are fighting a battle on the satellite map.

Conflict Report -- This panel details one of your ongoing conflicts (if there are any). The arrow buttons to the right of the of the panel allow you to select different conflicts. For each conflict, the panel shows the month it started, the territory involved, your opponent, the state of the conflict, how many units you have fighting, and their morale.

One option at the bottom of the panel lets you choose if you

watch a mathematical simulation for the conflict once each month; if you say "No," then you will only be notified when you win or lose the territory. The second option at the bottom of the panel lets you turn the current conflict into a tactical battle on the satellite map (if no other satellite battle is taking place).

Finally, at the top of this panel there is an option that sets whether you want to watch new conflicts be simulated every month. When this is set to "Yes," you'll automatically receive updates on any conflicts that start from that point on. (You will still be able to "hide" them by returning to this panel and turning "Watch?" off for them.

#### LOGISTICS SCREEN

This screen allows you to control the use of your resources, and decide what types of armies you build in the future.

#### Resource Allocation Panel

At the top of the screen is the Resource Allocation panel; here you receive a report on the resources gained in the current month, and change the way they will be spent next month. The entries on this panel are:

- Resources In -- resources gained last month
- Transport -- resources devoted to moving armies over land
- Fleet -- resources devoted to moving armies over sea
- Intelligence -- resources devoted to spying, espionage and special forces
- Net Gain -- resources remaining last month after removing transport, fleet and intelligence allowances
- Total Stored Resources -- your current resources, ready to spend to build armies.

You can change the allocations for Transport, Fleet and Intelligence at any time; the new numbers you choose will be deducted from next month on. Transport and Fleet allowances are automatically converted into land movement points and sea movement points respectively (at a varying rate), which you can spend to move armies. It costs one land movement point to move one army from one territory to an adjacent one, and it costs one sea movement point to start one army

across a sea lane to its destination territory. Your intelligence allowance is automatically spent for you, depending on the options you set on the Intelligence Report (see a later section of that document).

**NOTE:** Movement points cannot be stockpiled, but resources left for building armies can. Intelligence resources cause your intelligence information to slow grow and recede over time.

Your current supply of Land and Sea Movement Points are displayed just below this panel

### Army Type Selection and Construction

At the bottom of the panel are six large buttons, each with a numeric display below them. These represent your six army types, which are the army compositions you can choose from when building new armies. Each army type can be altered from its default structure by adding or removing different types of weapons and vehicles. The numbers below each button represent the cost of that army in resources; the highlighted number (in light gray type) represents the currently selected type.

To review and/or change the structure of an army type, just press its button. A list of the different types of troops (units) available will appear on the screen, along with the number and cost of the units in this structure, and the total cost for it. Use the arrow buttons to alter the numbers of each type of units, or press the Default Structure button to use the original unit composition for that army type. (Note: These default structures were designed to give you a wide range of competitive armies to start with.) Right-click when you are done reviewing or changing.

### DIPLOMACY SCREEN

This screen lets view your diplomatic relations with other rulers, and perform diplomatic (and not so diplomatic) tasks regarding them.

The three buttons at the top of the screen let you choose three diplomatic tasks: alliance (you declare a truce with another player), pact (you "gang up" with one of your opponents to attack a mutual threat) and destabilize (you

direct special forces units to attempt to drive an enemy temporarily insane). To select one of these tasks, click on its button, then select the governments involved and the duration of involvement (if required).

**Note on Alliances and Pacts:** These treaties are considered broken if one of the allied players attacks the other's territories while the treaty is in force. You can only attempt one alliance or pact with each player at a time.

**Note on Destabilizing:** Destabilizing the enemy requires five special forces units, and its success is based on that ruler's Chance of Madness. A destabilized ruler will temporarily revert to one of three personalities: paranoid (uses special forces only), fanatical (attacks wildly), and incompetent (does nothing).

Finally, the bottom half of this screen displays the current diplomatic scene for your government. It displays each player's level of trust in you, and whether or not you have initiated any diplomatic tasks involving them.

#### **INTELLIGENCE REPORT**

This screen allows you to control how the allowance of resources set for Intelligence on the Logistics Screen is used, and review spy reports on each enemy leader.

You direct your intelligence efforts by toggling on and off the five buttons at the top of this panel. The first four engage a section of your intelligence team to spy on a particular enemy; the percentage rating next to each button represents the completeness of your current intelligence on you enemies. As more resources are placed into intelligence and a section on an enemy is engaged, this percentage slowly rises to represent the acquisition of new information from a variety of sources. If the section is disengaged, the percentage will slowly fall as your information becomes out-of-date and less useful. The percentage of intelligence coverage gathered on an enemy will affect the completeness of their Leader Report on this screen, the color-coding of the Unrest world map for their territories, and spy reports for each of their territories.

The fifth button engages your intelligence bureau to start

training special forces units, who are capable of infiltrating any territory on the map for good or ill. These units are used to promote and lower unrest from the Board level, and to destabilize and enemy from the Diplomacy screen.

**NOTE:** The more buttons you keep toggled on, the thinner your resources are spread and the lower the results will be.

The bottom of this screen displays a Leader Report, showing a summary of one leader's personality and standings. This report includes personality traits, chance of madness, special forces units available, stored resources, and current treaties.

### **HISTORY SCREEN**

This screen provides a record of the course of the war.

The top part of the screen is a territory graph, which shows how many territories each leader has held from month to month for the past sixteen years.

The bottom of the screen is a table which lists the following information for each of the five players:

- How many conflicts they have won
- How many conflicts they have lost
- How many revolutions have occurred under their reign
- How many times have they attacked your territories
- How many times have you attacked their territories.

### **CONFLICT CALCULATION SCREEN**

This screen appears whenever you have selected to watch a conflict as it progresses each month. It will appear during the defending player's turn, and it will start with a close view of the combatants, before the battle begins.

Clicking the mouse then displays a panel where the units in each army are displayed in a table. For each army, two sets of unit statistics are displayed: the current number of units fighting, and the number that were fighting at the start of the conflict.

The message window at the bottom of the screen will show you the number of attacks available to each side (which depends



on the size of their armies), and then proceed to show you what occurs in each attack. As the attacks are noted, the units involved will be highlighted on the unit table.

At any time, you can speed up the conflict by clicking the right mouse button; this eliminates the delay between attacks.

The two-color graph on the left side of the screen shows the relative strengths of the two armies; the stronger army will fill the majority of the graph. This provides a good general sense of the course of the conflict.

Finally, there are large buttons located next to this graph. Pressing the button marked with a "ô" and "X" controls whether you want to watch this conflict next month or not. The other button, covered with a picture of terrain, allows you to convert this conflict into a tactical battle on the satellite map (if no other battle is taking place). If you press this button, you will need to access the Satellite Map from the Main Screen to complete the war.

#### **SATELLITE MAP**

The satellite map allows you to turn one of your conflicts into a full-scale tactical battle, where you can control each unit in your army across varied terrain, defending a territory's command H.Q. or attacking from resupply bases on its outskirts.

The battlefield map scrolls in the same way as on the Board Level (by selecting an appropriate icon or by right-clicking the mouse); you will find a city and its Command H.Q. and defending forces on one side of the map, and resupply bases and the invading forces on the other. Each unit and structure appears on the map with a small colored identity marker, which represents which side it's on and how strong it is. When all of the color is drained from a marker, that unit disappears from the map. The terrain of the battle map affects the movement of your land-based units: sea is inaccessible to all, forest blocks all units but infantry, roads are the fastest way to travel, and other terrain types affect travel speed to various degrees.

Your units can be ordered using the four battle icons on the Icon Bar, but they have intelligence of their own and will respond to immediate emergencies on their own; for example,

nearby units will automatically defend their Command H.Q. when it is attacked. Units fighting against other units or structures are marked with a black-and-yellow square; you cannot give new orders to these units while they are fighting. Also, you cannot give orders to units that are flying.

The goal of the invader is to capture (by attacking into submission) the enemy's headquarters before he runs out of supplies (indicated by the time limit clock at the top of the playing area). The goal of the defender is to survive the invasion, either by eliminating the invading units or by destroying the enemy's resupply bases (which deducts time from the invader's time limit clock).

#### BATTLE ICONS

When any of these icons are chosen, the mouse pointer changes from a hand into a black crosshair which turns orange or red to signal when it's over a valid target.

I. Move/Attack (one dot and arrow) -- Use this icon to select a unit to move, then click on up to three locations for it to move through (points B, C and D). These points are displayed on the map as you select them. You can select enemy units as locations; your unit will attack them when it comes to that part of the movement path. When you are done choosing points, click the right mouse button to give the order to the unit.

J. Patrol (two dots and arrows) -- This icon works identically to Move/Attack, but after receiving the order, the unit will repeat this path until given new orders.

K. Aim Artillery (one dot and box) -- Use this icon only with artillery, to select an area for it to bombard. When you click on an artillery unit after selecting this icon, the crosshair will expand into a large square grid. Place this grid over the area you want the unit to attack, and it will start firing at any unit that are in that area.

L. Associate (two dots and broken line) -- Use this icon to "copy" one unit's actions onto others. If you have one unit performing a task that you want others to follow, select this icon and then select the unit performing the action. Having done that, you can then click on other units to associate them with the first one.



## Global Domination Impressions Software, Inc.

### Tutorial

If you would like to start playing Global Domination quickly, then this tutorial is for you. It will walk you through a simple game, which has advanced aspects of the game turned off; for information on those features, read the game manual. References to game icons in this tutorial are marked with letters or numbers that you can find on your Icon Recognition Card.

Start the game using the instructions in the Installation and Loading chapter of this booklet; after the opening screens, a Start Options panel should appear. Look near the bottom of the panel, and find the (Difficulty) Level, Complexity and Revolutions settings. There are two arrow buttons near each of these settings; press the down buttons repeatedly to select the lowest levels for each of them: beginner level, simple complexity and no revolutions. Next, select Choose New Name and a small panel will appear; use the Backspace and Delete keys to remove the name listed there, then type your name with the keyboard and press the ENTER key. To start a game, press the Play Our World button at the top of the Start Options panel.

A new screen will appear, with a gray panel in the center and twelve pictures surrounding it. Look at the small bullet on the left side of the panel; it's marked with a red band, which means that you're supposed to choose the red player. Find the "Thinker" picture, which is the second one from the left on the bottom, and your name will appear at the top of the gray panel; you are now the red player. The bullet has changed to green, which is the next color to choose; now choose four more players by clicking on other pictures. Don't click on the phone keypad (which is for modem-connected players), but feel free to click on the "question mark" icon to choose a random player. When five players are chosen, click on the "checkmark" button that appears to accept your choices. The computer will then scramble the order of the players and display the new order; click the right mouse button to begin the game.

### The Main Screen

You should now be looking at the game's main screen. The large window at the top is the playing area; you'll view and manipulate the game's maps here. Below that is your message bar, where color-coded messages will report all of the major activities of the game. And to the right is the icon bar, where you access most of the game's commands and features.

NOTE: Since the order of players was shuffled, you won't necessarily be the first player to move in the game. If you start the game and messages start rolling by on the message bar, then another player (or players) is taking his turn. Don't worry, you can still take a look at different maps and screens while this is going on; the only things you can't do are build and place armies. Before continuing the tutorial, wait until the message bar says it's your turn; once that happens the computer players are paused until you finish your turn.

See the top-right icon on the Icon Bar? This is the Map Control (2) icon, which changes which map is shown in the playing area. If it looks like a globe, press it now (by pointing to it with the mouse and pressing the left mouse button); this will display the world map. If the icon looks like four colored rectangles, leave it alone.

You should now be looking at the world map, which displays the entire game map at once; you should recognize the familiar contours of Earth's continents. You may have noticed that four of the icons near the bottom of the icon bar changed when you selected the world map; the icons in these spaces will always change to suit the map you're looking at. In this case, they select color-codes which let the map display different types of information.

Look for the icon near the bottom that looks like some brown terrain; this is the Geography (A) icon. Press it, and the world map will be filled with small colored squares. Each square represents a territory; your goal in the game is to conquer all of the territories on the map. The colors of the squares show each territory's size, which can be small, medium or large. Larger territories produce more resources, which you need to build and move armies. Find the white squares on the map; these represent large territories in the game, which should be the first places you try to capture.

Look near the Geography icon for a picture of three stacked, colored rectangles; this is the Empire (B) icon. Press it, and the squares on the map are replaced with colored patches. The red patches are territories that you control; green, blue, yellow and gray territories are controlled by computer players. Find areas on the map where your territories are close to an enemy; you'll want to defend them right away. Find a location you want to see more clearly, point to it with the mouse and click the left mouse button; the game will "zoom in" on it by displaying the territory map.

The territory map is a close-up, scrollable view of the world. You can see each territory on the map as a separate, colored region; the color of the terrain indicates who controls it. Each territory has a "city" marker that indicates its size. Before going on, make sure you can tell the three marker sizes apart; to do that you should scroll around the map until you find examples of all three sizes. Press the right mouse button, and the mouse pointer will jump to the middle of the playing area and change into an open hand, palm down. Now, moving the mouse to the edges of the playing area will scroll your view of the world; this is called scroll mode, and is used throughout the game. When you are done scanning the map, right-click the mouse again to return to normal (non-scroll) mode. (If you find that the map scrolls too quickly, you can slow it down by adjusting the game's scroll speed setting. Instructions for this are in the Game Options chapter of the game manual.)

If you want to get some information about a particular territory, just point to it and press the left mouse button; this displays an info-panel that shows its name and the territories that it is adjacent to. When you are done, click the right mouse button to get rid of the panel.

While you scroll across the map, you may find small bullet-shaped markers on some of your enemy's territories; these represent armies that they have built during their turns. The colored band on a bullet indicates which leader controls it, and its size gives a sense of how large its army is. Don't worry; you'll learn how to build your own armies shortly. You can also access an info-panel on an army by left-clicking on it. You may also see rows of blue circles stretching across the water; these are sea lanes which connect territories over the water.

## Choosing a Territory to Invade

Since you're just starting out, you can't do anything too elaborate; for now we'll make do with capturing one territory and garrisoning several others with armies. This will hold onto the empire you have, and start expanding it.

Take another look around the map. (If you want, you can switch between the world map and territory map by pressing the Map Control (2) icon again.) You should see a lot of brown territories; these are neutral and up for grabs. The best thing about neutral territories is that you can capture them without getting anybody angry. If an enemy territory is unoccupied (i.e. has no army in it) you can capture it just as easily as a neutral one, but you run the risk of making an enemy angry. This is why you should garrison your territories -- to stop the enemy from just walking in and taking them! (We'll do that later.)

Look at each of your territories; are any of them adjacent to a large, neutral territory? If so, then it is the best place to start your invasion. If not, look for a medium-sized, neutral territory, or a large, unoccupied enemy one. Keep in mind that territories blocked by a narrow sea or lake are considered adjacent; also, some larger bodies of water can be crossed using sea lanes, but you're not prepared to use them now.

## Building an Army

Find the icon that looks like a gold balance-type scale; this is the Logistics (5) icon. Press it, and the Logistics Screen should appear.

The top half of the screen shows you how your empire's resources are being spent. You gain resources from your territories each month, and then spend them on building and moving armies. The Resources In figure shows how many resource points you received this month; you get one point for every small territory you control, two for every medium territory and three for every large territory. The figures for Transport, Fleet and Intelligence show how many resource points are spent per turn on these items; Intelligence does

not apply to a simple game, but you'll learn about the other two later. The remaining points are listed under Total Stored Resources, which is a pool of resources used to build armies.

Before continuing, you should also look at the Land Movement and Fleets figures listed across the middle of the screen; these determine how much you can move in the current turn. As you can see, you can only move once by land this turn (since land movement equals 1), and not at all by sea. (However, crossing narrow seas and lakes is considered land movement.) You'll learn how to increase these numbers later.

Take a look at the six icons at the bottom of the screen; these represent the army types that you can choose to build. Each icon has a number under it, which shows the cost in resource points of building that army type; if you compare these numbers to your Total Stored Resources, you'll see that you can only afford the smallest of armies -- like the two on the far left (which each cost five and eight points, respectively). Of these, the leftmost type is designed to be an offensive army, so we'll choose it. Click on the cost shown below the leftmost icon; this will select that army type and return you to the main screen. (If by accident you click on the icon itself, just right-click the mouse twice to return to the main screen; you will still be ready to build.)

**NOTE:** Just because you select an army type, doesn't mean you can build it. You need to have enough resources available to cover its cost.

Now make sure you're looking at the territory map, and find the four icons that look like hands; these appear when the territory map is displayed, in the same area as the Geography and Empire icons appeared before. Click on the icon which shows a hand holding a bullet -- this is the Place Army (F) icon. If you chose the right army, the mouse pointer should jump to the middle of the playing area and change to a hand holding a bullet. (If the army you chose was too expensive, the computer won't let you select the icon.)

You can only build armies in your own territories, so you'll build one in your territory and then move it into the one



you want to capture. You are in scroll mode again, but you should already be looking at the right part of the world. Move the mouse pointer so that the space between its top finger and the tip of the bullet is over the center of your territory, and press the left mouse button. If you did this correctly, a small bullet should appear in your territory, and the mouse should return to normal (non-scroll) mode.

### Moving an Army

Now, find the icon that looks like a hand about to pick something up; this is the Move Army (E) icon. Press it; you'll be put back in scroll mode, and the pointer will change to an open hand, palm up. Move this "hand" so that the space between its top finger and thumb is over the army you just built; then press the left mouse button. The "hand" will then pick up the army so that you can move it, and you will remain in scroll mode. Now move the mouse over the unoccupied territory that you chose before, and drop the army in it as if you were building one there. If it's a legal move, it will be accepted and the mouse will return to normal operation. An army can only be moved once per turn.

(If the territory you chose wasn't actually adjacent to yours, then the computer will declare an illegal move! In that case, you'll have to pick another territory to invade, or click the right mouse button to cancel the move.)

When the army lands, the territory should change to red; you've just made your first conquest of the game!

### Garrisoning Your Empire

You just made the one move that you have resources for this turn, so you continue by placing defensive armies in your most important territories. But as you may remember, you can't afford to make too many more five-point armies (which is what the last one cost); therefore you'll need to create your own custom army type. Call up the Logistics Screen again, and click on icon for the army you were building before.

The screen that appears shows this army type's structure. Armies are made up of different types of fighting units,

which each have different abilities and weaknesses; the structure determines how many of each unit are included in an army type. For instance, this army type consists of five infantry units; since each one costs one resource point, the army costs five points (as indicated on the screen). Use the "down" arrow button next to Infantry to lower the number of units to one; this will lower the cost to one as well. Now you can build five times as many armies as you could before. Click the right mouse button to exit this screen and return to the main screen.

**NOTE:** For more information on what different units do, see the game manual.

Now that you have a cheaper army type, you can start placing small armies in your territories using the Place Army (F) icon. You should start with large territories, then work your way to smaller (and therefore less vital) ones. After about five armies, you will run out of resources and the icon will be disabled.

### Preparing for Next Turn

A good opening strategy is to build lots of these tiny armies and move them into as many neutral territories as you can, as quickly as you can; but to do this you'll need to devote more resources to movement. Return to the Logistics Screen, and use the arrow buttons next to Transport to increase the amount spent on land movement. This will translate into more land movement units, starting next turn; but naturally you will lose some points that could have gone into building armies.

**NOTE:** For now, you should avoid spending your meager resources on fleets -- they require a minimum of five points. Using fleets and moving over sea lanes are explained in the manual.

### Ending Your Turn and Continuing the Game

You've built and moved all the armies you can for this turn, so it's time to pass control to the next player. Find the End Turn (9) icon in the bottom left corner of the Icon Bar, and press it. The message bar will start to display the

activities of your enemies; you might want to move to the world map, with Empire color-codes showing, so you can see where they are expanding. In a short while, it will be your turn again.

At the start of each new turn, you will get more resources from your territories, and therefore more opportunities to build and expand. Use the Place Army and Move Army icons to build more armies, and move them into adjacent territories. As you do, remember the following:

If you find that you can't move or build all the armies you want, go back to the Logistics Screen to find a better balance between the two.

You have the option of splitting one of your armies (through its info-panel) or combining two of them (by moving one into the same territory as the other); these features are detailed in the manual.

If you move one of your armies into an occupied enemy territory, or if an enemy moves an army into one of your occupied territories, a conflict will begin between the two armies. In the attacking player's next turn, the units in the two armies are pitted against each other, and a winner is declared. The loser's army is destroyed; the winner controls the territory, but usually loses some units in the process. The rules used when resolving conflicts are somewhat complicated, and are explained in the Playing a Simple Game chapter of the game manual. However, here are some things about conflicts that you should know:

Territories in conflict turn orange; you cannot move through these territories.

You can find out the exact size and composition of an enemy army by calling up its info-panel; this is done by clicking on it. When you know its composition, you can build an army that is best suited to beat it (using information found in the manual).

The game will continue until you eliminate all other players (in which case you win), or you lose all of your territories and armies (i.e. you lose). Good luck!

Global Domination  
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## PLAYING A SIMPLE GAME

Now we'll walk you through the process of playing a simple game. Start the program, and after some introduction screens the Start Options panel will appear. Make sure that you have Simple complexity and No Revolutions chosen at the bottom of the panel, then press Play Our World and select five leaders (as described in the last chapter) -- make sure that you choose a human player, or you can't play! Confirm your choices, and then click the right mouse button when the list of players appears.

Your goal is to control all of the territories in the world; you do this by building armies and moving them from territory to territory. You can look at world in two ways: a world map which shrinks the entire world onto the screen at once; and a territory map which shows a close-up view of a few territories. To switch between the two views, press the Map Control (2) icon in the top-right corner of the screen.

**NOTE:** If you start a game and a computer player begins moving, you can still take a look at different maps and screens; the only things you can't do are build and place armies.

There are four icons that let you choose the color-coding for the world map: the ones you should be interested in now are: the Geography (A) icon, which looks like some brown terrain, and Empire (B), which looks like three colored rectangles on top of each other. Geography shows you the sizes of different territories; you need resources to build armies, and larger territories produce more resources. Empire shows who owns what territories, and where each player is located relative to the others; use this map to decide where in the world you want to expand (preferably by grabbing some of those large territories). When you choose this area, you can "zoom in" on it by pointing to it and pressing the left mouse button; this takes you to the territory map.

On the territory map, each territory appears as a colored

region with a "city" marker in the middle; the color tells you which player controls the territory, and the size of the marker (small, medium or large) shows you the size of the territory. If you want more information on a territory, just point to it and press the left mouse button; this displays an info-panel listing its name, the names of adjacent territories, and a mini-map of the area. Use the button just below the map to switch between geography and empire color codes; click the right mouse button to get rid of the panel.

Armies are shown on the map as silver bullets with colored bands and in different sizes; the colored band tells you which player owns the army, and the army's size shows how many fighting units it represents. If a territory doesn't have an army in it, then it is up for grabs; even if another player controls it, you can just move one of your armies in and take over. When a game starts there are no armies in any territories, so you should place some quickly to protect yourself.

To look around at the rest of the map, click the right mouse button. The mouse pointer will jump to center of the playing area; if you try to move it past an edge or corner of that area, then the map will scroll in that direction. This is called scroll mode; use this to see other areas of the map, then right-click the mouse again to return to normal.

### Creating and Placing Armies

To create an army, you need to have resources to pay for it, and you need to select the type of army to create. Both of these things are handled by the Logistics Screen; the Logistics (5) icon, which looks like a gold balance-type scale, calls up this screen. The chart at the top of the screen tells you how many resource points you received this turn, and how they were spent. At the start of your turn, you get one point for every small territory, two for every medium territory and three for every large territory; the total of those points is listed under Resources In. Points are then deducted to pay for moving armies; the left over points are listed under Total Stored Resources, which also includes any leftover points from previous turns. These are the points you use to build armies.

The six buttons at the bottom of the screen represent six army types; the number under one of those buttons is highlighted. The army type that is highlighted is the one that you can build on the territory map. Each type has a default structure that makes it best suited to a particular purpose:

- Type 1: small offensive army
- Type 2: small defensive army
- Type 3: medium offensive army
- Type 4: medium defensive army
- Type 5: large offensive army
- Type 6: large defensive army

Armies can contain up to ten kinds of fighting units: infantry, mobile infantry, air-mobile infantry, light and heavy armor (tanks), light and heavy artillery, air defense, combat aircraft and strike aircraft. Each unit has different strengths and weaknesses when pitted against each unit type; so the structure of your army will have as much affect in a conflict as its size. For example, an air-defense unit is only good at attacking aircraft, and has no defenses when attacked by infantry. (For details on how each unit stacks up against the others, see the appendix titled Unit Characteristics.)

If you want, you can just use the six default structures; simply click on the number below an army type's button to highlight it. Otherwise, you can change the structure of an army by clicking on its button; this displays how many of each type of fighting unit is in the army structure. Use the arrow buttons on the screen that appears to choose how many fighting units of each type are put in the structure; then press the right mouse button to exit the screen.

The total cost of every unit in an army type is displayed as the numbers below its button. You need to have at least that many resource points in storage to build one army of that type. If you do, click the right mouse button to return to the main screen, and make sure you are looking at the territory map. Look for the Place Army (F) icon on the right side of the screen; it looks like a hand holding a bullet. Press that icon, and the mouse pointer will change to a hand holding a bullet; it will also enter scroll mode, so that you can look for a location anywhere on the map.

Find the territory where you want to place the army, put the mouse pointer over its "city" marker, and press the left mouse button. The army will appear on the map, and the mouse pointer will return to normal. You can use this icon repeatedly, as long as you have the resources to "pay" for additional armies.

## Moving Armies

Once you have the armies you want in your territories, you can capture more ground by moving them into other territories. To do so, press the Move Army (E) icon; it looks like a hand trying to pick something up, and is to the left of the Place Army icon. The mouse pointer changes into an open hand, palm out, which you use to "grab" a bullet marker. It will also enter scroll mode, so that you can look for one of your armies anywhere on the map. Find the bullet marker that you want, put the fingers of the mouse pointer over it, and press the left mouse button. If your aim is correct, the army will disappear from the map and appear in the mouse pointer's "hand." If you missed, try again until you get hang of it. You are still in scroll mode, so you can look for a place to drop the army. You can only move an army into a territory that is adjacent to its original location; however, if a territory is connected to that location by blue circles in the water (called a sea lane), then it is considered adjacent as well. If you decide to cancel the movement, simply press the right mouse button.

Choose one of these territories, point to its "city" marker and press the left mouse button. It costs one land movement unit to move an army into adjacent territory by land, and it takes one fleet to cross a sea lane; if you cannot pay this cost, a warning message will appear on the screen and the move will not occur. Otherwise, the army will be "dropped," the mouse will return to normal, and one of the following effects may occur:

If the territory you moved into was unoccupied, then you will capture it. It will change to your color, and you start collecting its resources next turn.

If the territory you moved into was occupied by one of your armies, then you will be asked if you want to combine the two armies; if you answer "no," then you will

be given a chance to choose another territory.

If the territory you moved into was occupied by an enemy army, then the two of them will enter a conflict.

If the territory you moved into was in the middle of a conflict, then will not be allowed to move into it.

If you want to move more armies in a turn, you should go back to the Logistics Screen to change how many resources are spent on moving units. Use the arrow buttons on the right side of the chart to change how many point are spent on transport -- moving over land -- and fleet -- moving over water. (Intelligence is not used during a simple game, so leave it at zero). Transport points are converted into land movement units at a variable rate; while five fleet points gets you your first fleet, and every three fleet points afterwards gets you another one. The land movement units and fleets you currently have available are listed below the chart.



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INTRODUCTION

**In the near-future, five superpowers will fight for complete control of the planet. Each leader will use their skills in resource management, military tactics, espionage and diplomacy to turn the global situation to their advantage. Minor governments will fall as the superpowers expand their borders towards their sworn enemies. A final peace will only exist when four leaders have been eliminated, and one**

stands alone.

You are one of these five leaders, and this war is about to begin. Your opponents are some of the most skilled and devious rulers that history has ever known, brought to life in the future using sophisticated DNA retrieval and cloning techniques. Against the toughest opposition imaginable, you must struggle to achieve nothing less than global domination.

## OVERVIEW

You are one of up to five rulers fighting for control of your world; your goal is to bring peace to the planet by crushing all of your enemies. The world is divided into dozens of territories; you rule only a handful of them at the start of the game, and must take all of them from your enemies to win. In addition to expanding your empire, territories provide you with the resources you need to keep fighting. Empires grow as new territories are captured or conquered, and shrink as they are lost in battle or to revolution. Defending your territories and conquering those of your enemies are the keys to victory.

Each computer-controlled ruler is taken from the pages of history: Abraham Lincoln, Genghis Khan, Queen Victoria and others. Each ruler has his own style of leadership, which becomes clear in their strategic styles and diplomatic methods.

**DISCLAIMER:** The historical leaders depicted in this game were chosen solely because of the variety and mix of strategies that they represent -- in other words, to make a more interesting game. Their inclusion here should in no way be viewed as condoning or celebrating their beliefs or actions.

**NOTE:** While one of our historical leaders and many game players are female, this manual will use the pronouns "he," "him" and "his" when referring to leaders in general. This is used only to avoid awkwardness in the manual and should not be considered a slight against women.

There are three levels of complexity at which you can play this game:

At simple complexity, you fight by building and moving armies. You build armies with ten types of fighting units, from infantry soldiers to combat jets; a key to success is finding the best army structure to beat the enemy's armies.

At reduced complexity, you are also able to use diplomacy to ally yourself with like-minded enemies. You also can create an intelligence bureau which will gather information on each enemy, and assemble special forces which can perform covert operations in anyone's territories.

At full complexity, conflicts between armies take place over months (instead of being resolved instantly), which lets you retreat from losing fights. You can also choose to fight a conflict as a satellite battle, where you give tactical orders to individual fighting units on a scrolling "satellite" battle-map.

The game proceeds in turns, where each turn allows a player to make their moves for the current month. (Thus each month contains two to five turns -- one for each player -- plus an additional turn for revolutionary forces.) During your game turn you can build armies, move them, and deploy special forces. All other tasks can be performed at any time.

#### ABOUT THE INTERFACE

Here are some notes on the interface used in this game:

Whenever this manual instructs you to "click," "left-click," "press" or "select" an item from the game screen, it means that you should move the mouse pointer to that item and press the left mouse button.

In some parts of the game, you will need to enter text (usually for a name) using the keyboard. Whenever this occurs, a small area of the screen will be blanked out and a white cursor will appear; you can then type. Use the Backspace, Delete and Insert keys to edit the text; press the Enter key or click the left mouse button when you are done.

To exit most screens and panels in this game, all you need to do is click the right mouse button.

There are several gray-and-red square buttons in this game. Depending on their purpose, one of these buttons will either a) toggle an option on or off, or b) select an option and exit the current panel.

On certain panels you will find up arrow and down arrow buttons; these are used to raise and lower a particular game setting or scroll up and down a list of possible options. If you want to change the setting more quickly, then click on one of these buttons and hold down the mouse button.

On certain panels you will find large "checkmark" and "X" buttons; these represent "Yes" and "No" options, and will be called yes and no buttons throughout the manual. In some cases, you can use the "Y" and "N" keys on the keyboard to press these buttons.

At various times during the game, warning messages may appear on small panels in the center of the screen. After you have read them, you can clear them from the screen by pressing the left mouse button.

## Main Screen Layout

Once you start a game, you are taken to the main screen. This is the place from which you view the game's maps, and access every game panel and function. It consists of three areas:

**Playing Area** This is the area that takes up most of the screen; it displays game maps and allows you to manipulate them.

**Message Bar** This is the wide window below the Playing Area; it displays messages for actions taken by every player in the game. These messages are color-coded to indicate which players they involve. (Purple messages refer to countries in revolt.) If you want, you can scroll back and forth through the most recent messages by clicking within the top and bottom edges of the bar; or change the height of the message bar by pressing the thin blue buttons to its left. (Note: You cannot change the message bar's height when the

world map -- explained in the Playing a Simple Game chapter -- is displayed.)

**Icon Bar** This is the bank of fourteen icons on the right side of the screen; you use it select most of the game's features and commands. Most of these icons will stay the same throughout the game, but some of them will change depending on which map is displayed in the Playing Area.

For easy reference, each of the icons that appears on the Icon Bar are briefly described in the sections that follow. The numbers and letters used to identify them are used throughout the rest of the manual, and in the icon recognition card included in your game package. The commands and features that they access are described in later chapters of the manual.

### General Icons

The following icons are displayed at all times (with one exception, noted below):<sup>2</sup>

1. **Options** -- Lets you restart games, save games, load games, adjust configuration settings and exit to DOS.
2. **Map Control** -- Switches your view between the world map (when it shows a globe) and the territory map (when it shows four colored squares).
3. **Satellite** -- Orders the Playing Area to display the satellite map (only when a satellite battle is underway).
4. **Military** -- Accesses a screen which displays status reports on current conflicts, and lets you choose if conflicts are watched, hidden, or turned into satellite battles.
5. **Logistics** -- Accesses a screen where you control the spending of your resources and the composition of future armies.
6. **Diplomacy** -- Accesses a screen where you view diplomatic relations with other leaders, establish treaties with them and attempt to destabilize them.
7. **Intelligence** -- Accesses a screen where you view intelligence reports on your enemies, and control how

- intelligence resources are spent.
8. **History** -- Accesses a screen which provides records of the history of the war.
  9. **End Turn** -- Ends the current turn and gives control to the next player. (Note: This icon is replaced during a satellite battle.)
  10. **Pause** -- Pauses and unpauses the game; useful when computer players move and during satellite battles.

### World Icons

The following four icons are displayed when the world map is shown in the Playing Area:3

- A. **Geography** -- Orders the world map to display the sizes of all territories in the world, and the sea lanes connecting them.
- B. **Empire** -- Orders the world map to display the borders between and relative sizes of the five governments.
- C. **Conflict** -- Orders the world map to display how many times each territory has been attacked, captured and/or occupied since the beginning of the war.
- D. **Unrest** -- Orders the world map to display the unrest ratings (i.e. potential for revolution) in each territory for which you have adequate intelligence, and territories in revolt.

### Territory Icons

The following four icons are displayed when the territory map is shown in the Playing Area:4

- E. **Move Army** -- Lets you pick up an army from one territory and move it to another one.
- F. **Place Army** -- Lets you place a new army (of the type chosen on the Logistics screen) in one of your territories.
- G. **Raise Unrest** -- Lets you deploy special forces in territories to raise their unrest ratings (increasing the chances for revolt).
- H. **Lower Unrest** -- Lets you deploy special forces in

territories to lower their unrest (reducing the chances for revolt).

## Satellite Icons

The following four icons are displayed when the satellite map is shown in the Playing Area:5

- I. Move Unit -- Lets you create movement paths for your fighting units.
- J. Patrol Unit -- Lets you create patrol paths for your fighting units (which are followed repeatedly).
- K. Aim Artillery -- Lets you choose a target area for one of your artillery units.
- L. Associate Units -- Lets you order several units to duplicate the actions of a single unit.
- M. Overview Map -- Lets you view the entire satellite map at once, and end your satellite battle.

## INSTALLING THE GAME

Instructions for setting up Global Domination on your machine can be found in the Technical Supplement and Tutorial booklet included with this game. Refer to it when installing the game on your machine.

## Quick Start

If you want to start playing right away, there is a tutorial in the Technical Supplement and Tutorial booklet which gives you a fast and easy introduction to game concepts and commands. After you finish the tutorial, you will probably want to scan this manual for more information; we also recommend you read the Achieving Global Domination section for tips on mastering the game.

## STARTING A GAME

When you have installed the game on your machine, run it (using the instructions in the Technical Supplement and Tutorial booklet) and gotten past the introductory screens, you will be presented with the Start Options panel. This panel provides several ways to start and customize the game:

**Play Our World** This lets you start a game using Earth as the



game map. Selecting it accesses the Player Selection Screen so you can choose your enemies (see below).

**Play New World** This lets you start a game using a world generated by the World Creation Screen. Selecting it accesses the Directory Panel (see the Game Options chapter) so you can choose a world map, and then accesses the Player Selection Screen so you can choose your enemies (see below).

**Create New World** This lets you generate a new world map from scratch, and save it; this process takes time, but offers a new challenge every time. See the section on the World Creation Screen later in this chapter for details.

**Skirmish** This lets you practice a satellite battle (with random forces) without having to get involved in a full game of world conquest. Selecting it displays a panel where you must choose to attack or defend, then jumps to the satellite map; press the Pause (10) icon to start the battle. Press the World icon on the right side of the screen to end the battle. See the chapter titled Satellite Battles for more information.

**Load Game** This loads in a previously saved game. Selecting it accesses the Directory Panel described in the About the Interface chapter, from which you will jump back into the game.

**Multiple Players** This lets you play against up to four human players who take turns on the same machine. Information on this feature is included in the Technical Supplement and Tutorial booklet.

**Choose New Name** This lets you change your name in the game. Selecting it accesses a text panel with the current name in it; simply type in a new name, then press the ENTER key or press the right mouse button to accept it.

**Skill Level** This lets you adjust the intelligence of the computer-controlled players, which will increase or decrease the challenge of the game. Use the arrow buttons to choose one of five levels: Beginner, Easy, Standard, Hard, and Expert.

**Complexity** This lets you adjust how complex the game will be; it can disable certain elements of the game to create a more straightforward military simulation. Use the arrow buttons to select one of three levels: Simple, Reduced or Full.

**Revolutions** This lets you choose how often territories in the game will go into revolt; it will even let you disable revolutions completely. Territories in revolt act as "roadblocks" -- since no army can enter them -- and they pick away at armies in adjacent territories; therefore the more revolutions there are, the slower your progress across the map might be. Also, a higher chance for revolutions makes it easier for special forces to start them, and makes it more important to use special forces to lower unrest. Use the arrow buttons to choose one of four levels: None, Few, Normal and Many.

**Modem Play** This lets you play against another human player using a modem or null-modem connection. Information on this feature is included in the Technical Supplement and Tutorial booklet.

### The Player Selection Screen

Whenever you start a new game, you use this screen to choose up to five leaders from twelve possible choices. There is a Player List in the center of the screen, which is surrounded by pictures representing your twelve options.<sup>6</sup>

In this game, each player is represented by one of five colors: red, green, blue, yellow and gray. The player list presents the colors in this order, and asks you to choose

players for each of them. The small bullet to the left of the player list shows the color of the next player to be chosen (look at its colored band).

To select a player, simply click on one of the twelve pictures surrounding the player list. The appropriate name will be added to the player list, and you will be prompted for the next color. You can keep selecting names until all five slots are filled; however, if you want fewer players, click the right mouse button after selecting at least two players.

**NOTE:** You can only choose each computer-controlled leader once.

Once you have selected five leaders (or have right-clicked with two to four leaders selected), a yes/no panel will appear so that you can confirm the list. Once you confirm, the computer will randomly shuffle the order of the players; a panel will appear listing the new order. Click the right mouse button and the game will begin.

Three of these pictures should be noted:

**Human Player** -- The picture located second from the right on the bottom of the screen is for human players; click on it to put a human player into the game. If you used the Choose New Name command from the Start Options panel, then the name you entered will be listed; otherwise the default "Human Player" will be shown.

**NOTE:** If you do not choose a human player, the game will go into "demo" mode, with the computer players competing against each other. You have to select a human player if you want to play the game.

**Connected Player** -- Selecting the picture in the lower-left corner of the screen will add a the player linked by modem or null-modem to your machine. You must establish that link through the Modem Play option on the Start Options panel; see the Technical Supplement and Tutorial booklet for details.

**Random Leader** -- Selecting the "question mark" picture located second from the right on the top of the screen

chooses a computer-controlled leader at random.

## The World Creation Screen

If you choose Create New World from the Start Options panel, a panel will appear asking you to choose one of three types of worlds: Balanced Landmass, Many Islands and Large Continent. Click on one of those selections, and the World Creation Screen will appear.

Generating a world map takes time, but a window in the center of the screen lets you watch the process unfold. Below the window is a percentage display which shows how complete the creation process is. If you wish to cancel the process before it is complete, click the right mouse button and hold it down until the computer responds. When the world is finished, you will be given the option to save the world, save it and play it, or try again.

## PLAYING A SIMPLE GAME

This section explains how to play Global Domination at its simplest possible level.

First, start the program, and after some introduction screens the Start Options panel will appear. Choose the Simple complexity and No Revolutions options at the bottom of the panel, then press Play Our World and select five leaders (as described in the last chapter) -- make sure that you choose a human player, or you can't play! Confirm your choices, and then click the right mouse button when the list of players appears.

Your goal is to control all of the territories in the world; you do this by building armies and moving them from territory to territory. You can look at the world in two ways: a world map which shrinks the entire world onto the screen at once; and a territory map which shows a close-up view of a few territories. To switch between the two views, press the Map Control (2) icon in the top-right corner of the screen.

**NOTE:** If you start a game when it's a computer player's turn, that player will probably already be moving; you can still take a look at different maps and screens while this is going on; the only things you can't do

are build and place armies.

The world map can show different types of information (four types in all), each selected by an icon from the icon panel at the side of the screen. The types you should be interested in now are: the Geography (A) icon, which looks like some brown terrain, and Empire (B), which looks like three colored rectangles on top of each other. Geography shows you the importance of different territories; you need resources to build armies, and some territories produce more resources than others. Empire shows who owns which territories; you can use this map to decide where in the world you want to expand (preferably by grabbing some of those resource-rich territories). When you choose an area to expand in, you can "zoom in" on it by pointing to it and pressing the left mouse button; this takes you to the territory map.

On the territory map, each territory appears as a colored region with a "city" marker in the middle; the color of the terrain tells you which player controls the territory, and the size of the marker (small, medium or large) shows you the relative amount of resources in the territory. If you want more information on a territory, just point to it and press the left mouse button; this displays an info-panel listing its name, the names of adjacent territories, and a mini-map of the area. Use the button just below the map to switch between geography and empire color codes; click the right mouse button to get rid of the panel.<sup>7</sup>

Armies are shown on the map as silver bullets with colored bands and in different sizes; the colored band tells you which player owns the army, and the army's size shows how many fighting units it represents.

Army Size	Possible Number of Units
Very Small	1-9
Small	10-19
Medium	20-29
Large	30-39
Very Large	40+

You can find out more information on an army by pointing to it and pressing the left mouse button; this displays another info-panel specifically for armies. You can see info-panels for both your armies and those of your enemies.

Brown territories are neutral -- owned by no player. Orange territories are in conflict, where two armies are fighting for control of it; you cannot enter these. You can move one of your armies into any brown territory, and thereby take it over.

You can also do the same for any territory with no army in (even if it belongs to someone else); you will still gain ownership of that territory, with all the benefit of its resources -- but the previous owner will be upset. You need to weigh the merits of when to go for a territory like this, and when not to upset another player! When a game first starts there are no armies in any territories, so you should place some quickly in all of your important territories to protect yourself.

To look around at the rest of the map, click the right mouse button. The mouse pointer will jump to the center of the playing area, and change to an open hand, palm down; if you try to move it past an edge or corner of that area, then the map will scroll in that direction. This is called scroll mode; use this to see other areas of the map, then right-click the mouse again to return to normal. You can adjust the speed at which the screen scrolls (see the Game Options chapter, below).

## Creating and Placing Armies

To create an army, you need to have resources to pay for it, and you need to select the type of army to create. Both of these things are handled by the Logistics Screen; the Logistics (5) icon, which looks like a gold balance-type scale, calls up this screen.

The chart at the top of the screen tells you how many resource points you received this turn, and how they were spent. At the start of your turn, you get one point for every small territory, two for every medium territory and three for every large territory; the total of those points

is listed under Resources In. Points are then deducted to pay for moving armies (and for intelligence, which does not apply to a simple game); the left over points are listed under Total Stored Resources, which also includes any leftover points from previous turns. These are the points you use to build armies.

The six icons at the bottom of the screen represent six army types; the number under one of these icons is highlighted. Whenever you build an army in a territory, the army built is the one highlighted here. Each army type has a default structure that makes it best suited to a particular purpose:

- Type 1: small offensive army
- Type 2: small defensive army
- Type 3: medium offensive army
- Type 4: medium defensive army
- Type 5: large offensive army
- Type 6: large defensive army

Armies can contain up to ten kinds of fighting units: infantry, mobile infantry, air-mobile infantry, light and heavy armor (tanks), light and heavy artillery, air defense, combat aircraft and strike aircraft. Each unit has different strengths and weaknesses when pitted against each unit type; so the structure of your army will have as much effect in a conflict as its size. For example, an air-defense unit is only good at attacking aircraft, and has no defenses when attacked by infantry. (For details on how each unit stacks up against the others, see the appendix titled Unit Characteristics.)

If you want, you can just use the six default structures; simply click on the number below an army type's button to highlight it. Otherwise, you can change the structure of an army by clicking on its button; this displays a new screen showing how many of each type of fighting unit is in the army structure. Use the arrow buttons beside each unit type to create the structure you want, then press the right mouse button to exit the screen. You can only have up to 75 units in an army.

The total cost of an army type is shown by the number below its button. You need to have at least that many resource points in storage to build one army of that type.

To create an army, click the right mouse button to return to the main screen, and make sure you are looking at the territory map (not the world map). Click on the Place Army (F) icon on the right side of the screen (it looks like a hand holding a bullet) and the mouse pointer will change to a hand holding a bullet; you will also enter scroll mode, so that you can look for a location anywhere on the map. Move the mouse pointer so that the space between its top finger and the tip of the bullet is over the center of the territory in which you want to place your new army; then press the left mouse button.<sup>8</sup> The army will appear on the map, by the city, and the mouse pointer will return to normal (non-scroll) mode. You can place pretty much as many armies as you wish to in this way, so long as you have enough resources to pay for them.

### Moving Armies

You conquer territories by moving your armies into them. To do so, select the Move Army (E) icon; it looks like a hand about to pick something up, and is to the left of the Place Army icon. The mouse pointer changes into an open hand which you use to "grab" one of your armies. As before, you will automatically enter scroll mode so that you can look for one of your armies anywhere on the map. Find the army that you want, and put the pointer so that the space between its top finger and thumb is over the army; then press the left mouse button.<sup>9</sup> You will see your mouse cursor with the army in its grip! You are still in scroll mode, and now you can move the army to your desired new location, simply by dropping (left-clicking) it in the middle of the new territory. You can only move an army into a territory that is adjacent to its original location.

Armies can "hop" across small bodies of water; one such location on the "Earth" map is the channel separating England from Northern France. Use the info-panel for a territory to find out which seas and lakes can be crossed.

You can also move from some territories to others across larger bodies of water, using approved sea lanes which go from one territory to another (these territories are then considered to be adjacent). Sea lanes are shown on the map by a series of light blue circles in the water, joining the two territories.



If you decide to cancel a movement, simply press the right mouse button (while still holding the army) and your army will reappear in the territory in which you picked it up.

It costs one land movement unit to move an army into an adjacent territory by land (or over a small body of water), and it takes one fleet to cross a sea lane. A fleet will move its army at a rate of two sea-circles per month (one game turn per month, remember). If you cannot pay these costs, a warning message will appear on the screen and the move will not occur. Assuming that your land movement was successful (or your sea-going army reaches its destination), one of the following effects may occur:

If the territory you moved into was unoccupied, then you will capture it. It will change to your color, and you start collecting its resources next turn.

If the territory you moved into was occupied by one of your armies, then you will be asked if you want to combine the two armies; if you answer "no," then you will be given a chance to choose another territory. (Experienced users can turn these confirmation requests off using the Options (1) icon -- see the next chapter for details.)

If the territory you moved into was occupied by an enemy army, then the two of them will enter a conflict (see below).

If the territory you tried to move into was in revolt or in conflict, then you will not be allowed to move into it and a warning message will appear.

If you want to move more armies in a turn than you are currently able to, go back to the Logistics Screen and increase the resources spent on transport (land movement) or fleet (sea movement), using the arrow buttons. (Intelligence does not apply to a simple game, so leave it at zero). Transport points are converted into land movement units at a variable rate; while five fleet points gets you your first fleet, and every three fleet points after that generates another one. The land movement units and fleets you currently have available are listed below the chart. Changing the resource point allocation will affect your

transport ability over the next couple of turns.

## How Conflicts are Resolved

When you move one of your armies into an occupied enemy territory, or when the enemy moves an army into one of your occupied territories, a conflict will begin. The two armies will fight for control of the territory until one is destroyed. The winner gets control of the territory, but will usually lose some of his units in the process.

A conflict is resolved in the attacking player's first turn after he invades. All of the calculations are done instantly; then the winner is declared in the message bar, and the territory in conflict changes to the victor's color. The surviving army is free to move once the conflict is over.

Conflicts are calculated by pitting the individual units in each army against each other. The factors involved in these calculations (aside from random chance) are: the chance of success for each unit type; how quickly each piece can make its first attack; and the morale and obsolescence ratings for each army. These factors are explained below.

Each unit has not one chance of success rating, but ten -- one for each of the ten unit types. These represent a unit's accuracy when aiming at each kind of target, and his ability to pierce whatever defenses that target has.

Examples: A Light Armor piece has an average chance of success when attacking a Light Armor unit, but a high chance when attacking a less-armored Light Artillery unit. Meanwhile, an Infantry unit has a low chance of success when attacking that Light Armor unit (since it has weaker weapons), and a high chance when attacking that Light Artillery piece.

Equally important is how quickly a piece can make its first attack; if a unit cannot attack its target right away, it may get destroyed before it has a chance. There are also ten of these ratings for each unit -- one for each type of target. In the examples below, "turns" are simulated rounds of combat, calculated by the computer to simulate this delay in attacking. (Turns will have more important meanings in a

full-complexity game.)

Examples: A Light Armor unit can attack another Light Armor unit in turn one, and can attack a Light Artillery unit in turn two. Meanwhile, an Infantry unit cannot attack either of those units until turn three.

Those two factors are the most important ones in resolving a conflict, but there are more. Each army has a morale rating that affects how well its units fight; it goes up when an army wins a conflict (proud fighters are good fighters), and drops when an army loses.

Also, each has an obsolescence rating that starts at zero percent when it is built, and increases by one percent for every month afterwards. This rating doesn't just measure obsolescence, but a combination of obsolescence and experience. For about two years, this rating represents increasing experience and ability; as it approaches twenty-five percent, the army's skills are improving. From then on, the percentage represents a gradual decline in ability as the army's equipment becomes obsolete. An army is disbanded when its obsolescence reaches 100 percent.

The best strategy when starting conflicts is to find out what units are in an enemy army, and then attack it with the best army structure to beat it. To learn about an enemy army, select it on the territory map; the info-panel will appear, showing its structure, morale and obsolescence. To build an army best suited to that structure, refer to the appendix titled Unit Characteristics at the end of this manual, and remember these simple rules:

When fighting a small army, slow units may never get a chance to attack; therefore use units that can attack as quickly as possible (i.e. artillery and aircraft).

When fighting a large army, battles will take more (simulated) time; therefore add units that are slower, but have better chances of success (i.e. infantry and armor).

While aircraft would seem to be protected from infantry, their airfields aren't. When infantry reaches those airfields, it can destroy them with ease.

Only use air defense units if the enemy uses aircraft or air mobile infantry, as they cannot attack anything else.

## Viewing Your Empire

As the game progresses, there are two methods that you can use to study how the war is going:

First, the History Screen provides a record of the course of the war; to display it press the History (8) icon, which looks like a book. The top half of the screen contains a territory graph, which shows how many territories each leader has controlled from month to month; you can use the arrow buttons to change its scale both vertically and horizontally. The bottom half of the screen is a records table which shows how many conflicts each player has won and lost, how many times each enemy has attacked your territories, and how many times you have attacked theirs.

Second, when the world map is displayed you can press the Conflict (C) icon (which looks like a tank) to show how many times each territory has been attacked, captured and/or occupied since the beginning of the war. The map is color-coded as follows: dark green territories have not been touched by conflict; blue-green territories have a past history of conflict (the brighter the color, the more times it has been invaded); and orange territories are currently in conflict.

## Ending Your Turn and Completing the Game

The game proceeds in turns, where each player gets one turn per month; you can place and move armies only during your turn. When you have built and moved all the armies you want for a turn, press the End Turn (9) icon to pass control to the next player; this icon looks like a small "thinking" man.

During other players' turns, the message bar will display where they build and move armies, and how any conflicts you have with them are resolved. Also, the world map and territory map will change in real-time as they make their moves. You can press the Pause (10) icon, just to the right

of the End Turn icon, to pause the game while an enemy is moving. If you have trouble following the enemy's actions, you can slow them down (see the Game Options chapter, below).

A player is eliminated from the game when he loses all of his territories and armies. The game therefore continues until you win (by eliminating all other players) or lose (by losing all your territories and armies). If you are looking for occasional guidance while you play, you can ask for advice via the Options (1) icon (see below). Good luck!

## GAME OPTIONS

All game options are handled through one icon; this is the Options (1) icon, which is marked with the letter "I."

Pressing this icon displays five new icons, which do the following tasks:

Blue Disk Loads a game

Red Disk Saves the current game

"New Game" End current game and return to Start Options panel

Snail Adjust game speed and scroll speed settings

"Exit" Sign Exit to DOS

"I" icon Change configuration settings

When loading or saving a game, a directory panel will appear; you can type in a name using the keyboard or just click on a filename in the file list that appears.

The game speed setting controls how fast your enemy's moves are displayed, and how fast satellite battles (part of a full-complexity game) move. The scroll speed setting controls how fast you can scroll over game maps.

The "I" icon on this panel displays another panel with additional options:

Confirmations Controls whether the computer asks you to confirm irreversible actions; this should only be turned off by experienced players.

Sound Effects Toggles sound effects on and off.

Tunes Toggles music on and off.

Animations Toggles animated panels on and off; turning this off will make the game faster on slow machines.

**Link Working** Indicates if the link between two machines is active; used only during modem and null-modem games (see the Technical Supplement and Tutorial booklet for details).

**Advice** Displays a panel with helpful hints for winning the game.

## OPTIONAL: REVOLUTIONS

This chapter explains how you can add the prospect of revolutions to a simple game.

To add unrest to a simple game, set the Revolutions option on the Start Options panel to anything other than "None" when starting a game. The setting you choose will control how often revolutions will occur.

With revolutions turned on, each territory has a potential to revolt against the tyranny of its current master; this is measured as a percentage and is called unrest. If this rating gets high enough and there is no army in the territory, then it will erupt into revolution. If the rating is high but there is an army in the territory, units will start deserting the army; when they are all gone, you will get an "Army deserts" message and then a revolution may occur. Revolutions and unrest calculations are given their own turn in the game, which takes place at the end of each month.

A territory in revolt will turn purple, and will "kick out" the current owner. The territory will remain in revolt for a random amount of time, after which it will become neutral (and its terrain will turn brown).

A revolution has the potential to spread into neighboring territories; if those territories' unrest ratings are high, this chance is much greater. This will also cause armies to desert in adjacent territories, as a precursor to revolution. A revolution weakens as it spreads, so that it can only spread so far before it dies out.

Unrest decreases naturally over time, but is increased when a country is invaded. If a territory is occupied, its chances of revolting are lower, but its unrest rating decreases at a lower rate. If a territory is next to another territory in revolt, then its chances of revolting are higher.

In a simple game, you have little control over unrest and revolutions. However, if a revolution occurs next to one of your territories, make sure that your territory is occupied (to keep the revolution from spreading your way). Use the features explained below to keep track of current unrest levels and potential "trouble spots."

First, you can display levels of unrest in each player's territories by displaying the world map and pressing the Unrest (D) icon; this is the icon that looks like a fist. On the map, red marks unrest in your territories, and green marks unrest in enemy territories; the brighter the shade, the greater the unrest. Dark Green marks neutral territories, and territories with zero unrest. Purple marks territories that are currently in revolt.

Secondly, you can use the info-panel to see a territory's current unrest rating. When an info-panel is displayed, press the icon marked with a spy and the unrest rating for the selected territory will appear. This also changes the mini-map to display color-codes for conflict and unrest; use the map icon to switch between them. Pressing the spy button returns the mini-map to normal and re-displays the territory list.

Finally, the records table at the bottom of the History Screen also displays how many revolutions each player has suffered.

**NOTE:** In a simple game, you aren't really equipped to deal with unrest and revolution; they aren't recommended for use in simple games, especially at higher settings. If you want to face the challenge of revolutions, we recommend you try a reduced-complexity game, explained in the next chapter.

#### **PLAYING A REDUCED-COMPLEXITY GAME**

Two things are added to a simple game when you select reduced complexity: diplomacy and intelligence. Each is explained below.

#### **Diplomacy**

In a reduced complexity game, diplomacy is used to create

two types of treaties:

Alliances are treaties where two leaders agree to not attack each other.

Pacts are treaties where two leaders agree to not attack each other and to both attack a chosen enemy.

You access these features through the Diplomacy Screen. To get to this screen, press the Diplomacy (6) icon on the Icon Bar; it looks like two hands in a handshake. The bottom half of this screen displays a treaty report for your government. It displays each player's level of trust in you, and whether you currently have any treaties with them.

Two of the buttons at the top of the screen allow you to offer an alliance or pact to an enemy. When you select one of these tasks, panels will then appear so that you can choose which leaders should be involved and the how long the treaty should last.

Here are some things to consider about treaties:

You can only have one treaty with each player at any one time.

You can only attempt one treaty with each player per turn.

It is also possible that one of your enemies will offer you a treaty, via a message panel; it is up to you to accept or reject it.

A treaty are considered broken if one of the allied players attacks the other's territories while the treaty is in force.

If a computer-controlled leader feels that his ally isn't attacking the target of a pact as much as he does, then he might complain and declare the treaty broken.

Remember that computer-controlled players have different personalities, which control when they decide to offer, accept, reject, follow and break treaties. Some leaders will go back on their words more often than others.

## Intelligence & Intelligence Gathering

In a reduced-complexity game, information about other players is not simply given to you; you have to invest resources into finding it. This is the job of your



intelligence operation, which has two functions: to gather intelligence, and to create special forces teams (which are explained separately).

The first step in creating an intelligence operation is to provide it with resources. Go back to the Logistics Screen (by pressing the Logistics (5) icon) and increase the resources spent on Intelligence; it is the third allowance listed at the top of the screen. The more resources you devote to it, the larger your intelligence bureau will become.

Once resources are devoted to intelligence, you control how they are spent through the Intelligence Report Screen; to access it press the Intelligence button, which looks like a spy reading a newspaper. The top four buttons on the top half of the screen activate intelligence-gathering sections for each enemy (if you have four enemies). Your resources are evenly divided between whichever sections have buttons that are depressed; selecting several sections spreads your resources thinly, reducing the amount of intelligence each section can gather. Sections will expand slowly over time, as more information is uncovered, and will slowly shrink when resources are taken away.

Each section has a percentage rating that measures how complete your intelligence is for that enemy. This completeness rating determines what kinds of information you can access on a particular enemy, affecting the following areas of the game:

Info-Panel (Territories) Depending on the completeness rating for a leader, the unrest ratings for his territories (as shown on the info-panel) will be at one of four levels of detail:

Completeness	Unrest Information
0%	nothing
1-19%	none / some
20-39%	none / less than 50% / more than 50%
40-100%	exact percentage

**Info-Panel (Armies)** Depending on the completeness rating for a leader, the info-panel for an one of his armies will show different amounts of information:

**Completeness Army Information**

ss

0-9% nothing

10-29% number of units in army

30-49% number of units in army, morale, obsolescence

50-100% exact composition, morale, obsolescence

**World Map** Depending on the completeness rating for a leader, the color-codes used on the world map to display his territories' unrest ratings will show one of three levels of detail:

**Completeness Unrest Color-Coding**

ess

0% dark green = unknown

1-39% dark green = none, light blue = some

40-100% dark green = none, green = low, bright green = high

**Message Bar** If you have 30% intelligence or more gathered on a leader, the message bar will display a message whenever he deploys special forces in a territory. (See below for details.)

**Leader Report** The bottom of the Intelligence Report screen displays a profile for one of your enemies; press the arrow buttons to select reports for other leaders. Use this report to determine what an enemy is capable of doing in the near-future, and what he is likely to do. As the completeness rating for a leader grows, these items are added

to this report:

Complete Information Added to  
Report

0-4% nothing

5-14% is leader stable, unstable  
or deranged?

15-19% chance of destabilizing  
leader

20-24% mood of leader

25-29% amount of intel. he has  
gathered on you

30-39% stored resources

40-49% unused special forces  
units

50-100% treaties with other  
enemies

The second line of the Leader Report lets you learn about each computer player's current emotional state. The leader's stability is shown on the left; each computer player can be driven into madness, and this rating shows how close he is to it. There are three stability ratings: stable (low chance of madness), unstable (high chance of madness) and deranged (actually mad).

The leader's mood is shown on the right; this affects the approach he will take to the game. There are two basic moods that stable players may be in:

**Aggressive** Spend more resources on armies, use them aggressively; devote fewer resources to intelligence.

**Defensive** Do not initiate battles, instead stockpile armies and seize neutral territories; devote more to intelligence, and raise unrest in adjacent enemy territories.

In certain situations, the players may temporarily shift into one of three special moods:

**Expansionist** If a leader there are many neutral territories in the world, he will try to grab them as quickly as possible.

**Desperate** If a leader is very weak, he will stockpile his resources, and concentrate on simply

staying alive until he can "break out" into surrounding territories.

**Vengeful** If a leader is constantly attacked by an enemy, he may declare revenge, and focus his efforts on attacking whomever attacked him the most in recent times.

The third line of the Leader Report lists a leader's chance of madness; this is a percentage that measures his stability. If a leader is attacked very little over time, this percentage may go down. If a leader is attacked a lot over time, this percentage will go up. If it reaches 100 percent, the leader becomes deranged and enters one of three deranged states:

**Madness** The leader is "gaga" -- he is incapable of doing anything.

**Paranoid** The leader becomes ultra-defensive, buying lots of intelligence and using lots of special forces; he offers lots of treaties, but seldom accepts any from his enemies.

**Fanatical** The leader becomes ultra-offensive, buying lots of armies and attacking a specific enemy; the target of his attacks can be one chosen for revenge, or just a recent attacker, or even a completely random player.

The chance of madness can actually go above 100 percent; the higher it goes above 100, the longer the resulting madness will last. When a leader is deranged, his chance of madness is displayed as zero percent (since he's already gone "off the edge").

The starting stability and mood of each computer leader, and the chances that they will shift into particular moods and states during the game, are determined by their personalities; therefore each leader will react somewhat differently to identical situations.

### Special Forces & Manipulating Unrest

The second function of your intelligence operation is to assemble covert intelligence teams called special forces; these units can be deployed anywhere around the world, allowing you to attack your enemies from within.

To create some special forces, return to the top half of the Intelligence Report screen and select the bottom button (below the four section buttons). When the button is depressed, special forces will get an even share of your intelligence resources, just like your intelligence-gathering sections. The number listed here shows the number of special forces units you currently have available; this number will increase and decrease (within a couple of turns) as the resources devoted to special forces change. Each covert activity that you attempt requires a certain number of these units; they are deducted from your available units when the activity is attempted, and reappear a month or two later. You can have up to twenty special forces units, total. You must have at least one percent of information gathered on an enemy before you can use special forces against him.

One of the two uses of special forces is to either raise or lower the unrest ratings in individual territories. Raising unrest increases the chances for a territory to go into revolution; lowering unrest calms a territory and lessens those chances. While you can use these commands on any territory you like, you should stick to raising unrest on enemy territories, and lowering it on your own (naturally).

Raising and lowering unrest are done from the territory map. Press the Raise Unrest (G) icon, which looks like a raised fist, or the Lower Unrest (H) icon, which looks like a hand holding a rose; the mouse pointer will change to reflect which icon you chose. Then select a territory (in the same way that you select it to place an army) to deploy one special forces unit in it; remember to use the top-left corner of each pointer. You can deploy more than one unit by selecting multiple territories; a message will appear when you run out of units. Click the right mouse button when you are done.

**NOTE:** You can only deploy special forces during your own turn.

A unit deployed to raise unrest in an enemy territory will raise it by the amount of intelligence gathered on that enemy, plus five percent. For example, if you have 35% percent complete intelligence on an enemy, a unit deployed in one of his territories could raise unrest by 40%. If you

deploy special forces in a unoccupied territory with very high unrest, then there is a chance that you will immediately trigger a revolution. Other effects of high unrest ratings are explained in the Revolutions chapter. A unit deployed to lower unrest in a territory will lower it by 25%.

**WARNING:** A unit deployed to raise unrest in one of your own territories will raise it by 100 percent (since you know your territories completely), so be careful!

### Destabilizing an Enemy Leader

The second use for your special forces is to destabilize enemy leaders -- to increase a computer player's chance of madness, hopefully to put him into a deranged state.

To destabilize an enemy, return to the Diplomacy Screen; select the option below the two treaty buttons, and then choose a leader to destabilize from the panel that appears. It takes five special forces units to destabilize a leader.

The chance of successfully destabilizing a leader is based solely on how much intelligence you have gathered on him; if your intelligence is 50 percent complete, then you have a 50 percent chance of success. A successful destabilization will raise the leader's chance of madness by fifteen percent; if it goes over 99 percent, he will become deranged.

### PLAYING A FULL COMPLEXITY GAME

Two things are added to a reduced-complexity game when you select full complexity: the ability to watch conflicts, and the ability to fight satellite battles. Each is explained below.

### Watching Conflicts

In a full-complexity game, conflicts can take anywhere from one to several months to resolve, depending on the sizes of the armies involved. This limits how fast you can conquer the world, since you can't move across territories that are in conflict. However, it also allows you to watch a

conflict unfold, and even order a retreat if it isn't going well.

If you want to watch conflicts as they are fought, you need to access the Military Report; the Military (4) icon, marked with three yellow stars, calls up this screen. The top half of the screen displays an overall summary of your military forces. The bottom half of the screen displays reports on any conflicts that you currently are involved in; use the arrow buttons to cycle through them. If you want to watch or conceal a particular battle, toggle the "Watch?" button below the report appropriately. Use the "Watch New Conflicts?" button above the report to choose whether future conflicts are watched or concealed.

**NOTE:** A concealed conflict still takes months to complete, but you are only told when it ends (i.e. who wins or loses) via the main screen's message bar.

When you opt to watch a conflict, you receive a conflict report on it every month. The report starts by displaying the two armies, and the territory over which they are fighting; click the mouse to continue. A new panel then appears, showing the structures of the two armies and a message bar at the bottom of the panel. The message bar lists the current month, the current round of the conflict, how many attacks each side gets this month (determined by the size of each army), then lists how each attack is resolved. In an attack, one unit chooses an opponent and attempts to engage it, which has one of three results: cannot reach the enemy, unsuccessful in attacking it, and destroyed or captured it. Units are destroyed outright, not damaged.

**NOTE:** In a full-complexity game, the "turns" used when calculating a conflict in a simple game take on more meaning. A turn equals one month of game time; in other words, a unit whose first attack is "turn three" cannot attack until the third month of a conflict. When a unit is waiting to attack, it will display the cannot reach message noted above.

A horizontal bar-graph shows the gained ground for both sides; the side whose color fills more of the graph has gained more ground. Each side gains a little ground when they attack, and a larger amount when they destroy an enemy

unit. A conflict ends when one side gains sufficient ground to eliminate the enemy's color from the graph, or when they have destroyed every enemy unit.

NOTE: By gaining ground, a smaller, more mobile force is capable of defeating a larger, more cumbersome one. If your "Goliaths" are beaten by the enemy's "Davids," this is probably the reason why.

There is a pause between each attack of the conflict; if you want to speed through the remaining attacks, click the right button. If you want to conceal the conflict in future months, press the small gray button. When the attacks are finished, click the right mouse button to exit the panel.

NOTE: If a conflict is going poorly, you can order a retreat by moving the army into one of your adjacent, unoccupied territories. However, this makes the army's morale drop.

## Satellite Battles

At full complexity, you can turn one of your conflicts into a satellite battle; this is a tactical simulation of combat where you control each unit of your army individually. Satellite battles have a different set of rules, explained below.

There are two ways to start a satellite battle. The first is to press the Military (4) icon to access the Military Report screen, then use the arrow buttons to display the conflict that you want to change, and then press the Battle button at the bottom of the report. The second is to press the large, terrain-covered icon that appears on the Conflict Report panel (see above). In either case, the computer immediately makes a satellite map on which the battle will occur, and places units at opposite ends.

NOTE: You can only fight one satellite battle at a time, and you cannot resume other aspects of the game until that battle is resolved.

Battles are fought differently than conflicts. In a battle, the attacker's goal is to destroy the enemy's command headquarters before he runs out of supplies or loses all of



his units. The defender's goal is to defend his headquarters from attack until the enemy runs out of supplies or units, while attacking the enemy's supply bases to shorten the battle.<sup>10</sup> A clock at the top of the screen measures how long the attacker's supplies will last; if it reaches zero, he has run out and the defender has saved the territory. Destroying one of the attacker's supply bases deducts time from that clock, giving him less time to fight.

You get to the satellite map by pressing the Satellite (3) icon on the Icon Bar. The map can be scrolled in the same way as the Territory Map, by right-clicking the mouse and moving the pointer to the edges of the Playing Area. On this map, you can see every unit and installation on the map; installations include command H.Q.'s, supply bases and airfields. There are several types of terrain on the satellite map; they affect how land-based units move (naturally, aircraft are not affected):

Sea -- inaccessible

Woods -- accessible only to infantry

City, Hills, Farmland, Scrub, Grassland -- have varying speed effects on different units

Road -- the fastest terrain for all land-based units.

Your units are intelligent enough to avoid obstacles, but they are most effective when you steer them onto smoother terrain.

Each unit and installation has its own identity marker, which is a small marker made up of three colored bars (the color of a unit's marker shows who owns it). The first time a unit or structure is attacked, this marker starts flashing, and the center bar gets shorter to signal damage. Additional attacks make the bar shorter and shorter; when it disappears, the outer bars begin to shrink. When the color is drained from all three bars, that unit or structure is destroyed and removed from the map.

You give orders to your units using four icons near the bottom of the Icon Bar. These icons are:

**NOTE:** All of these icons work in scroll mode; to exit this mode, complete the command or press the right mouse button.

**ANOTHER NOTE:** When an order requires you to select a unit from the map, the mouse pointer will change color and "lock onto" a valid choice if it is nearby. You can still move the pointer to other units when this happens.

- I. Move (one soldier and arrow) --** Use this icon to select a unit to move. After selecting this icon, move the crosshair onto the unit you wish to move. Click the left mouse button to select it, and then click on up to four locations for it to move through (points A, B, C and D). These points are displayed on the map as you select them. The mouse pointer will turn red if you point to an enemy unit while selecting locations; if you select that vehicle, your unit will attack it when it comes to that part of its movement path. When you are done choosing points, click the right mouse button to command the unit. You can then select another unit to move, or right-click again to stop giving orders.
- J. Patrol (two soldier and arrows) --** This icon works identically to Move/Attack, but the unit who receives the order will move back and forth through this path until given new orders. (Note: The patrol command cannot be given to Ground Strike aircraft, or to air mobile infantry.)
- K. Aim Artillery (crosshairs) --** Use this icon to select an area for an artillery unit to bombard. Select the icon, and then select one of your artillery units; the crosshair will then turn into a large square targeting grid. Place this grid over the area you want the unit to attack, and it will start firing at enemy units and installations in that area. The artillery will target the most important unit or installation first, and work its way to the least important. (Note: This command can only be give to light artillery and heavy artillery units.)
- L. Associate (three soldiers in a "T") --** Use this icon to "copy" one unit's actions onto others. If you have one unit performing a task that you want others to follow, select this icon and then select the unit performing the action. You can then click on other units to associate them with the first one; the mouse pointer will turn red when it is over a valid selection. The other units you

click on must have the same capabilities as the first, e.g. air units cannot join infantry, infantry cannot associate with artillery, etc.

Beyond following your orders, your units have intelligence of their own and will respond to immediate emergencies in their vicinity; for example, nearby units will automatically defend their Command H.Q. when it is attacked.

Fighting on the battlefield is shown in two ways. Units fighting against other units or attacking installations are marked with a black-and-yellow square; you cannot give new orders to units while they are fighting. Also, gray shells are fired by artillery, and land on their targets; successful hits are indicated with explosions, while shells that miss or are out of range just disappear. (Your air-defense units fire striped anti-aircraft missiles that work in the same way.)

Combat between units is calculated similarly to the way conflicts are calculated, but with two exceptions. The first is that the delay before a unit can attack (i.e. the "first turn" that it can attack) is no longer set in advance; it is now determined by how quickly you move your units into striking distance. The second is that damage is now calculated for each unit, instead of their being immediately destroyed. A damaged unit is less capable of fighting and defending itself. Attacks on installations are calculated using the same system.

Most units inflict the same level of damage for each successful attack, with the following exceptions:

When an aircraft attacks another aircraft, the result is immediate; either one unit is destroyed or the other.

When an air strike successfully hits an installation, it can do up to four times normal damage.

Here are some additional rules of battles that you should know:

If an aircraft's airfield is destroyed in a battle, all planes based at that airfield are destroyed immediately. In a satellite battle, Air Mobile Infantry lets you move infantry units quickly onto the front line. They can be moved once as helicopters; once they reach their final destination, they turn into regular Infantry units. They

do not attack while they are helicopters.  
An Artillery unit's chance of success is affected by the distance to its target.

If you want to see an overview of the entire map, press the Overview (M) icon; it appears where the End Turn icon normally is, below the other satellite map icons. The entire battlefield is shown on the left, and a map legend is shown on the right. Next to each leader's name are the current number of units on each side, and (in parentheses) the number of units they started with. From this map, you can choose to let computer control command your units for you, or to end the battle by converting it back into a conflict (using the units left on both sides).

For information on the abilities of each type of unit, see the appendix at the end of the manual titled Unit Characteristics.

#### ACHIEVING GLOBAL DOMINATION

This chapter offers you some pointers for mastering the art of world conquest.

At the beginning of a game, you should try to grab as many neutral territories as you can, starting with the large ones. A good way to do this is by building very small armies -- only one infantry unit each -- while devoting more resources to movement.

One good overall strategy is to find as many large territories as you can, and then build strongholds of occupied territories around them. With multiple strongholds, you can expand whichever one seems least blocked in a given turn.

Another good strategy is to try and expand into an area which has very few bordering territories; this provides you with an empire that needs to be defended at only a few points. North America and South America on the original "Earth" map are examples of this.

If you find yourself unable to build or move as many armies in a turn as you'd like, remember to change the allowances listed on the Logistics Screen.

Remember that when you change your movement allowances,

the changes do not take effect until next turn. So if you plan on dramatically increasing or decreasing how many armies you move in a turn, make sure you plan ahead.

When making movement plans, keep in mind that you can combine armies to create larger, more powerful ones; and that you can split an army in half, so that you can attack in more places at once.

Try to ally yourself with players that you don't plan on attacking in the immediate future; this will give you a few less headaches to deal with, assuming that your "ally" can be trusted.

It's a good idea to keep to your side of a pact; they are harder to get than alliances, and the computer will only keep his side of the bargain if you keep yours.

Inciting revolts in adjacent enemy territories is a good way to take them without getting the leader angry; however, if he gathers sufficient intelligence on you, he will find out what you're doing. If an enemy is advancing on your empire, you might also want to incite revolution in your own outlying territories to create a barrier against them; your special forces can do this easily.

#### APPENDIX: UNIT CHARACTERISTICS

This appendix lists the statistics for each of the ten unit types used in the game.

In the listings below, Cost shows the number of resource points needed to build a unit. Chance of Success gives the approximate base chance for a unit to hit and penetrate the defenses of each of the ten unit types; this does not take into account morale or obsolescence. (For satellite battles, installations are also listed here in italics.)

First Attack in Turn lists the first turn in which a unit can attack each of the ten unit types. "Turns" refer to actual turns in a full-complexity game, or to simulated turns in a reduced-complexity or simple game. This figure does not apply to satellite battles. Finally, Movement Speed lists how quickly a unit can move over different terrain types; this applies only to satellite battles.<sup>11</sup>

NOTE: For clarity, some of the listings below refer to the following groups of text: any infantry (infantry, mechanized infantry, air mobile infantry); any armor (light armor, heavy armor); any artillery (light artillery, heavy artillery); any aircraft (air combat interceptor, air ground strike); and any installation (command H.Q., supply base, airfield).

NOTE: In a satellite battle, only artillery, air defense units and aircraft can attack other aircraft. Infantry and armor attack their airfields, so references to their attacking aircraft apply only to calculated conflicts.

### INFANTRY

Cost: 1

Chance of Success:

Low: any Armor type

Medium: any Infantry type

High: any Artillery, Aircraft & Air Defense, any Installation

First Attack in Turn:

1: --

2: --

3: any Infantry, Armor, Artillery

4: any Aircraft & Air Defense

Movement Speed:

Very Slow: Woods

Slow: City, Hills, Scrub, Farm, Grass

Medium: Road

### MECHANIZED INFANTRY

Cost: 2

Chance of Success:

Low: any Armor type

Medium: any Infantry type

High: any Artillery, Aircraft & Air Defense, any Installation

First Attack in Turn:

1: --

2: any Infantry, Armor; Light Artillery

3: Heavy Artillery; any Aircraft & Air Defense

Movement Speed:

Slow: City, Hills  
Medium: Scrub, Farm, Grass  
Fast: Road  
None: Woods

#### AIR MOBILE INFANTRY

Cost: 3

Chance of Success:

Low: any Armor type  
Medium: any Infantry type  
High: any Artillery, Aircraft & Air  
Defense, any Installation

First Attack in Turn:

1: any Infantry, Armor, Artillery  
2: --  
3: any Aircraft & Air Defense

Movement Speed:

Fast: all terrain

#### LIGHT ARMOR

Cost: 3

Chance of Success:

Low: Heavy Armor  
Medium: Light Armor  
High: any Infantry, Artillery, Aircraft &  
Air Defense, any Installation

First Attack in Turn:

1: Infantry; Mechanized Infantry; any Armor  
type  
2: Air Mobile Infantry; any Artillery type  
3: any Aircraft & Air Defense

Movement Speed:

Slow: City, Hills  
Medium: Scrub, Farm, Grass  
Fast: Road  
None: Woods

#### HEAVY ARMOR

Cost: 4

Chance of Success:

Low: --  
Medium: any Armor type  
High: any Infantry, Artillery, Aircraft &  
Air Defense, any Installation

First Attack in Turn:

1: --

2: Infantry; Mechanized Infantry; any Armor type

3: Air Mobile Infantry; any Artillery type

4: any Aircraft & Air Defense

Movement Speed:

Slow: City, Hills

Medium: Scrub, Farm, Road, Grass

None: Woods

#### LIGHT ARTILLERY

Cost: 2

Chance of Success:

Low: --

Medium: all types, any Installation

High: --

First Attack in Turn:

1: Infantry; Mechanized Infantry; any Armor type

2: Air Mobile Infantry; any Artillery, Aircraft & Air Defense

Movement Speed:

Slow: City, Hills, Scrub, Farm, Grass

Medium: Road

None: Woods

#### HEAVY ARTILLERY

Cost: 3

Chance of Success:

Low: any Armor type

Medium: any Infantry, Artillery, Aircraft & Air Defense, any Installation

High: --

First Attack in Turn:

1: all types

Movement Speed:

Slow: City, Hills, Scrub, Farm, Grass

Medium: Road

None: Woods

#### AIR DEFENSE

Cost: 1

Chance of Success:

Low: --

Medium: Air Interceptor

High: Air Mobile Infantry; Air Ground



**Strike**

None: Infantry; Mechanized Infantry; Air Defense; any Armor; any Artillery; any Installation

**First Attack in Turn:**

1: Air Mobile Infantry; Air Interceptor; Air Ground Strike

Never: Infantry; Mechanized Infantry; Air Defense; any Armor; any Artillery

**Movement Speed:**

Slow: City, Hills, Scrub

Medium: Farm, Road, Grass

None: Woods

**AIR COMBAT INTERCEPTOR**

Cost: 5

**Chance of Success:**

Low: Infantry

Medium: Air Interceptor

High: Air Mobile Infantry; Air Ground Strike, any Installation

None: Mechanized Infantry; Air Defense; any Armor; any Artillery

**First Attack in Turn:**

1: Infantry; Air Mobile Infantry; Air Interceptor; Air Ground Strike

Never: Mechanized Infantry; Air Defense; any Armor; any Artillery

**Movement Speed:**

Very Fast: all terrain

**AIR GROUND STRIKE**

Cost: 5

**Chance of Success:**

Low: Air Interceptor

Medium: Infantry; Air Ground Strike

High: Mechanized Infantry; Air Mobile Infantry; Air Defense; any Armor; any Artillery, any Installation

**First Attack in Turn:**

1: all types

**Movement Speed:**

Fast: all terrain

-----  
1Picture of main screen with captions: Playing Area, Message

- Bar Icon Bar, and Change Message Bar Height.  
2 Inset of General Icons, with numbers on each icon as indicated in PCX file.  
3 Inset of World Icons, with numbers on each icon as indicated in PCX file.  
4 Inset of Territory Icons, with numbers on each icon as indicated in PCX file.  
5 Inset of Satellite Icons, with numbers on each icon as indicated in PCX file.  
6 Picture of Player Selection Screen, with captions for: Player List, Color for Next Player, Human Player, Random Leader, Connected Player  
7 Insets of three City markers, with captions for Small, Medium, Large  
8 Inset of Place Army pointer with hotspot -- caption: The black dot marks the pointer's "hot spot."  
9 Inset of Move Army pointer with hotspot -- caption: The black dot marks the pointer's "hot spot."  
10 Insets of Command H.Q., Supply Base and Airfield (with appropriate captions)  
11 Insets of each unit type next to each listing (no captions needed)
- 

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Global Domination  
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**Global Domination  
Technical Supplement and Tutorial**

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**Installation and Loading -- IBM PC**

**(Note: If you purchased the Amiga version of this game, the installation instructions are included elsewhere in the game package.)**

**This game cannot be run from a floppy drive -- it must be installed to a hard disk. When fully installed, it will take up less than 3.5 megabytes of hard drive space.**

**Hard Drive Installation**

**Turn on your PC, and wait for DOS prompt (C:\ etc.) -- exit Windows or Dos-Shell if they run automatically on startup.**

**Insert disk 1 in the appropriate floppy drive, and access that drive by typing**

**A: <ENTER>**

**or**

**B: <ENTER>**

**-- whichever is appropriate for your PC. Then type**

INSTALL <ENTER>

at the DOS prompt, and follow the on-screen instructions. The procedure is self-explanatory. The procedure allows you to enter information for your soundcard, if you have one. When done, the game will be ready to run from your hard drive.

### Playing from the Hard Drive

If you do not still have the computer on, do so now, and exit Windows or Dos-Shell if they run automatically on startup. From the DOS prompt, type

C: <ENTER>

or

D: <ENTER>

or even E:, if necessary, to access the hard drive where you installed the game. Then, type

CD<path-name> <ENTER>

to select the directory which contains the game. <path-name> should be the same directory name you gave when installing the program minus the drive designation that starts it off. (For example, to access C:\GLOBAL, access the C: drive and type CD\GLOBAL.)

Then type

GLOBAL <ENTER>

to play. The game will run through its animated introduction sequence, and then the Start Options panel will appear. (This panel is explained in the manual.)

### Changing your Soundcard Setup

If you change your computer's sound setup after installing the game, you can reconfigure your computer by accessing the directory where the game is stored and typing

INSTALL <ENTER>

This configuration program works identically to the one you used when installing the game.

### Sound and Soundcards

With the proper sound setup installed in your computer, this game can produce a variety of sounds (including music and digitized sound effects). However, if you intend to use your computer's internal PC speaker instead of a soundcard, you may find the game's sound effects to be garbled or inaudible. If this is the case, you can turn them off through the Options icon; see the Game Options chapter of the manual for details.

### Memory Requirements

The memory requirements for running this game will be listed in the text file README.TXT included with the game. For instructions on viewing this file, see "Additional Features and Documentation," below.

If you cannot run this program on your machine, you may not be fulfilling the game's memory requirements. You can check this by running either of the utilities included with DOS; CHKDSK or MEM. Both will display the amount of available conventional memory you have. To run one of these utilities, just type its name from the DOS prompt or consult your DOS manual.

If you require more memory, the first thing to do is try modifying your AUTOEXEC.BAT and CONFIG.SYS files. (NOTE: Copy them to a floppy disk before making any changes, so you can undo them if you make a mistake.) If you have any unnecessary Terminate-and-Stay-Resident (TSR) programs loaded by these files, try removing them. If you have DOS 5.0 or higher, make sure that you have loaded DOS and as many drivers as possible into high memory. See your DOS manual for more information on these items.

After you have done this, reboot the computer and try to run the game. If it still does not run, the next step is to

make a boot disk which you will use to start the computer "clean" of all extraneous programs and drivers. For information on making a boot disk, see your DOS manual.

## Additional Features & Documentation

Some game features have been added or modified since this game's documentation went to press. Information on these new features has been included in the text file "README.TXT." To access this file, load it into any text editor (like Windows' NOTEPAD or Dos 5's EDIT utility), or access the directory where this game was installed and type

```
TYPE README.TXT | MORE <ENTER>
```

The character before the word "MORE" is a vertical bar, which is generated by holding down the Shift key and pressing the back-slash key. This text can also be read directly from your game disks.

### Tutorial

If you would like to start playing Global Domination quickly, then this tutorial is for you. It will walk you through a simple game, which has advanced aspects of the game turned off; for information on those features, read the game manual. References to game icons in this tutorial are marked with letters or numbers that you can find on your Icon Recognition Card.

Start the game using the instructions in the Installation and Loading chapter of this booklet; after the opening screens, a Start Options panel should appear. Look near the bottom of the panel, and find the (Difficulty) Level, Complexity and Revolutions settings. There are two arrow buttons near each of these settings; press the down buttons repeatedly to select the lowest levels for each of them: beginner level, simple complexity and no revolutions. Next, select Choose New Name and a small panel will appear; use the Backspace and Delete keys to remove the name listed there, then type your name with the keyboard and press the ENTER key. To start a game, press the Play Our World button at the top of the Start Options panel.

A new screen will appear, with a gray panel in the center and twelve pictures surrounding it. Look at the small



bullet on the left side of the panel; it's marked with a red band, which means that you're supposed to choose the red player. Find and click on the "Thinker" picture, which is the second one from the right on the bottom, and your name will appear at the top of the gray panel; you are now the red player. The bullet has changed to green, which is the next color to choose; now choose four more players by clicking on other pictures. Don't click on the phone keypad (which is for modem-connected players), but feel free to click on the "question mark" icon to choose a random player. When five players are chosen, click on the "checkmark" button that appears to accept your choices. The computer will then scramble the order of the players and display the new order; click the right mouse button to begin the game.

## The Main Screen

You should now be looking at the game's main screen. The large window at the top is the playing area; you'll view and manipulate the game's maps here. Below that is your message bar, where color-coded messages will report all of the major activities of the game. And to the right is the icon bar, where you access most of the game's commands and features.

**NOTE:** Since the order of players was shuffled, you won't necessarily be the first player to move in the game. If you start the game and messages start rolling by on the message bar, then another player (or players) is taking his turn. Don't worry, you can still take a look at different maps and screens while this is going on; the only things you can't do are build and place armies. Before continuing the tutorial, wait until the message bar says it's your turn; once that happens the computer players are paused until you finish your turn.

See the top-right icon on the Icon Bar? This is the Map Control (2) icon, which changes which map is shown in the playing area. If it looks like a globe, press it now (by pointing to it with the mouse and pressing the left mouse button); this will display the world map. If the icon looks like four colored rectangles, leave it alone.

You should now be looking at the world map, which displays the entire game map at once; you should recognize the familiar contours of Earth's continents. You may have

noticed that four of the icons near the bottom of the icon bar changed when you selected the world map; the icons in these spaces will always change to suit the map you're looking at. In this case, they select color-codes which let the map display different types of information.

Look for the icon near the bottom that looks like some brown terrain; this is the Geography (A) icon. Press it, and the world map will be filled with small colored squares. Each square represents a territory; your goal in the game is to conquer all of the territories on the map. The colors of the squares show each territory's size, which can be small, medium or large. Larger territories produce more resources, which you need to build and move armies. Find the white squares on the map; these represent large territories in the game, which should be the first places you try to capture.

Look near the Geography icon for a picture of three stacked, colored rectangles; this is the Empire (B) icon. Press it, and the squares on the map are replaced with colored patches. The red patches are territories that you control; green, blue, yellow and gray territories are controlled by computer players. Find areas on the map where your territories are close to an enemy; you'll want to defend them right away. Find a location you want to see more clearly, point to it with the mouse and click the left mouse button; the game will "zoom in" on it by displaying the territory map.

The territory map is a close-up, scrollable view of the world. You can see each territory on the map as a separate, colored region; the color of the terrain indicates who controls it. Each territory has a "city" marker that indicates its size. Before going on, make sure you can tell the three marker sizes apart; to do that you should scroll around the map until you find examples of all three sizes. Press the right mouse button, and the mouse pointer will jump to the middle of the playing area and change into an open hand, palm down. Now, moving the mouse to the edges of the playing area will scroll your view of the world; this is called scroll mode, and is used throughout the game. When you are done scanning the map, right-click the mouse again to return to normal (non-scroll) mode. (If you find that the map scrolls too quickly, you can slow it down by adjusting the game's scroll speed setting. Instructions for this are in the Game Options chapter of the game manual.)

If you want to get some information about a particular territory, just point to it and press the left mouse button; this displays an info-panel that shows its name and the territories that it is adjacent to. When you are done, click the right mouse button to get rid of the panel.

While you scroll across the map, you may find small bullet-shaped markers on some of your enemy's territories; these represent armies that they have built during their turns. The colored band on a bullet indicates which leader controls it, and its size gives a sense of how large its army is. Don't worry; you'll learn how to build your own armies shortly. You can also access an info-panel on an army by left-clicking on it. You may also see rows of blue circles stretching across the water; these are sea lanes which connect territories over the water.

### Choosing a Territory to Invade

Since you're just starting out, you can't do anything too elaborate; for now we'll make do with capturing one territory and garrisoning several others with armies. This will hold onto the empire you have, and start expanding it.

Take another look around the map. (If you want, you can switch between the world map and territory map by pressing the Map Control (2) icon again.) You should see a lot of brown territories; these are neutral and up for grabs. The best thing about neutral territories is that you can capture them without getting anybody angry. If an enemy territory is unoccupied (i.e. has no army in it) you can capture it just as easily as a neutral one, but you run the risk of making an enemy angry. This is why you should garrison your territories -- to stop the enemy from just walking in and taking them! (We'll do that later.)

Look at each of your territories; are any of them adjacent to a large, neutral territory? If so, then it is the best place to start your invasion. If not, look for a medium-sized, neutral territory, or a large, unoccupied enemy one. Keep in mind that territories blocked by a narrow sea or lake are considered adjacent; also, some larger bodies of water can be crossed using sea lanes, but you're not prepared to use them now.

## Building an Army

Find the icon that looks like a gold balance-type scale; this is the Logistics (5) icon. Press it, and the Logistics Screen should appear.

The top half of the screen shows you how your empire's resources are being spent. You gain resources from your territories each month, and then spend them on building and moving armies. The Resources In figure shows how many resource points you received this month; you get one point for every small territory you control, two for every medium territory and three for every large territory. The figures for Transport, Fleet and Intelligence show how many resource points are spent per turn on these items; Intelligence does not apply to a simple game, but you'll learn about the other two later. The remaining points are listed under Total Stored Resources, which is a pool of resources used to build armies.

Before continuing, you should also look at the Land Movement and Fleets figures listed across the middle of the screen; these determine how much you can move in the current turn. As you can see, you can only move once by land this turn (since land movement equals 1), and not at all by sea. (However, crossing narrow seas and lakes is considered land movement.) You'll learn how to increase these numbers later.

Take a look at the six icons at the bottom of the screen; these represent the army types that you can choose to build. Each icon has a number under it, which shows the cost in resource points of building that army type; if you compare these numbers to your Total Stored Resources, you'll see that you can only afford the smallest of armies -- like the two on the far left (which each cost five and eight points, respectively). Of these, the leftmost type is designed to be an offensive army, so we'll choose it. Click on the cost shown below the leftmost icon; this will select that army type and return you to the main screen. (If by accident you click on the icon itself, just right-click the mouse twice to return to the main screen; you will still be ready to build.)

**NOTE:** Just because you select an army type, doesn't mean you can build it. You need to have enough resources available to cover its cost.

Now make sure you're looking at the territory map, and find the four icons that look like hands; these appear when the territory map is displayed, in the same area as the Geography and Empire icons appeared before. Click on the icon which shows a hand holding a bullet -- this is the Place Army (F) icon. If you chose the right army, the mouse pointer should jump to the middle of the playing area and change to a hand holding a bullet. (If the army you chose was too expensive, the computer won't let you select the icon.)

You can only build armies in your own territories, so you'll build one in your territory and then move it into the one you want to capture. You are in scroll mode again, but you should already be looking at the right part of the world. Move the mouse pointer so that the space between its top finger and the tip of the bullet is over the center of your territory, and press the left mouse button. If you did this correctly, a small bullet should appear in your territory, and the mouse should return to normal (non-scroll) mode.

### Moving an Army

Now, find the icon that looks like a hand about to pick something up; this is the Move Army (E) icon. Press it; you'll be put back in scroll mode, and the pointer will change to an open hand, palm up. Move this "hand" so that the space between its top finger and thumb is over the army you just built; then press the left mouse button. The "hand" will then pick up the army so that you can move it, and you will remain in scroll mode. Now move the mouse over the unoccupied, adjacent territory that you chose before, and drop the army in it as if you were building one there. If it's a legal move, it will be accepted and the mouse will return to normal operation. An army can only be moved once per turn.

(If the territory you chose wasn't actually adjacent to yours, then the computer will declare an illegal move! In that case, you'll have to pick another territory to invade, or click the right mouse button to cancel the move.)

When the army lands, the territory should change to red; you've just made your first conquest of the game!

### Garrisoning Your Empire

You just made the one move that you have resources for this turn, so you continue by placing defensive armies in your most important territories. But as you may remember, you can't afford to make too many more five-point armies (which is what the last one cost); therefore you'll need to create your own custom army type. Call up the Logistics Screen again, and click on icon for the army you were building before.

The screen that appears shows this army type's structure. Armies are made up of different types of fighting units, which each have different abilities and weaknesses; the structure determines how many of each unit are included in an army type. For instance, this army type consists of five infantry units; since each one costs one resource point, the army costs five points (as indicated on the screen). Use the "down" arrow button next to Infantry to lower the number of units to one; this will lower the cost to one as well. Now you can build five times as many armies as you could before. Click the right mouse button to exit this screen and return to the main screen.

**NOTE:** For more information on what different units do, see the game manual.

Now that you have a cheaper army type, you can start placing small armies in your territories using the Place Army (F) icon. You should start with large territories, then work your way to smaller (and therefore less vital) ones. After about five armies, you will run out of resources and the icon will be disabled.

### Preparing for Next Turn

A good opening strategy is to build lots of these tiny armies and move them into as many neutral territories as you can, as quickly as you can; but to do this you'll need to devote more resources to movement. Return to the Logistics

Screen, and use the arrow buttons next to Transport to increase the amount spent on land movement. This will translate into more land movement units, starting next turn; but naturally you will lose some points that could have gone into building armies.

**NOTE:** For now, you should avoid spending your meager resources on fleets -- they require a minimum of five points. Using fleets and moving over sea lanes are explained in the manual.

## Ending Your Turn and Continuing the Game

You've built and moved all the armies you can for this turn, so it's time to pass control to the next player. Find the End Turn (9) icon in the bottom left corner of the Icon Bar, and press it. The message bar will start to display the activities of your enemies; you might want to move to the world map, with Empire color-codes showing, so you can see where they are expanding. In a short while, it will be your turn again.

At the start of each new turn, you will get more resources from your territories, and therefore more opportunities to build and expand. Use the Place Army and Move Army icons to build more armies, and move them into adjacent territories. As you do, remember the following:

If you find that you can't move or build all the armies you want, go back to the Logistics Screen to find a better balance between the two.

You have the option of splitting one of your armies (through its info-panel) or combining two of them (by moving one into the same territory as the other); these features are detailed in the manual.

If you move one of your armies into an occupied enemy territory, or if an enemy moves an army into one of your occupied territories, a conflict will begin between the two armies. In the attacking player's next turn, the units in the two armies are pitted against each other, and a winner is declared. The loser's army is destroyed; the winner controls the territory, but usually loses some units in the process. The rules used when resolving conflicts are

somewhat complicated, and are explained in the Playing a Simple Game chapter of the game manual. However, here are some things about conflicts that you should know:

Territories in conflict turn orange; you cannot move through these territories.

You can find out the exact size and composition of an enemy army by calling up its info-panel; this is done by clicking on it. When you know its composition, you can build an army that is best suited to beat it (using information found in the manual).

The game will continue until you eliminate all other players (in which case you win), or you lose all of your territories and armies (i.e. you lose). Good luck!

#### Multiple Human Players

You can play this game with two to five human players on the same machine. To do so, start the game as you normally would, and select Multiple Players from the Start Options panel. The Select Players screen will appear; you can choose players as you normally would (by pointing to them and pressing the left mouse button), but you can now choose the Human Player picture more than once. The first human player you choose will get the customized name you entered using the Choose New Name command; the other players will be prompted for their names when they are selected. During the game, each player gets to use the mouse when it is their turn.

**NOTE:** Games involving multiple human players are restricted to simple complexity, though revolutions and difficulty levels can be set however you like them.

#### Modem and Null-Modem Link

Two human players can link their machines for a multiplayer game using modems or a direct serial connection. To do so, start the game as you normally would, and select Modem Link from the Start Options panel. The Modem Play Setup Screen will appear, which allows you to configure the link for either method:

To connect two computers using a direct serial link:

Connect a full null-modem serial cable to serial ports



on both machines; each player should then use the arrow buttons next to Com Port to select the COM number (either 1, 2, 3 or 4) that their serial port uses.

Then, both players should choose the speed at which their machine will communicate by changing the Baud Rate setting; both machines must be set to the same rate to communicate. Valid rates are 2400, 4800, 9600 and 19200; since this is a direct link, you should be able to use the fastest rates.

When both players are set up, press the Open Link button to test the connection. While testing, you can send text messages back and forth to each other by typing on the keyboard. The black window at the bottom of the screen will show both what you type (in blue) and what the other player types (in green).

To connect two players using modems:

Before you begin, one of you must decide to dial, and the other must decide to receive. Each player should then use the arrow buttons next to Com Port to select the COM number (either 1, 2, 3 or 4) that their modem uses. Then, both players should choose the speed at which their machine will communicate by changing the Baud Rate setting; both machines must be set to the same rate to communicate. Valid rates are 2400, 4800, 9600 and 19200; you can only use the speeds that your modem accepts (with the exception that 14000-baud modems can use the 19200 baud rate).

When com ports and baud rates are set, the person who chose to receive should press the Wait to Receive button; the computer will attempt to initialize its modem and prepare for a call. The person who is dialing should press the Dial up Number button, and then enter the phone number to dial on the panel that appears. Press the ENTER key or click the right mouse button, and the computer will attempt to initialize its modem and call the other player.

Once the computers are connected, both players can test the link by typing on the keyboard. The black window at the bottom of the screen will show both what you type (in blue) and what the other player types (in green).

Once the machines are connected, the player with the fastest machine should press the OK button; this makes him the primary player, who is in charge of selecting the game's difficulty settings and the players you use. (The other, secondary player must wait while he makes the selections.) The primary player is returned to the Start Options screen, but the only options he can choose are Play Our World, Load a Game and the three difficulty options (skill level, complexity and revolutions). When starting a new game, you must select players in the usual way; the only difference is that the Connected Player picture (in the lower-left corner of the screen) selects the secondary player. (Naturally, you should choose both the human player and the connected player!)

Linked games are played in the same way as one-player games, with the following exceptions:

Each player can only start satellite battles against their human opponent.

You cannot attempt alliances and pacts with a human player; however, you can start a pact with a computer player against a human player.

You cannot attempt to destabilize your human opponent.

While playing a linked game, you can "chat" with your human opponent by pressing the space bar. This displays a chat panel on both machines; players can then type messages to each other in real-time. If either player presses the ENTER key, both chat panels disappear.

NOTE: You can only call up a chat panel when both players are viewing the main screen (which displays the world, territory and satellite maps).

If you have problems communicating (i.e. the machines stop communicating in the middle of play, or you have problems linking in the first place), you may want to try connecting at a lower baud rate. Because of the nature of modems and phone lines, connections may be accidentally severed, so save often.

#### Keyboard Commands

This game can be controlled through use of the keyboard; however, we strongly recommend using a mouse. Most commands

are reached through the keyboard by simulating the mouse; the cursor keys move the mouse pointer, while the semicolon (;) key acts as the left mouse button and the <ENTER> key acts as the right button.

In addition to simulating the mouse, the following "hot-keys" have been added to speed gameplay for both mouse and keyboard users:

Y Answers "yes" to confirmation (checkmark / "X" button) panels

N Answers "no" to confirmation panels

ALT-X Exits the program and returns to DOS

Know Your Enemies!

It always helps to know something about your enemy, so we've prepared some brief personality profiles on each of the nine historical leaders. Keep this information in mind when trying to outwit them.

**Bismarck** Aggressive, untrustworthy, and easily provoked. Believes in the saying "Know Your Enemy."

**Julius Caesar** A cautious yet cunning ruler, with a high affinity for covert action.

**Caveman** Simple-minded, without focus. Wouldn't know deviousness if it walked up and bit his leg off.

**General Custer** Competent as a military commander, but weak in other areas of leadership. Fairly guileless.

**Genghis Khan** Angry, unstable, not to be trusted. Conquers the old-fashioned, barbaric way.

**Henry V** A level-headed diplomat and military leader, with some intelligence skills.

**Abraham Lincoln** Slow to anger, but demands vengeance when wronged. Has an almost noble attitude towards diplomacy, and disdain for covert ops.

**Napoleon** High-strung, but not easily provoked by enemies. Diplomatic yet devious.

**Queen Victoria** Calm and careful, with a keen diplomatic sense and strong use of covert ops.