

ATARI® PROGRAM exchange

DOMINATION by Alan M. Newman

INSTRUCTIONS

USER-WRITTEN SOFTWARE FOR ATARI PERSONAL COMPUTER SYSTEMS

APX-10041

APX-20041

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by

Alan M. Newman

INSTRUCTIONS

9/1/81

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INTRODUCTION

OVERVIEW

In DOMINATION, between one and five players compete for power via economic means and nuclear or conventional warfare. You must make decisions quickly, exercise skillful hand-eye coordination, outguess your opponents, and cope with random events. You decide the length of the game by setting the number of years you want to cycle through. A cycle consists of two or three phases for each player. In the randomly occurring Event phase, either a recession occurs, which reduces your current assets, or a nuclear conflict occurs, which lets you declare war against any opponent (or you can decline to fight). If you declare war, you then try to outguess your enemy during seven missile launches. In the Asset phase, you buy, sell, and reallocate resources to prepare for the final phase. In the Domination phase, you choose a country to fight or to try a little diplomacy on--either way, you're after its assets. Should you declare war, you then allocate your armies and personally shoot the cannons. When you prevail, all the country's assets transfer to you. When you lose, your assets diminish according to how heavily you committed yourself. Winner is the richest superpower at the end of the specified time span.

REQUIRED ACCESSORIES

For the cassette version

24K RAM

ATARI 410 Program Recorder

For the diskette version

32K RAM

ATARI 810 Disk Drive

ATARI BASIC Language Cartridge

One set of ATARI Paddle Controllers

CONTACTING THE AUTHOR

Users wishing to contact the author about DOMINATION may write to him at:

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Brooklyn, NY 11230

GETTING STARTED

LOADING THE GAME INTO COMPUTER MEMORY

1. Plug the paddle controllers into the first (left-most) controller jack at the front of your computer console. All players share one paddle to play the Asset and Domination phases. A player who has war declared against him or her during an Event phase uses the other paddle to set off nuclear bombs.
2. Insert the ATARI BASIC Language Cartridge in the (Left Cartridge) slot of your computer.
3. If you have the cassette version of the game:
 - a. Turn on your computer and connect your program recorder to the computer and to a wall outlet.
 - b. Insert the game cassette in the program recorder, press REWIND until the tape rewinds completely, and then press PLAY.
 - c. Type CLOAD and press the RETURN key twice.
 - d. After the game loads into computer memory, you'll see the READY prompt. Type RUN and press the RETURN key.

If you have the diskette version:

- a. Turn on your disk drive and insert the game diskette.
- b. Turn on your computer and television.
- c. When the READY prompt displays, type RUN "D:DOMINATE" and press the RETURN key. If you're using more than one disk drive, remember to follow the device initial (D) with the number of the drive containing the game diskette (e.g., RUN "D2:DOMINATE" for disk drive two). The program will load into computer memory and start.

THE FIRST DISPLAY SCREEN

After DOMINATION loads into computer memory, the title screen displays and you now enter your game options.

GAME OPTIONS

Before beginning to play, the computer asks you to indicate the number of players, their names, and the number of years you want to cycle through.

When prompted with HOW MANY PLAYERS?, type in a number between one and five and press the RETURN key. If you choose a one-player game, no Nuclear Conflicts will occur; they will occur in multiplayer games.

Next, in response to the prompt TYPE IN NAMES AND PRESS 'RETURN', enter the name (up to ten letters) of each player, in order of their turn, and press the RETURN key after each name. (The computer knows how many names to expect, based on the number of players you indicated earlier.)

Finally, in response to the prompt HOW MANY YEARS?, type in the number of years you want to cycle through--10 years is a good number to start with--and press the RETURN key. (If you find at the end of the game that you want to continue playing, you can do so by answering YES to the continuation prompt that displays at that time.)

You're now ready to play DOMINATION. The first year displays in the form:

THE YEAR IS 1981

and then the first player's Event or Asset Phase (if an Event Phase doesn't occur) begins. Let's now go through the activities and consequences of each phase.

EVENT PHASE

Your turn will begin with an Event Phase about half the time. Either a RECESSION or a NUCLEAR CONFLICT can occur in this phase. If this phase doesn't occur, your turn begins with the Asset Phase.

RECESSION

If you're hit with a RECESSION, you automatically lose 30 percent of your Industry (see the Asset Phase) and the information screen for the Asset Phase displays.

NUCLEAR CONFLICT

When the NUCLEAR CONFLICT! screen occurs, you may choose to fight any other player or you may decline to fight. The screen display pages through the following prompt:

YOUR NAME

-NO WAR-

PRESS AND HOLD
TRIGGER WHEN
YOUR VICTIM'S
NAME APPEARS

where -NO WAR- flashes alternately with each of the other player's names. Press the red button on your paddle to choose NO WAR or one of the player's names. If you choose NO WAR, the Asset Phase screen then displays. If you declare war, you must inform the player you plan to fight to give him or her time to pick up the other paddle. Usually you'll want to fight the player in the lead, but be careful about fighting a player with a much larger Army (see Asset Phase).

You and your opponent each begin with 48 missiles, plus an extra missile for each five Army Divisions currently in service. You use these missiles for seven launches. The object is to outguess your opponent as to the number of missiles he or she will launch at one time, yet to launch the minimum you can get away with (so as to have enough missiles left for the remaining launches).

The launches work as follows. At the bottom of the Nuclear Conflict screen are nine boxes, with a diamond in the middle box. After the prompt GET READY TO FIRE!, a number displays and steadily increases. This number represents the missiles you and your opponent intend to fire on that particular launch. When your desired number of missiles displays, you press the red button on your paddle. Your opponent does likewise. After you have both selected your numbers, the computer displays the number of missiles you each fired and moves the diamond one space in the appropriate direction. Thus, if your opponent launched more missiles than you did, the diamond shifts one box toward you. The object is to move the diamond as far toward your opponent as possible. On the seventh (and final) launch, all remaining missiles fire automatically. The war will end sooner

only if one player moves the diamond to the extreme opposite end.

At the end of the Event Phase, you automatically go on to the Asset Phase.

Penalties

If the diamond ends in the middle, where it began, you both lose 5 percent of your total holdings (Industry, Energy, Gold, Dollars, and percent of Army--see Asset Phase). When the diamond ends somewhere on one player's side, the victor loses nothing. The vanquished, however, loses according to how far the diamond is from the middle box:

1 box away	-->	15 percent of all holdings
2 boxes away	-->	25 percent of all holdings
3 boxes away	-->	35 percent of all holdings
4 boxes away	-->	50 percent of all holdings

ASSET PHASE

THE ASSET SCREEN

In the Asset Phase, you make strategic decisions on an individual player chart:

ASSET SCREEN

Your name

Industry	 10	Factories 3500
Energy	 10	Ht Barrels 2500
Gold	 50	Th Ounces 500/Oz.
Dollars	. . \$10000	Thousands
Army	 10	Divisions

-OPTIONS-

- ```
(*) 1. Sell Factories
() 2. Sell Energy
() 3. Sell Gold
() 4. Buy Factories -----
() 5. Buy Energy |How much?|
() 6. Buy Gold | |
() 7. Divert Factories to Army -----
() 8. Divert Energy to Army
() 9. Top = 1+/Continue = 0
```

|           |   |
|-----------|---|
| Time left | # |
|-----------|---|

## Commodities

In the upper right-hand corner of the chart are listed the prices for each of three commodities: Industry, Energy, and Gold. These prices change randomly at the beginning of each year.

The legend uses some abbreviations. The Factory price is listed as about 3500 thousands, meaning 3 1/2 million. Energy is listed as about 2500, which is 2 1/2 million per Ht (Hundred thousand) Barrels, or \$25 per barrel. Gold is listed as about 500 thousand per Th (Thousand) Ounces, or \$500 per ounce. Dollars are listed as "10000 Thousands", which actually represent \$10 million (that is 10 thousand thousands).

Everyone begins with the same amounts:

- 10 Factories (Industry)  
10 Ht Barrels (Energy)  
50 Th Ounces (Gold)



\$10000 (Dollars)  
10 Divisions (Army)

All commodities tend to rise during the course of a game, but any or all of them may fall throughout the game and end at a lower price than their initial price. Gold is the most volatile. Energy is most likely to show a steady profit. The maximum rise and fall of each commodity are as follows.

|          | Maximum rise | Maximum fall |
|----------|--------------|--------------|
| Industry | 500          | 300          |
| Energy   | 700          | 300          |
| Gold     | 175          | 125          |

#### Timer bar

At the bottom of the chart is the timer bar. When the diamond (represented in the illustration by a pound sign, "#") reaches the words "Time Left", the computer automatically skips to the next phase. You have approximately two minutes to make all your decisions regarding buying, selling, and reallocating your assets. The computer will sound a warning beep when about 20 seconds remain.

### MAKING YOUR DECISIONS

You use your paddle controller to select strategy in the OPTIONS table for buying, selling, and reallocating your assets. Using the paddle properly may take a little practice. After you press the red button, release it immediately. The asterisk indicates your current position in the OPTIONS table. You must complete one option before exercising another, but you may select as many options as you wish within your time span.

#### Selecting an option

Select an option as follows. Use the paddle dial to set the HOW MUCH? number to 0, and then press the red button to advance to the next option. Press the button for each option you want to skip over, until the asterisk positions itself on your desired option. To return to the top of the list, go to Option 9, dial a number greater than zero, and press the red button. To go to the Domination Phase ahead of time, go to Option 9, dial zero, and press the red button.

#### Setting an option amount

Once you select an option, for example, buying energy (Option 5), you must specify the number of units you wish to buy, sell, or divert. You indicate units by turning the paddle dial until your desired amount displays in the HOW MUCH? window. If you can't make a desired transaction because you're trying to buy, sell, or divert too much, the computer will display the message YOU CAN'T DO THAT! and penalize you one second.

You may buy factories for 200 more than the listed price and sell them for 200 less than the listed price. For example, if you want to buy 2 factories and the listed price is 3800, you'll automatically pay 4000 per factory (and you'll turn the paddle dial to 2 in the HOW MUCH? window).

Each time you exercise an option, the computer updates the Commodity table to reflect your new holdings, with the exception of your divisions, which aren't updated in this table.

### Options 7 and 8

Pay particular attention to Options 7 and 8, which divert industry and energy to your armies. The maximum units you should divert to your army is one factory and one unit of energy for each division currently in service. You'll waste any extra amounts. You may divert industry or energy only once each turn. If you decide you didn't divert enough energy and you try to divert more, the amount you first diverted is lost!

One factory and one unit of energy for each two divisions keep your army at its current strength. One factory and one unit of energy for each division will quadruple your army's strength. The following table lists sample tradeoffs. Notice that it's advantageous to divert equal amounts of factories and energy.

| Divisions | Divert    |        | Resulting<br>Divisions |
|-----------|-----------|--------|------------------------|
|           | Factories | Energy |                        |
| 20        | 3         | 2      | 1                      |
| 20        | 2         | 5      | 2                      |
| 20        | 6         | 5      | 3                      |
| 20        | 5         | 10     | 10                     |
| 20        | 5         | 15     | 15                     |
| 20        | 10        | 10     | 20                     |
| 20        | 10        | 15     | 30                     |
| 20        | 15        | 15     | 45                     |
| 20        | 20        | 15     | 50                     |
| 20        | 20        | 20     | 80                     |

If you don't divert either industry or energy to your army, your divisions will fall to zero. On the following turn, one division will be restored.

### Suggested strategy for beginners

It's usually advisable to conquer one of the smaller countries as soon as possible. Try to choose a country that can provide both industry and energy. For example, if you divert the maximum industry and energy in your first year and have 40 divisions, you can easily conquer Dominique or Erikland and still have divisions in reserve. Then, as your assets increase through tributes, you may build up your army and successfully attack larger countries.

## DOMINATION PHASE

In this phase you choose either to fight a country to acquire all its assets or to apply some diplomacy to acquire some of the country's gold. You may choose from 21 countries, and you'll need to consider not only the booty you can gain but also the risks you must take to gain it. The DOMINATION TABLE looks like this:

You have 12 Divisions

| Country    | Taxes   | In | En | Dv | Player |
|------------|---------|----|----|----|--------|
| ->ALADORIA | \$6000  | 2  | 2  | 3  |        |
| BAGORRAH   | \$8000  | 0  | 5  | 4  |        |
| COSTARAN   | \$10000 | 5  | 0  | 5  |        |
| DOMINQUE   | \$12000 | 3  | 3  | 6  |        |
| ERIKLAND   | \$14000 | 4  | 4  | 7  |        |
| FJORRDEN   | \$16000 | 2  | 8  | 8  |        |
| GUEBALAR   | \$18000 | 8  | 2  | 9  |        |
| HELLIKON   | \$20000 | 5  | 5  | 10 |        |
| IWWANAWA   | \$22000 | 7  | 7  | 11 |        |
| JULLIPAN   | \$24000 | 5  | 15 | 12 |        |
| KAVVIRAY   | \$26000 | 15 | 5  | 13 |        |
| LOCHLOMA   | \$28000 | 10 | 10 | 14 |        |
| MASSABOK   | \$30000 | 12 | 12 | 15 |        |
| NABBIQUE   | \$32000 | 10 | 20 | 16 |        |
| OSTROVIA   | \$34000 | 20 | 10 | 17 |        |
| PICCACHA   | \$36000 | 15 | 15 | 18 |        |
| QUIESSEN   | \$38000 | 17 | 17 | 19 |        |
| RAQQABAR   | \$40000 | 15 | 25 | 20 |        |
| SAMMORRA   | \$42000 | 25 | 15 | 21 |        |
| TENGIZAR   | \$46000 | 20 | 20 | 23 |        |
| UQUANNIA   | \$50000 | 25 | 25 | 25 |        |

At the top of the table is the number of divisions you currently have in service after diverting your industry and/or energy. Below this information are the 21 countries, along with their tributes in taxes, industry, and energy, which you'll gain if you conquer the country. These amounts will automatically transfer to your holdings at the start of each year you own the country. The fifth column indicates the number of divisions the country has available for defense. The last column will display the name of the player currently in control of a country.

An arrow points to your current position in the table. Use the paddle dial to move the arrow to the country you wish to conquer through war or diplomacy and then press the red button. A DIPLOMACY? message then displays at the bottom of the table. This message alternates with the OR ATTACK! message. When you've picked the country you want to focus on, you must next decide whether to attack it or to gain some of its assets via diplomacy (more explanation of these choices follows). Once you decide, press the red button on your controller when the appropriate message displays and hold the button down until the next screen appears. Then immediately release the button.

### Attacking a country

To conquer a country, you must attack and destroy its army. For example, you might move down the list until the arrow points to COSTARAN, which is defended by 5 divisions. You press the red button and then wait for the OR ATTACK! message to display to press the button again.

A COMMIT DIVISIONS! prompt then asks you to specify the number of army divisions you want to use in attempting to conquer your target country. When the siren stops, set the number by turning your paddle dial, and then press the red button when you're ready to fight.

Each division you commit secures you one second of attack time. You need a minimum of three seconds to destroy each enemy division. Four seconds per division is average. By allotting five seconds per enemy division, you can be relatively sure of destroying the enemy. You can always attack successfully if you commit enough divisions, but all the divisions you commit to battle are themselves destroyed!

### The attack

After you commit your divisions and press the red button, there's a short delay before the battlefield screen displays. Use this time to prepare for the attack.

At the bottom of the battlefield screen are your atomic cannon and two boxes marked TIME and TARGETS. The TIME box counts down your remaining time, and the TARGETS box your remaining targets. A dot representing an enemy division will appear at a random location. Turn your paddle dial to place your cannon directly beneath the target and fire by pressing the red button. (Note. Once you've pressed the button, don't move your paddle dial until either the target has exploded and a new dot displays or the shell has cleared the top of the screen.)

If you run out of time, the computer ends your turn automatically. If you're victorious, either by wiping out the enemy divisions or by destroying so many in such a short time that the outcome is certain, the computer displays the message WE SURRENDER! and your turn ends automatically. You collect tribute from the vanquished country and the amount of divisions now defending the conquered country increases by one-third. For instance, if you attack IWANNAWA successfully, their 9 divisions become 12. Should another player attack IWANNAWA successfully later on, the 12 divisions become 16, and so on. Therefore, unless one player is dominating, it's usually worthwhile to go after an unconquered country.

After your attack, the computer moves on to the next player's turn.

### Choosing diplomacy

If you don't wish to attack any country because your army isn't at a desired strength, you may try to gain an advantage through diplomacy. Choose your target country by dialing the paddle controller and pressing the red button, and then pressing the red button again in response to the DIPLOMACY? message. Hold the button down until the screen changes.

If your diplomatic efforts fail, you lose nothing. If they're successful, you gain a random amount of gold. You earn the gold for one turn only. The smaller countries provide a greater chance of a fruitful mission, but they'll part with less gold, on the average,



than the larger countries. Examples are:

| Country  | Chance of success | Avg. amt. of gold |
|----------|-------------------|-------------------|
| ALADORIA | 80%               | 12 Th. oz.        |
| FJORDEN  | 65%               | 75 Th. oz.        |
| KAVVIRAY | 50%               | 125 Th. oz.       |
| PICCACHA | 35%               | 187 Th. oz.       |
| UQUANNIA | 20%               | 262 Th. oz.       |

After your diplomatic mission, the computer moves on to the next player's turn.

## SCORING AND END OF GAME

When the number of years you chose have elapsed, a chart displays showing each the players' final standings. Each player automatically collects tribute from his conquered countries for three additional years. All assets are converted into dollars for easy comparison. The winner is the player with the highest dollar total. The prices shown for Industry, Energy, and Gold in the final standing chart are for the following year, should you decide to play additional rounds. The display looks as follows:

### -FINAL PRICES-

|          |      |
|----------|------|
| INDUSTRY | 4000 |
| ENERGY   | 2300 |
| GOLD     | 418  |

GAME OVER - TOTAL  
ASSETS IN MILLIONS

PLAYER'S NAME \$1200  
etc.

TO CONTINUE FOR  
4 MORE YEAR(S),  
PRESS TRIGGER

## PLAYING ADDITIONAL ROUNDS

You can play additional years by dialing the paddle until the desired number (1-10) appears and then pressing the red button in response to the message at the bottom of the SCORE screen.

## SPECIAL NOTE

There is a certain scope for deal-making through the implied threat of nuclear war or the attack of an already conquered nation. Deals and subterfuges are encouraged!

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8. What did you especially like about the user instructions?

9. What revisions or additions would improve these instructions?

10. On a scale of 1 to 10, 1 representing "poor" and 10 representing "excellent", how would you rate the user instructions and why?

11. Other comments about the software or user instructions:

-----  
|  
|STAMP  
|  
-----

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[seal here]



# ATARI PROGRAM EXCHANGE

## REVIEW FORM

We're interested in your experiences with APX programs and documentation, both favorable and unfavorable. Many software authors are willing and eager to improve their programs if they know what users want. And, of course, we want to know about any bugs that slipped by us, so that the software author can fix them. We also want to know whether our documentation is meeting your needs. You are our best source for suggesting improvements! Please help us by taking a moment to fill in this review sheet. Fold the sheet in thirds and seal it so that the address on the bottom of the back becomes the envelope front. Thank you for helping us!

1. Name and APX number of program \_\_\_\_\_

2. If you have problems using the program, please describe them here.

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3. What do you especially like about this program?

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4. What do you think the program's weaknesses are?

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5. How can the catalog description be more accurate and/or comprehensive?

---

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6. On a scale of 1 to 10, 1 being "poor" and 10 being "excellent", please rate the following aspects of this program?

- \_\_\_\_\_ Easy to use
- \_\_\_\_\_ User-oriented (e.g., menus, prompts, clear language)
- \_\_\_\_\_ Enjoyable
- \_\_\_\_\_ Self-instructive
- \_\_\_\_\_ Useful (non-game software)
- \_\_\_\_\_ Imaginative graphics and sound

7. Describe any technical errors you found in the user instructions (please give page numbers).