

# Dominion Beta 1.1

4/13/98

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This demo requires a system with these minimums:

- P133
- 16 MB Ram (32 Recommended)
- 1 MB FAST SVGA Videocard
- 52 MB of Hard Drive space
- Sound card
- Mouse
- Windows 95
- DirectX 5.0
- Direct Play 5.0a patch

## Features

Dominion: Storm Over Gift3 delivers what other real time strategies only promise. With over 30 frames per second in all 4 resolutions, Dominion is REAL real time for quick play. The most sophisticated AI ever allows your enemies to build bases, perform cooperative group attacks and fake attacks. 8 player multi-player allows deathmatching and cooperative modes. Incredible gameplay, animations and speed make Dominion Storm Over Gift3 the Real-time Strategy you've been waiting for.

- REAL real-time for quick play (30 frames a second or better execution in all resolutions)
- Play 8 Player multi-player with deathmatching and cooperative mode over a LAN or the internet  
Free internet play at EidosGames ([www.eidosgames.com](http://www.eidosgames.com))
- Most sophisticated AI ever in a real-time strategy
- Over 95,000 frames of animation
- 4 resolutions (640x480, 800x600, 1024x768, 1280x1024)
- 4 races, each with distinctive traits, strengths, and weaknesses
- 6 personnel types per race
- 44 vehicles
- 8 creatures
- 60 Missions (Additional missions at ION Storm web site)

## Installation and Operation

Please run the self-extracting archive. After the files are unzipped to a temporary directory, the SETUP program will run.

After installation, you will find an ION STORM folder in your START MENU. Here you will find the short cut to

run the demo.

To Uninstall the demo, go to START MENU>SETTINGS>CONTROL PANEL>ADD/REMOVE PROGRAMS - then select the Dominion Public Beta program.

The Dominion Demo will install 59 MB of data onto your hard drive.

## Bugs Fixed and Enhancements

1. TCP/IP joining bug when IPX is not installed.
2. Removed yellow debug tiles put down when placing structures with the obstruction grid on.
3. Screen shots now saved to disk with the PRINT SCREEN key in the current dominion directory.
4. Missing background on main menu bug on Permedia2 (and some other cards) not showing up fixed.
5. Modified audio files to eliminate clicking (still low quality demo versions though!).
6. Some info dialogs not showing up on top of Dominion so the game would appear to lock up - fixed.
7. NT 4.0 Service providers were pointing to the wrong DirectPlay providers on some instances.
8. NT 4.0 networking fixed (as a result of the above).
9. Eliminated ability of placing towers in an enemy's energy wall.
10. Added additional indicator(s) for placement of energy beacons/walls due to user suggestions for easy energy wall placement.
11. Fixed triangle "snibs" on side of screen in certain cases - especially after changing resolution settings.
12. Allying / de-allying color changes fixed.
13. Fixed pre-game allying.
14. Fixed chat text scrolling off-screen too fast.

## Introduction

This is not the retail version of Dominion: Storm over Gift 3.

You will only be allowed to play the HUMAN race. The full retail version of the game will allow you play as the Human, Darken, Mercs, and Scorp races.

Additionally, this version has disabled some of the "special" units such as Dreadnoughts, Meson Towers, Hover APC's and others, which will be available in the retail version.

## Gameplay

This demo provides the following options:

### *SINGLE PLAYER*

Five single player missions as the Human Race. Missions progress from Easy (Mission 1) to Very Hard (Mission 5). Please review the pre-mission briefing for the objectives for each mission.

### *MULTIPLAYER*

Multiplayer selection offers play over a LAN (IPX) or through the Internet (TCP/IP). Up to FOUR players can play against each other or as teams.

The person who creates the game will be the HOST. On a TCP/IP game, the Host will need to provide his IP address to the other users (clients). If you play TCP/IP over a LAN, the users can select SEARCH and then presses ENTER to automatically search for the game.

The users need to enter a CALL SIGN and then locate the game in the GAME SESSION screen. Click the circle button next to the session name and then select join. Once in the lobby, you can type messages to each other. The HOST will choose the map and allot the men and materials. Once everyone is ready, click the GO button to the left of your CALL SIGN. The Host will click START GAME to begin.

### *OPTIONS*

Default - all options are active

Sound

Difficulty (default is EASY)

Screen (size) (default is 640x480, we recommend 800x600 or higher)

Performance

*EXIT* - Returns to the Win 95 desktop.

In the demo directory (Ion Storm\Dominion Beta) you will find these documents that will provide in-depth information on the game:

- 1. Dominion Interface.rtf - graphical representations of the interface and explanation**
- 2. Dominion Walkthrough.rtf - detailed unit and game play information**
- 3. Hint Guide.rtf - gameplay hints for the missions and multiplayer**

**Please review these documents for Gameplay information.**

Open the .rtf files with Wordpad.

When printing the file "Dominion Interface.rtf", use WordPad and be sure to print the document using the "Landscape" option on the page setup.

### Technical Issues

Before you run this demo, we recommend that you briefly tune-up your system:

- \* Run SCANDISK on your Hard Drive (Accessories>System Tools)
- \* Run DISK DEFRAGMENTER (Accessories>System Tools)
- \* Virus Check your system
- \* Verify that you have DirectX 5.0 installed - go here for the latest version  
<http://www.microsoft.com/msdownload/directx/dxf/enduser5.0/default.htm>
- \* Install the Direct Play 5.0a patch (dplay50a.exe)  
<http://www.eidosinteractive.com/dominion/downloads.html>

**For best performance, we highly recommend that you update your DIRECTPLAY version to 5.0a.**

If you experience performance problems when running this demo using Direct Draw, you can disable Direct Draw by editing the **dominion.ini** file in your Windows directory. Set the DirectDraw entry to 0 as follows:  
DirectDraw=0

The Dominion Demo defaults to 640x480 resolution. This delivers optimal performance. However, from the Main Menu>Options you can increase the resolution. Please note that the game will play slower, but offer better resolution and screen size. We recommend running the game at 800x600 or higher.

The Dominion Demo was not designed for or tested on the following:

1. Windows 98
2. Laptop Computers
3. Windows NT

If the demo should not work on the above, please attempt play in on a system that meets the REQUIRED specifications.

If you are using a Pentium 200 or faster processor, you may edit the **dominion.ini** as follows for better quality shadows and fog edges:

```
[Dominion]  
FastShadows=0
```

## Contact Information

We would like you to send us your comments and suggestions, as well as any compatibility problems or bugs you may find, so we can implement them in the final version. Please submit your comments at the following web site:

Dominion Demo Feedback/Problems (technical support)  
<http://www.eidosinteractive.com/dominion/beta-index.html>

OR send email to:  
[Dominion@eidos.com](mailto:Dominion@eidos.com)

Dominion website  
<http://www.eidosinteractive.com/dominion>

NOTE: this is a beta demo, a fraction of the retail game, therefore the possibility of problems is increased. We can provide only limited support for the demo.

## Legal

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