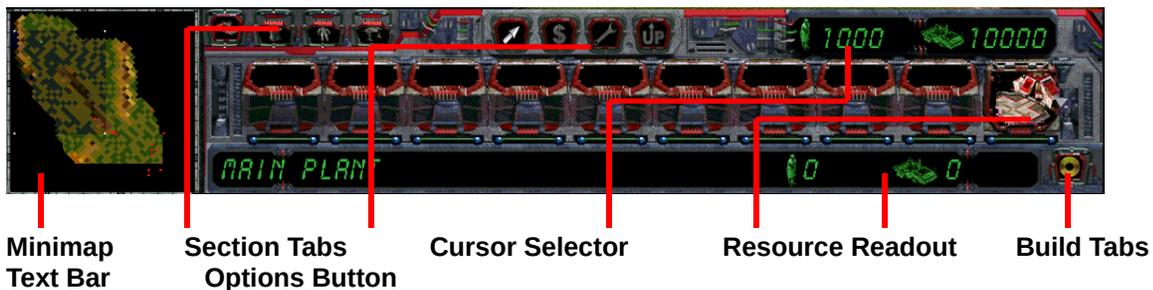


Welcome to the **DOMINION WALKTHROUGH!** This document should give you all of the information necessary to start playing the game, after that, the strategies to win are up to you!

- I. INTERFACE
- II. CURSORS
- III. POP-UP MENUS
- IV. UNIT DISPLAY
- V. BASIC BUILD AND DESTROY MISSION WALKTHROUGH
- VI. APPENDIX

I. INTERFACE

The interface bar at the bottom of the screen is broken into several sections, each with their own function.



Minimap: The minimap gives you information about the map you are playing on and the disposition of your and the enemy's units.

Black:

Areas of black are considered fogged, that is, since your units have not yet gone there, you cannot see what kind of terrain it is.

Green:

Your units and structures are marked on the minimap as green dots, and will move as they move.

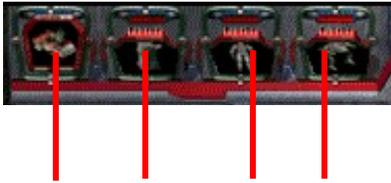
Red:

Red dots mark known enemy units and structures, and will track with them as long as they are unfogged.

Yellow:

Yellow dots indicate locations of Material Wells. These dots will be displayed when wells have reached maturity and disappear upon depletion.

Section Tabs: The section tabs allow you to switch between the



classes of units and structures you can build.
Note: These tabs will only reveal available units and structures on the Build Tabs.

Bldgs

Infra-

Soldiers

Vehicles

Structure

Buildings:

This tab brings up the available structures on the Build Tabs.

Infrastructure:

This tab reveals available structures from the infrastructure list, like umbilicals, bridges, and towers.

Soldiers:

This tab shows available infantry units.

Vehicles:

This tab reveals the available vehicles.

The section tabs have a small ring surrounding them that will act as a progress indicator when building. Even when you are on another tab, the progress clock will move clockwise around the tab, displaying the progress of construction. The clock will also flash when the unit being built on that tab is complete.

Cursor Selector:

The cursor selector allows you to switch between



Sell

Repair

Upgrade

Main

the major cursor types. These cursors allow you to perform different actions with a single click.

Note: When you have any of these cursors active, you can switch back to the main cursor at any time by right clicking.

Main:

This cursor handles most of the standard actions in the game.

Repair:

Structures may be repaired with using this cursor.

a click

Control-clicking will

turn auto-repair for a building on or off.

Sell:

This cursor allows you to sell structures with a click.

Upgrade:

Structures that are upgradeable

may be

upgraded using this cursor. Upgrade

costs

will be displayed while hovering over the structure.

Resource Readout:



Men

Material

The resource readout tracks how much Men and Materials you have at any time. These resources are necessary to build anything.

Men:

This readout tracks how many men are available from the Colonies you have built.

Materials:

This readout tracks how many material units have been produced by your Refineries.

Build Tabs: These tabs will show all available units and structures for building, dependent upon which selection

you have active on the Section Tabs. Units and structures may be built on these by clicking on the item. If enough men and materials are available, the build clock will begin to increment at the bottom of the item, indicating progress towards completion. When building is complete, the bottom bar will flash. Units can also be queued for building, up to +9, by clicking on the graphic more than once.



Unit/Structure Graphic

Disabled Tab

Build Progress Bar

Enabled Tab

Text Bar: When the cursor is moved over an available build tab, that unit/structure's name and cost in men and materials will be listed in the Text Bar. The text bar is the other readout device for the game. This bar will display messages from other players and from the AI opponent. It will also display the name and cost of a selected build item.



Options Button: This button, when clicked, will pause the game and take you to the options screen/briefing screen. It is located on the lower right side of the interface bar.



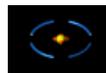
II. CURSORS

The Main Game cursor takes on multiple forms dependent upon the action you are performing. Right clicking at any time will revert the cursor to the standard form. It will also cancel any selections made.

Base Cursor: This is the base cursor for the game. This cursor will only be active when you do not have any units selected and are not performing any actions.



Move Cursor: This is the default cursor when a unit or set of units is selected. Clicking with this cursor will cause the unit/s to move to the area clicked. This cursor shows white when the unit/s may not move to the area.

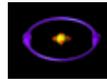


Attack Cursor: When the move cursor is over an enemy unit or structure, it will change to this cursor. If you click at this point, the unit/s you have selected will move to, and attack, the enemy unit clicked on.

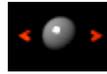


Patrol Cursor: To set up a Patrol path, simply press CTRL-P, at which point, the cursor will switch to

this. Then click on as many waypoints as you wish. If you do not link the patrol points back together, the unit will walk back and forth on the path. If the points are linked in a ring, the unit will patrol in a circle.



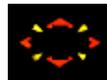
Virus Cursor: This cursor is only available when an engineer is selected. If you browse over a structure while the engineer is selected, you will see this cursor. Clicking on that structure will cause the engineer to move to and virus that structure.



Load Cursor: This cursor is only active when infantry are selected. If a group of infantry is selected and you browse over one of your APCs, you will see this cursor. Clicking will cause those infantry units to load into the APC if possible. This cursor will also appear over a loaded APC, and clicking will cause the troops inside to exit.



Guard Cursor: This cursor becomes active when you have a unit/s selected, and select guard mode from the Pop-Up menu or the Keyboard command. Once active, select a unit or structure for the group to protect.



Link Cursor: This cursor is used to connect beacons and towers together to form energy walls. Control clicking on a beacon or energy wall will make this cursor active, and it will highlight when over a beacon or tower that has a valid link. Clicking here will cause the energy wall to form. This process reversed will deactivate a wall.



Sell Cursor: This cursor is selected from the Interface Bar. It will turn red when over a structure or vehicle that is available for selling. Right clicking will return the standard cursor.



Repair Cursor: This cursor is selected from the Interface Bar. It will turn red when over a structure or vehicle that is available for repair. Right clicking will return the standard cursor, and control clicking will set a building to automatically repair itself whenever damaged.



Upgrade Cursor:

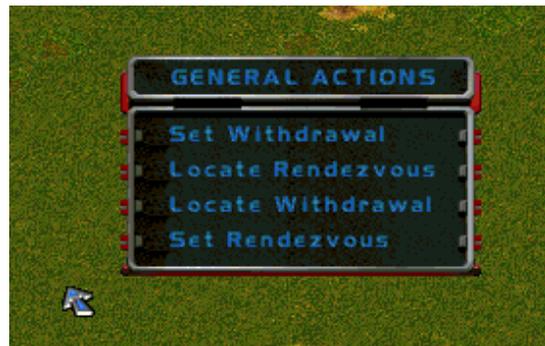
This cursor is selected from the Interface Bar. It will turn red when over a structure or vehicle that is available for upgrade. Right clicking will return the standard cursor.



III. POP-UP MENUS

Pop-Up menus are accessible by right-clicking on a unit, structure, or empty terrain. These Pop-Up menus handle functionality from the interface and keyboard.



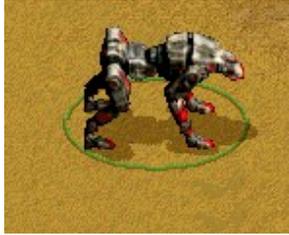


IV. UNIT DISPLAYS

Now that you know how all of the main interface looks, let's look at the ways in which the game displays information about units and structures.

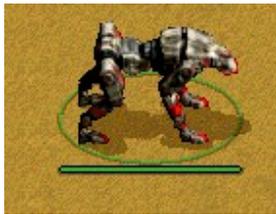
Unit Selection Box:

When a unit or structure is selected, a small green ring will encircle the base of the unit, showing you which units are selected.



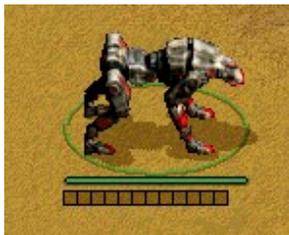
Health Bar:

Outside the ring is the health bar. It will change color and size as the unit is damaged, until it disappears and the unit is destroyed.



Passenger Boxes:

APCs also have small boxes, denoting how many troops are loaded into it.



V. BASIC BUILD AND DESTROY MISSION WALKTHROUGH

Well you're ready for a mission now. We're going to show you how to run through a simple Build and Destroy mission. The idea is to build up a base of your own, and then, once properly set-up detach an attack force and wipe out the enemy. During the real game, the missions will be more complex than this, but the basic concepts are the same.

STEP 1: Building a Main Plant

- The first thing you need to do to build a Main Plant is to click once on the Main Plant icon on the build tabs. This will kick off the building process.
- When the flashing notifies you that the build is done, click again on the Main Plant to select it for placement.
- Now if you bring the cursor up to the Game Screen, you should see a red or green outline.



- Move the cursor around until the outline turns green. What you are doing is finding a clear, unobstructed bit of land to place the Main Plant on.
- Click and the Main Plant will build itself. Congratulations!

Step 2: Setting up Power

- Now that your main plant is set, it's time to set up a system to power all of the new buildings you're going to need.
- The first step is to build and place a Power Plant.



- Now you need to set up Umbilicals to distribute power. First, go to the Infrastructure tab, and click to build an umbilical. When the build is done, click again to activate it for placement, and then pick a spot reasonably near the power plant.

- Place the umbilical down.



- How do you see how far an umbilical transmits power? Simple. Click on it once, and you will see a set of diamonds spin out from the umbilical and move in a circle. These diamonds mark the perimeter of the umbilical's power dispersion.



- The diamonds only need to touch the base of a building, or hit the circle of another umbilical to send power there. Yes, you can transmit power over long distances by building chains of umbilicals.

STEP 3: Building a Colony

- If you scroll around the other building tabs now, you'll notice that a colony can be built.
- To get some defensive forces made, you'll need a colony. It also just happens to be convenient that this is the next structure you must build. Colonies provide the men to build and man all of the other structures.
- Click on the Colony icon to build it, click again to activate it for placement, and then scroll around on screen.

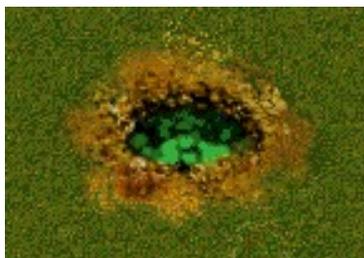


Step 4: Decision, Decisions...

- Now that you have placed a colony, you have all of the initial placements to begin creating troops, or a bigger base.
- Currently enabled should be the Refinery and HeadQuarters structures, and the Soldier Lvl 1s.
- At this point, you can choose to:
 1. Increase Materials production by finding an Energy Well and placing a Refinery on it.
 2. Build a HeadQuarters to get a Recon Bike and Mini-Map activation.
 3. Begin defending by building Energy Beacons and building Energy Walls.
 4. Upgrade the Main Plant and get PHVs.
 5. Upgrade the Colony and get Soldier Lvl 2s.
- For the purposes of this walkthrough, we'll start by building a refinery.

Step 5: Building a Refinery

- In order to build a refinery, you must first find an energy well.



- Once a well is found, build and place a Refinery on top of it.
- The refinery will then produce Materials at a constant rate, never stopping unless it is destroyed or runs out of Material. If you want to increase production of materials, you must find another Energy Well and put another Refinery on top of it.

NOTE: Keep an eye on your power meter for your base. The higher the power, the faster material is collected.



Step 6: Defenses

- Now that our basic base is set up and powered, let's defend it. Obviously, building troops and vehicles is a great way to defend a base, but Dominion has another option available.
- Energy Beacons and Towers may, when powered, erect Energy Walls between them.
- To do this, go to the infrastructure tab and build and place a Beacon. Make sure it is within the range of your power umbilical's dispersion.



- Now, build another. When you click to activate placement, move the new beacon's placement outline around the area of the first beacon you created. At some point, you will see a green arrow point toward the other Beacon.



- Place the new Beacon when an arrow is visible.
- Now, if you scroll over either beacon, you should see the link cursor appear. Click on one beacon with the cursor, and then the other. An Energy Wall will appear between them.



- Now you have a basic defense set up. By the way, Beacons can be connected to multiple other beacons.

Step 7: Upgrading

- Now you have all of the basic elements of a defensible base. It's time to branch out and start building some more powerful units.
- If you look at the dependency chart, you have a choice of two actions to move toward in building up:
 1. You can upgrade the Main Plant and build a PHV.
 2. You can upgrade the Colony and build a Soldier Level 2.
 3. You can upgrade the Headquarters and get a Commander.

NOTE: Once all three structures have been upgraded, you are now able to build the advanced structures.

- Let's start with the Main Plant. Go to the Menu Bar, and click on the Upgrade icon. The cursor will now change to the upgrade cursor. Move it over the Main Plant and click. A small upgrade icon will appear next to the plant to let you know that it is upgraded.



- Do the same for the Colony and the HQ.
- For the sake of this example, let's build an Armory. Remember to make sure they are

powered.



- You are now ready to expand a base to your heart's content. Refer to the Dependency Chart for the order in which structures may be built.

Step 8: Building Units

- Now for the fun part. Building units.
- Turn to either the Infantry or Vehicle tabs and click on any available unit. It will begin building, and, when complete, will appear on the Main Plant's pad.



Step 9: Grouping Units

- It is possible to save off a set of particular units as a group, which you can recall at any time.

- To set up a group, select the units and then press Shift and a number key from 1 to 9.
- You have now set up a group. To recall that group at any time, press the number key you set for that group

Step 10: Special Units/Special Unit Commands

- There are several Units and Unit types that accept special commands:
 - Soldiers and Commanders
 - Soldiers and Commanders have the ability to Kneel and Crawl in addition to their normal standing position. These three positions can be accessed by pressing S,K, and C respectively.
 - Note, Soldiers may move while standing and crawling, but may not while kneeling.



- Telepads
 - All four races have Mobile Telepad Vehicles. These can be moved around the map and deployed into a receive-only telepad, primary build pad, or a repair pad at your discretion.
 - To deploy a MPV into a Telepad, click on it while it is stationary. Click again to return it to its mobile form.



- Recon Bikes
 - These units may be ordered to automatically explore the map by double-clicking on them while they are stationary.
 - Issuing them any order while in Auto-Recon mode will return them to your command.



Step 11: Beyond the Basics

- From this point on you are on your own. You have all of the information necessary to play the game, so have fun!

VI. APPENDIX

Open the attached document "Dominion Interface" for the currently active keyboard and Mouse commands.

Open the attached document "Engineer Effects" for the currently active Engineer abilities and commands.