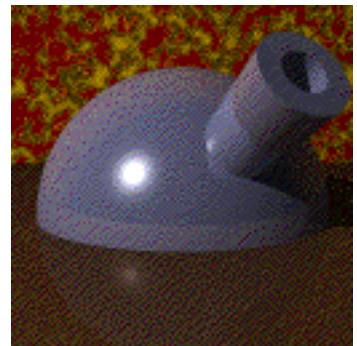


Dome Wars 1.0.5

by Nathan Sturtevant ©1996



Description

The goal of the game is to be victorious in battle over the other tanks (domes). Each dome is started in a location across the canyon floor. By varying the angle and the power used, attempt to destroy the other tanks on the screen. Points and cash are awarded according to your performance during the play, which can then be used to buy new weapons.

Quickstart

Move turret left: right arrow, 6 (numeric keypad)

Move turret right: left arrow, 4 (numeric keypad)

Increase power: Up arrow, 8 (numeric keypad)

Decrease power: Down arrow, 2 (numeric keypad)

Medium increase power: hold down command key

Fast increase power: 9 (numeric keypad)

Fast decrease power: 3 (numeric keypad)

Fire: space/enter/return

Select Weapon: click with

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How to Play

Before you begin a game of *Dom Wars*, you should decide on the options for your game. A complete list of these options can be found in Chapter 3 of this document, *Menu Options*.

To begin a new game of Dome Wars, select 'New Game' from the file menu. You will then be presented with the following dialog box:

Choose Player 1 type:

Human Types

Human Network Pkr

Computer Types

Idiot Straight Shot
 Cyborg Lobber
 Revenge Random

Name



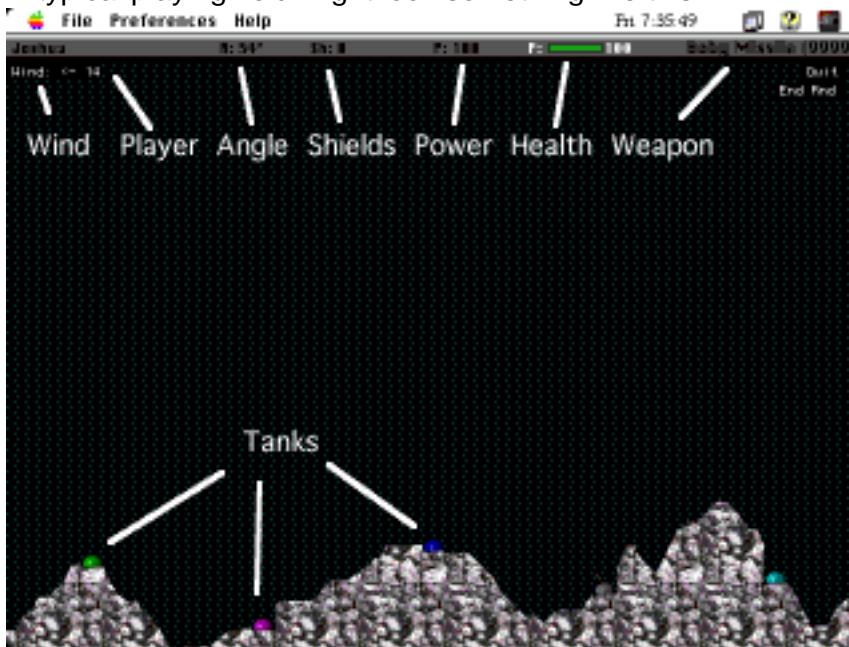
From here you will determine the names & the number of players in the game. As you add players, the count of total players above the "OK" button will increase. A description of each player type can be found in Chapter 2 of this document, Computer AI. **Please note that networking is not yet implemented, but is being worked on.** After you set the characteristics for a player, you must press "Add Player" to add that player to the people in the game.

Shortcuts:

A - Add current player
H - Select Human type
I - Select Idiot type
S - Select Straight Shot type
C - Select Cyborg type
R - Select Revenge type
Tab - Select next player type
Tab - Select previous player type

Once you have added the total number of players in the game, you will begin play. (Unless you specified a starting cash amount. For a description of weapons see Chapter 4, Weapons.)

A typical playing field might look something like this:



It is your job to set your angle, weapon & power so that you can destroy the other tanks. This may take some practice. For beginners I would recommend playing as several human players at once, with no computers, until you learn the basics of the game.

[**Extra Game Options**](#)

- You can also click on the weapon name to get a pop-up menu of your available weapons
- Click on an enemy tank to see their name & health
- Click and hold on the Quit/End Round buttons to exit while the computers are taking their turns.

Play Notes

A direct shot will always kill, unless shields are activated. A direct shot is considered any shot that lands within a radius of 9 pixels from the center of the tank. This means hitting directly below the tank so that the explosion takes place under the tank may cause a death. You lose one health for every pixel you fall, and damage is assigned from explosions based on the explosion strength and your distance from the explosion. Rollers may behave unpredictably when they hit a very skinny peak. Because not every point that the projectile passes through is calculated, it is possible for a shot to pass through a very narrow slit of land without exploding. Slowing down the game speed will reduce the chance of this happening. Do your best to survive the round, you get more points for doing this than for killing tons of tanks.

Other Misc info.

You can create your own backgrounds to randomly be chosen for the background. Registered users can have as many backgrounds as they like. Unregistered users are limited to 10. Sky patterns start at id 128, and go upward, ground patterns start at id 1000 and go up. Ids must be consecutive. Patterns should not contain more than 256 colors.

Some of the background and sky patterns are provided courtesy of Erik Jonger. Visit his home page at: <http://student.vub.ac.be/~erjonger/EDeskPat.html>

Custom tank names can be added by the names to the proper str# resource. (By color.) Custom spoken messages can be added in the same way. (REGISTERED VERSION ONLY)
You need ResEdit to do this. ResEdit can be obtained from Apple's FTP archives. Sorry, I am not in the business of teaching people how to use ResEdit. (I will tell you this, though: always work on a copy of anything when you edit it.)

Known Bugs

When you trace shots with multiple warheads it isn't too pretty. Right now I would recommend not tracing multiple warhead shots, and I will see what I can do about a fix.

Future Plans

Along with adding the ability to save a game, I will add a somewhat primitive network scheme. This will work by having a game file that players can read from. No promises on when this will be done, but if you are in an environment such that you think you could test it well, go ahead and send me e-mail.

Closing remarks

This game is shareware. This means if you like this game and decide to keep it, you should send me \$10 to register it. This registration will be good for all versions of the game, and, when implemented will allow you to play across a network. I realize most people don't pay this, but, if you want to see further updates please send something.

Registration entitles you to:

- A release of the game on disk
- A registration code which allows you to use all the game features

A special thanks to the people who has registered, and to Todd for some of the extra textures!

This game is provided as is, and no guarantee is made about the stability of this game on your particular computer. I take no responsibility if this game doesn't work on your system, or in any way causes you loss.

However, do send registrations/comments/suggestions/bug reports to:

Nathan Sturtevant

--before May '97--

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Berkeley, CA 94705

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84 Yosemite Ct.

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Internet:

nathanst@soda.csua.berkeley.edu

WWW: (the latest version is always available here)

<http://www.csua.berkeley.edu/~nathanst/DomeWars.html>

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Enemy Tank Types (AI)

Idiot: This computer just chooses a random direction and a random angle, hoping to hit something by sheer luck. (This isn't always too bad, depending on the walls.)

Straight shot: This computer chooses another tanks situated above him, aims straight and fires. If no dirt is in the way, this tank will almost always hit it's target. If a straight shot tank is the highest the screen, it will shoot with full power at a random angle.

Cyborg: This computer targets the player with the highest score and homes in on them with high accuracy. More than one cyborg is sure to ruin your day. You can choose from the options menu whether Cyborgs will buy shields to use during the round. You can also exclude them from being chosen randomly.

Lobber: This is a slight modification of the cyborg. This computer chooses a target, and slowly hones it's shot until it hits. This usually takes 4-5 shots. This computer plays most like a human would. It is a difficult enough opponent that at first you won't always win, but at least it is fair.

Revenge: This computer uses a method similar to the Lobber to shoot at tanks. However, it will target whoever last shot closest to it. Hopefully by the time you are shooting that close to it, you are about to kill it...

Random: This will randomly choose between these types of tanks. (Unless you have changed the options in the Pref menu.)

Options

File Menu

New Game - start game with settings in the preference menu

Quit - (sort of obvious)

Preference Menu

Music - turn music on and off (**REGISTERED VERSION ONLY**)

Sound - turn sound on and off

Speech - turn computer speech on and off (**REGISTERED VERSION ONLY**)

There is a 1% chance that the computer will say something if you haven't registered. You must have the **Speech Manager** installed for speech to work.

Buy Weapons - allow players (& computers) to buy weapons at end of each round

Fast Computers - If only computers are left, computers will play extra speedy

Wind - turn wind on and off

Trace Shots - turn shot tracing on and off

Order - This sub-menu chooses how the first player in a round will be chosen. Random chooses a random tank, Round-Robin cycles through the tank numbers to choose who goes first. Winners & Losers first let the tank with the highest or lowest respective score go first.

Starting Cash - Choose how much cash each person starts with

Game Speed - This controls the speed (and accuracy) at which shots are simulated

10 is the fastest and 1 is the slowest

Walls - Choose wall & ceiling settings

Floors - Choose floor settings

Ceilings - You guessed it, changes the ceiling settings!

Computers - This allows you to specify 3 things. If computers buy weapons, if they buy shields (if they don't buy weapons, they obviously won't buy shields), and if cyborgs are chosen when you choose "Random" tank type. I realize Cyborgs are pretty tough, so you don't have to play with them if you don't want.

Define mountain - Set the parameters used for generating the ground

Edit Weapons - This allows you to edit your custom weapons, and create new ones.

(**REGISTERED VERSION ONLY**)

Help Menu

Controls - Shows the controls used to play the game. If a key is marked with a •, it means by holding down the command key, the specified value will change at a much slower rate than normal, allowing precision changes.

Dome Wars Weapons

Standard Missiles:

Baby Missile

Missile

ICBM - generic explosion, from small to large explosion

Little Boy

Fat Man

Armageddon

(size) Roller - rolls down hills until land goes up, or hits tank, small explosion
up rollers roll up the hill

Dirt Weapons:

Dustbuster - a dirt removing weapon (circular explosion)

Digger - another dirt removing weapon; this weapon causes all the dirt around it to collapse

Dirt Bomb - place a chunk of dirt where your shot lands (useful as a cheap shield in an emergency)

Defense Weapons:

Shields - protection against explosions

Gopher - Bury your tank into the ground. A Gopher can burrow half way to the ground, while a Gopher II can burrow fully to the ground. Using a power of 1000 will use the max. power of the weapon, while 500 will take you half way, etc.

Auto Defense - allow you to put up shields before the round begins

Impact Brace - minimize the effects of falling (you don't take damage)

Anti-Gravity - don't fall! This is automatically in use once you buy it

Batteries - (+ 10) power up after taking some damage

Retreat - in those situations where you are bound to lose, get out of there to avoid giving the other players cash for killing you.

Guidance Weapons:

Cruiser - horizontal guidance (tracks on the mouse location at the time of the shot)

Bomb - vertical guidance

Horiz/Vert Napalm - Napalm that tracks horizontally or vertically

Ceil Funky/Missile/... - use just enough power to get to the top of the screen

Special Weapons:

(Size)-(Quantity) Shot - Shoot a warhead that will split into (Quantity) different shots when it reaches the apex of its flight. Explosion radius varies with (Size).

Napalm - That icky burning stuff that ruins a tanks day. Particularly good against shields.

Funky - Upon hitting the ground this shot will break out into a few random extra explosions.

Investment:

These weapons will allow you to invest your extra money with different risk to try and make more.

Bank Bonds: You always get about 6% back on your investment. (safe)

Stock options: You have 20% chance of losing all your money, 20% chance of doubling your money, and a 60% chance of no return on the investment.

Ventures: You have 10% chance of no return on your investment. 80% of the time you will get back only half your investment, but 10% of the time, you will get back 10 times your investment.

About Registering

This game is shareware. This means if you like this game and decide to keep it, you should send me \$10 to register it. This registration will be good for all versions of the game, and, when implemented will allow you to play across a network. I realize most people don't pay this, but, if you want to see further updates please send something.

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Ventura, CA 93003

What Registering enables

When you register the game I will give you a personalized serial number in order to enable extra features. For fastest service, give me your e-mail address and ask me to send you your registration code (in place of getting it on disk.) This saves me time & money. I may not be too prompt about mailing disks out. <Sorry, I lead a busy life.>

When you have entered your registration code the following things will be enabled:

- Computer Speech (with the speech manager installed)
- Background Music (with QuickTime 2.0 or higher installed)
- Editing custom weapons & creating several menus of custom weapons
- Having more than 10 background textures for land and sky.
- Networking (when implemented)

Notes about music

As of yet there is no "official" Dome Wars music. The game does support, for **Registered Users**, midi background music, based from QuickTime 2.0. Music files are stored in the Music Files folder. (Note the change from previous versions.) *Because of questions of copyright, I am not longer including midi files with this application. If you would like information on how to get MIDI files, you can send me e-mail, or try looking at www.midi.com.*

Dome Wars uses two music files, one as an introduction, and one as background music for the game. The file **Dome Wars Music** is the music that is played during game play. The file **Dome Wars Intro** is the music

that is played when you are not playing the game.

Any midi file, or quicktime file will work. So, if you have a digitized soundtrack of your own that you want to use, you can place it as the sound track of a movie and it will play properly as background music. (You can even have a video track — the results are quite interesting.) I have found that some of the background tracks from Doom work well.

I try to make Dome Wars as bug free as possible, but I am not always very good at it...

If you are experiencing troubles, try the following:

- delete the custom weapons & the preferences file
- an earlier version of the game accidentally required QuickTime™ to be installed. I think I fixed this, let me know if you are still having trouble.

If you are still having trouble, you can contact me at:

Nathan Sturtevant

--before May '96--

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Internet:

nathanst@soda.csua.berkeley.edu

WWW: (the latest version is always available here)

<http://www.csua.berkeley.edu/~nathanst/DomeWars.html>

Please include with your report:

- a description of the bug
- how often it occurs
- when it occurs (at what point in game play)
- your system setup

Known problems:

- strange display when using traced multi-warhead shots

So, you are actually reading the whole manual...

This section is devoted to telling you a little more about myself, about the forces behind Dome Wars, etc. Hopefully by reading this you will understand more what lays in the future for Dome Wars.

When I first got to college my roommate, Geoff Hibbert, complained that there was no good tank game (like Scorched Earth for the PC) for the Mac. I reasoned about how you could get emulation programs and actually run the game on the Mac. But, finally, I decided I might as well write the game myself.

How do you write a game like this? Basically one step at a time. First you have to make mountians, and then explosions, and then the explosions have to blow up parts of the mountains. Do this one step at a time, and eventually you have Dome Wars.

As I got more and more into the game, it began to take more of my time. Both in spending time developing and also handling registrations. At first I thought, "Let me just finish version 1.0, and then I'll stop working on it for a while." Part of this line of thought was derived from my Christian faith. As Dome Wars was taking up a bigger and bigger chunk of my life I wondered how working on this game had anything to do with my faith.

So, now almost two years since the first line of code was written on the game, I have decided that I am going to submit the future of this game into God's hands. This may not seem like it makes any sense. I don't know now what will happen in the future for this game. I have many ideas that I would like to work on, but feel like in the long run this will be better. So, somehow, when the time comes, God will make it obvious to my how to resume developing the game. This could happen next week or next year. Part of submitting it to God is not knowing the answer & trusting that things will work out.

Whenever that time does come, you can expect to see all sorts of new neat things. Until then, enjoy this release! I will still be sending out disks to registered users, answering e-mail, and looking into bug reports.

In the meantime I am a teaching Assistant at UC Berkeley, and am looking into attending grad school next year. (Anybody know the dean of admissions in CS @ MIT?)