

Lunar Domination

Manual

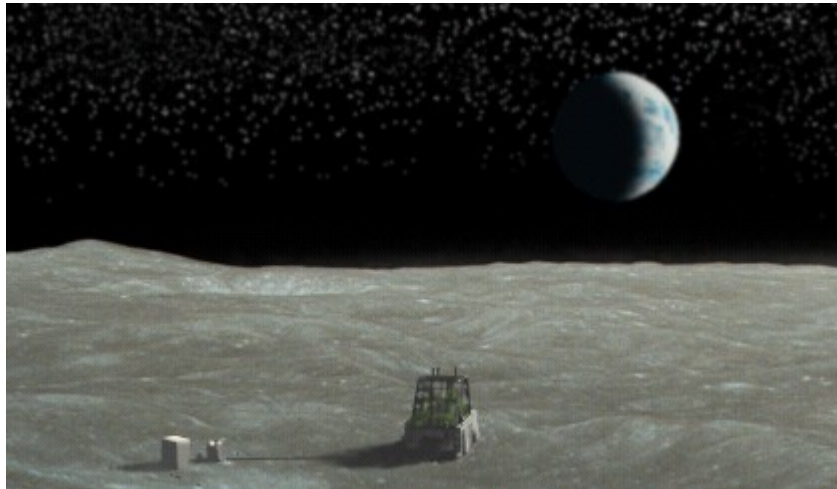


Table of Contents

Welcome, Lunar Dominators!	3
System Requirements	3
Windows	3
Linux	3
Mac OS X	3
Installing the Game	3
Windows	3
Linux	4
Mac OS X	4
Starting the Game	5
New Game	5
Tutorial	5
Load Game	5
Options	6
Credits	7
Exit	7
Playing Lunar Domination: The Basics	7
Winning Conditions	7
Game Organization	7
The Main Screen Layout	8
Controlling the Map With the Mouse	8
Playing Lunar Domination: An In-Depth Overview	9
Physical Assets	9
Sectors, Buildings, and Resources	9
Primary Buildings	10
Secondary Buildings	11
Sector Groups and Resource Sharing	12
Taxes, Upkeep, and Asset Depreciation	13
Order Auction System	14
Ore Price Fluctuation	14
Deadlines and Player Reputation	15
Technical Support	16
Credits	17
Copyrights	18

Welcome, Lunar Dominators!

Lunar Domination is a unique turn-based financial strategy game, which pits you against a challenging computer opponent in a fight for domination of the lunar ore market. It takes place in the not-so-distant future, when human colonization of the moon has created a huge demand for metal ore.

To meet this demand, construction companies decided to run a contest among entrepreneurs to find the one that would be able to deliver ore in the most efficient and cost effective way. You and your opponent have made it to the final round, and the outcome of this battle will determine who gets the most lucrative ore mining contract in history -- supplying ore for the construction projects of the entire moon.

System Requirements

Lunar Domination can currently be played on Windows and Linux, with Mac OS X support coming in the near future.

Windows

- Windows 2000/XP or Vista
- Pentium III 800 MHz or equivalent processor

Linux

- Most modern distributions are supported. The game has been tested on Ubuntu x86 and AMD64, SUSE, and Fedora Core.
- Pentium III 800 MHz or equivalent processor

Mac OS X

- Mac OS X 10.4 (Tiger)
- Any Mac capable of running Tiger will run the game just fine.

Installing the Game

Every effort has been made with the intent to make the installation of Lunar Domination as easy as possible. Valen Games respects your machine and will not unnecessarily spread any installation files all over the hard drive, but will keep things neat and compact.

Windows

- After you've downloaded the installer, run it and it will guide you through the installation process. Once completed, the game can be launched through the *Lunar Domination* shortcut on your desktop, or from the Start Menu.

Linux

- After downloading the installer, you may need to mark it as executable before you can run it. Once you launch the installer it will guide you through the installation process. Programs group and desktop launchers will be created automatically.
- If you run the installer as root, the installer will place the game into `/usr/local/games/lunar_domination` by default. Installing as root is not required however, and you may install the game into your home directory if you wish.
- **Additional information:**
 - If you are using Ubuntu AMD64 you will need to install the package named "*ia32-libs*" which provides support for running 32-bit applications.
 - If your distribution is LSB compliant, the installer will create a program group and desktop shortcut for you. Otherwise you will have to create a shortcut manually, or run the game from the command line.
 - To run the game from the command line, you must run the shell script named "*launch_lunar_domination*" that is located in the game's install directory. Running the executable directly will not work.

Mac OS X

- After opening the DMG package, simply drag and drop the game into the Applications folder. No additional installation is required.

Starting the Game

When you launch the game, you will be presented with the Lunar Domination menu screen which has several options for you.



New Game

Click the “New Game” button to start a new game.

Tutorial

Click the *Tutorial* button to start the game’s tutorial. In order to give you a hands-on introduction and presentation of how Lunar Domination works, we have made this tutorial for your convenience and enjoyment.

Load Game

Click the *Load Game* option to bring up the dialog to return to a previously saved game of Lunar Domination. The dialog looks like the following:



Use the *Player* list to choose your player, then in the *Saved Games* list, simply highlight the previously saved session you wish to return to and click the *Load* button.

Options

Click the *Options* button on the main menu to bring up the game options dialog as shown below:



Use the *Sound Volume* slider to adjust the volume of the Lunar Domination sound effects. If you move it to the right, the sound will become louder, and conversely the sound volume will be softer if you move the slider to the left. Optionally, you can select the *Mute* checkbox to disable hearing the sound effects altogether.

Use the *Music Volume* slider to adjust the volume of the Lunar Domination musical

soundtrack. If you move it to the right, the music will become louder, and conversely the music audio will be softer if you move the slider to the left. Optionally, you can select the *Mute* checkbox to disable hearing the music altogether.

In the *Existing Players* list, you can see the list of players that were created in the game. From here, you can add a new player using the *New Player* button. You can also highlight a player name and use the *Delete Player* to remove them.

The *Back* button will return you to the main menu.

Credits

The *Credits* button is used to display a nice animated list of the (equally nice) people involved in bringing Lunar Domination to you.

Exit

Press the *Exit* button to quit and leave the game.

Playing Lunar Domination: The Basics

Goal of the Game

The goal of the game is to fill the quotas of two of the three clients in the scenario before your opponent does. Each client has two quotas for different kinds of ore, and places orders for this ore. Players can fill these orders by mining ore and selling it to the clients. Each time a player fills an order, a portion of that client's quota is filled for that player.

Winning Conditions

The first player to fill both quotas wins the client permanently (the client stops producing orders). The first player to win two clients wins the game.

Game Organization

The game consists of two primary points of interaction: the map, and the auction system. The map provides you with a way to see and manage all of your physical assets – the land that

you own, and the buildings that you have built on it. The auction system allows you and your opponent to bid on orders made by the clients in the scenario, and to fill the orders that you have won.

The Main Screen Layout

The main screen of the game can be broken down into three components:

1. The *terrain map* which displays the sectors, ore deposits, and buildings you are working with.
2. The *mini-map* in the bottom-left corner which is used to provide you with a bird's eye view of the landscape.
3. The *control panel* which covers the rest of the bottom area. It contains information about your sectors and buildings, provides a toolbar for buying buildings, allows you to access all the windows in the game, and buttons for ending your turn and opening the in-game menu.

Controlling the Map With the Mouse

You interact with the Lunar Domination world through the keyboard and the mouse; mostly the mouse. The mouse is used in the following way:

- **Left-Button Click:** Selects the object that the mouse is currently over
- **Right-Button Click (command-click on Mac):** Brings up the appropriate list of options for the selected object

To pan the camera to view different sections of the map, simply move the mouse pointer to the extreme edges of the screen to pan in the desired direction.

You can also use the mini-map in the bottom left corner of the display to navigate yourself around the game world. Simply use **Left-Button Click** to select the region you wish to bring the camera to. You may also Left-Button Click inside the white rectangle and while holding

down the button drag it in any direction to move the camera.

Playing Lunar Domination: An In-depth Overview

The following is a detailed description of the rules and mechanics of Lunar Domination and how they come together to form the complex and challenging environment that the game provides you with. Understanding these rules is crucial for mastering the game.

Physical Assets

Your goal is to fill the ore quotas of the clients in the scenario, which means you need a source of ore that you can mine and sell to them. Ore is a non-renewable resource that is located in deposits scattered around the map. Each ore deposit contains a limited amount of ore, and becomes depleted (unusable) once all the ore runs out.

The map itself is evenly split into square portions of land, called *sectors*. Each sector may contain any number of ore deposits on it, although typically you will find only one or two. Any sector that is not owned by your opponent can be bought, and the price of the sector depends on the value of the ore that is inside of it. At the start of the game each player begins with one sector.

To actually make use of your land, you will need to buy buildings. Buildings provide you with the ability to mine, refine, and sell ore to a client, and can be placed into any sector that you own. At the start of the game, each player starts with a small complement of buildings which allow you to immediately bid on and fill orders from clients.

Sectors, Buildings, and Resources

The only way to get access to ore is to buy the sectors that contain it. Once you buy a sector, it is yours until you choose to sell it. You can only buy a sector if it is located next to a sector you already own, either by having a common side or common corner (diagonally). Sectors

can be sold at your discretion, with the only restriction being that they cannot be sold during the same turn that they were bought. If any buildings are in the sector when you sell it, they will be sold as well.

There are a total of six buildings in the game. Three of these are Primary Buildings, which perform the core duties of mining, refining, and selling the ore. The other three are Secondary Buildings, and play a supporting role, providing resources needed by the Primary Buildings. When you buy a building, you can place it into any of the sectors that you own. Buildings can only be placed inside a sector. You cannot place a building on the border between sectors even if you own both of them. When you place a building into a sector, it will take a fixed number of turns to construct before it is usable. The number of construction turns varies for each building. A building can be sold at any time, even during the construction stage.

Any building that provides resources in the form of points makes these resources available to the whole sector where the building is located. If sectors are combined into groups, these resources are shared between all the sectors in the group (see *Sector Groups and Resource Sharing* below).

Primary Buildings

The three primary buildings in the game perform the tasks of mining, refining, and selling ore. They are: Ore Mine, Ore Refinery, and Space Port.

The *Ore Mine*, as its name suggests, is the building that physically gets the ore from the ground. This building is placed directly on top of ore deposits (and can be placed only on usable ore deposits). Once an ore deposit is exhausted, the Ore Mine is automatically dismantled. The speed at which the Ore Mine extracts the ore from the ore deposit varies for each ore type, and can be increased by adding workers to the mine (see *Housing building* below).

The Ore Refinery building allows you to refine ore. Some of your clients will be content with

purchasing raw ore, and some will want the refined product. The Ore Refinery allows you to refine any raw ore that you have, using either one unit of raw ore to create one unit of refined ore (for Aluminum and Titanium ore), or two units to create one (for Iron ore). Just as with the Ore Mine, the refinery's working speed varies by ore type, and can be increased by adding workers (see *Housing building* below).

The Space Port allows for quick transport of ore to its destination. It provides you with transport points, which are necessary for filling orders. Each time you sell ore (fill an order) during your turn, you use up the number of transport points equivalent to the amount of ore you've sold. These points are replenished at the start of your next turn. The output of a Space Port (number of provided transport points) can be increased by adding workers to it (see *Housing building* below).

Secondary Buildings

Three other buildings perform supporting duties. They are: Life Support, Warehouse, and Housing. The Life Support building provides food, water, and electricity for all the other buildings. These are represented by Life Support Points, and all the other buildings use a certain number of them. If you do not have sufficient life support points, you will not be able to place additional buildings into a sector.

The Warehouse building provides storage points for the ore that you mine and refine until it's sold. It is very important to have a sufficient amount of storage space for your ore. If you run out of space, your ore mines will be unable to extract any ore until you build more warehouses.

The Housing building provides living space for workers which can be added to the three primary buildings. The production output of the primary buildings can be increased by adding workers to them. Each primary building has a maximum amount of workers that can be added to them, and each worker increases the production output of the building by a fixed amount. When a worker is added to a building, one unit of living space is used up.

Sector Groups and Resource Sharing

A sector group is a series of sectors that are linked together like a chain by sharing sides. For example, a sector group of two sectors is created when you buy a new sector that shares a side with a lone sector that you already own. Buying another sector that shares a side with either of the two sectors now in the group will cause the group to grow to three sectors.

There is no limit to how many sectors can be part of one group. It is important to understand however, that even a single lone sector is also considered to be part of a sector group that happens to have just one sector in it. The reason for this is that everything inside a sector is considered to be owned by the sector group, not by the sector itself. It is a subtle distinction, but very important in understanding how the game works.

There are of course advantages and disadvantages to making sector groups. The main advantage is that all sectors in a sector group share their resources with each other, regardless of how far apart they are on the map. So for instance if you have a Life Support building in one sector, it will provide life support points for all the buildings in all the sectors in the sector group that it exists in. You can think of a sector group as one large sector because everything that applies to one sector applies to a sector group. All the ore being mined and refined will also belong to the sector group, not the individual sectors.

Sector groups have one serious disadvantage however. When you sell ore, you are always selling it from a sector group even if it has just one sector in it. The money that you make from that sale has an income tax levied on it. The amount of income tax that you are charged is directly proportional to the number of sectors in the sector group you are selling from. The larger the sector group, the larger the income tax. Thus the advantage you gain by sharing resources is offset by the loss in income. Taxes are described in more detail in the next section.

Taxes, Upkeep, and Asset Depreciation

As you play the game you will find that if you are not making money, then you are losing money. Just as in the real world, the game has taxes, upkeep costs, and even asset depreciation.

There are two kinds of taxes you have to deal with: property tax, and income tax. The property tax is applied individually to each sector that you own. The tax amount is calculated and charged once per turn based on the current value of the sector, which is determined primarily by the value of the ore deposits in the sector. As ore in a sector runs out, its property tax decreases. When all ore in a sector runs out, the property tax drops to a predefined minimum.

Income tax is charged when you sell ore. The amount of the income tax depends on the size of the sector group from which you sell the ore (the bigger the sector group the bigger the tax). The good news is that the income tax is progressive. This means that for the first two sectors in the sector group you will be charged 2% per sector, for the next two you'll be charged 6% per sector, and after that 10% per sector. This makes smaller groups more profitable, and one of the challenges in the game is to keep your groups as small as possible to make the most money from your ore.

Upkeep is money that's charged to pay the salaries of the staff that works in your buildings, as well as for maintenance of the buildings. Each building has a fixed upkeep fee that's charged every turn. Adding workers to a building does not increase its upkeep fee.

Asset depreciation applies to sectors and buildings that you buy. It is essentially a decrease in sale value that a sector or building experiences. The sale value of buildings progressively decreases every turn after you buy them, with the value eventually dropping to a predefined minimum. The value of sectors does not drop by itself; it is instead directly linked to how much ore has been mined in a sector. As ore in a sector runs out, its sale value drops. If all ore in a sector runs out, its sale value drops to a predefined minimum.

Order Auction System

The order auction system allows you to bid on client orders and fill them. Clients place orders for ore that they need to fill their quotas, and allow you and your opponent to place bids specifying how much money you want to be paid for the order. Each player has one chance to bid on an order, and if a player wins the order then the amount of the bid is exactly how much the player will be paid for filling it. Since you can typically expect your opponent to try and get paid as much as possible, your chance of winning the order is inversely proportional to the amount of money you will be paid for it (bidding lower gives you a higher chance of winning, but you also make less money).

The auction system uses blind bidding, meaning that you will not know how much your opponent has bid on an order. You will not even know whether or not they have bid on an order at all. You will however find out if you were outbid by your opponent.

The auction system allows both players to place one bid on an order. If a player bids on an order, the opponent will have a chance to bid on it during their turn. If the opponent does not bid on the order during their turn, or bids a larger amount than the first bidder, then the first bidder will be awarded the order at the start of their next turn. If the opponent bids a smaller amount than the first bidder, the order will be awarded to the opponent and will be available to them at the start of their next turn. Any time one player outbids the other, the losing player will see that they lost the order during their next turn.

Ore Price Fluctuation

At the beginning of the scenario, ore prices start at default values. However, these prices fluctuate depending on the supply of ore (how much players bid on and fill orders of certain ore type) and demand (how many orders of certain ore type clients have trouble getting bids on). Ore price fluctuations affect the maximum bid of market orders, and also the prices of sectors that have usable ore deposits in them.

To determine the maximum amount of money that a client is willing to pay for an order, it first looks at the current average Price Per Unit (or PPU for short) of this ore from all other clients. The client then checks how much demand there is for their orders, and those that the client has trouble selling get increased in maximum price. Conversely if a client is getting a lot of bids on certain orders, future orders for that ore type will go down in price.

This fluctuation in ore prices means that there may be a significant difference in the PPU between orders from different clients. To help you see this difference at a glance, the Market Orders window shows green up and red down arrows. A green up arrow shows how much higher that order's maximum bid is compared to the current PPU average for the order's ore type. A red down arrow shows how much lower the maximum bid is compared to the current PPU average. If the order's maximum bid is equal to the average, then no arrow is shown.

Deadlines and Player Reputation

Since there's nothing stopping players from bidding on all orders just to get as many as they can, a reputation system is used to ensure that players only bid on orders they intend to fill. A player's reputation is based on whether or not they are able to fill the orders that they have won by a given deadline. A deadline is simply a number of turns that the player is given to fill an order, and is specified for each order individually.

Whenever a player wins an order, they have the option of filling it, canceling it, or letting it expire. Filling an order makes the player's reputation with that client go up. If the player cancels an order or lets it expire, his reputation with that client will be reduced. Canceling an order carries a smaller penalty than letting it expire (although you cannot cancel an order one turn before it expires). If the reputation gets low enough, the client will temporarily ban the player from bidding on its orders for a fixed number of turns. The player's average reputation (among all clients in the scenario) is always visible in the user interface.

Technical Support

While every effort is made at Valen Games to make Lunar Domination as problem free as possible, we realize that the game might experience a bit of difficulty due to system configurations. Please feel free to contact us using our online contact form or by posting on the forums.

Support: <http://www.valengames.com/support.php>

Forums: <http://www.valengames.com/forums/>

Website: <http://www.valengames.com>

Credits

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Erik Yuzwa

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Lunar Domination

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