

Bachelors of Domination

Game Manual

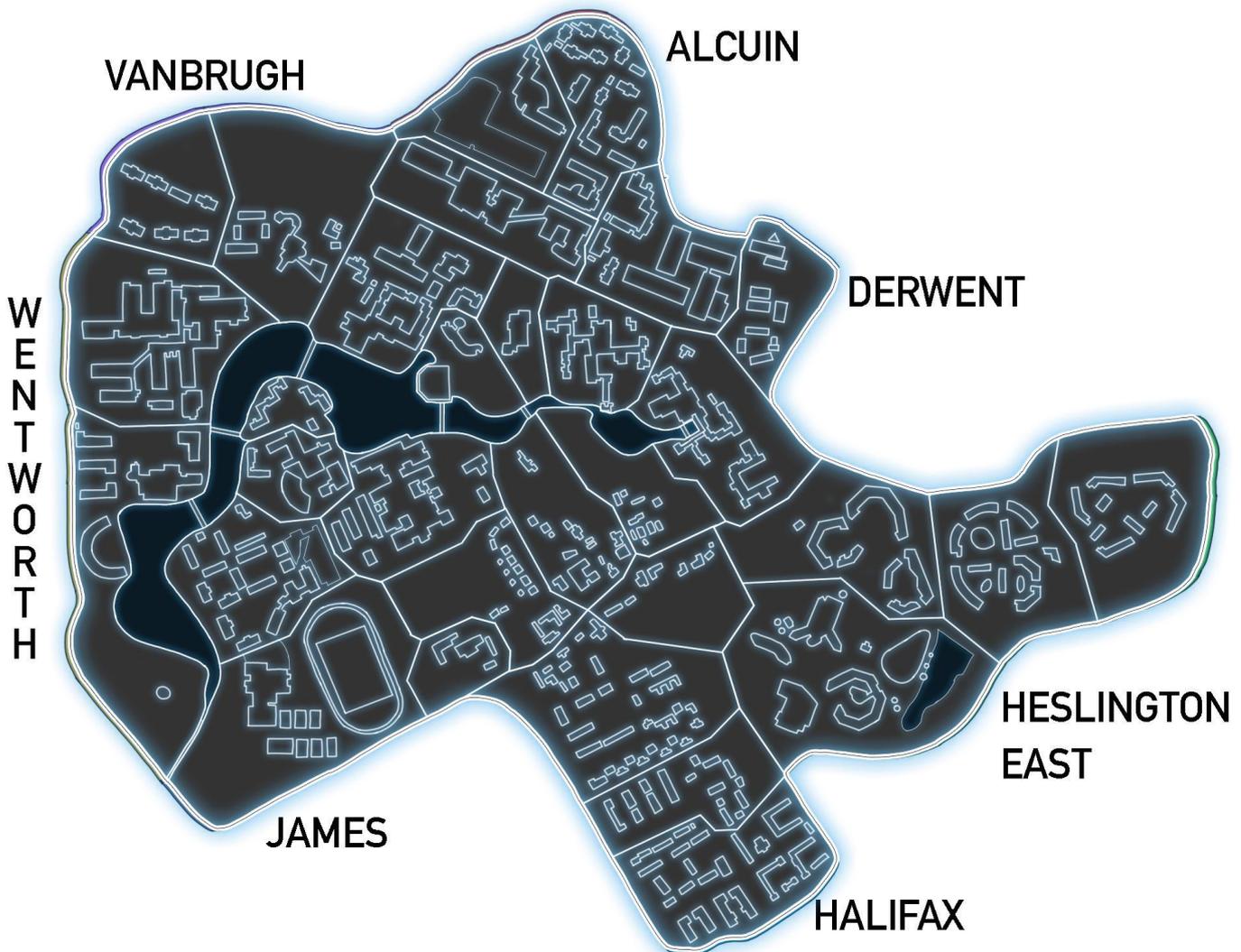
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Introduction

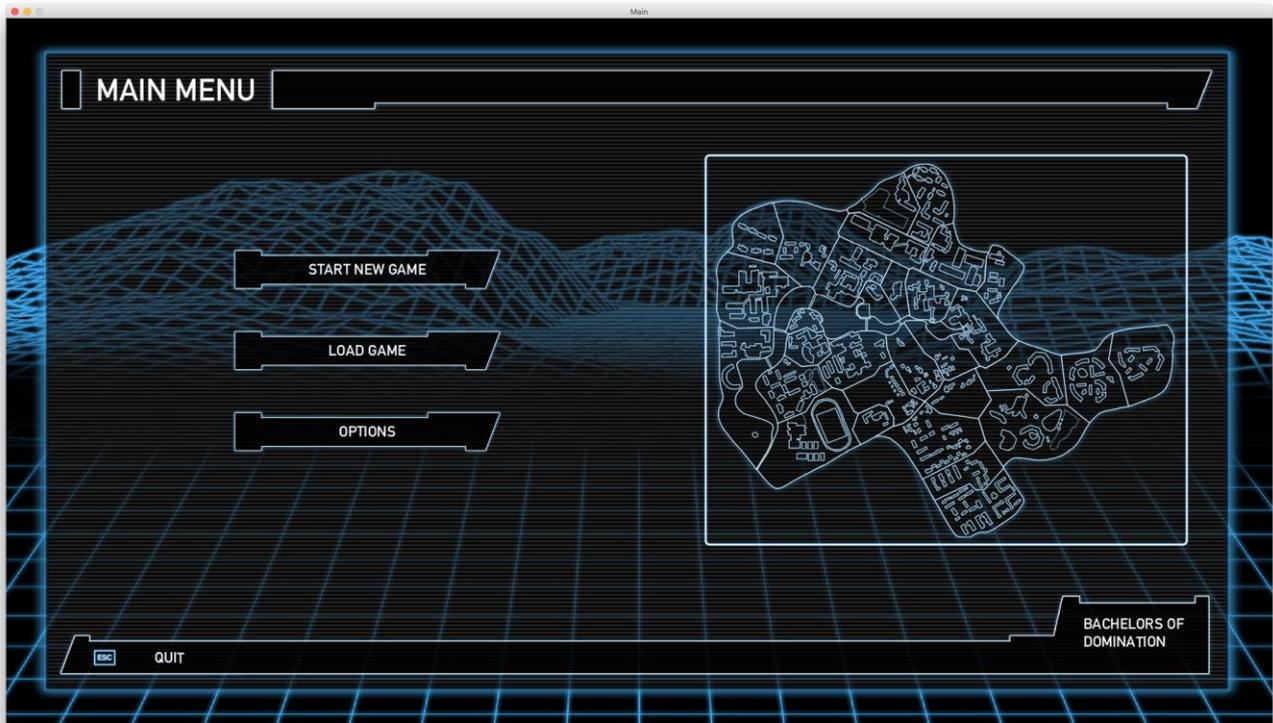
In the year 2100 the University of York has been completely taken over by the students. The campus was initially split in different sectors which were then assigned equally between all colleges. However, given the super competitive nature of students, strong rivalries soon started and eventually lead to an all out, (non-violent) war between colleges.

Now it's your time to step in and lead your favorite college to victory, managing the troops in the field and conquering every sector at The University of York.



Main Menu

When you launch the game you will enter the Main Menu, use it to start a New Game, access the Options or Load a saved game.



Game Setup

When setting up a new game you may configure it to your liking. You may choose:

- How many players are in the game (2 - 4)
- The name of each player and the college they belong to
- If a 120 second turn timer is enabled
- If a neutral player is in the game, (required for 2 player games)

Player Setup

On the left side of the menu you can enable up to four players by clicking on the arrow buttons.

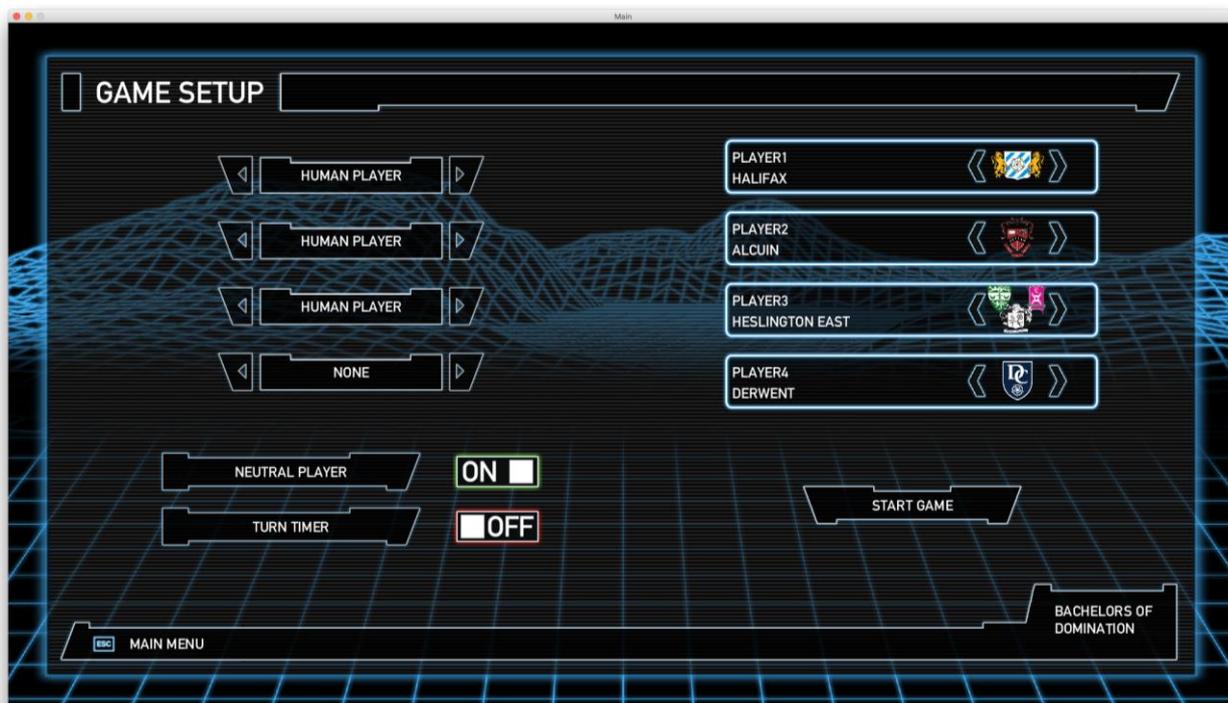
On the right side of the menu you can enter the respective player name by clicking on the player label and typing. The player's college is chosen by clicking on the arrow buttons and each college is associated with a specific color used to signal which sectors a player owns.

Available colleges:

- | | |
|-------------------|------------------|
| • Alcuin | Red Colour |
| • Derwent | Blue Colour |
| • Halifax | Cyan Colour |
| • Heslington East | Green Colour |
| • James | Dark Grey Colour |
| • Vanbrugh | Purple Colour |
| • Wentworth | Orange Colour |

On the bottom left there are two switches: the first one enables the "Neutral Player" and the second one enables the "Turn Timer". When the "Neutral Player" is enabled all the default neutral sectors are allocated to it. The neutral player does not attack but simply defends its sectors. Enabling the turn timer restricts a player to only 120 per turn.

When you are ready you can start the game by clicking on the “Start Game” button. A minimum of two players is required to play the game, and each player must select a different



college and have a different name.

Options

The options menu allows you to configure how the game runs. The user can regulate the in game music and sound effects volume, set the display resolution and enable fullscreen



mode.

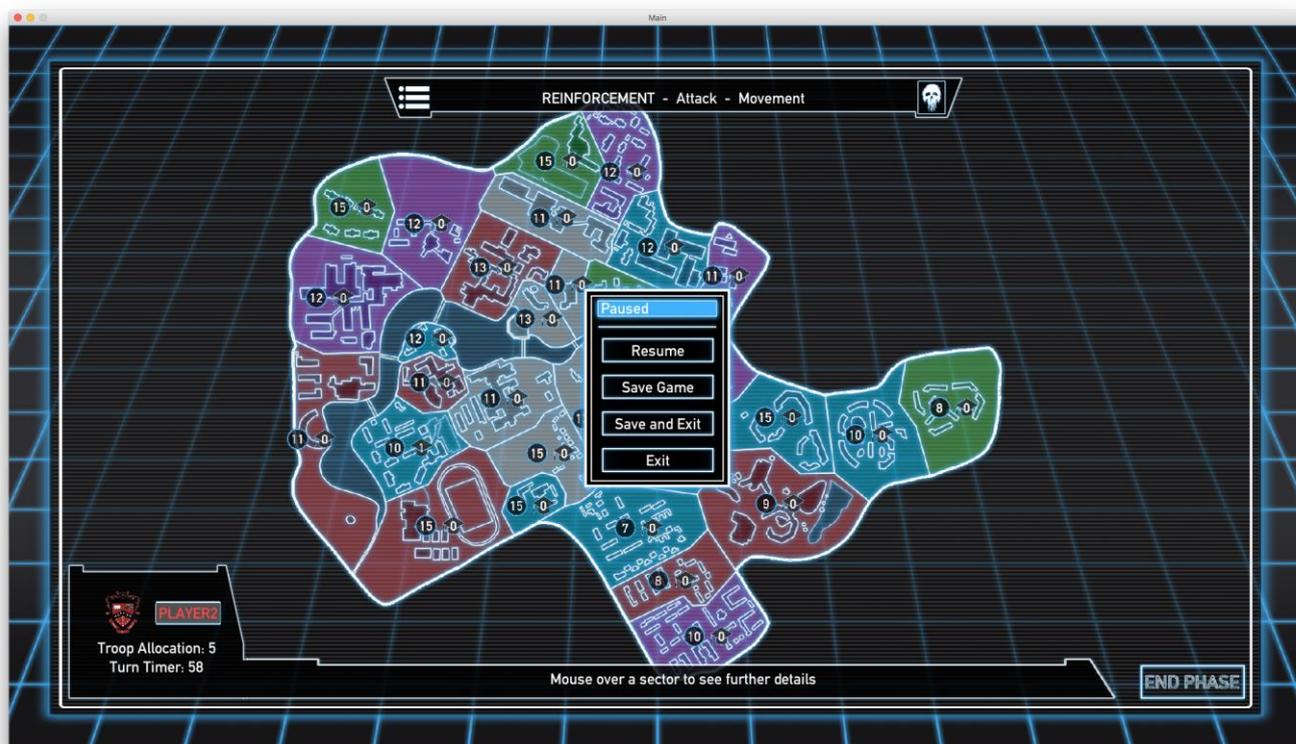
In Game User Interface HUD

The in game user interface consists of 3 parts: the top bar; the game map and the bottom bar. The top bar indicates which phase of the current player's turn they are in and displays two buttons: the left one to access the pause menu and the right one to access the Punishment Cards menu. The game map shows the current state of the game where the sector colour shows who owns it, each sector contains two icons: a circle with a number which indicates the amount of undergraduate troops allocated to it; a graduation hat with a number which indicates the amount of postgraduate troops allocated to it. Finally, the bottom bar shows information about which player's turn it is; how much time they have remaining in their turn and details about the sector the mouse is currently hovered over.



The Bottom Bar of the HUD shows information about the player currently playing. If enabled, the turn timer shows the time remaining for the turn. As you hover on a sector the bottom bar will also display information about the specific sector.

The Top Bar of the HUD displays all three phases of the turn. The current phase is represented in uppercase. The Menu button on the left allows to access the pause menu.



From the Pause menu it's possible to save the game and return to Main Menu.

The Punishment Card button on the right allows to view and use the Punishment cards obtained.

Main

Select Punishment Card

Select a Punishment Card to apply: No Card Selected

COLLUSION

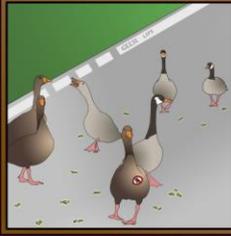


[Troops Debuff]
All postgraduate units on target sector are demoted to undergraduate units.

Available: 0

Cancel

POOPY PATH



[Sector Debuff]
For the following turn, target sector cannot be interacted with in any way.

Available: 0

ASBESTOS LEAK



[Sector Debuff]
For the following three turns, 10% of undergraduate troops are lost on the sector the card is applied to.

Available: 0

Confirm

Troop Alloc
Turn Tim

END PHASE

Gameplay

Each turn is divided into three phases: Reinforcement, Attack, Movement.
You can skip a phase by clicking on the End Phase button.

Reinforcement Phase

In the Reinforcement phase you can add troops to any of your sectors, by clicking on a sector and then using the sliders in the dialog box to choose the number of undergraduate and postgraduate troops to allocate.

Postgraduate troops grant a bonus defence buff to the sector they are allocated to, however they can't be moved from a sector and they are twice as expensive to allocate than

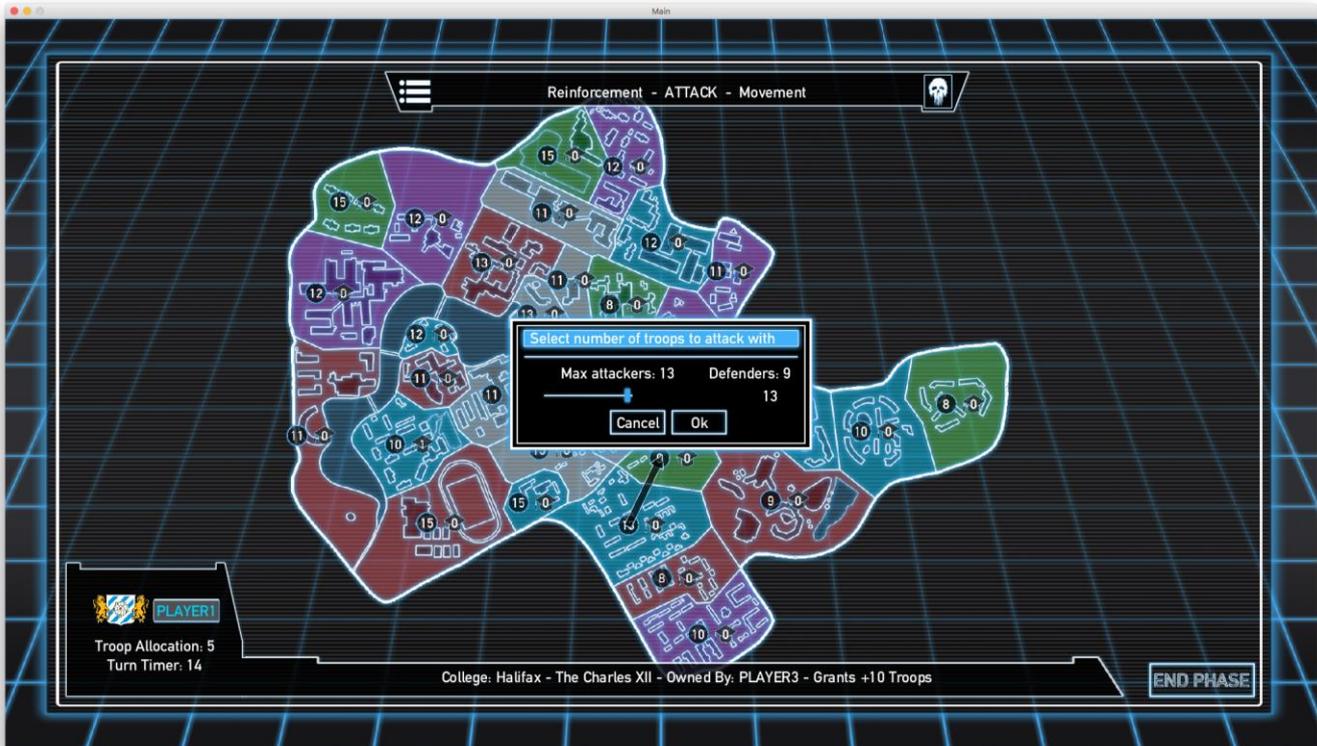


undergraduate troops.

Attack Phase

In the Attack Phase you can attack enemy sectors, simply click and drag from your sector to the enemy sector you want to attack. A dialog box will prompt you to select the number of troops to attack with. The result of the attack is mainly determined by the difference in strength between the sectors, but you will still need a bit of luck to succeed.

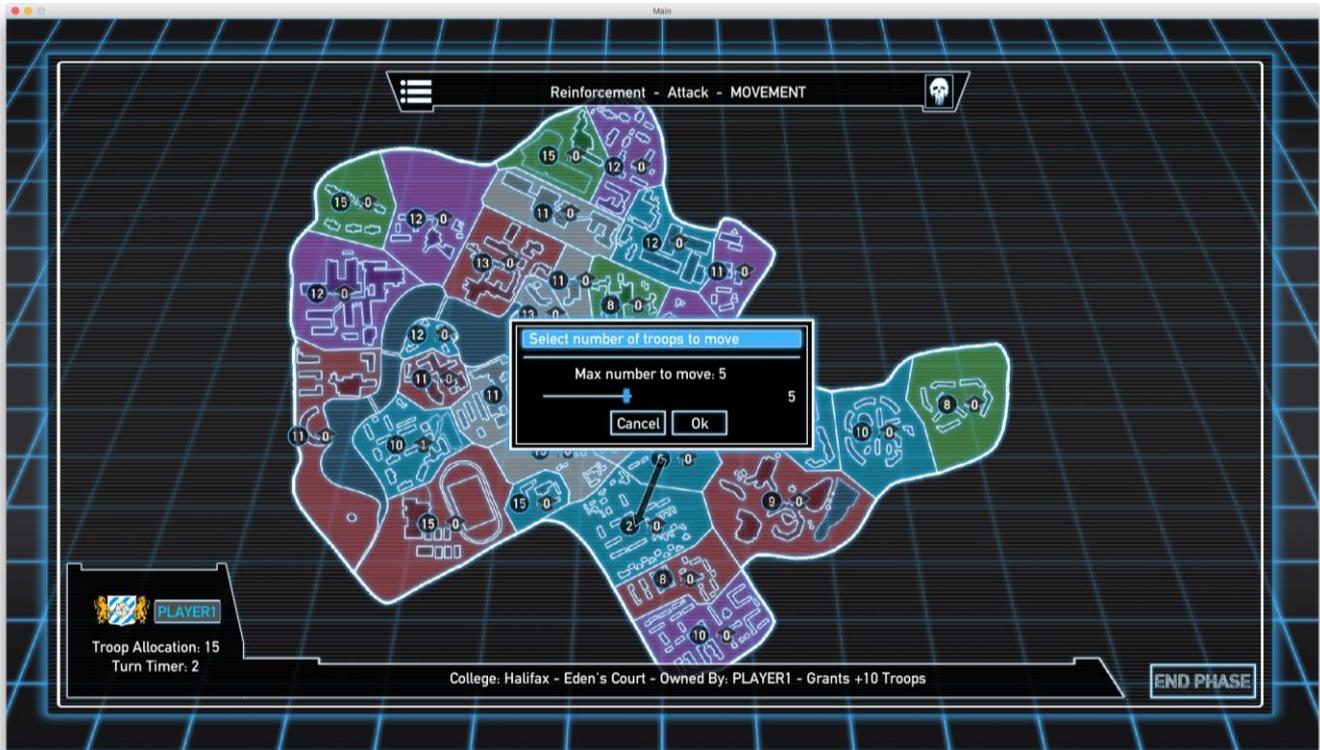
If you manage to conquer the enemy sector, you will be asked how many troops you wish to



move to it.

Movement Phase

In the Movement Phase you can move your troops between adjacent sectors, simply click and drag from a sector to a contiguous sector you want to move troops to. A dialog box will prompt you to select the number of troops to move.

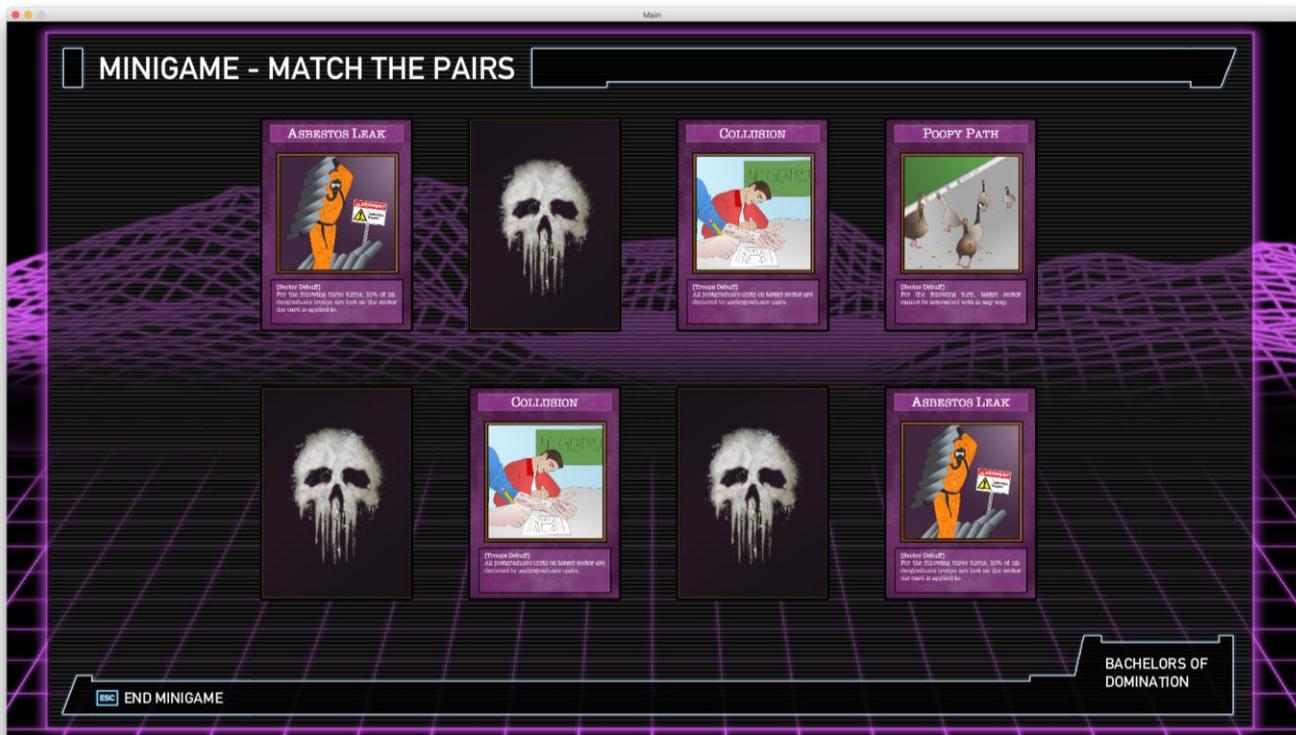


Minigame

During the attack phase, there is a chance after a successful attack for the PVC to appear on the tile that is attacked. If the PVC does appear, the player enters a short minigame. The minigame consists of 8 Punishment Cards appearing on screen for several seconds, then disappearing.

Matching two identical cards allows the player to win such cards. At any point the player can decide to exit the minigame and cash the reward, or can continue playing and try matching more cards.

However, if a guess is incorrect, no bonus is awarded and the minigame ends.



Punishment Cards

There are three different Punishment Cards, each one with a specific debuff the player can decide to assign to an enemy sector.

Collusion

Demotes all postgraduate troops on target sector to undergraduate troops.

Asbestos Leak

Each turn for the following three turns, 10% of undergraduate troops are lost on target sector.

While the debuff effect is active, target sector is marked with the adjacent icon:



Poopy Path

For the following turn, target sector cannot be interacted with in any way.

While the debuff effect is active, target sector is marked with the adjacent icon:



Controls

Left Click	Press buttons and perform actions on sectors
Esc Key	Return to Main Menu and quit game