

DOMINARI

EXPLORE ✦ EXPAND ✦ EXPLOIT ✦ DOMINATE

Dominari is a fast-paced real-time strategy space game for one to two players. You will explore and conquer planets to expand your domination of the solar system while your enemy attempts to do the same. Unexplored planets are populated with indigenous lifeforms that do not give up easily. Once conquered, planets automatically produce both fighters and resources for you to use. Each planet type produces at different rates. Fighters alone are not enough to beat a skilled opponent. You must spend resources your planets produce to purchase orbitals. Orbitals provide access to powerful tactical and strategic abilities. Destroy your enemy homeworld to win.

BATTLE DISPLAY OVERVIEW



You start the game with a Homeworld, some fighters, and turrets. Send fighters from your homeworld to nearby planets to conquer them. Fighters sent to friendly planets inside the large light-blue circular **Fast Travel Defense Zone** surrounding your Homeworld will travel twice their normal speed. Fighters and spendable resources will be produced automatically. The planet type determines the production focus.



PLANET PRODUCTION

All rates are per minute

	Fighters	Resources
	48	6
	30	12
	20	20
	15	40
	12	100

PLANET LAYOUT



Planets have fighters, turrets, and can also have orbitals with an effect radius. The ring color around the planet itself determines ownership. This planet has a blue ring, therefore it is friendly.

Many actions in Dominari are handled by selecting a source planet and dragging to either another planet or an open space. The most common task you will have is to send fighters from one planet to another. You have the option of sending a single, half, or all of your fighters depending upon the mouse button used.

Send ALL Fighters



Position mouse over the source planet



Hold the **LEFT** mouse button and drag to the target planet



Release the mouse button to send **ALL** fighters.

Send HALF Fighters



Position mouse over the source planet



Hold the **RIGHT** mouse button and drag to the target planet



Release the mouse button to send **HALF** of the fighters.

Send from multiple planets



Click down the mouse button on an empty space and drag a window to select multiple planets.



Now position your mouse over the destination planet.



Using the **LEFT** mouse button sends ALL fighters. The **RIGHT** mouse button sends HALF.

SCOUT MODE

Scout Mode will send one fighter to scout enemy planets instead of a larger group. To enable, press the "1" number key. Press ESC to exit **Scout Mode**.

There are 20 special abilities you can activate by paying their resource cost. Some abilities only work only on a planet, others in free space. Some provide only temporary benefits. With the exception of orbitals, all abilities have active & cooldown periods before they can be purchased again (See **Ability States**)

(USE) Click an ability icon that is an Available state. Ability Icons in an Unavailable state mean you either do not have sufficient resources, or that ability has not yet been unlocked.

(UPGRADE) Click the upgrade button and select the ability to upgrade. This will unlock a more powerful version of the ability that you can use to devastate the enemy.

ABILITY STATES

Available



Unavailable



Active



Cooling down



ABILITY LAYOUT

Abilities are purchased by clicking on them, or more efficiently, using the assigned hotkey. There are different categories of abilities, and each category must be unlocked by building an orbital.

Current Level



Hotkey

Resource Cost



Abilities

Abilities

Hovering over an ability will provide a brief description in the display window

ODS TECHNOLOGY TREE



ORBITAL

ORBITAL DEFENSE STATION (ODS)

Federation grade intelligence orbital that detects all enemy activity within range. Enemy travel, planet populations, enemy starbases, and nearby unexplored planets will be revealed while the ODS is active. Does not reveal cloaked enemy fighters.

- (Lvl 1) Normal radius
- (Lvl 2) Radius increased 25%
- (Lvl 3) Radius increased 50%

UNLOCKS



FIGHTER FACTORY

Planet industries shift away from economic growth to favor fighter production. Upgrade one planet to manufacture more fighters per second while generating fewer resources. Targets planet.

- (Lvl 1) 15 sec cooldown
- (Lvl 2) 10 sec cooldown, lower cost
- (Lvl 3) 5 sec cooldown, lower cost



HYPERCHAMBER

Fuels the hyperchamber installed on all fighters, thus allowing them to travel further for a short period of time. Increases the travel distance of all fighters. Instant effect that lasts 6 seconds.

- (Lvl 1) Travel increased 50%
- (Lvl 2) Travel increased 100%
- (Lvl 3) Travel increased 200%



RECRUIT FIGHTERS

Local mercenary pilots join your cause...for a fee. Instantly recruit fighters on a friendly planet or starbase. Targets planet or starbase.

- (Lvl 1) Recruit 15 fighters, 30 sec cooldown
- (Lvl 2) Recruit 20 fighters, 10 sec cooldown
- (Lvl 3) Recruit 25 fighters, 6 sec cooldown, higher cost



SALVAGE

Turns friendly orbitals, fighters, and turrets into scrap. Returns a portion of the original cost. Does not apply to Homeworld. Will salvage up to the max resource limit if possible. Targets planets only. 10 second cooldown. Targets planets or starbase.

- (Lvl 1) Salvages 33% of cost
- (Lvl 2) Salvages 66% of cost
- (Lvl 3) Salvages 100% of cost

LOCF TECHNOLOGY TREE



ORBITAL

LOW ORBIT CONSTRUCTION FACILITY (LOCF)

Unlocks key manufactured technologies that change the tide of battle. Boost the production of fighters and resources on all planets within its radius. The range increases with each level upgrade. Each LOCF increases the maximum amount of resources you can store by 20.

(Lvl 1) +5% production
(Lvl 2) +12% production
(Lvl 3) +20% production

UNLOCKS



RESOURCE EXTRACTOR

Planet industries shift away from fighter production to favor economic growth. Upgrade one planet to produce more resources per second while manufacturing fewer fighters. Targets friendly planet.

(Lvl 1) 15 sec cooldown
(Lvl 2) 10 sec cooldown, lower cost
(Lvl 3) 5 sec cooldown, lower cost



LUDICROUS BOOST

Twisting the fabric of spacetime itself, the Ludicrous Boost permanently accelerates fighters for a brief period of time. Does not affect fighters already in transit. Instant effect.

(Lvl 1) +50% speed, 5 second duration
(Lvl 2) +100 speed, 7 second duration
(Lvl 3) +150 speed, 10 second duration



STARBASE

Rapidly create a military starbase from which you can launch an attack or control a strategic area. Must be built within a friendly orbital radius. When placing, an eye icon indicates if it is visible to the enemy. Targets free space.

(Lvl 1) Comes with 1 turret
(Lvl 2) Comes with 2 turrets
(Lvl 3) Comes with 3 turrets



DEEP SPACE SCANNER

Using long range pulse techniques, the Deep Space Scanner can target an area to reveal all information. Reveals planets, fighters, turrets, orbitals, and decloaks hidden fighters. 15 second cooldown. Targets free space.

(Lvl 1) Default scan radius
(Lvl 2) +25% scan radius, longer duration
(Lvl 3) +45% scan radius, longer duration

GPA TECHNOLOGY TREE



ORBITAL

GLOBAL PHASE ARRAY (GPA)

Massive bolts of plasma vaporize enemy fighters that get too close. The Global Phase Arrays can stack by overlapping the fields. Automatically destroys Exo-Planetary Ion Missiles (EPIMs) that are a lower level. Higher levels increase its field range.

(Lvl 1) Destroy 5 fighters, per fleet
(Lvl 2) Destroy 10 fighters, per fleet
(Lvl 3) Destroy 15 fighters, per fleet

UNLOCKS



INVERSE POLARITY

Graviton field polarization technology disrupts enemy thrusters. Permanently slows both friendly and enemy fighters that pass through its field. Does not affect missiles. Higher levels increase its radius and slowdown. Target anywhere.

(Lvl 1) 50% slower
(Lvl 2) 100% slower
(Lvl 3) 150% slower



ELECTROMAGNETIC PULSE (EMP)

Planetary operations are completely disrupted by a burst of electromagnetic radiation. Enemy fighters will be unable to leave the planet for a period of time and missiles cannot be launched from it. Targets enemy planet or starbase.

(Lvl 1) 5 second duration
(Lvl 2) 7 second duration
(Lvl 3) 9 second duration



TDI-IV TURRET

Defense Industries installs an automated defense system that obliterate fleets attempting to attack. Destroys up to 10 enemy fighters per turret. Turrets are only destroyed when all friendly fighters are destroyed. Targets friendly planet or starbase.

(Lvl 1) 1 turret maximum
(Lvl 2) 3 turret maximum
(Lvl 3) 5 turret maximum



ECM JAMMER

Your fleets appear as noise to enemy radar, thus allowing you to use diversionary tactics when attacking. Disrupts the enemies ability to assess the size of a fleet. Does not affect fleets already in transit. Instant effect that lasts for 8 seconds.

(Lvl 1) 15 second cooldown
(Lvl 2) 10 second cooldown
(Lvl 3) 5 second cooldown

QDL TECHNOLOGY TREE

Build    to unlock



ORBITAL

QUANTUM DEVELOPMENT LABORATORY

High risk, high yield experimentation resulted in cloaking devices. Fighters traveling from the lab remain undetectable for a portion of travel distance. The Deep Space Scanner ability can decloak these fighters.

(Lvl 1) 50% travel distance is cloaked
(Lvl 2) 60% travel distance is cloaked
(Lvl 3) 70% travel distance is cloaked

UNLOCKS



DOOMSDAY DEVICE

Lightspeed projectiles tear into incoming fighters, annihilating anything in their path. Destroy a large number of fighters per fleet that enters the Doomsday. Can be destroyed by the EPIM. Targets any friendly planet or starbase without an orbital.

(Lvl 1) 50 fighters destroyed, per fleet
(Lvl 2) 100 fighters destroyed, per fleet
(Lvl 3) 150 fighters destroyed, per fleet



(EPIM) EXO-PLANETARY ION MISSILE

Unleashes devastating flux radiation against turrets (T), fighters (F), and orbitals. Destroys active Doomsday Devices. Can be destroyed by a well-timed Stryker missile or higher level Global Phase Array (GPA) orbital. Drag from a friendly planet to an in-range enemy planet.

(Lvl 1) Destroys 15F, 1T, disables orbitals
(Lvl 2) Destroys 20F, 2T, disables orbitals
(Lvl 3) Destroys 35F, 3T, destroys orbitals



FASTER THAN LIGHT TRAVEL

Fold space-time and warp a percentage of your fighters to any friendly planet with an orbital. Targets friendly planet or starbase that has an orbital.

(Lvl 1) Summons 30% of all fighters
(Lvl 2) Summons 40% of all fighters
(Lvl 3) Summons 50% of all fighters



STRYKER MISSILE

Launch a fire-and-forget stryker missile that destroys a fixed number of enemy fighters per fleet in its blast radius. Affects fighters both in space and on planets. Turrets are unaffected. Destroys (EPIM) Exo-Planetary Ion Missiles caught in the blast. Drag from source planet to any in-range free space.

(Lvl 1) Destroys 10F, small radius
(Lvl 2) Destroys 15F, medium radius
(Lvl 3) Destroys 20F, large radius

