Thermonuclear Domination
A Polite Game of Apocalypse

by
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Let us begin.

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SHALL WE PLAY A GAME?

Welcome

Thermonuclear Domination is a strategy game of nuclear war for one to four players. Players take control of a country and take turns firing missiles until only one survives.

This was the first PC game I made, back in the 1990s when this sort of nuclear apocalypse could have happened at any moment. Now, as we all know, the world is tickety-boo.
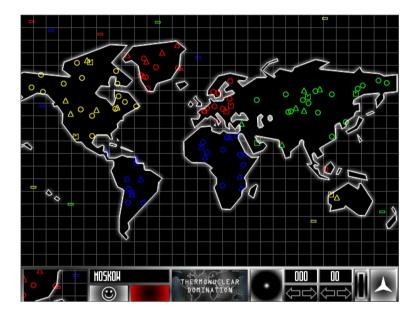
There is a swanky modern 3D version of this game called 'Radioactive'. Do look it up.

Meanwhile here is your friendly guide to this game.

The Basics

Thermonuclear Domination is a simple game of nuclear warfare for one to four players for any version of Microsoft Windows. Take it in turns to fire your nukes at the enemy but watch your ammo and beware of the anti-war movement.

The main game screen is shown below.

Thermonuclear Domination

Title Screen Options

Before we jump into the game like joy-filled fools, let's take a look at the exciting options at the start of the game.

Choosing The Map

Click on the arrows at the top to select a map to play. Up to 150 maps can be available at any one time - and yes! You can create maps to play on! See the Appendix at the end of this manual for information about that.

Setting the number of units

Click on the left/right arrows either side of the unit pictures to set the number of units. One factory appears for every two missile silos.

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Setting The Players

Click on these happy little chappies to toggle the player
types. A smiling face represents a human player. A sad face
represents a computer player (poor computer). Click on the
rightmost face to turn that player on or off. You must select
at least two players because war is no fun on your own.

Setting The Computer Intelligence

Here is where you set the skill of the computer players. The
number next to the white face represents the computer
accuracy and lower numbers are more accurate. A value of
zero causes the computer to hit every target.

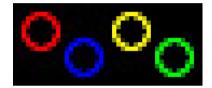I'll say that again because it's a bit weird: A lower number
means a better enemy.

Click On This Icon To Start The Game

Playing War

Click on a unit of your colour to see its name, location and other information like ammunition (Submarines, Missile Silos), morale (Cities), or silos supplied (Factories).
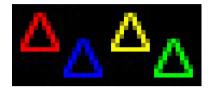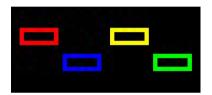
Cities - Circles

One of these is your headquarters (HQ). This is different each game so knowing the name of the city is no help. If a players headquarters gets destroyed then they instantly lose.

Cities also have a morale factor indicated by the face on the panel. When a missile explodes during your turn morale in one of your cities (at random) drops. If morale in a players HQ drops below sad, they lose.

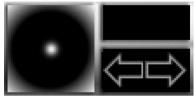Thermonuclear Domination

Missile Silos - Triangles

Submarines - Rectangles

You can fire missiles from here. The ammunition is indicated on the panel. It starts at three for all Silos and Submarines. Submarines have three shots per game and never get re-armed. Silos receive one extra missile every two turns from its parent Factory.
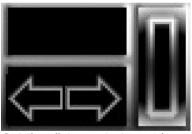
Thermonuclear Domination

Taking Turns

To fire a shot enter a bearing and a distance to target then click on the fire icon.

Set the bearing here

Standard compass bearings are used where 000 is dead north, 090 is east, 180 south and 270 west. Click in the circle to set an approximate bearing and use the arrows to fine tune.

Set the distance to target here

The maximum distance is 99 units which is about half way around the world map. Click in the bar to set an approximate distance and use the arrows to fine tune.
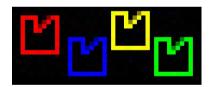
Attack!

Click here to fire

You cannot fire without ammunition. Cities and Factories cannot fire. You may fire your shot off the right/left side of the map to wrap around your missiles.

Factories - Buildings

You start with one Factory for every two Silos. Click on the factory and the panel will show which two Missile Silos the Factory supplies. Every two turns the factory will re-supply the Silos with one missile. Factories always supply the same Silos, a Factory without Silos is as useless as a Silo without its Factory. Target enemy Factories to drain them of ammunition.

Surrender

Click the centre of the panel to abort the current game. It may be possible to have two units simply out of range of each other.

Win Conditions

You can win by either destroying the enemy Headquarters or letting enemy morale drop below 'sad' in their HQ. The enemy will also lose if they cannot make a shot due to lack of ammo or Subs/Silos.
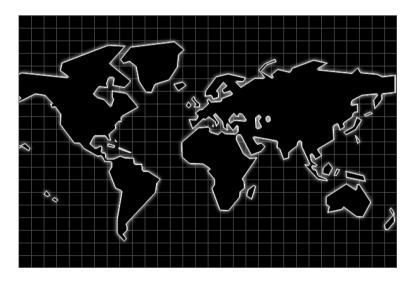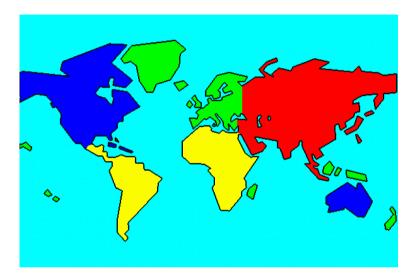
APPENDIX

Making Maps

Map Editing

The maps in the game are bmp files with renamed extensions. All you need to do is create two images for a level to play on: one contains the look of the map, one contains different colours for different sides.

The map size is 600x400 pixels.

Mapname.map - 256 colour greyscale map that makes up the game map.

Thermonuclear Domination

Mapname.tac - 8 colour map that uses pure red, green, blue, yellow for sides and cyan for water (where submarines can appear).

Credits

Thermonuclear Domination
Thermonuclear Domination was developed by me, Mark Sheeky. It was my first game for Windows and was created partly as a tutorial into Windows (and C++) programming. The game mechanics were copied almost directly from my Amiga game Global Thermonuclear Warfare (which, like all of my Amiga games, I programmed in assembly language).

This game was first released on the 26th of October 1998. I lost the source code at some point and it is gone forever so this game can never be updated. I'll certainly never program it again.

Soon after making this game, I made a game called Arcangel with the hope of getting it published by a commercial game company. This did not happen, so after that, in 2002, I formed Cornutopia Software, made a few PC games and published them myself.

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About

About Cornutopia
Hi everybody. I'm Mark.

I began programming games in the 1980s on my first home computer, a Dragon 32. Game programming became an addiction and obsession, and this continued throughout the 1990s, programming many Public Domain and Shareware games for the Commodore Amiga computer.

I gradually transitioned into becoming an artist, and have painted over 500 oil paintings, composed and recorded over 30 albums of music, and written a few books, but game programming was my first passion, and this complex and supremely difficult task remains a solid foundation on which to build a mind.

You can find out more about my artwork, and browse my complete software catalogue on www.marksheeky.com. Search for Mark Sheeky on Amazon to discover more of my books and music.

Other Games

Visit the Cornutopia Software website or search for Mark Sheeky to see more titles. The current Cornutopia games catalogue is:

Thermonuclear Domination
Arcangel: The Legacy Of Peace
Roton
Martian Rover Patrol
Trax
Noise Station
Radioactive
Breakout Velocity
Fallout Velocity
Bool
Yinyang
Outliner
Firefly
Flatspace
Taskforce: The Mutants Of October Morgane
Future Pool
Gunstorm
Flatspace II
Future Snooker
Gunstorm II
Flatspace IIk

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