



TULLEYS

WORLD

DOMINATION

REMOTE TEAM BUILDING GAME



WELCOME TO WORLD DOMINATION

WELCOME TO THE GAME IN WHICH EVERY DECISION YOU MAKE CHANGES THE WORLD,
WHETHER IT'S FOR BETTER OR WORSE!

"WORLD DOMINATION" IS A LIVE-ACTION TURN-BASED STRATEGY AND ROLE-PLAYING
GAME; ONE THAT MAY REVEAL YOUR TRUE COLOURS. CHOOSE TO INVEST IN THE
ENVIRONMENT, CITIES, SHIELDS OR NUCLEAR WEAPONS... WHAT HAPPENS NEXT IS
YOUR CALL. WELCOME TO WORLD DOMINATION.



ABOUT THE GAME

WHAT IS NEEDED FOR THE GAME?

YOU WILL NEED A LAPTOP OR PC WITH A WEBCAM AND STABLE INTERNET ACCESS. A SMARTPHONE OR TABLET ARE ALSO SUITABLE. THE GAME TAKES PLACE IN AN ONLINE ZOOM CONFERENCE, SO WE RECOMMEND THAT YOU DOWNLOAD AND INSTALL THE ZOOM APPLICATION BEFORE STARTING THE GAME.

NOTE; USING HEADPHONES OR A HEADSET HELPS TO MINIMISE AUDIO FEEDBACK/ECHO.

HOW MANY PEOPLE CAN PLAY?

FROM 6 TO 42 PARTICIPANTS CAN PLAY WORLD DOMINATION AT THE SAME TIME.

IS IT A TEAM GAME?

THE PARTICIPANTS OF THE GAME ARE RANDOMLY DIVIDED INTO 3-6 TEAMS COMPETING WITH EACH OTHER. EACH TEAM IS A COUNTRY THAT PURSUES ITS OWN GOALS ON THE WORLD STAGE. THE GAME PROVIDES FOR BOTH MAKING DECISIONS WITHIN THE TEAM AND BUILDING RELATIONSHIPS WITH OTHER COUNTRIES. IN YOUR TEAM YOU WILL ELECT A PRESIDENT AT THE START OF THE GAME, IN CHARGE OF SUBMITTING YOUR TEAM'S DECISIONS THROUGHOUT.

NOTE; THE PRESIDENT MUST BE PLAYING FROM A LAPTOP OR COMPUTER.

WHAT IS THE AIM OF THE GAME?

THE COUNTRY THAT ACHIEVES THE MAXIMUM "STANDARD OF LIVING" WILL WIN. THE WINNING COUNTRY WILL RECEIVE THE STATUS OF "SUPERPOWER".

HOW LONG DOES THE GAME LAST?

THE DURATION OF THE GAME IS APPROXIMATELY 2 HOURS, BUT MAY BE LONGER. IT CONSISTS OF 6 ROUNDS OF 15 MINUTES EACH. THE ROUND, IN TURN, WILL ALSO CONSIST OF PERIODS DURING WHICH YOU HAVE TO CONFER, MAKE DECISIONS, NEGOTIATE OR PARTICIPATE IN INTERNATIONAL DEBATES.

IS THE GAME DIFFICULT?

THE GAME IS NOT COMPLICATED, AND DOES NOT REQUIRE ANY SPECIAL SKILLS. YOU CAN DEFINITELY GET COMFORTABLE WITH THE RULES IN THE FIRST 10-15 MINUTES OF THE GAME. JUST REMEMBER; THE WINNER IS NOT THE TEAM WHO REMEMBERED THE RULES BEST, BUT THE ONE WHO KNOWS HOW TO NEGOTIATE.



GAME MECHANICS

EACH ROUND, YOUR TEAM WILL MAKE DECISIONS ON A NUMBER OF ISSUES RELATING TO THE ECONOMY, DEFENSE AND RELATIONS WITH OTHER COUNTRIES.

IN EACH COUNTRY THERE ARE 4 MAIN CITIES THAT GENERATE INCOME AND DETERMINE THE STANDARD OF LIVING. YOU CAN DEVELOP YOUR CITIES, ALONG WITH DEFENCE INFRASTRUCTURE. THE MAIN GOAL IS TO ACHIEVE THE BEST "STANDARD OF LIVING" IN THE WORLD.

TO DO THIS, YOU CAN:

- DEVELOP YOUR ECONOMY,
 - IMPROVE THE ENVIRONMENT,
- OR
- BOMB COMPETITOR CITIES TO REDUCE THEIR STANDARD OF LIVING.

IN THE GAME, NO-ONE FORBIDS BLUFFING, THREATENING AND BLACKMAILING. YOU CAN MAKE PROMISES TO YOUR COMPETITORS, AND THEN BREAK THEM, BUT BE WARNED, OTHER COUNTRIES MAY DO THE SAME.

GAME PARAMETERS








- **STANDARD OF LIVING** . EACH OF YOUR CITIES HAS A CERTAIN STANDARD OF LIVING. THE AVERAGE STANDARD OF LIVING IN ALL FOUR CITIES IS THE STANDARD OF LIVING IN THE COUNTRY, THE MAIN GAMING INDICATOR. IF YOU INVEST MONEY IN THE DEVELOPMENT OF THE CITY, THE STANDARD OF LIVING IN IT WILL INCREASE. THE INCOME LEVEL THAT THE CITY WILL BRING YOU IN EACH ROUND WILL ALSO INCREASE. IF THE CITY IS BOMBED, THE STANDARD OF LIVING IN IT WILL DROP TO 0, AND THIS WILL SIGNIFICANTLY RUIN YOUR AVERAGE STANDARD OF LIVING IN THE COUNTRY.

- **ECOLOGY** . THIS INDICATOR IS COMMON TO ALL TEAMS. THE LEVEL OF ECOLOGY AFFECTS THE STANDARD OF LIVING AND INCOME FROM CITIES. ECOLOGY GOES BAD IF SOMEONE DEVELOPS NUCLEAR TECHNOLOGY, PRODUCES OR LAUNCHES NUCLEAR BOMBS. ECOLOGY IMPROVES IF SOMEONE INVESTS IN AN ENVIRONMENTAL PROGRAM.

- **BUDGET** . EACH TEAM HAS A BUDGET, AND EACH GAME ACTION IN THE GAME COSTS MONEY. THE MORE MONEY YOU HAVE, THE MORE ACTIONS YOU CAN PERFORM IN THE GAME. TO MAKE MONEY, YOU NEED TO INVEST IN URBAN DEVELOPMENT. AT THE START, EACH TEAM HAS 1000 BUDGET UNITS. TEAMS CAN LOAN MONEY TO OTHERS AND IT CAN BE USED IMMEDIATELY IN THE SAME ROUND.

GAME ACTIONS

IN EACH ROUND YOU CAN PERFORM GAME ACTIONS. THE CONSEQUENCES OF EACH COMPLETED ACTION WILL TAKE EFFECT IN THE NEXT ROUND, AND THESE ARE SUBMITTED BY THE PRESIDENT OF EACH COUNTRY. IT MAY BE WORTH ESTABLISHING OTHER PLAYERS AS VARIOUS MINISTERS, TO ENSURE THAT NOTHING IS LEFT BEHIND; FOR EXAMPLE, MINISTER OF ENVIRONMENT, MINISTER OF DEVELOPMENT AND MINISTER OF NUCLEAR TECHNOLOGY.

Action	Price	Effect	Extra info
 Invest in city development	150	+ 20% to city profitability	You can develop the city ad infinitum, not only up to 100%
 Build a nuclear shield	300	Shield will protect the city from one nuclear strike.	The shield will remain until the first nuclear strike against the city
 Launch environmental program	200	Ecology around the world will improve by 20%.	Improved ecology will also improve your income and standard of living in your cities.
 Develop nuclear technology	500	The technology will give you the opportunity to produce nuclear bombs, but the world's ecology will worsen by 3%.	Your standard of living in your cities will drop slightly if you invest in nuclear technology, it is up to other teams to notice this.
 Produce nuclear bombs	150	You'll have nuclear bombs in your arsenal, but the ecology in the world will worsen by 3% for every bomb produced.	Bombs can only be made if you have researched nuclear technology in the previous round.
 Perform nuclear strikes	0	You can permanently destroy an opponent's city (if it wasn't defended), the ecology in the world will worsen by 3% for every missile launched.	Can only perform strikes if bombs have been produced. You can deal no more than one hit in one city. No one will know that it was you who struck!
 Impose economic sanctions	0	Opponent's income will decrease by 10%.	The opponent will be aware that it was you who imposed the sanction.



GAME STATS

THESE ARE AN EXAMPLE OF THE ELECTRONIC FORMS TO BE FILLED IN DURING THE GAME BY THE PRESIDENTS OF EACH COUNTRY. HERE YOU CAN CHOOSE ANY ACTION: THE DEVELOPMENT OF CITIES, THE PRODUCTION OF NUCLEAR BOMBS, THE IMPROVEMENT OF THE ENVIRONMENT, THE IMPOSITION OF SANCTIONS ON OTHER COUNTRIES, ETC.

THE MOST IMPORTANT INDICATOR IS THE AVERAGE STANDARD OF LIVING IN THE COUNTRY (THE PERCENTAGE TO THE RIGHT OF THE COUNTRY NAME), AS THE COUNTRY WITH THE HIGHEST STANDARD OF LIVING BY THE END OF 6 ROUNDS WILL BE THE WINNER OF THE GAME.

ONCE AGAIN, EACH COUNTRY HAS 4 CITIES. CITIES CAN BE DEVELOPED, INCREASING THEIR PROFITABILITY AND LIVING STANDARDS IN THEM, AND THEY CAN BE PROTECTED WITH NUCLEAR SHIELDS AS WELL.

TREAT THE FILLING OUT THE FORM RESPONSIBLY - ENSURE YOU HAVE A RESPONSIBLE PRESIDENT!

AFTER FILLING OUT THE FORM, CLICK THE SUBMIT BUTTON AT THE VERY BOTTOM. THE DATA WILL BE SENT TO THE GAME DATABASE AND WILL BE REFLECTED IN THE GAME STATISTICS - IF YOU COMPLETE YOUR FORM EARLY, YOU CAN STILL USE THE REST OF THE TIME TO DISCUSS STRATEGIES AND NEGOTIATE WITH OTHER COUNTRIES.

WORLD DOMINATION 1 ROUND

USA AVERAGE COUNTRY LIVING STANDARD: 54% BUDGET AVAILABLE: 1 000

CITY	Development	Wellbeing	Income
NEW YORK	60%	54%	3425
CHICAGO	60%	54%	3425
LOS ANGELES	60%	54%	3425
SAN FRANCISCO	60%	54%	3425

Develop (1000) Build a shield (1000)

NUCLEAR ARMS Develop nuclear technology (1000)

ECOLOGY Improve the environment (1000) **90% WORLD ECOLOGY LEVEL**

SENT ORDERS YOUR EXPENSES: Balance 1 000 \$ YOUR INCOME: Cities 400 \$, 400 \$

SANCTIONS No country has imposed sanctions on you. Which country should be sanctioned? Iran Russia China Germany Israel

COUNTRY	Average Country Living Standard
IRAN 54%	TEHRAN (Wellbeing 50%), IRAN (Wellbeing 50%), ISFAHAN (Wellbeing 50%), TABRIZ (Wellbeing 50%)
RUSSIA 54%	MOSCOW (Wellbeing 50%), ST. PETERSBURG (Wellbeing 50%), NOVOSIBIRSK (Wellbeing 50%), VLADIVOSTOK (Wellbeing 50%)
CHINA 54%	BEIJING (Wellbeing 50%), SHANGHAI (Wellbeing 50%), GUANGZHOU (Wellbeing 50%), HONG KONG (Wellbeing 50%)
GERMANY 54%	BERLIN (Wellbeing 50%), MUNICH (Wellbeing 50%), HAMBURG (Wellbeing 50%), FRANKFURT (Wellbeing 50%)
ISRAEL 54%	TEL AVIV (Wellbeing 50%), JERUSALEM (Wellbeing 50%), NAFA (Wellbeing 50%), ELAT (Wellbeing 50%)

YOUR CONTRIBUTION TO THE ENVIRONMENT None 0 % **PROVIDE A LOAN** Iran



ZOOM CONFERENCE

THIS IS WHAT THE MAJORITY OF YOUR GAMEPLAY WILL LOOK LIKE. THE CONFERENCE WILL BE HELD BOTH IN THE "COMMON ROOM", WHERE YOU CAN SEE ALL THE PLAYERS AT THE SAME TIME, AND IN THE "BREAK-OUT ROOMS" WHERE THE TEAM CAN DISCUSS THEIR STRATEGY WITHOUT PRYING EYES AND EARS.

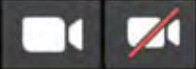
SWITCHING BETWEEN PRIVATE AND MAIN CHATS WILL OCCUR AUTOMATICALLY AT CERTAIN POINTS IN THE GAME. YOU CAN ALSO ASK THE HOST TO SEND YOU "ON A VISIT" TO ANOTHER TEAM'S PRIVATE ROOM FOR NEGOTIATIONS. THAT IS, OF COURSE, IF THEY ARE ALSO WILLING TO NEGOTIATE! NOTE; THE PRESIDENT CANNOT BE SENT TO NEGOTIATE, BUT MAY BE RESPONSIBLE FOR SPEAKING ON BEHALF OF THE COUNTRY IN THE MAIN SESSION DURING LARGER GAMES.





ZOOM CONFERENCE 2

AT THE BOTTOM OF THE SCREEN YOU WILL SEE THE CONFERENCE TOOLS. HERE ARE THE BASIC TOOLS YOU'LL NEED:



CAMERA. KEEP THE CAMERA ON SO THAT PLAYERS CAN SEE YOU. NEXT TO THE "CAMERA" BUTTON THERE IS A DROP-DOWN MENU WHERE YOU CAN CHOOSE YOUR OWN VIRTUAL BACKGROUND IF YOU WISH (FOR EXAMPLE, THE FLAG OF THE COUNTRY YOU ARE PLAYING FOR).



MICROPHONE. WHEN YOU WANT TO SAY SOMETHING IMPORTANT, MAKE SURE YOUR MICROPHONE IS TURNED ON AND YOU CAN HEAR IT. IF YOU ARE NOT TALKING, WE RECOMMEND THAT YOU TURN OFF THE MICROPHONE SO AS NOT TO CREATE UNNECESSARY NOISE. DURING CONFERENCES, THE PRESENTER CAN MUTE ALL PARTICIPANTS AND ASK CERTAIN PLAYERS TO SPEAK. PLEASE RESPECT THIS.



SCREENSHARE. YOU CAN BROADCAST THE PICTURE FROM YOUR MONITOR. FOR EXAMPLE, THIS FUNCTION IS USEFUL WHEN THE PRESIDENT FILLS OUT AN ORDER FORM, AND THE REST OF THE TEAM CAN OBSERVE THE PROCESS. IF YOU WILL PLAY THE ROLE OF PRESIDENT, PAY ATTENTION TO THIS FUNCTION AND PRE-PRACTICE TO DISPLAY THE IMAGE ON THE SCREEN.



CHAT. IN ADDITION TO LIVE COMMUNICATION, YOU CAN EXCHANGE INFORMATION IN CHAT. KEEP THE CHAT OPEN. THE HOST DURING THE GAME WILL SEND IMPORTANT INFORMATION TO PRESIDENTS VIA THE CHAT, DO NOT MISS IT! YOU CAN WRITE TO THE CHAT AT ONCE FOR EVERYONE, BUT ALSO TO A SPECIFIC PLAYER. FEEL FREE TO NEGOTIATE HERE TOO!



REACTIONS. YOU CAN SHOW "THUMB UP" OR "RAISE YOUR HAND" AT ANY TIME IN THE GAME TO AGREE WITHOUT HAVING TO TALK, OR TO ATTRACT ATTENTION.



HELP. BEING IN THE "BREAK-OUT ROOM", YOU CAN CALL THE HOST AT ANY TIME. FOR EXAMPLE, TO ASK THEM TO SEND YOU WITH A DELEGATION TO ANOTHER COUNTRY FOR NEGOTIATIONS.



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