

KeengDomDom

alpha

Welcome to the Your world, Your Majesty Keeng.
Under Your leadership, the KeengDomDom is going to annex all the nearby lands.

How wide is this world?

Well... It's a C structure with 360 elements, virtually displayed as a 19*19 "map", and we are at the center...
No really... It's just some code and random numbers.
But it will be fun.
Really fun.

Speaking of "maps", there is no map in this game.
You must do it by yourself. Yup...

We provide you a picture. You can print it to write on it.
Or you can open the .png map in Paint (or whatever) and use the basket to paint the squares.
Do take note of what you own.

Now for the technical stuff.
In the archive file there are executable for each OS, and the source code in C to build it yourself (you can even edit the #define-d values to alter the size of the map or the speed of your troops).

You can't play it from the archive. You MUST extract it beforehand to let the program create the savefile.
And the savefile name is world.kdd
You must keep the savefile in the same folder of the game. (or change the Save(), Load() and Anew() functions to read the savefile from a fixed folder on your drive).

If you use multiple computers and you want to play the same game from each of them, just use a Cloud storage servie, or a old fashioned pen drive.

You can edit the game in any way, so you can enjoy it as you wish.
If you want us to annotate a certain part of the code more with comments, just tell us.

Go to the next page for some pictures!

NOTE: this alpha version is really easy to play and should be used to become familiar with the user inputs.

Next versions will be more of a challenge!

Game Start



If world.kdd is not found, you won't be able to load the game.

Create Game



You'll be asked to use an integer number as a seed. Just write one you like, there will be no actual difference. This is provided to allow "speedruns" and other challenges that requires different users to play on the same map.

Main Menu



```
==== Main Menu ====
Day 0
Current Food productivity: 0/8
Current Weapon productivity: 3/8
Current indoor Force: 40

0 - Check your properties
1 - Open a map
2 - Upgrade Your army Force

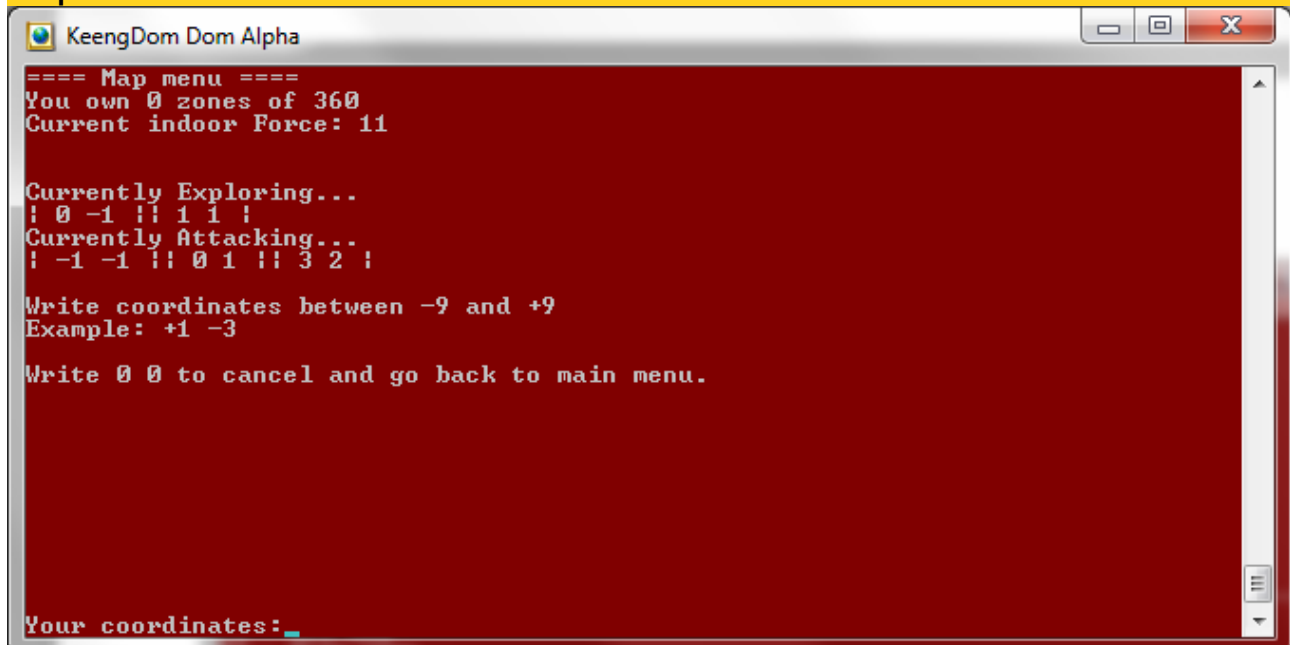
10 - New day
11 - Exit game

Choose, write and ENTER: _
```

You might like to check what you conquered: insert 0 to do so.
To take any action (for this version: Scout and Attack), insert 1
to go to the "Map Menu".
While to use new weapon and food productivity, insert 2.

Any action will actually be performed when a day passes. To skip
the current day and go to the next, insert 10.
11 will make the game stop.

Map Menu



```
==== Map menu ====
You own 0 zones of 360
Current indoor Force: 11

Currently Exploring...
| 0 -1 || 1 1 |
Currently Attacking...
| -1 -1 || 0 1 || 3 2 |

Write coordinates between -9 and +9
Example: +1 -3

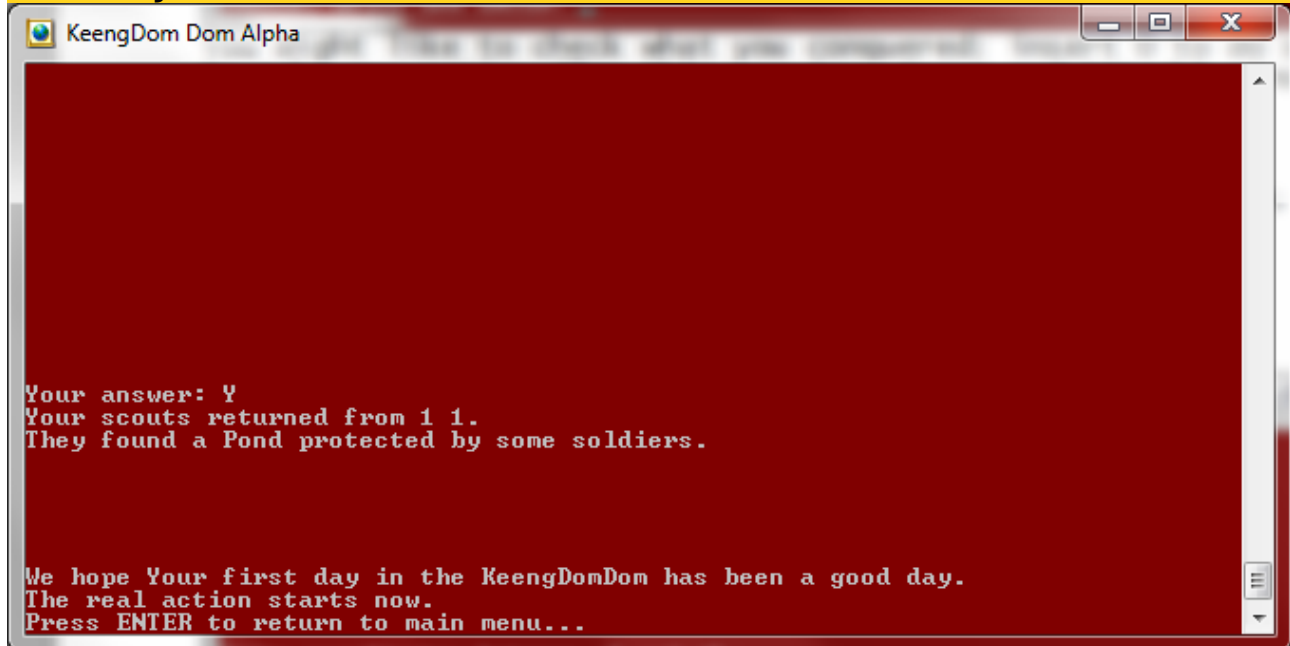
Write 0 0 to cancel and go back to main menu.

Your coordinates: _
```

When you open the "Map", on going actions are displayed.
Write coordinates to select a zone and then decide what to do.
If you selected an already explored or owned region, its
information are displayed.

Scouting a zone will let you know what's in there (iron mine,
farm, castle, etc.) and will give you an appraisal of enemy army.

New Day



when you skip a day, a list of triggered events is shown (you'll have to press ENTER for each event).

Now it's time to take note of what you've explored and what you own.

And the best way to do so is a map!

Use one of the solutions given with this archive or **create a map yourself**.

What you need to create a map:

- A drawing program

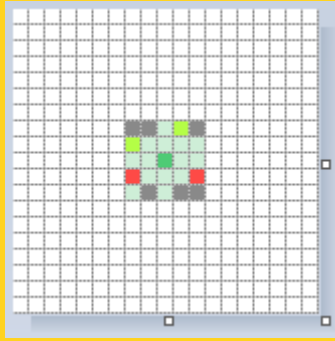
or

- A Spreadsheet program (Excel, Calc, Google Sheets, etc)

The most nerdy way is to:

- Create a 19x19 pixel pic
- Use a grid (or make a 38x38 pic and draw the grid yourself)
- Find the center and color it with (for example) Green. This is your home Castle
- Choose colors for other things (like gray for mines, blue for foods, red for castle)
- Mark any owned region with lighter colours

The outcome should look like this...



Here I explored the surrounding places and conquered a lot of them. Light green are conquered places, grass green are farms fields or ponds, gray are mines, red are Castles.

well... Good luck!