

## Dome Wars Weapons

### Standard Missiles:

Baby Missile

Missile

ICBM

- generic explosion, from small to large explosion

Little Boy

Fat Man

Armageddon

(size) Roller - rolls down hills until land goes up, or hits tank, small explosion  
up rollers roll up the hill

### Dirt Weapons:

Dustbuster - a dirt removing weapon (circular explosion)

Digger - another dirt removing weapon; this weapon causes all the dirt around it to collapse

Dirt Bomb - place a chunk of dirt where your shot lands (useful as a cheap shield in an emergency)

### Defense Weapons:

Shields - protection against explosions

Gopher - Bury your tank into the ground. Using a power of 1000 will use the max. power of the weapon, while 500 will take you half way, etc.

Warp - Move your tank to another random spot on the screen. If you land on someone else, you will kill them. However, there is a 10% chance that something will go wrong, and you won't survive the warp.

Auto Defense - allow you to put up shields before the round begins

Impact Brace - minimize the effects of falling (you don't take damage)

Anti-Gravity - don't fall! This is automatically in use once you buy it

Batteries - (+ 10) power up after taking some damage

Retreat - in those situations where you are bound to lose, get out of there to avoid giving the other players cash for killing you.

Hovercraft - This allows you to float your tank across straight land, or down hills. Be warned that you will lose health for falling too far.

### Guidance Weapons:

Cruiser - horizontal guidance (tracks on the mouse location at the time of the shot)

Bomb - vertical guidance

Horiz/Vert Napalm - Napalm that tracks horizontally or vertically

Ceil Funky/Missile/... - use just enough power to get to the top of the screen

### Special Weapons:

(Size)-(Quantity) Shot - Shoot a warhead that will split into (Quantity) different shots when it reaches the apex of its flight. Explosion radius varies with (Size).

Napalm - That icky burning stuff that ruins a tanks day. Particularly good against shields.

Funky - Upon hitting the ground this shot will break out into a few random extra explosions.

### Investment:

These weapons will allow you to invest your extra money with different risk to try and make more.

Bank Bonds: You always get about 6% back on your investment. (safe)

Stock options: You have 20% chance of losing all your money, 20% chance of doubling your money, and a 60% chance of no return on the investment.

Ventures: You have 10% chance of no return on your investment. 80% of the time you will get back only half your investment, but 10% of the time, you will get back 10 times your investment.