

# Domination

This is a mode offered mostly by [shooter](#) type games, but is also known to exist in strategy games (e.g. [Ground Control](#)). There are one or more positions on the map, that have to be taken over. While holding such a position, you are either getting points, accumulating until a certain winning condition is met (points reached, time limit hit), or the other way around, teams start with a number of points that are slowly reduced (e.g. [Battlefield 2041](#)). This mode requires a certain amount of team play, to capture spots.

This mode is available e.g. for [Unreal Tournament](#) and [Toxikk](#).

A variation of this mode is the [Double Domination](#) mode.

[Back to the games database](#)

From:

<https://mwohlauer.d-n-s.name/wiki/> - **mwohlauer.d-n-s.name /**  
**www.mobile-infanterie.de**

Permanent link:

[https://mwohlauer.d-n-s.name/wiki/doku.php?id=en:gaming\\_theory:domination](https://mwohlauer.d-n-s.name/wiki/doku.php?id=en:gaming_theory:domination)

Last update: **2022-04-02-10-50**

