

# 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.

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