INTRODUCTION

Imperialism, Nationalism, and Militarism were heavily in play at the start of the 1900's. The established European nations were actively and aggressively still trying to grow the foreign territories within their control (particularly in Africa and Asia at this time) to acquire new sources of raw materials. France and England controlled the most land outside of their native borders and this was certainly a source of irritation to Germany who was scrambling for the scraps. In counterpoint to this was the strong Nationalist cries of people wanting their independence from foreign rule, such as the Serbs wanting to regain control of Bosnia from Austria-Hungary, the Moroccans with German support wanting independence from the French, the French wanting to regain control of Alsace-Lorraine from Germany and many more such tensions.

SUPREME RULER THE GREAT WAR

How to ensure your agenda carried the day? Intimidate your opposition. France and Germany both doubled the size of their armies between 1870 and 1914. And on the seas, Britain and Germany vied to sail the most powerful navies. To counter the intimidation of any one country, some sought support from others. Some key diplomatic agreements included Germany and Austria-Hungary making an alliance to protect themselves from Russia, in response Russia forming an alliance with France to counter this which grew to also include Great Britain and a separate agreement between Russia and Serbia in defense against Austria-Hungary.

The dominos are in place, all that is needed is something to trigger them falling. Enter Archduke Franz Ferdinand, and his wife. While visiting the Austrian controlled province of Bosnia-Herzegovina, they were both assassinated by The Black Hand, a group committed to independence for Serbians living in Bosnia. A domino falls… Austria-Hungary retaliates against Serbia and another domino falls… Because of diplomatic agreements Russia joins the Serbian side, then Germany joins the Austria-Hungary side, and as the rest of the dominos fall, Britain and France join the Russian side and World War I begins.

TUTORIAL

The Tutorial combines a basic story with objectives, on-map notices, and help messages that highlight the GUI. It's fully interactive and in no time you will be familiar with some of the basics of overseeing your country. Some additional help and tips will be provided as you play Sandboxes and Campaigns.

INSTALLATION AND UPDATES

The game will be available in your Steam library after purchase. Updates will be delivered through the Steam service.

SYSTEM REQUIREMENTS

Operating system: Windows XP SP3 or later
Processor: Intel Pentium IV or better (Dual Core Recommended)
Memory: 512 MB RAM
Hard disk space: 1 GB Hard Drive Free
Video card: ATI/Nvidia/Intel DirectX 9 Compatible
Video resolution: 1440x900 or higher
Sound: Direct-X Compatible Sound
Internet or LAN for Multiplayer

STEAM SERVICES
Windows XP, Vista, or 7
512 MB RAM
1 Ghz or faster processor

THE INTERFACE

The Game Screen is divided tino several sections...

MAIN MAP

Most of the military action is controlled directly on the main map as you select units, position them around the world and give them direct orders. As well you can access much of the game's feedback through direct On Map Notices.

The elements visible on the main map will change depending on the zoom settings. When closest to the ground, it is possible to see the facilities within cities and complexes as well as the roads and rails that connect them. Cities will show their names above the location and a two colored border will note territorial boundaries on a map of rivers, forests, mountains and oceans. Clouds can also be soon moving across the map when not paused and the terrain will show the effects of snow and rain.

When zooming out, the names of less important cities will be hidden first and eventually most map elements will not be visible however various filters can still be used allowing for better strategic analysis. The capitals of independent nations will be shown with a star colored for their diplomatic relation - red for enemy, green for allied, yellow for neutral and grey for your own country. The discs below the stars will indicate which sphere they currently support if not neutral. Capitals of colonies will be shown with chain links.

1) INFO / GAME CONTROLS

In the top left corner of the screen is the general information panel and access to the game controls. A quick glimpse shows you the country you are playing as, the current date in the game, and your current treasury. Here you can set the speed at which time progresses, as well as pausing the game, and access the main game menu for additional options. You can also toggle economic data in game between Daily and Annual figures.

2) OBJECTIVES

At various times during the game, you may be given objectives to follow towards a specific goal. Such objectives will arrive in this panel. When not needed, the panel can be slid closed. If there are no objectives to be seen, it will close automatically.

The objectives will provide guidance particularly when playing Campaigns or Scenarios that have a specific storyline presented to the player.

3) HELP INFORMATION

Supreme Ruler The Great War includes an interactive help system in the game. It is used in the tutorial to teach the player how to navigate the various elements of the user interface and can be activated in regular games for new players still familiarizing themselves with the various game features.

4) GOVERNMENT CONTROLS

On the bottom left of the screen is the access to your government's various departments: Land, State, Finance, Resources, Research, and Defense.

LAND DEPARTMENT

- **Review details of a map location, both facilities and units**
- **Interact with facilities and complexes you own**
- **Control the settings for the Battle Zones and Theaters of the map**

STATE DEPARTMENT

- **Propose diplomatic offers to other nations**
- **Take Unilateral Actions either for or against other nations**
- **Assign Espionage Missions**
- **and of course, Declare War**

FINANCE DEPARTMENT

- **Review Income and Expenses**
- **Set Social Spending and Tax Rates**
- **Review Previous Day Imports and Exports**

RESOURCES DEPARTMENT

- **Review Supply and Demand of Eleven Principal Commodities**
- **Set Buy / Sell and production targets**
- **Review Worldwide Commodity Trades**

RESEARCH DEPARTMENT

- **Review and Set Research Projects**
- **Set Unit Dessign Research**

DEFENSE PRODUCTION

- **Set Manual or Automatic Unit Production**
- **Set Defense Policies and Defense Spending**
- **Control the settings for the Battle Zones and Theaters of the map**

DEFENSE UNITS

- **Control your Reserved and Deployed Units**
- **Control Units Assigned to BattleGroups**

5) ALERT NOTICES

On the right hand side of the screen there is a system for topic specific feedback. At higher screen resolutions it is located on the left side. These Alert items are categorized into:

State Dept Notices

Espionage Notices

Defense Notices

Research Reports

Economic News

League of Nations Reports

Catch-all for Other Messages

Options are available to customize how Alert Messages function. Depending on the message, it may have one or more of the following controls;

No Longer Receive This Topic will suppress all messages of this type. For example a message about the cost of a commodities can be suppressed. No further warnings about the cost of any commodity will be sent if this is set. In the game options you can make hidden messages visible again by selecting Reset Hidden Messages.

Pause on Event will force time to pause when this event type arrives. Some messages have this value set by default. Event pausing can be enabled/disabled in the game options.

Do Not Auto-Delete This Message will maintain the message in your alerts until you manually delete it. Messages are normally cleared after 14 days.

6) THEATER SELECTOR / MINI MAP / FILTERS

And lastly in the bottom right corner of the screen is the Mini Map including various filters that can be turned on and off.

Note that, when not needed, the lower left panel (#4) and the lower right panel (#6) can be minimized to increase the vewiable map area. The Help interface (#3) and Objectives inteface will also be visible only when a related messages are available and can be mimized also.

This concludes the basic rundown of the game's interface. For more complete details on gameplay, please try the in game tutorial.

7) EXTENSION PANEL

For certain actions in game, an additional panel may open to provide context sensitive information about the action currently being performed. For example, when using the measuring tool, the total distance, start location and end location will be listed here.

POPUP PANELS

Some elements in game require a large amount of data so are given a larger panel which popups up and blocks access to the rest of the user interface. Clicking outside of the popup panel will dismiss the panel.including various filters that can be turned on and off.

PLAYING THE GAME

There are 2 modes for Single Player games in Supreme Ruler The Great War. "Campaigns" provide a defined starting nation and guide the player towards victory with specific Objectives. Not all Objectives must be completed to achieve a final victory, but it helps. Campaigns will give the player the option to "Play On" past a victory.

In Sandboxes, players are given a much greater choice of starting nation (depending upon the Sandbox they choose), the victory condition of the game, and much more. It is in the Sandbox that the replayability of Supreme Ruler The Great War really stands out. The game is much different playing as Italy during the beginning of World War I than it is as Bulgaria in 1917. The sandboxes are also available to be used for Multiplayer Games (on PC), making the options on how a game will progress, virtually limitless...

FEATURE HIGHLIGHTS

As Supreme Ruler The Great War is the continuation of an established franchise, some users may approach the game already familiar with many of the concepts and game mechanics. There are however some noteworthy changes that returning players should consider before launching themselves into their region.

Multiplayer Matchmaking

The Multiplayer matchmaking for Supreme Ruler The Great War uses Steam matchmaking and requires a Steam connection to access multiplayer. When connected, the Multiplayer menu will list any open game lobbies available to be joined. The player can also choose to host a game from here.

Improved Game Performance

Engine optimizations have been made to improve overall game performance of the engine for better sustained performance over longer periods of play. It is still suggested that a single player game be saved and restarted if running more than 30 hours of continuous gameplay.

Rail tranpsort

Coming Soon...

Trenches

To better simulate the war conditions of 1914, a new Trench facility has been added to the game. It can only be built in undeveloped locations. It is able to be garrisoned in the same fashion as a city or complex. These facilities also provide some defensive cover, but their total strength is limited and can be broken by concerted artillery strikes or other attacks.

Leg Infantry

Regular infantry, those not mounted or motorized, are treated differently in Supreme Ruler The Great War. In 1914, motorized infantry was not yet a concept. The limits that the AI would previously have put on deploying and utilizing leg infantry in modern warfare have been adjusted to better reflect that tactics of the time.

Zeppelins

Coming Soon...

BattleGroups

During the ongoing development of Supreme Ruler Ultimate, the BattleGroup system was expanded to allow a total of 250 groups. This had been a common request from the community. The change is listed here since this feature change occurred after the last revision of the manual so represents a change worth highlighting.

Chemical Weapons

The advent of chemical weapons was a distinguishing trait of the First World War. These chemicals were mostly delivered by artillery shells. Players will find chemical weapon technologies which can be researched to allow for a Chemical Artillery Battalion to be built. Targets of attacks by this unit will be affected with a higher rate of suppression causing them to take more damage when attacked. While these weapons were initially effective as new weapons on the battlefield, their usefulness

was limited by the fact that it was not overly difficult to counter their effects. Players can also research the Chemical Weapons Protection technology which will counter the effects of chemical artillery attacks.

Economic Trends (WMData)

The underlying economic system for the Supreme Ruler engine uses established baselines which, for each title of Supreme Ruler, have been adjusted to match the era being modeled. The engine now supports multiple world data baselines which update the economic baselines as the game progresses through the years. This will allow the game economic model to more accurately reflect economic growth through multiple decades.

Events System Improvements

The underlying economic system for the Supreme Ruler engine uses established baselines which, for each title of Supreme Ruler, have been adjusted to match the era being modeled. The engine now supports multiple world data baselines which update the economic baselines as the game progresses through the years. This will allow the game economic model to more accurately reflect economic growth through multiple decades.

The Evolution of Garrisons

The Garrison Infantry units which can be deployed to developed locations will now evolve as players proceed through the eras. Certain technologies will upgrade the Garrison Infantry of the region to a stronger type of unit.

And More...

KEY CONCEPTS

Supreme Ruler The Great War contains these and a variety of other new features. The ones covered above are considered the most notable thus far. As with all Supreme Ruler titles, watch for new features and content in our post release updates.

THE MAP

Supreme Ruler presents you with a cylindrical map that contains all the world's continents. The map is divided into more than a million map locations (hexes) some with names, others with only an x,y coordinate. Each hex represents an area roughly 16 km across.

Each location has 3 key properties; terrain type, ownership and loyalty. These can be seen in the first panel of the state department. Loyalty for a location will only be shown if it is different than the owner. If the adjacent location is a different ownership, a border will be drawn along the inner edge in the color assigned to the region. This creates outlines of regions that are visible at close zoom levels. If ownership of a hex changes, the lines are redrawn. The loyalty of a location does not change within the timeframe of the game. Penalties are applied to elements such as supply levels and spotting when different than the location owner. Non-loyal locations can also generate partisan units when a region has internal stability issues.

> The map can be zoomed in or out by scrolling the mouse wheel or by using controls along the bottom edge of the mini map. See the Appendix B - Hotkeys for more zooming and navigation options.

The terrain type will affect different elements in game. Some terrain types are low visibility, making units harder to spot. Other terrain types are more difficult to cross for wheeled unit types and will slow them more than for tracked units. Lakes, Oceans and Wide River types allow for naval unit movement. Some terrain types will even produce agriculture or timber commodities. Some terrain features such as mountains and trees will be visible as features on the map at close zooms.

Map Structures

As well as terrain, structures are also visible on the map at close zoom levels. The cities, industry and military assets of the location contribute to the region that owns it. There are two types of structures. The center element is the complex (most commonly City, Military or Industrial) and the outer elements are facilities. Complexes represent the infrastructure development that must exist to support

other types of structures. Facilities will have a specific purpose such as producing commodities, building units or adding to the region's research capacity. If you request construction of a facility in an undeveloped location, the required complex type will also be built. Complexes can only be dismantled once there are no facilities present.

Most facility types can be built by all regions and have a predictable effect. To see more information about a facility, hold over it's image in the Land department or in a list of facilities. Some facility types will become available during gameplay through completion of key research projects. See Appendix C for a list of most structures available in game.

Military Units

Once deployed, units will be visible on the map as well. Their location will determine what units they can engage or protect based on their capabilities. While units can be seen "moving" within a location, where they are within the hex has no impact on combat. Distance is calculated as an absolute from location to location. See Appendix A for more on unit types and specialties.

Weather System

Supreme Ruler The Great War includes a dynamic, real time weather system. Weather fronts can be seen by using the overlay button located under the minimap. If the system is turned off, the visuals are still available but there is no in game effect.

With the weather system active, areas of the world may become muddy or snow covered as weather systems cross the map. Ground will freeze, thaw and dry according to the weather as rain or snow obscure the sunny skies . Weather will have a variety of effects on units including spotting penalties, reduced movement speeds, increased reload times, and morale effects from exposure. Experienced leaders will pay close attention to the weather when making battle plans.

EVENTS SYSTEM

The events system for Supreme Ruler The Great war allows for world events to be shaped by the actions which precede them. This will create a world where historical events are likely, but not assured. Players who remain true to history will see many familiar events occur but those who wish to change history will find that the course of the war can play out much differently.

GAME SPEED

It is possible to set the game speed from slowest to fastest or paused. Certain events in game such as the arrival of key messages or objectives will force the game to pause. Closing these messages will resume time progress automatically. If time has been paused manually before opening a message, closing the message will not resume time.

As you guide your nation through history and into the future, the user interface will adjust to reflect the era you are playing. The cities within your nation will also progress. These effects are tied to the technology projects known by your region.

REGION FLAGS

Flags will be found in various points of the GUI. Holding over flag will provide a tooltip of the region's name. Clicking on a flag will, in most cases, recenter the screen on the capital of that region. In certain areas, double clicking will open a diplomatic exchange with the region.

For colonies, two flags will be shown. The prominent flag will be the flag used by the colony. The smaller offset flag is that of the region who currently owns the colony, referred to as the Parent Region. If a flag is shown with a border, the border color will correspond to the relations colors (grey for own, red for enemy, green for ally, yellow for neutral).

CABINET MINISTERS

Even a dictatorship consists of more than just a single man or woman. A leader surrounds his or her self with advisers, each with his or her own specialized knowledge or experience. In Supreme Ruler The Great War, your primary advisers are your cabinet ministers. Without the assistance of the cabinet ministers, many potential leaders would be intimidated by the task of ruling an entire country. The cabinet is there to smooth operations where

desired – though you can always get your hands dirty if you like. There are five main ministries, from which your cabinet is formed: State Department, Finance, Resources, Research, and Defense.

The ministers assigned to your cabinet are selected based on your Player Profile. If you chose Moderate in your profile, then ministers will be assigned that have moderate political leaning and inclinations and they will make choices in their department to match that particular political agenda (for example, liberal-leaning Finance Ministers will tend to increase social spending and taxes whereas conservative-leaning Finance Ministers will lower taxes and reduce social spending).

Simply by choosing what "Priorities" are important to you in any of the individual departments you will allow the Cabinet Minister to take actions without your involvement. In this way you can choose to only concern yourself with elements of the game that interest you and have the Cabinet worry about the rest. It is not a requirement that you hand your ministers full control over their departments. Locks exist for those options that a minister would normally monitor and adjust. Once set, the ministers will not alter decisions made in those areas. Locks don't exist for those areas that the minister will only change based on an assigned priority. There are a number of elements that a minister can adjust even with all locks are set but only if the appropriate priority is assigned. Here are some of the priorities that can be assigned to ministers;

• State, Trade Focus - Military Units will increase offers from other regions for completed units that can be purchased. What is offered will still be limited by the inventory of other regions and their opinion of your region. There are no locks related to this priority.

• State Department, Isolationism will direct your minister to suppress diplomatic offers from other regions not set to auto-accept. This can be useful if creating a stockpile of a good in high demand by other regions.

• Treasury, Combat Unemployment will make economic changes to promote job growth and economic growth. Locking both Social Spending and Taxation will limit the minister's ability to achieve this priority but he will still be able to affect some of the decisions of other ministers and affect internal elements of the economy.

• Resources, Military Materials will attempt to maintain stock of both military goods and petroleum. If these commodities are locked, the minister will be unable to meet this priority.

• Research, Pure Science Techs will pursue era techs more often and look to achieve those techs that unlock others. If the minister is locked from from spending and adding tech projects to research, this will only affect the types of projects the minster recommends.

• Defense, Increase Reserve Personnel will make some internal changes to increase the rate of reserves joining your military. If the minister is locked out of military spending controls, it will limit his ability to meet this priority but he will still be able to make changes to the internal running of the military that will create an increase.

• Defense, Arms Race will allow the minister to evaluate the inventory of units, decommission old units and add new units to production even when autobuild options are off.

THEATERS

The world is a big place and nations will have different goals for different areas. To assist players in managing the geography, the world has pre defined theaters for the entire globe.

Within a given theater, goals can be defined in terms of the focus and priority for military units. This will indicate to your minister what level of deployment you would like to see. You can also set Diplomatic priority to affect the type and frequency of offers nations in the theaters will send to your nation. A theater with a priority of none will generate few offers. It should be noted that the Minister Priority of Trade Priority will supersede this setting and maximize the offers from regions

Espionage priority, if above none, will allow your minister to begin assigning spies within the theater.

Players can issue orders related to the Theater to clear all garrisons or maximizing them. They can also set all building auto-repair options on/off. These actions can be done for individual locations but this allows the option to be quickly applied to a defined area.

BATTLE ZONES

Battle Zones are essentially smaller map segments contained within any Theater. This allows players to have the AI manage units at a much more local level. Priorities for a Battle Zone include settings for Offensive/Defensive in ranges from Low to Very High. At higher priority settings, the Defense minister will highlight what is judged to be a hotspot within the Battle Zone. This will be a priority for the minister in terms of the Offensive/Defensive tactics employed.

Controls related to Garrisons and Structure Auto Repair are also available at the Battle Zone level.

COLONIES

In 1914, Itally still struggled to maintain control of Lybia, Germany was trying to weaken French control of Morocco and India was a colonial possession of the United Kingdom. Decolonization didn't gain momentum until the mid 1950s. Imperialism was still acceptable through World War I and II and the concepte of Empires was still alive and well.

When playing a region which owns colonies, the parent region may make diplomatic demands through the Diplomatic Negotiations popup. Regardless of the opinion of the offer, colonies are required to accept any proposals sent. These offers are considered non-negotiable.

Colonies will also join parent regions in any diplomatic agreements or declarations, meaning that during war, colonial possessions are fair game. Territory captured from a colony will not normally expand the colony, but be captured for the parent region instead. Colonies do not provide proxy (capture rights) to other regions and will capture territory for the parent region when land changes hands.

Colonies will transfer to the parent region surplus commodity inventory. These offers are automatically accepted so as not to unnecessarily fill the diplomatic alerts category. Parent regions can initiate construction of all facility types in a colony and will claim the location if the complex being built is of a military type. For all construction started where the parent region does not control the location, the colony becomes responsible for the costs and materials required for construction. Parent regions can of course subsidise construction by sending money and materials.

New colonies can be created when eliminating other regions. When an enemy region falls in single player games, you are given the options to annex, colonize or liberate. Colonies can be liberated at any time by selecting the option in the State department.

Certain territories cannot be colonized or liberated due to population loyalties to non-existent regions.

Regions cannot be colonized or liberated in Multiplayer, only in Single player.

SUPPORT/CONDEMN

Throughout the game, certain alert messages will provide the opportunity to support or condemn the actions of other regions. Making these choices will affect yoru relations to other regions and may generate conflict where none existed previously. Options in the State Department can also be used to support or obstruct other nations diplomatically.

SPHERES OF INFLUENCE

Many regions in game may be aligned or leaning to either the Axis or Allied sphere of influence. Some regions will have no affiliation and be listed as Neutral. Trading with a sphere partner will generally yield better offers than with Neutral regions and regions of the opposing sphere may refuse many offers, even if they seem financially beneficial.

COMPLEX ECONOMIC MODEL

Supreme Ruler goes far beyond the simple "chop wood" / "dig gold" / "grow food" kind of an economic model. There are eleven realistically-tracked commodities, based on real-world geographic sources. Very few areas of the world will be capable of complete self-sufficiency, so trade will often play as important a role as production.

Commodities:

Agriculture

Uranium

Rubber

Electricity

Timber

Consumer Goods

Petroleum

Industrial Goods

Coal

Military Goods

Ore (Nickel, Iron, Silver, etc.)

It should be noted that Electricity functions in a way different of the other commodities. As it is not something that can be physically stored beyond systems that store potential energy, all unused stock is lost at day end, before new trades and new production come in. As such, the total stock of electricity on a given day will be only what has been generated or purchased that day. Selling surplus production is therefore usually the best choice unless there is a need to bleed the market and drive prices up through higher demand than availability.

Demand for any single commodity will vary from region to region based on various economic factors. Also, the relationship of many of these commodities is so intertwined that shortages of just one item can cascade through all areas of production. For example, if a region is dependent on coal for its electrical production, any shortage could result in brownouts or blackouts, causing interruptions to other industries and shortages in those goods as well. "Finished goods" have additional interrelationships. For instance, both military goods and consumer goods require industrial goods as part of their raw material for manufacture. To produce industrial goods you require coal, electricity, petroleum and ore.

WORLD MARKET

Since it is unlikely that whatever region you choose to lead will be self-sufficient in all commodities, you will usually deal with international markets to take up the slack. Commodities can be directly traded (through diplomatic exchanges) with any other region, or bought and sold from the World Market. As supply and demand of any commodity changes, the World Market buying and selling rates will change. Since trade can work both ways, a large component to a region's annual income can come from the sale of surplus production. It's always a good idea to keep an eye on the markets.

For reports on which regions are the largest producers/consumers or importers/exporters, consult the World Statistics sub-department of the Resources department.

TAXES & SPENDING

You control not only the rate at which you tax your population, but what social programs are funded. Different social programs affect your society in different ways, and different tax plans will have a variety of impacts on your region. Spending in Family Subsidies for example will increase birth rates. Healthcare will increase life expectancies. Law enforcement will have an impact on how often partisans appear in conquered territories. Infrastructure spending can be particularly important as it impacts the supply model of the region. We will discuss the supply model in more detail in its own section.

GROSS DOMESTIC PRODUCT PER CAPITA (GDP/C)

Your GDP/c provides a measure of the contribution in the value of goods and services to your economy by the average citizen of your region. This is a good way of measuring how your region compares to other regions. The trend of whether your GDP/c is increasing or decreasing also indicates whether your economy is growing or shrinking.

> As GDP/c increases, it indicates that the average income of your population is growing, and that the cost of labor is also increasing. If your GDP/c grows significantly, it may become cheaper to purchase certain goods from world markets rather than producing them yourself, though that course of action also could have long-term economic consequences.

DIPLOMACY

Supreme Ruler provides a very sophisticated diplomatic trade model, and allows for agreements covering the exchange of virtually anything in one region for anything held by another.

> Although it is common to want fair value in exchange for goods you might provide to another country, economic and military aid can sometimes be key in developing strong relationships, particularly with many of the Major Powers of the Second World War timeline.

RESEARCH

The "Tech Tree" is also an important component to the game. It is based on real-world technologies. The effects of research are not limited to improved weaponry. Research can lead to improvements in virtually every aspect of life, from social policies to the environment, to production capabilities to medical care, and so on.

There are effectively two forms of research in Supreme Ruler The Great War - specific scientific goals (projects), and specific military unit designs.

Scientific Research

Research projects are divided into six sub-categories: Warfare, Transportation, Science, Technology, Medical, and Society. Projects can have various effects such as increased production of a raw material, improvement in society, or just providing a new path for further research. Even completely pure and theoretical research can result in far-reaching future applications.

Military Unit Designs (Units or Missiles)

Available designs will differ from region to region. Should your region desire to produce a specific military unit, it must first understand and develop the design, or trade for that information. If your region fails to possess all the required knowledge for the unit design in question, you may be required to research "prerequisite technologies" before production; only when that knowledge is gained (through work or trade) can the research on the actual unit design begin.

CIVILIAN APPROVAL

All world leaders must pay some attention to the opinions and approval of their own citizens, as reflected in Supreme Ruler The Great War by the Domestic Approval Rating (DAR). In fact, depending upon your Region's flavor of government and your immediate objectives, the DAR can be one of the most important statistics to watch. Democracies must deal with regular elections, and your DAR represents an ongoing poll of your leadership. Your military actions, taxation, and social spending all contribute to your Domestic Approval.

MILITARY APPROVAL

Although Domestic Approval is a key statistic for a democratic government, neither military dictatorships nor Communist regimes are particularly concerned with public opinion. They have a military that keeps order, and isolates them from the daily complaints of their population. If you are governing your region as either a dictator or as head of a communist regime, your Military Approval Rating (MAR) replaces the Domestic Approval Rating as the important statistic to monitor. After all, the military have guns...

MILITARY UNITS AND MISSILES

Your military inventory will consist of units and missiles. Units will be from one of three branches of the military; land, air or sea.

Land Units - These will be your standard ground based units including infantry, recon, tanks, artillery, anti-tank, anti air and support vehicles. A single unit on the map represents a battalion of equipment. The number of pieces in the battalion is shown as the strength of the unit. In the early years, most infantry will be on foot. Modern units are usually mechanized meaning having access to motor transportation. Land units are the only ones that can capture land during combat.

Air Units - These are the elements of your air force. Each unit represents a squadron of aircraft. The number of pieces in the squadron is shown as the strength of the unit. Many air units have the "mission based" specialty, meaning that they cannot stop moving unless at an airbase or airfield. This makes the travel range of aircraft an important statistic. During the early eras, some regions will not own any aircraft at all. Early developments will include attack fighters, interceptors, recon and transport planes while some regions will start deploying bombers. By the Cold War era, multi-role aircraft and helicopters will become available. Many aircraft will be capable of loading missiles. Drones from the modern era will fall into one of the aforementioned categories.

Naval Units - For protection at sea, nations can deploy ships. Each unit represents a single ship. The strength of a naval unit is the condition of the ship shown as a percentage. Regions with limited technology will deploy patrol and escort ships with the occasional transport. Larger regions will own submarines, capital ships and even aircraft carriers.

UNIT STATISTICS

Units in Supreme Ruler have many different statistics. Some properties will be important only for certain units but will still be visible. Artillery piece for example have a spotting range though it is rarely important since other unit types commonly deployed with the artillery will likely have greater capabilities in this area. Certain stats will be important in certain situations.

When viewing the Technical Readout for a unit, you will find the twenty four icons divided into two sets of twelve on the right side of the popup. The top three rows of four represent the condition and capabilities of the unit, such as strength, fuel or travel speed. The bottom three rows represent the combat statistics of the unit. They are eight attack values and four defense values.

COMBAT

The military of your region can be controlled by your minister however the most effective rulers will be those who roll up their sleeves and get their hands dirty... hopefully with the blood of your enemies and not that of your own forces.

Combat in Supreme Ruler occurs in real time and therefore simultaneously. A unit that is firing is likely to be fired upon. An attacker is likely to also be a defender unless some advantage has been leveraged such as using range limits, unit class limitations or catching units out of supply. Resolving combat is done by a comparison between the attack values and defense values of units while factoring in modifiers such as terrain, weather and efficiency.

When units engage each other, where each is located and what type of unit they are will determine which attack and defense values are used. In combat between a ship and an attack fighter, the aircraft will use its naval attack value versus the air defense value of the ship. When the ship returns fire, it will compare its close air attack value to the ground defense of the aircraft. The aircraft unit is a squadron and the attack value shown in the unit stats is the value for one aircraft. Units with strength of one such as ships will decrease in percentage as they take damage where as units with strength greater than 1 will lose strength when damaged. Damage done by a unit will reduce proportionally to the damage it has taken.

Most aircraft can only attack land units from close air. If they are mid air units when flying, they will move down to close air when making ground attacks. This will make them more vulnerable to anti-air fire. Strategic bombers are the only unit types which can engage land units from mid or high air. Launching missile units is not a direct attack and therefore does not face these restrictions.

EXPERIENCE

Units in combat earn experience, both by attacking and by surviving opposing attacks. Experience will not diminish over time however if a unit is sold, the personnel are not sold with it and the experience is lost. Merging units will average their experience levels.

Experience can have a strong impact on the combat abilities of a unit. Experienced units will show a star in grey, bronze, silver or gold if they have experience with gold being the highest. Holding over the star will provide information on how many enemies this unit has killed.

FUEL AND SUPPLIES

Deployed units will begin with a full load of fuel and supplies. Supplies represents the ammunition of the unit. As a unit fires, the supplies will decrease. Likewise, when a unit moves, it will consume fuel. The rate at which a unit consumes fuel is a function of the maximum range of the unit. Supply use is measured as a Combat Time meaning the rough number of shots a unit can take on a full load of supplies. See Supply Model further down for information on how these values are replenished.

DIRECT DEFENSE

Some unit types such as artillery and anti air are subject to the direct defense rule. This rule takes into consideration that units such as these are not "front line" during combat deployment. When deployed with units such as infantry or tanks, they will be in the rear, with some protection from direct attacks. This is represented by the restriction that units cannot target direct defense units in a hex that contains enemy non-direct defense units. Before a tank can destroy an enemy artillery piece, it must eliminate the infantry that are supporting it. Direct defense units that are unprotected by other unit types can be attacked directly and are not likely to survive for very long.

MILITARY UNIT CLASSES

Certain classes will have common combat traits although there may be exceptions in any class.

Land Classes

Infantry - Usually best suited to combat from cover or close combat. Often more effective against soft targets. Includes Engineers.

Recon - Likely to have a higher spotting range and shorter combat time.

Tanks - Most effective in open ground, less effective in cities or from cover

Anti-Tank - Best against Hard targets, often lower combat time

Artillery - Use Ranged attacks, subject to Direct Defense rules. High rate of supply use

Anti Air - Best against aircraft, can often fire at range. Subject to Direct Defense rules.

Transport - Includes Bridging units and units with cargo capacity. Usually no combat abilities and subject to Direct Defense rules.

Air Classes

Helicopters - Beginning around 1955, Rotor aircraft that can land and resupply anywhere.

Interceptors - Designed for air to air combat, Mission based.

Tactical Bomber - Sometimes referred to as Attack Fighters. Designed for air to ground combat.

Multi-Role aircraft - Designed for both air to air and air to ground but may not be the best at either.

Strategic Bomber - Indirect attack unit, not required to be at close air when attacking land targets.

Patrol - Often unarmed, Patrol aircraft are intended to provide spotting for other units.

Transport - Either fixed wing or rotor craft, with supply capacity to resupply other units or, if large enough, transport units.

Naval Classes

Submarines - Submerged naval units with higher stealth values.

Aircraft Carriers - Either short deck or long deck, capable of carrying aircraft of the appropriate types.

Capital Ships - Battleships, Cruiser and other large ships capable of heavy firepower.

Escort Ships - Often role oriented for naval defense or anti air, an important part of an effective navy.

Patrol Ships - Limited combat abilities but potentially devastating if missile capable.

Transport - For both resupply and transporting troops overseas. Can load aircraft if they are landed at the pier or port.

RESERVE UNITS & PERSONNEL

Throughout the game, it is also important to have a notion of the reserves available to you. There are two significant concepts here: personnel and units.

"Reserve Units" are the military units that you have bought or built, that you are keeping idle (not currently active) within your various bases. They are merely awaiting the assignment of personnel, in order to deploy. When units are in reserve, they are not visible on the map, so this can give you some element of surprise in any conflict. Another advantage of keeping units in reserve is the reduced maintenance cost required to keep the equipment in good working order. However, there is also a cost in the combat effectiveness of units when they are deployed and sent immediately into combat without given proper time to organize and prepare.

"Reserve Personnel" are the actual soldiers needed to man the units and military facilities. Both units and the various military base complexes and facilities have specific manpower requirements. When a unit is deployed, it must have a full complement of soldiers assigned to it. Some units have small requirements of manpower – perhaps as little as 30-50 soldiers – while other units require considerably more. (For example, a German Sd.Kfz 7 Infantry Battalion requires 648 soldiers while a British A.12 Matilda Tank Battalion only requires 176 personnel.) If you do not have enough personnel to fully staff a unit, it will be unable to deploy.

LINE OF SIGHT

The full Line-Of-Sight (LOS) system in Supreme Ruler The Great War is quite sophisticated, which means that, to be effectively able to attack and defend, players will need to pay attention to reconnaissance assets. You may choose to turn this option on or off before the start of any game (turning it off will allow you to see all the military units that every country has deployed). Should you choose to play with the LOS on, many unit specifications come directly into play. Every unit has a "stealth strength", "spotting abilities", and "spotting ranges", and it is the combination of these elements that determine a unit's ability to play hide and seek on the map.

Weather System

Spotting can be greatly affected by the weather patterns found in Supreme Ruler The Great War. Precipitation will reduce the distance that units can see. This penalty is higher for air units than land units. Also, overcast weather will decrease the strength at which units spot, meaning more stealth units may be missed within their spotting range.

Stealthy Equipment

Units such as submarines, stealth fighter planes, and special forces infantry are all naturally stealthy. Such high-stealth units have the ability to travel in enemy territory unseen, and can even avoid detection by certain enemy units such as transports, tanks, and artillery. A high stealth value will also allow units to get much closer to their target before being spotted – an important tactic for submarines.

Stealthy Actions

Units that are moving or firing lose some of their stealth value. So a natural technique for stealthy land units or subs is to wait in hiding. This allows subs to lie undetected off a coastline until needed, or elite infantry units to be entrenched and concealed in border towns.

Reconnaissance Units

Just as some units are naturally stealthy, others are naturally good at finding them. Certain late war units have a longer sensor range, and will be able to better locate incoming planes, missiles, and units on the ground. To catch submarines, you will need to use units with a specific Anti-Submarine Warfare (ASW) capability, such as ASW destroyers or frigates.

Terrain

Obstructions, such as mountains, dense forests, and urban areas – can also block a unit's view and reduce their Line of Sight range. Conversely, a land recon unit sitting on top of high ground will actually be able to see farther, receiving a spotting range bonus due to the elevated terrain.

Unit Co-Operation

Often, units with a long firing range (particularly artillery) have a very poor spotting range. To make best use of your forces, you should support these units with recon/patrol units that can 'spot' and direct their fire. Reconnaissance on your borders will also help to alert you to military build-ups and surprise air attacks. At sea, unless supported by destroyers or other units with anti-sub capabilities, units such as carriers and transports are easy targets for submarines. Some units with longer ranges are also poor at close range fighting, and these are considered 'stand-off' units. When Artillery and Infantry are in the same town, the Infantry will engage in close fighting and protect the Artillery units.

Surprise

One element of the advanced LOS is the potential to see some, but not all, of the units in a particular location. Large, noisy units such as transports and mobile artillery are usually easy to see, but they could be protected by infantry and elite forces that will remain hidden until you are right on top of them. Without good reconnaissance, you may find that your attacking units will run into a much stronger defender than you were expecting.

SUPPLY MODEL

The Supreme Ruler The Great War supply model forces players to consider the logistic reality of wars. Fighting units require fuel and ammunition, which is carried from "behind the lines". In real-world conflicts, it is not feasible to send your tanks hundreds of miles away without worrying about where they might find their next supply of fuel or load of ammo...

Areas in Supply

For purpose of demonstrating the supply effect, the "Supply Filter" has been turned ON for the map (this can be done on the Mini-Map options, or with the <S> hotkey), indicating in a player's own color, how well supplied their nation is. In the above example, as one player conquers part of another's territory, the newly-captured land has no immediate supply output. Over time, as they hold the land, a stream of supply gradually develops. (How quickly, and how rich the development, depends on the proximity to a supply source.) In the meantime, if the units keep moving forward, they could soon find themselves stranded and without ammunition!

Supply Sources and Effects

Where do supplies come from? How can a player be assured to make it from point A to point B without a hitch? When are supply lines stretched too far to effectively support a conflict with another region? These considerations are necessary in order to master the military aspect of this game.

Sources of Supply

In general, all "complexes" within the game (be they city, military, or industrial), provide supply. Some facilities within these complexes will then further amplify supply strength.

Facilities that increase supply

• Air Bases and Air Fields
• Sea Ports and Sea Piers
• Barracks
• Supply Depots
• Fortifications
• Military Fortress (Research Required)

Supply Model Amplifiers

The farther a unit is from a supply source, the weaker its supply and the longer it will take to be refueled or rearmed. Also, mountains and rough terrain will impair the flow of supplies, while transportation corridors (roads and rails) will extend the reach of your supply lines.

Infrastructure Spending

Supplies are able to reach out from their sources through the Infrastructure of a region. This includes a region's inherent road and rail networks, whether they are shown on the map or not. (The map only reflects relatively major roadways within a region.) Infrastructure is funded as part of a government's social spending. Proper funding of a region's infrastructure allows all supply sources to maximize their reach. If infrastructure is under-funded, then supply sources will not be able to reach as far as they should. Over-funding is also possible, allowing a supply source's range to extend beyond normal limits.

Mobile Supply Sources

Though the supply model makes it difficult to make large, quick land grabs of an opponent's territory, there are options to re-supply units in the field. Accompanying your offensive units with supply trucks or transport planes will also help to keep units moving.

"Border Creep"

This is the term that has been applied to the apparently random movement of a border between two enemy regions. This movement, however, is neither random nor unpredictable. As explained earlier, the supply value of a location is based on how close a segment of land is to a supply source. If a specific border land area has no supply, and the enemy on the other side of the border is able to provide it, then that land runs the possibility of automatically changing ownership. Border creep can be offset by keeping units present to exert a zone of control, or by increasing the supply levels in the area.

Other Supply Effects on Game Play

The Supply Model does more than just affect how quickly your units will be able to re-supply and refuel as they consume their stocks; it also affects facility construction and the actual output from industries.

Supply Model and Facility Construction – If part of your territory is completely out of supply range, then you will be unable to build a facility or structure in that area. Supply lines can be cut by enemy borders, bodies of water, or excess distance from a friendly supply source. There is one way around this rule: using an "engineering unit", you can construct either a military or industrial complex in unsupplied territory. Once either of these facilities is completed, it then provides a natural source of supply to that area and further construction can be done. The presence of engineering units within the zone of control of any construction project will also increase the speed of construction (provided that the engineering unit is not engaged in combat).

Supply Model and Industrial Output – How much of a facility's actual output is added to your commodity inventory per day also depends on its supply model. For example, if an industrial goods factory is capable of generating 10 tons of goods per day, yet it is in an area that is only supplied to 50% of its needs, this will have an effect on how much is actually produced by that factory. It is not a direct ratio, but it is significant. In the example mentioned, that industrial goods factory will actually produce approximately 7.5 tons per day, after the supply model is taken into account (compared to its full 10-ton capacity). Note that the loyalty of an industry's location also affects industrial output. For details on this, see "Loyalty Model" (below).

The supply value of a location is a constantly changing as internal fluctuations impact the region. The value at the end of a day will be used to determine the commodity output on that day.

LOYALTY MODEL

Possession of territory isn't everything... The population at any given location also feels a sense of loyalty to some nation or another. But once a nation is "conquered" that does not necessarily mean that the people's loyalty will come with the land. You can review Loyalty by turning on the appropriate Map Filter located at the Mini Map.

Loyalty Effects

As with Supply, the loyalty of the land under your control can also have many affects. Here are some of the effects you might see:

Loyalty Effects on Production – If a commodity facility in your region is not located in territory that is loyal to you, this will affect the total production value that you can expect to receive from that facility. (For example, in areas loyal to another nation, you could expect to receive much less than the capacity of the facility. This can get even worse if the area is also in poor supply.)

The production penalty for loyalty can be offset by assuring a high Domestic Approval rating. The penalties for loyalty will begin to diminish above 35% approval and regions that reach approvals of 60% or higher do not incur penalties. Line of Sight penalties still apply.

Loyalty Effects on Military Re-Supply – Regardless of the supply level of the territory one of your units may be in, if that terrain is loyal to someone else (especially an enemy), then your units will not be able to re-supply and re-arm as quickly as usual.

Loyalty Effects on Line of Sight – Loyal territory provides players with some inherent spotting ability. This benefit is reduced in non-loyal territory.

Sudden Appearance of Partisans – One of the surprises that may result from a disloyal population is the sudden appearance of a partisan unit behind your lines, able to recapture territory for its own pledged nation. This should only occur in areas that have an intense loyalty to another country.

> Much like in the real world, it is not possible to significantly change the loyalties of citizens from their historical allegiances by occupation or invasion...

GOVERNMENT DEPARTMENTS

LAND DEVELOPMENT

The Land Department allows for the inspection of facilities at the various map locations. It also provides access to control for larger map elements of Strategic Targeting, Battle Zones, Theaters, Hotspots and Satellites. It is also possible to review a list of facilities for a selected region based on specific criteria such as damaged, in construction or deactivated.

Department Summary

- View and interact with structures you own in a selected location
- Adjust the level of garrision for the location
- Navigate between locations with structures of the same types
- Review a list of facilities in a selected region based on department type
- View the units visible to you in a selected location
- Apply settings for Theaters and Battle Zones.

Any developed location will contain a complex and may also have facilities. Oceanic complexes can be built once the proper technology is known. Facilities at each location will add capabilities such as unit production or resource production.

Map locations will always show ownership by use of a flag. A second flag will be shown below the supply level indicator if the loyalty of the location is towards another region. International Waters will show the League of Nations flag. The location will also list either a name or map coordinates. This can be clicked to access a list of all complexes within a region filtered by Civilian, Military or Industrial complexes. It is also possible to jump to the next/previous location of the selected facility or complex type by using the next/previous arrows at the top corner of the facilities panel. To select one of the facilities or the complex without opening the controls, click on the health bar.

The lower left area of the first panel will detail the special properties of the location. The top row will indicated transportation, Close Combat/Low visibility and High Ground. The second row will show the current weather, the ground conditions from recent weather and a warning for enemy units in Zone of Control. If a transportation upgrade is located in the hex the degradation of the supply model will be reduced. If it is a road, many units will be able to cross the location more easily. Close Combat hexes are always Low Visibility as well. These type of locations can only be attacked with Close Combat values and defenders will use their Close Defense. Infantry units will generally have better Close Combat values while Tanks will have a reduced effectiveness. Units in such locations will also be more difficult to spot. Locations with High Ground will convey a spotting bonus to land units.

Weather Conditions will be an indication of what ground conditions to expect in the days to come. Ground conditions such as mud or snow will increase travel times and decrease unit effectiveness. Long term exposure will also affect unit efficiency and morale. The warning about units in Zone of Control (any adjacent location) is both informational and indicates a restriction on the garrison system.

Garrisons - At the bottom left of the panel for locations you own you can also choose to assign Military Garrisons. The Defense Minister may also assign garrisons to a complex depending on defensive priorities and threats to a location. Although Garrisons are not as strong as regular military units, they can significantly slow down offensives against your nation and give you time to re-group your forces. They also help prevent Partisan attacks in outlying areas. Locations with military facilities or other key structures will allow a larger number of garrisons. Territory not loyal to the owner will have a reduced garrison capacity. Garrisons cannot be added while enemy units are in the Zone of Control. Garrisons are added at a rate of one every five days. The maximum number of garrisons is limited in lower priority locations and non-loyal locations. Garrisons cannot be raised if enemy units are in an adjacent location. Garrison controls are also located in the right click menu when interacting with the main map allowing for rapid deployment orders.

Complexes and Facilities - There are three types of complexes or land developments on the map; Civilian (Cities), Military Complexes, and Industrial Complexes. You can construct both Military and Industrial Complexes in your nation, but Cities are pre-existing and cannot be built by players. Facilities are the types of upgrades that can be built within a complex. Most facilities are used for production of some manner within your country, such as Agri facilities for the production of food, or Naval Production facilities for the manufacturing of naval units.

To view the properties of a facility, hold over the image in the first panel. This will display a tooltip including some key statistics about the facility. If the facility has commodity production capacity, the commodity type will be shown next to the facility name. The right side of the panel will also show what commodities if any are consumed to produce the commodity type. For facilities that have spotting or attack ranges, that information will also be found on the right side. If a facility is in construction, the days remaining to completion will be shown at the lower left of the panel.

Civilian / Cities - Cities can include a cross section of facilities, either industrial or military, but not every possible facility can be built in a Civilian area.

Military Complex - Only military facilities can be built on Military Complexes and some facilities actually required the presence of another 'prerequisite' before they can be constructed. For instance, Land Unit Production facilities require the presence of a Barracks before they can be built.

Industrial Complexes - These tend to represent significant areas of commercial production either on the outskirts of cities, or where there are not any significant population centers. Only Industrial and Supply-oriented facilities can be built on an Industrial Complex.

Each complex can hold a maximum of six facilities. As you mouse over, you can review details on each facility. Selecting a facility can also give you a variety of options inluding Activating, Deactivating, or Scrapping the selected facility. Complexes cannot be scrapped while facilities are present.

Damaged Facilities

Facilities that take damage are not automatically repaired. The economies of the early 20th centry where such that the cost of repairs in both dollars and materials sometimes meant that resources needed to be prioritized. Within the controls for facilities players can set their preference for the automatic repair of facilities.

If you assign your Defense Minister the priority of Military Growth, he will begin to repair military facilities when the Treasury Minister is satisfied that there is sufficient funds for repairs. To manual adjust repair controls in bulk, see Battle Zone or Theater controls.

Building New Structures - Although there are options within each government department to build facilities appropriate to that department, you can also order facility construction through the right click mouse menu anywhere on the main

map. Simply select "Build" and then pick what type of facility you would like. This changes your mouse cursor to construction mode and, as you move around the map, locations where they facility can be built will have the construction cursor green. If the location cannot support the type of facility you want, the cursor will be red. If you order a facility to be built in a location that does not currently have a urban center or industrial/military Complex, then the appropriate Complex will first be constructed. Since a new Complex will have additional construction and maintenance costs, not to mention an increase in the construction time, you should always first try to build in existing Complexes before choosing to start a new one.

See the Appendices for a list of the various Complex and Facility types.

Structure Condition and Status - All structures on the map can suffer damage. The health bar seen below the image of the structure will reflect damage by a reduced size and will tint from green to red as it becomes more critical. Production output will be reduced for damaged structures proportional to the damage they have suffered. Structures will also show a symbol if their status is not at full health and active to indicate the current status of the structure. The symbols could be any of the following;

Facility is under Construction. Facility is also offline and cannot be activated. During construction, units will consume industrial goods and cost money. Military facilities will also require military goods.

Facility Construction is paused. If more construction is started then the region can afford, the option exists to pause construction. Constrction can be resumed at any time.

Facility is scrapping. Facility is also offline, can be activated on the same day the scrap order is issued to cancel scrapping. Once scrapping begins, cancelling will return it to in construction.

Facility is offline. If damaged, it will resume construction when told to go online. Maintenance costs reduced while offline. If facility repairs not authorized, there is no maintenance cost and the facility will decay and ultimately be removed from the map

Facility is under repairs while online. Repairs take longer than construction however the structure can be used. If put offline, it will not be able to be reactivated until fully rebuilt.

Facility Repairs Not Authorized. Structures generally default to not repair when damage is taken due to the cost in goods and money this can require a region to invest. This can be adjusted for individual facilities or for all facilities in a Battle Zone or Theater.

Land Department Action Panels

Within the land department, as in most departments, sub-departments are available along the right side of the first panel. As you mouse over each of these buttons, an additional panel will temporarily fly out offer more detailed information and/or additional options. Click the button if you wish the panel to remain open. As the land department does not include any actionable choices, there is no Cabinet Minister as found in other departments.

Strategic Targeting - While combat often involves moving armies into enemy territory, some actions can be coordinated for a more strategic level approach. In the Strategic Targeting Popup, players can assign weapons such as Ballistic Missile Submarines and Strategic Bombers to a pool of strategic weapons for coordinated attacks on a larger scale. Compatible platforms will be available for addition to the pool as well as missiles. From here it is possible to select enemy regions or a specific region. The allies of your target can also be included for a wider area of destruction.

Units on the map can also be issued orders to go into the pool. These units will find the nearest reserve facility and go there to be added to the pool. Units in the strategic pool are not available for use on the map directly.

Unit Presence - This panel shows the military units of the selected location that are visible to your nation. Hold over a unit for a tooltip of basic information. Double click to view the technical readout for that unit. This makes it possible to view the full technical specifications for unit designs to which a player does not have access.

*With the large variety of unit designs available in the world, it can be challenging at times to know which unit is a better combat unit. To assist players, the minister rates every unit from best quality (4 green dots) to worst quality (one red dot) visible at the bottom of the unit image in the interface. This a rating of it's combat statistics and does not factor abilities that may be situationally important. The comparison is made against all unit designs known throughout the world, meaning that a tank with 4 green dots may suddenly fall to 2 orange dots if another nation makes great advances in tank designs.

Facilities and Complexes - Every region is made up of cities, industrial and military complexes housing a variety of facilities. This panel allows for viewing the facilities of a region divided by the department from which they are built. The Production department is further divided into the facilities for each of the commodities. Double click a facility in the list to centre the map on that location. This can allow players to more easily find in construction or offline facilities. It also allows for players to see information about facilities built by another region for which the player does not yet know the design.

The list can be filtered based on the status of the facility you are searching for. This makes it possible to quickly find inactive, damaged or in construction facilities.

Hotspots - Here you have the option of identifying for the AI points of the map where you want specific offensive or defensive actions to be taken. When creating a new hotspot, you can define specific properties for it. The properties of a selected hotspot can be altered.

Units under minister control or with high Rule of Engagement initiative will be available to respond to hotspot requests.

Battle Zone Controls - In this panel the priorities and focus for the selected Battle Zone can be set. The Map Filter button to the left of the panel title will highlight the selected Battle Zone on the main map. If the button for this panel is clicked to

remain open, it is possible to quickly set priorities for multiple Battle Zones. Orders are also available here related garrisons and the auto repair status of facilities in the Battle Zone.

Theater Controls - Similar to BattleZone Controls, the Theater controls work in conjunction. If a location is in a high priority Theater and a high priority Battle Zone, it will receive even more attention from your ministers. High espionage priority will also allow your minister to issue orders to your spies for the selected region.

Satellites - Regions that have completed the required research will have access to satellites to enhance the capabilities of their region. Satellites must first be build, they can then be launched. To launch a satellites requires a launch pad in your region. There are three types of satellties available;

Communications Satellites - Coverage will provide a bonus to unit efficiency.

Reconnaissance Satellites - Coverage will reduce the effect of unit stealth values. Spotting units will locate opposing units more easily and some units may even become visible through the Fog of War.

Missile Defense Satellites - These will only have an impact when under strategic attack. A certain portion of incoming missiles can be intercepted. Higher coverage will mean greater protection.

STATE DEPARTMENT

The State Department is your access to trade, and actions for and against other nations. Careful maneuvering in the world of international diplomacy can help excuse hostility on your part, and ensure prosperity in peace.

Department Summary

• Review the current relationship between you and any other region
• View a summary of any other region
• Review a summary of each region's trades and treaties with you
• View any region's current enemies and allies
• Provide instructions to your military on special rules for any region
• Propose new diplomatic exchanges with any independent nation
• Impose diplomatic exchanges with colonies you control
• Order Espionage Missions on other nations
• Support or Undermine Foreign Governments
• And when all else fails... DECLARE WAR!

When you have the State Dept panel open, then you can select any nation in the world by left clicking on that nation on the main game map. As well, you can click on the name of the currently selected nation to access a full list of other nations to make a new selection. This pop-up list is sub-divided by Theaters for easier navigation.

The first panel of the State Department provides you with a key overview of the selected region. The leader image includes an indication of the Sphere in which it is currently a member. Population is important as larger nations will be able to raise larger armies and sustain a larger economy.

The four bar graphs in the centre panel represent your ministers assessment of the capabilities of the selected region. Tooltips are available on each of the bars to offer insight into some of factors at play. Directly below these are further statistics about the region including a count of treaties you are currently receiving from this region. Most agreements signed between regions are two way agreements however exceptions do exist. The Diplomatic Exchange Pop-Up allows viewing agreements in both directions.

Finally, at the bottom left, is located an assessment of the relationships between your region and the selected region. This can help quickly determine if opening negotiations will be worthwhile.

State Department Action Panels

Cabinet Minister - On any cabinet minister panel there is a choice of three board based priorities that you can assign to that minister. If you wish to be more precise, you may select customize where you have access to a number of specific priorities that can be assigned. While it is perfectly fine to assign a minister more than one priority, keep in mind that the more work they have, the less likely it is that any one task will be accomplished really well. Also, if you pick multiple priorities, it is possible that there may be contradictions in the goals you've assigned. As you mouse-over the priority buttons, a tooltip will inform you what each one will do. The other typical function on this panel is the ability to "Lock" your minister from various activities within their department. If you don't want them taking actions and instead want to manage specific aspects yourself, then you can lock the minister out of that area.

Diplomatic Offer - While WWII was an era of warring nations, many deals were also put in place between nations, either as allies or simply allies of convenience. Through the Diplomatic Exchange Pop-up, some of these agreements can be recreated.

On this screen you can attempt to trade Treaties, Money, Resources, Military Units, Unit Designs and other Research with any other nation. The likelihood of success for any diplomatic offer you put together is dependent a number of factors including how favorable the other nation considers the offer and what your relationship is like with them. Their Sphere versus yours and your treaty integrity will also impact your chances for a successful agreement. If they don't like you for whatever reason, then the offer really has to be balanced in their favor for them to even consider it. As you put an offer together, the likelihood that it will be accepted is reflected in the color of the circles on the Send Offer button. When negotiating trades with other regions, commodities or money can be traded over a period of days ranging from a single day to 90 days. Signing agreements of 90 days will increase the frequency at which a selected region will consider further trades with your region.

> 1) To prevent you from accidentally sending an incomplete offer, if there is either no offer or no request on one side of the trade, you must confirm that this is correct by clicking the "No Items" button.
>
> 2) Notice of acceptance, rejection, or counter-offers will be provided via the Alert Notices.

With regards to trading units, regions can see the reserved units of a nation with whom they have either Mutual Defense of Formal Alliance. If the Diplomacy Difficulty is set to easy, a Non-Aggression treaty is sufficient to view a region's reserves.

Influence Relations - On this panel you have the option to Fund Insurgents, or Support the Foreign Government. Also you can set rules on trade with a country. If the reigon selected is a colony, the options will be slightly different.

Severe Actions - For regions, either independent or exiled, you will be able to set your policy towards the other region in terms of remaining neutral, supporting or condemning their actions. The option to release land will turn over to this region all land you own that is loyal to them. This can be used to revive a previously eliminated region whose territory you own. This is also where the option to declare war is found.

If a colony of another region is selected, the declaration of war button applies to the parent region and all its colonies, not only the selected colony. If the region select is one of your colonies, instead of the above mentioned controls you will have the options to either liberate the colony or annex it into your region.

Espionage - Assigning spies to various missions might also be something to consider. Whenever you assign a mission against a region, you generally will have to assign a geographic location to the mission. The agent(s) will then attempt to carry out their mission at the closest appropriate geographic location to the target you provide. The success or failure of your missions will be reported in the appropriate Alert Notice. In addition to spies having the ability to perform missions on foreign soil, they can also be useful in your own country, providing counter-espionage strength and preventing espionage missions from being carried out against your nation.

When issuing a espionage order, it will take the spy approximately a day to reach his destination and begin his mission.

Spies can be sent on one of three different missions;

Recon - During this mission, a spy will provide line of sight into the area to which it is assigned. This can be useful for glimpsing opposing troop movements or deployment levels. Military locations will be more of a risk for such missions since units capable of discovering spies ultimately come from one of the military bases of another region.

Espionage - If successful, the spy will return home with a unit design or technology project known by the targeted region. If the spy is sent to a research centre, he will attempt steal a technology project. If he is sent to a fabrication facility, he will attempt to capture a design of the branch type targeted. If the design he attempts to acquire requires one or more technologies not known by your region, one of those technologies will be stolen instead.

Sabotage - This mission will have your spy do damage to a facility or complex at the selected location. While this is unlikely to cripple or destroy an economy, the repair costs of multiple sabotage missions can create a financial burden for that region.

Allies / Enemies / Colonies - These are information panels, indicating which countries are Allied With, Enemies Of or Colonies of the nation you currently have selected.

Facilities - The facilities associated with the State Department are those related to Espionage. From this Action Panel, you can order construction of the these facilities anywhere in your country.

Dead Nations

When Eliminated, the loyal remnants of a region will remain within the conquering nation's population led by a government in exile. With sufficient discontent and insufficient law enforcement, rebel forces may well take control of what appeared to be a pacified area.

To interact with exiled regions, locate and double click the region through the scorecard, the loyalty flag of a non-loyal location, or through the list of allies/enemies/colonies in the state department. Once selected, you can use the state department controls to perform actions towards the exiled region including the option to liberate if you own some of their territory.

FINANCE DEPARTMENT

It is within this department that you control the major sources of your region's annual income and expenses, setting the fiscal policy that affects your Government's ongoing cash flow. Not only does your treasury have to fund the services you are providing to your people, it is important to remember that it also has to sustain your army.

Department Summary

• A summary of your budget, to quickly see where your economy is heading
• Set Social Spending Levels overall or individually on healthcare, culture, etc...
• Set your Tax Rates overall or individually for income tax, corporate tax, property tax, and more
• Review economic markers and your international credit rating
• View detailed income and expense reports, to analyze your economy
• Review the effect of commodity production and trade on your economy

On the main panel of the Finance Department, you are provided a very basic summary of your region's financial picture. The key line to focus on here would be the Surplus / Deficit. The Surplus/Deficit number reported is nothing more than a projection based on "best current information"; if the Calendar toggle is set at Annual, then your minister will attempt to estimate changes in your treasury over the next 12 months based on the most recent daily data. To see the actual last day numbers, change the toggle at the top-left of the screen to "Daily".

Some of the things that can alter the Surplus/Deficit figure

• Completion of facilities - Once construction is finished, the money stops being spent on construction and raw materials for the building; however, annual surplus/deficit numbers assume that facility and unit construction levels will continue all year.

• Change in commodity buying, selling, and pricing - If your demand for a product changes, or if your production levels increase or decrease, these will make a difference on your projected income.

• One time buying and selling - If you turn off your "auto-sell surplus" on a product, and instead sell a bulk amount every few weeks, this will NOT be factored into your budgetary calculations. Only predicted "auto sells" and "auto-buys" are part of the budget. And even with the automatic transfers, in any given day the market may not buy (or sell) goods within your price or quantity range. If that is the case, your spending will once again deviate from the projection.

• Military costs - As units are deployed or put into reserve, and as new units are built and require maintenance, your budgetary costs for these lines will change. As well, if you start building more expensive (or cheaper) equipment at your bases, your military production costs will also change.

• Research costs - As the newer technology projects become available, it is wise the monitor the portion of the budget devoted to research. Many more advanced technologies have a much higher development cost.

Finance Department Action Panels

Cabinet Minister - In addition to the priorities you could choose to set, you also can lock your minister out of actions regarding: Tax Rates; Social Spending; and Debt Management. As well, on the Cabinet Minister panel you have the option to set rates for overall Taxation and overall Social Spending rather than access the more detailed panels on these two items.

Debt - The concept of publicly held bonds modeled in previous Supreme Ruler titles is a more modern concept and therefore has become a lobby option that defaults off. Players who prefer that style of play are welcome to reengage the option. When active, the minister will issue bonds as needed to maintain a positive treasury balance. If you wish to reduce your publicly held debt, simply assign your minister the priority to Reduce Regional Debt and he will begin repaying the outstanding bonds as the treasury allows.

Annual versus Daily figures - When viewing financial projections, it is recommended to view data in terms of daily figures as any short term expenses such as a costly research item or large scale expansion of industrial facilities are unlikely to persist for less than 365 days. Since the Last Day Trades have no annual estimate, making projections on annual figures can be more challenging.

Income Report / Expense Report - Being able to analyze the Income and Expense reports can be critical to maintaining a positive treasury, particularly in small economies. Each report is broken down into the revenue from or costs incurred by each department. If you hold over the line for a given department, the Tooltip will breakdown the value where applicable. Many expense elements will be adjustable on the Cabinet screen of a given department. Also, a variety of Income elements correlate directly at an expense. Taxes and Social Spending should usually be considered together as should Production costs versus the Domestic Sales combined with the Last Day Trades.

In truth, there exists only two ways of increasing the treasury of a region. Either cut expenses or increase revenues. Should your treasury get into critical values, elements such as Research spending, construction of facilities and units are usually the first things to put on hold until your economy is stabilized.

Last Day Trades - This action panel is simply a report on what commodities you bought and sold the previous day. (Amber numbers reflect sales while red numbers represent purchases.)

Taxation - Outside of Domestic Sales or Diplomatic Exchanges, your region's major source of funding is from tax revenue. You can choose to control only the master rate, or you can choose to play with each of eight specific tax rates: Low Income / High Income / Corporate / Small Business / Sales Tax / Unemployment / Property / Pension Fund. Although all taxes obviously affect the overall revenue of your region, they also have subtle effects on various aspects of your economy. One such example: lowering corporate tax rates will stimulate additional corporate growth, and encourage the possible development of business sectors.

Social Spending - On this Action Panel you control your region's spending on social programs (including Healthcare, Education, Infrastructure, The Environment, Family Subsidies, Law Enforcement, Cultural Subsidies, and Social Assistance). Although there is a master spending slider that you can use if you do not care about the details of social services, some areas can have a far more significant impact to your region than others. It is therefore important to understand the implications of any funding changes you make! If your Ministers are not locked out of this area, they will adjust spending in line with the priorities you've set and the overall financial position of your region.

Causes and Effects...

Here are some notable effects of spending on domestic policies:

Healthcare - If healthcare is under-funded, there can be many significant results.

a) Life expectancy will decline.
b) Birthrate will drop and death rate will increase.
c) Immigration will decline, and emigration will increase.
d) Susceptibility to disease will increase.
e) Other economic fallout will occur.

As a result of these factors, it is likely that both your domestic approval rating and your military approval rating will fall.

Education - An under-funded educational system will lead to a drop in research efficiency, and eventually a drop in the literacy rate of your region. This can further cascade; impacting your economy and leading to declines in GDP, tax revenue, and more. Of course, anything that has a negative effect on your economy can also lead to a drastic decline in your Domestic Approval Rating.

Infrastructure - This represents your region's spending on transportation and city maintenance. Although you may think it a prime candidate for budget cuts in tight times, it is very important to realize the effect this would have on the supply model in the game. The effectiveness with which your cities, bases, and other supply sources are able to provide supplies (fuel and ammunition) to military units is directly affected by the efficiency of your supply structure. Under-funding your infrastructure spending will drastically shorten the range of effective supply, and may lead to stranded units (which, in times of war, may be easy pickings for your enemies). Furthermore, under-funded Infrastructure will result in industrial facilities not producing as much as they might.

Environment - Spending on the environment is not always viewed with the importance of other items. However, investment here helps keep pollution factors reduced in your region, and will earn you some extra approval from both your own population and other nations.

Family Subsidies - This provides families with subsidies towards childcare. As such, it encourages the birthrate, increases the average number of children per family, can reduce unemployment, and in general provides a long-term boost to your economy

and your domestic and international approval ratings. Although this generally has little overall effect, taking it away from regions that have a history of receiving it can badly hurt your domestic approval.

Law Enforcement - Although some of the effects of law enforcement spending are obvious (crime rates, tourism ratings, domestic approval), there is also a deeper consequences to insufficiently funding this department. Without sufficient law enforcement, a region is more vulnerable to Espionage activities. Also, when in possession of territory from an enemy region, dead or alive, the risk of Partisan and Guerilla activities can be reduced by maintaining a high law enforcement rating.

Cultural Subsidies This is an investment in the cultural Identity of your nation. Spending here makes your people feel more unique, and benefits your domestic and international approval ratings. If your region has a history of spending in this area, reducing the subsidies will have negative effects. Also, if your nation has control over one or more colonies, this can help keep them happy.

Social Assistance This represents employment services, welfare, and regional pension plans. Reducing or eliminating the spending on these items can save your region billions per year, but may have dire impact on your domestic approval rating. As well, it will greatly reduce the quality of life for the individuals affected by any cuts, and can sometimes have unforeseen economic consequences. This can also be another key element towards keeping a colony under control.

The value ranges available for both taxation and social spending are determined based on the recommended value provided by your minister. The centre point of the slider will always be equal to the recommended value. Double click a slider in game to snap to the exact centre of the slider.

PRODUCTION DEPARTMENT

It is within the Production Department that you set the production and market controls for the game's eleven major commodities. It is important to remember that the world of Supreme Ruler is not "balanced"... based on the real world, not every region has its own large supply of petroleum or coal or even agriculture. To ensure your region's economic health, you need to manage your shortages as much as your surpluses.

Department Summary

• Review existing production capabilities for each commodity in your region
• Control or automate the buying and selling of each commodity on the World Market
• Set production levels of any industry, or completely shut it down
• Set the domestic price of the goods your people need
• Review how your production of each commodity is being used

The main production panel provides information for the selected commodity. The commodities are listed along the top of the panel. The upper row of commodities are considered raw materials, those that are mostly used by the population or in the production of other commodities. The lower row are considered finished goods, commodities that have a complex raw material requirement. Industrial and Military goods are used in the production of facilities and military units. Icons will appear next to commodity medallions anywhere that either has an opportunity or a problem. This could be market shortages creating unmet demand or a large capacity creating export opportunities.

Commodity Locks

Unlike other departments wherein you lock your Cabinet Minister out of certain types of actions, in the Production Department you can instead lock them out of taking actions on a per-commodity basis. The lock will also be shown on the commodity's medallion

The statistics for the selected commodity in the panel are represented by two tone bars. Production is listed as 66 tons with two thirds of the blue bar in the darker color. The darker portion represents actual production. The full bar represents production capacity. Based on the production value would be approximately 100 if 66 represents two thirds. The red bar is demand vs. actual production. If there is a commodity shortage, the darker red bar will not be full. The Stock and Trade bars only have one colour. The Stock bar is based on an estimated annual consumption.

Production Department Action Panels

Cabinet Minister - In addition to setting the priorities for this department, you can quickly review your overall trade balance - are you spending more to import commodities than you are receiving from exports?

Production Controls - As you review each commodity, you can decide production targets and whether or not you should produce more than you need for domestic demand. Similarly you could find that it is cheaper to buy a commodity from international markets than it is to produce it within your country. In those cases you could decide to scale back or even totally discontinue domestic production of an item. For commodities that are consumed by your population (Agri, Timber, Petroleum, Electricity, and Consumer Goods), you also set the price that the goods are sold to them. Unless you lock your Minister out of this area, they will adjust these settings depending upon market and pricing conditions, as well as your priorities.

Raw Materials and Consumption - This panel reports both the necessary raw materials used the previous day to produce a given commodity, and what that commodity was used for within your nation. For instance, Agriculture will generally only be consumed by your civilian demand, though it may also be used to produce bio-fuels. Electricity will be consumed by your civilians as well as in the production of other commodities. Likewise the Raw Materials usage indicates how much of other commodities ware used the previous day to produce that product.

World Statistics - This panel offers data on the Consumption, Production, Imports and Exports of the selected commodity. This can be useful to know which regions to befriend... or invade.

Market Imports **-** When production of a certain commodity is insufficient to meet demands, your minister will undertake to acquire sufficient product from the markets to avoid facing shortages. Through the Market Imports screen you can guide your minister's actions or directly place orders for product.

The upper portion for Bulk Purchases allows for setting of a quantity you would like and a maximum price per unit you are willing to pay. The total is an estimate based on your maximum price, so purchases may cost less if the market price is better than the maximum.

The lower section for Automated Purchases controls the maximum price at which your minister is allowed to purchase this commodity when controlling your stock levels. Ministers of different political leanings will have different target stock levels they will try to maintain. Minister priorities will also affect how your minister approaches balancing commodity stock levels.

Market Exports **-** Similar to the imports screen, this panel is divided again into Bulk Sales and Automated Sales controls. In this case, the price set for bulk sales is the minimum price per unit that is allowed. Your minister will adjust both quantity and price if attempting to reduce stock on the selected commodity. Locking the commodity will keep the minister from making changes.

The Automated Sales has some notable differences to the Automated Purchases in that it is the percentage of surplus to be sent directly to market which is being controlled. If a commodity is in a deficit production situation, the value of this setting will have no impact. The price set for minimum bulk sales will be used as the target price for surplus sales. Any unsold surplus at day end will be added to the Bulk Sales quantity. If enough regions increase their markup, the market price will increase to reflect the supply and demand.

Facility Controls **-** This action panel provides easy access to building additional facilities that will produce this product. Some commodities have only one or perhaps two types of facilities that can be used for their production, while other commodities (such as electricity) can have many different types of facilities used for their production.

RESEARCH DEPARTMENT

The "Tech Tree" is an important element of Supreme Ruler. It is based on real-world technologies developed througout the 20th century. The effects of research are not only limited to improved military units. Research can also lead to improvements in virtually every aspect of life, from social policies to the environment, to production capabilities to medical care, and so on. There are effectively two forms of research in Supreme Ruler 1936, specific scientific goals (projects), and specific military unit designs.

The first panel of the Research Department players are shown the items currently being researched and their progress. If less items are in the research queue than the total number of research slots, the efforts of the remaining research centres will be used to accelerate the other technologies or designs being researched however this has a diminishing return, making one item per research slot the most effective long term strategy.

Technology Properties

While each tech is unique in what it represents and where it fits within the technology tree, there are some properties that are common to certain technologies.

Non-Tradable - Certain technologies are more than simply theories and require a certain degree of implementation by a nation in order to achieve the advancement. These technologies are considered non-tradable. Regions will be required to research these technologies in order to move on to future projects.

Era Technology - Other technologies represent notable advances within the technology tree. These projects are likely to unlock the most new technologies to research thus creating bottlenecks in the research progress if left till last. Researching these technologies as soon as possible is always recommended, particularly if they are also non-tradable.

Research Pop-up

As the Technology Tree for Supreme Ruler is such an extensive list, it can at times be challenging to decide which technologies to research. The Research Pop-up is designed to allow players to explore the tech tree and determine which technologies are important to them. Double click a project name in a research list to access the pop-up.

The center of the screen provides information about the technology currently being examined. Any project can require up to two other projects as prerequisite technologies. All prerequisites must be completed before research of a given project can begin. The prerequisites of the selected projects, if any, will be represented on the left side as branches leading to the centre. Each prerequisite technology may in turn have up to two of its own prerequisites.

On the left of the screen, lists are available for any technology projects or unit designs that will be made available by researching the selected project. Players can double click either the future or preceding technology projects to navigate up or down the tech tree.

For the currently selected technology, a short description accompanies the project's name. If the project is in the Research Queue, a progress bar will be shown below

the description. If the project is Non-Tradeable or an Era Technology, this will also be shown below the description. Research can be started directly from the pop-up allowing players the populate the Research Queue well ahead of their current knowledge.

Next, in the centre panel, information will be provided about the cost and time to research the selected projects. Newer projects will become more and more expensive so considering the cost is important. Some can also take close to a year to complete, so planning ahead can be equally important. To provide the player with some reference to history, the year in which this discovery was made is also listed.

Many technologie will also have a Civilian or World Opinion for a given project. Advances in the medical field can be expected to have a positive reaction while nuclear weapons will carry a negative opinion. Some technologies will also have split opinions where they are popular with your own people but have a negative foreign opinion. These opinions will impact your foreign and domestic approval as soon as they become known through either research or trade.

Lastly, some technologies will have Project Effects. These may be effects such as unit stat increases, production bonuses or social service improvements.

Scientific Research

Research projects are divided into six sub-categories: Warfare, Transportation, Science, Technology, Medical, and Society. Projects can have various effects, whether it is a change in your region's capabilities, tech level improvement or just new paths for further research. Often even completely pure and theoretical research can result in far-reaching applications.

Military Unit Designs (Units or Missiles)

This is a much more deliberate form of research and available designs will differ from region to region. It is like manufacturing a prototype, based on an established blueprint. Should your region desire to produce a unit, it must first understand and develop the designs. Furthermore, if your region fails to possess all the required knowledge for the unit design in question, you may be required to research "prerequisite technologies" before production. Only when the prerequisite knowledge is gained (through research or trade) can the research on the actual unit design begin. When you order research on a unit design that requires an un-researched prerequisite, that prerequisite will automatically be added to the research queue as well.

Available Research Slots: The number of projects that can be researched at one time depends upon the number of Research Centers you have in your country. As well, each Capital City provides one additional research slot.

Research Department Action Panels

Cabinet Minister - In addition to setting the types of research that your Minister should make a priority, you can also control spending levels in the research department. This allows you to either limit your nation's overall expenses, or by increasing spending you can try and achieve research breakthroughs faster. If you wish to manage the Research Department yourself and take these decisions out of your Cabinet Minister's hands, you can lock out projects and spending from their control.

Spending on research is divided into two areas. The first represents investment in the total efficiency of your region's research and development sector. The second is the funding into specific technology projects. Both will have an impact on the rate of research but the efficiency rating will change gradually over time based on the total investment whereas project spending will apply immediately to the progress of the project or design.

Available Research - On the second panel, players can use the sub tabs to review Unit Designs (Land Units, Aircraft, Naval, and Missiles) that are available for research, or to choose from Scientific Research projects that could be developed. Tool tips over each project will show both the cost and the time needed for it to be completed.

Technology Races - There are four different Technology Races through which players can progress. They include the quest for the Atomic Bomb, the Space Race (Man on the Moon), High Speed Internet, and Mission to Mars. While in the popup for the tech races, you can double click any of the icons showing the required technology projects to review the details of that project.

Known Research - Using this Action Panel, players can review the scientific projects that they know and have already completed research on. At the start of the Second World War, countries were in many different stages of development and modernization, and that technological progress is reflected in the pre-existing projects already known by the various regions of the world.

DEFENSE DEPARTMENT - PRODUCTION

Since the Military is such an important aspect, the information is divided into two departments. The Defense - Production allows for the production of units based on known designs and also some defense policies. The second Defense department is devoted to the actual units owned by the region and the orders they carry out.

Department Summary

• Set AI Initiative for your units, to allow the computer to control their movements
• Set Defense Spending and Minister Priorities.
• Set the Minister to control unit construction based on production priorities
• Order new unit construction for available unit designs
• Set policies on military doctrine such as pathing permissions and WMD use.
• Facility Controls for Defense Production related facilities

> The Facilities Controls in the various departments all function in the same way but the accessible facilities are always limited to those related to the department. This also applies to the Defense Department where facilities relate either to Unit Production or Unit Deployment and Support.

As you can guess, this panel deals with the options for what military units you can manufacture in your country. At the start of the game this selection can be quite limited, so as you make decisions on what military priorities you are going to pursue and whether you need offensive or defensive units, you need to either research additional designs or trade for them.

The first panel in production is designed to show you what is in active production within your region. By default, it lists production for all facilities of the selected branch - Land, Air, Sea or Missile. Directly above the branch selectors are the quantities of reserved and deployed units of the selected unit type. As you cycle through the branch types, the facility type that is used to produce those units is shown in the top left. Should you have unused capacity, a warning symbol will be shown on

the facility to bring it to your attention. If you do not wish to use your full production capacity, it is recommended to deactivate or scrap idle facilities to reduce your defense budget.

The list itself is divided into Building Units and Pending Units. When units are ordered for production, either by your minister or at your command, they are immediately assigned to a production location. At the beginning of every day, facilities at that location not currently building a unit will look for the next unit in the Pending list and begin production. If there are insufficient production facilities, some units will remain in the pending list.

A single location can have up to five land production facilities since one of the structures must be a reserve facility to house completed units. Often, production will be distributed among multiple locations in a region so that produced units come off the production line near their intended point of deployment. One location may have two facilities while another has four or perhaps only one. While the production list defaults to show the production for all locations, the bottom of the panel contains a an option to filter the list and "Show for" a specific location. Locations are grouped by Theater and only those Theaters that have production facilities will be shown. Once a location is selected, the list will show as being filtered and the globe symbol for the Theater in which it is located will be visible. Hold over the globe to get statistics on the theater in which this facility is located and to trigger a map overlay of the Theater.

> Since production location is assigned immediately once a unit is in a queue, it will not move from that queue. This has the advantage players can easily determine where a certain unit will be produced such as tanks on the front lines and Anti Air at rear locations. It does however have the disadvantage that if a location is idle and another is overloaded, the pending units will not use the available production slots.

Defense Department – Production Action Panels

Cabinet Minister - There is only one Defense Minister as such the Cabinet Minister panel is the same for both Defense Departments. In addition to the priorities you might assign the minister, you can control military spending, set overall unit initiative based on military branch (land, air, sea), and lock the minister from control of spending or garrisons.

> *Military Initiative* - Represents the independent decision-making of your unit leaders. A low setting assumes that you will be directly controlling your military, and that your units will not take much action of their own accord. A high setting transfers more authority to your generals, giving them a far greater degree of autonomy. (Units will constantly be moving to where they are most needed.) You can set your military initiative separately for each branch of your military (land, air, and sea).

Build Unit - This Action Panel provides a list of unit designs divided first by Branch, then within the list by class. Select any class name with a count greater than zero to expand the list of designs. Along with the name of the unit type and days to build, the list line will indicated certain unit specialties if they apply and will indicate if there are units of this type in reserves, in the Building list or in the Pending list. To begin production of a unit design either click the green arrow to add it to the queue as filtered in the first panel or Shift Click the same arrow to activate the Unit Production Map Mode.

The Unit Production Map Mode will hide the HUDs of all units while highlighting on map the production facilities of the associated branch. For each click of a valid location, one unit of that type will be queued at that location.

Different units will have different military specifications and possible specialties, not to mention build and maintenance costs and even manufacturing times. So if you want to decide what units to manufacture, make sure you are aware of and understand their differences. Holding the mouse cursor over any specific unit design will also provide additional details on that unit or double click the line for full design specifications.

Continuous Build / Auto Deploy - When issuing production orders for military units options can be set for what to do upon completion. Unless a unit is set to auto deploy upon completion, it will remain in the reserves facility of the location until deployed manually or by the minister's initiative. Units that do auto deploy will proceed to the rally point assigned to the reserves facility or remain in the location of the production facility if no rally point has been set. The "Continuous Build" toggle will order the production of one unit of the type selected and when it is completed, add that same design to the bottom of the production queue. If this is toggle is disabled, then one unit will be ordered and when it is completed the production will not be repeated.

Auto Production - This action panel allows players to toggle by branch (Land, Air, Naval, Missile) whether unit production can be ordered by the Cabinet Minister or whether they are prevented from doing so. As well, if you allow them to build units,

you can provide criteria to them (Offensive, Defensive, etc...) to guide them on what units they should build.

Alert Condition - World events will dictate the level of readiness your nation must maintain. While there is a cost associate, Higher readiness will also increase unit efficiency and decrease unit production times. This is also where you set policies around Pathing permissions for units and WMD permissions for Nuclear Weapons.

Theater / Battle Zone Settings - These are the same panels found in the Land Department.

DEFENSE DEPARTMENT - UNITS

Once units are produced, they will be found in one or more of these lists. This Defence panel, like in production, has branch filters however it is possible to view your forces in terms of all branches and classes simultaneously. The facility represented in the top left of the panel will be a military complex if all branches are selected or the reserve facility of the selected branch. Also shown on this panel is the total number of reserve and active personnel. See Reserve Units & Personnel in the Key Concepts section for more details on this topic.

Department Summary

- Set AI Initiative for your units, to allow the computer to control their movements
- Set Defense Spending and Minister Priorities.
- Review your existing units, either Selected, Reserved, or Deployed
- Manage units organized into BattleGroups
- Set the overall Rules of Engagement for your forces
- Deploy units from reserve, or move them into reserve when not needed
- Facility Controls for Military facilities, both Reserve and Support types.

Any time a unit is selected on the map, this panel will be made the active panel in the user interface and the branch selector will reset to "all". The panel contains four different lists of which one at a time can be expanded. The first list contains any units that have been selected on the map or added to selection from other lists. The lines within the Selected Units can be deselected by <Ctrl>+<Left Mouse Click> but will remain in the list. Also, some actions for selected units on the map will add units to the list without making them actively selected. You can <Ctrl>+<Left Mouse Click> to make the a deselected line selected. To select a single unit within the selection, simply <Left Mouse Click> the line. When orders are issued to units, only the selected lines within the Selected Units list will be issued the order. The Deployed Units and Reserved Units lists can be multi-selected in the same way. Battle Groups can only be selected individually however multiple Battle Groups can be added as Selected Units.

Defense Department – Unit Action Panels and Actions

Each list has associated controls in the line and with the action panel buttons. The Cabinet Minister and Facility Controls are accessible with any of the lists selected.

Selected Units

Clear Orders - If a unit has orders, the first action offered will be to clear the current orders. Aircraft that are mission based (require airfield or air base to land) will return to their base when this order is issued. Land and Sea units will stop in their current location.

Send for repairs - The unit will go to the nearest reserve facility of their associated branch and remain in reserves until at full strength.

Orders Panel - When selecting units on the map, this second panel will open automatically to facilitate issuing orders to units. The list of available orders will be filtered based on the units selected in the first panel. Next to the list, some options are available for the movement behavior and organization of the selected units.

• Formation Move will cause units to move in positions relative to their start point where possible when on. When off, they will move the the same destination point. Hold <Shift> while issuing orders to momentarily reverse the state of the option.

• Move Units at Common Speed will do as it says but is only available if Formation Move is on.

• Cancel orders is the same as the list line control.

• Create Battle Group creates a numbered group from whatever units are selected. This feature is common in strategy games, allowing players to quickly re-select this unit by number

• Remove Selected Units from Battle Group will do as stated for selected units

• Center on Unit will do as stated for the focus unit (last line touched, represented by a yellow arrow).

The default order is movement, and once you've selected a unit or group of units you will notice that a movement path appears on the map from the current location of the unit to wherever you point. Clicking the left button on the map at this time will give the movement order to this new destination.

Individual Rules of Engagement - "Rules of Engagement" are instructions on how your unit will act. You can set these if you wish a unit to behave differently from your other units. If opened when no units are selected, the Global Rules of Engagement will be shown allowing rules to be pushed out to all existing and future units or to all units built from that point forward.

It should be noted that increasing initiative of units through the RoE will allow units to move independently, even if global RoE is turned off. This can be useful in making a small group of units act independently.

Also, locking units from AI will make them unavailable for even prompted actions such as responding to requests for air/sea transport.

Filter Unit Selection - Allows you to quickly add or remove specific types and classes of units from those currently selected.

Missile Control - Some units with the game can be missile platforms, ie. they can be equipped with missiles to use for attack. If the selected unit is capable of acting as a missile platform, then this panel will allow you to load/unload missiles and manage your missile inventory.

Missiles do not just refer to Nuclear Tipped Missiles. Many of the designs that were developed Post War, such as Anti-Ship and Laser-Guided missiles, can provide a huge tactical advantage on the battlefield.

Technical Readout - Will provide more detailed specifications on the unit selected.

Deployed units

The actions for Deployed Units are similar to those of selected units with the exception that instead of the ability to filter units in the list, players can select a unit and rename it. Unit names can also be reset to the game default naming convention.

Reserved Units

Reserved Units can be added to selection, deployed or scrapped. The Reserves list has the added ability to be filtered by location similar to the controls found in Defense Production. The list can be set to "Show For" a specific location by selecting it below the list.

Not all units in reserve are there because they have just been manufactured. Any time you don't need a unit, you could decide to return it to reserves since it incurs less maintenance cost when there and would also free up the assigned military personnel. They will also be in reserves if they have been ordered to repair. When looking at the reserve list, it is easy to see which units are repairing - they will appear in the list as if they have orders and their strength bars will not be full. If a unit is ordered to repair, it will automatically re-deploy as soon as the repair is completed.

Battle Groups

Battle Groups allow you to manage your forces by assigning them to a group that can be selected from the list or by keyboard number up to group 10.

Battle Groups can be created by selecting units and using the Create Battle Group function. The group number will be one higher than your highest currently assigned group. There is a limit of 99 groups per player. They can also be created by using the hotkey <Ctrl+1> through <Ctrl+0> to assign a specific number from 1 to 10. The lobby option for starting battlegroup numbers at 11 can be used to assure that the manually created number groups remain open until assigned by the player. Battle Groups can also be renamed (ex. 1st Pacific Fleet, German Air Wing, etc...)

Battle Groups can be selected in a variety of ways. They can be selected from the list by left clicking the line. Groups 1 through 10 can be recalled by pressing hotkeys <1> through <0>. Also, when elastic banding an area or clicking on a stack that contains units, if any are part of a group, the group names are shown at the top of the list. Select the name to select only the units in the Battle Group.

Units can only be a member of one Battle Group. For the ten control number groups, clicking on the number a 2nd time in quick succession will center on that Battle Group

GAME STRATEGIES, TACTICS & RULES

Successful tactics within *Supreme Ruler 1936* can vary greatly depending upon the country you're playing as, the victory condition, actions by other nations, etc. Since the possibilities are so great, so are the approaches you can take to win. But there are several factors that you should keep in mind that may help dictate the approach you take for a game.

ADJUSTING VALUES

Many of the statistics about running your country will be shown in percentages or large quantities of a product. These can usually be adjusted by selecting +/- next to the value. In a number of cases, a slider is accessible by clicking on the number. This is possible anywhere that placing the mouse cursor over the value makes a button background visible. When adjusting sliders, the bars are sensitive to the mouse wheel scrolling. Control of the value being set can be fine tuned by holding down the Alt or Shift keys while scrolling to make micro or macro level changes for each tick of the scroll wheel.

GOVERNMENT TYPES

There are six types of government in Supreme Ruler: Democracy, Monarchy, Communist Regime, Military Dictatorship, Religious Theocracy and Governments in Exile. Each region in Supreme Ruler has been given the government type closest to what existed historically.

The type of government at hand will impact your region's capabilities, characteristics, and vulnerabilities.

Democratic Governments:

• Considerably lower possibility of military coup
• Military actions often reduce civilian approval rating
• Best economic model – easiest maintenance of GDP/c
• Best base rate of international approval
• Regular internal elections, to maintain control

Monarchy / Religious Theocracy:

• Generally the same labor and military costs as a democracy
• Low possibility of military coup or civilian revolt
• Recruitment / conscription benefit

Communism:

• Cheaper military costs
• Cheaper labor costs
• Recruitment / conscription benefit
• Negative influence on GDP/c
• Civilian riots less likely; military or civilian overthrows possible
• Lower base rate of international approval

Military Dictatorship:

• High risk of military coup, if military approval gets too low
• Lowest base rate of international approval
• Civilian riots unlikely
• Negative Influence on GDP/c

Government in Exile:

• Can spawn partisans if at war with owner

PLAYER ELIMINATION

When a region holds no more cities it is considered eliminated. Regions can also be eliminated when they surrender under the weight of invading armies.   Eliminated regions become governments in exile.

Options on what to do with an eliminated country:

If you eliminate another region through military conquest, you have several options on what to do with the defeated country:

Annex Nation: Essentially this makes the defeated nation part of your own country and your borders now include it. The territory cannot be separated from your region after it is annexed. In territory loyal to regions were enemies there remains a risk of partisan activity.

Liberate Nation: Consider this "Regime Change". The defeated country will regain all territory of matching loyalty and will once again be independent, but their will be a new leadership and it will start its new found term at peace with all other countries and friendly with yours. Regions that contain no territory loyal to the governing body cannot be liberated.

Colonize: This last option restores territory of matching loyalty but makes them one of your colonies and subject to your policies. Regions that contain no territory loyal to the governing body cannot be coonized.

How you decide to handle a defeated country will depend upon your approach to the game. Each option has its own benefits and risks. Certain options may be disallowed in some campaigns or scenarios.

ECONOMIC AND DOMESTIC POLICY TACTICS

• Don't get carried away with the building of facilities. There is a high foundation cost, and the industrial goods requirements for construction can be expensive. So if you try to build too many at once, it could cripple your economy.

• If you want to eliminate a facility, yet time is not a factor (it's at no risk of being captured), then "Scrapping" the facility is the better option since it will return to your economy a good amount of the raw materials that were used in the original construction. "Destroying" a facility on the other hand returns no raw materials to your economy but is done much faster.

• If your nation is short on funds, don't try to accomplish too many different things at the same time. In particular, research, unit building, and new facility construction can all be very expensive and a major drain on your treasury. Decide what is most important, and do that first.

• Pay attention to international markets for goods. If you can buy for less than the cost of manufacturing a product yourself, you may want to take advantage of that – but watch the market quantities available.

• Don't always auto-export your surplus goods. If you have a product that other regions need, holding it back may help to escalate the price! You might then be able to sell lump sums of the product at a higher price. You may also be able to trade the product diplomatically for other products or benefits. And in many cases, you may want to stock a product for possible future need. Military Goods and Petroleum are two products that are used up much more rapidly when hostilities begin.

• Watch your unemployment rate (in "Finance"). If it gets too low (below 3%), it means that your industrial workforce and armed forces will be understaffed, and so your cost of labor may skyrocket. This will not only increase the cost of your goods, but a labor shortage will also reduce the efficiency and output of many of your industries.

• If you can make money on production, see if you can reduce taxes and still maintain your economy. This will certainly go a long way to improving Domestic Approval Ratings!

• Keep Infrastructure spending as high as possible (at least up to recommended values). If it gets too low, your army and your economy will both suffer. Infrastructure spending affects your supply system, which also has direct effects on industrial production and military resupply.

• If your government is a democracy, make sure that you keep your domestic approval rating high. One way to accomplish this is to keep your social spending as high as possible (without ruining your economy). Another approach is to reduce taxes. Remember, you may have to face elections!

DIPLOMATIC TACTICS

• Whenever possible, be a good international citizen. Try to achieve your goals peaceably. If you gain a reputation for war mongering, the international community will not look upon you favorably.

• Make as many diplomatic deals as possible. Although some may seem relatively inconsequential, successful trade helps to build your reputation in a positive direction, increase your influence, and will generate loyalty among those regions with which you have better relations.

• Newly formed nations from former colonies ideally like to maintain their newly achieved independence, but often their need for economic aid can make them vulnerable to outside influence.

RESEARCH TACTICS

• Before deciding what to research, make sure that you plan on how it will fit in with your goals and tactics for the game. This fits directly with making an early decision about whether you wish to allow your Cabinet Minister to control what is researched. Your minister will decide almost immediately what they want to research so if you're not quick in making up your own mind, you could find that they've already spent a lot of money on projects in which you have no interest.

• Consider the timeline of your game. Make sure that the items you are researching will be done in time to make a difference. Likewise, when you are involved in a long campaign, it's important to consider long-term strategy. You may not need a specific technology immediately, but if it is a required prerequisite of another technology that you need to achieve before your enemies (such as advance weapons systems like missiles or radar) deciding early to develop it could make a huge difference.

• If you have a close ally in a multi-player game, you can choose to research different technologies and then exchange them when complete. Also, in "Diplomacy" you can track what technologies other regions have developed, and may be able to save time and money by trading for a technology instead of researching it yourself.

• Don't limit yourself to military research. Some of the other research categories can offer huge benefits to your economy, society, and your region's reputation in the world.

MILITARY TACTICS

• Focus on your nation's defense first, including air defense. With that in mind, when close to war time, you may wish to consider building units that have quicker manufacturing times.

• Allow the AI military initiative to move your units around at the beginning of a game, to ensure the adequate defense of areas in your nation, particularly your capital. Once you are happy with the defensive deployments, you may want to turn off military initiative or you could find yourself in a strategic tug-of-war with the AI generals.

• When defending, attempt to have your units fight from prepared positions. This is accomplished by entrenching in existing facilities, or by just staying stationary on the map. The longer a unit holds to a location, the more entrenched it will become (depending on the terrain). Forest, urban, and mountainous regions provide infantry the best entrenchment benefit, while plains and desert offer little value. If you wish to improve the entrenchment benefit of a specific location you can decide to build emplacements.

• Once your defense is provided for, concentrate on creating a good combined offensive force. Make sure you are prepared to counter whatever defensive units you might face.

• If you have developed missile designs, plan your missile strategy carefully. Do you want to build unit killers, or anti-fortification cruise missiles to take out an opponent's infrastructure? Make sure the right kind of missiles are building, and that you also have the appropriate launch platforms.

• Make sure that you protect units that don't have the ability to protect themselves For example, artillery, anti-air, and supply vehicles have very little defensive capabilities – so keep enemy units from direct contact with them. As long as an infantry or tank unit exists in the same location, it will protect these other units.

• Watch what kind of units your enemies are putting on the battlefield. If they are using a lot of tanks, build up your anti-tank force and fortifications; if infantry, build tanks and artillery; if anti-tank, use infantry as a counter, etc.

• There is a limit to the number of units that can be present in a single location (counted separately for land, air, and sea). The default limit is seven units, and whenever you exceed the limit, your units will begin to suffer efficiency and attack strength penalties due to crowding and lack of room for maneuvering. It is also unwise to stack too many units in a single location to avoid excess damage, due to indirect fire – every unit in a location is damaged when hit by artillery, strategic bombing, or area-effect missiles. Units that are over-stacked will attempt to "de-stack" to adjacent locations, if possible.

• Reconnaissance is a key military tactic! If you have better sight than your enemy, you may be able to get in the first blows. That can make a huge difference. Patrol aircraft and recon land units covering the border areas will work well, especially if your recon units can be positioned on high ground.

• If war with another nation is inevitable, you may want to be the one to declare war first and get in the first shot. But you need to weigh this benefit against the possible consequences of sanctions from the international community and a hit to your popularity among your own people.

• Consider the play time of your game when constructing new units. If you are playing a game that will likely be complete within six months of game days, it would be a waste of resources to build a unit that will not be finished by then. However, over the course of a full campaign, starting construction early on units that take a long time to be manufactured (specifically some capital ships such as Aircraft Carriers and Battleships) can certainly provide you an advantage.

UNITS CROSSING OCEANS

When land units are ordered to move to a destination across an ocean, they can do so in two ways, either through use of the Merchant Marine, or by using Military Transports.

The Merchant Marine: When you are using the Merchant Marine, the unit will go to an appropriate port and effectively transform into a naval unit. When it reaches the destination port it will then turn back to a land unit. During the course of the ocean transit this unit is essentially an unarmed cargo ship and could easily fall pray to enemy attack unless escorted. As well, it must both load and unload only in a port that is under allied control. There is essentially no limit to the movement of units via the merchant marine.

Naval Transports: These are military units in their own right and have their own

military specifications, including defensive values and supply and cargo limits. As long as a land unit does not weigh more than the cargo capacity of the Transport, then it can be loaded into the Transport. Although many of the transport ships require ports to dock, some transport designs make them "Landing Craft" which means they can offload land without needing a port. This can provide a huge tactical advantage for invasion fleets.

When transporting units without using merchant marines, there are restrictions that may stop some units from loading onto some transports.

Naval carriers can only transport air units if these are able to land on the carrier deck. Naval transports that are short decked can transport only short deck aircraft. Long deck carriers can carry either. Long deck aircraft can only land on long deck carriers. Units with these capabilities will have a symbol showing in their unit specialties to reflect the ability.

Land or air carriers can carry any land unit that weighs less than their cargo capacity. Carriers will always fill their remaining space with supplies. Supplies are pushed out when units are loaded. A unit's cargo capacity can be seen in the tooltip of a selected/ deployed unit. A unit's weight is also shown in the tooltip. The weight of a unit is calculated as follows;

[Weight of an each individual piece multiplied by its strength] added to [Ammo weight per piece multiplied by its strength.

To move a unit from point A to point B, select the unit, <Ctrl+right click> point B and chose a transport command. Units will either wait for an incoming VTOL cargo or move to the nearest Airport or Sea Port to join the cargo unit. Cargo units will pick up multiple units if possible while executing an order.

To to load a transport with nearby units, select the transport and issue a "load units" command. It will attempt to load units in the Zone of Control based on its cargo capacity.

Carriers with units in cargo can be told to unload with a <Ctrl+right click> unload command at a desired destination

Aircraft Ferrying

As aircraft travel ranges in the Second World War were much shorter than those of modern aircraft, we have added the ability for aircraft to use a "ferry range" where by the unit carries no ammunition but triples its fuel load. This action can only be taken when ordering an aircraft to move to a location that has an airfield or air base with transit rights.

Aircraft can also make use of the Merchant Marine system when landed at a location with a pier or port.

UNIT PATHING RULES

Units in game will travel from point to point based on pathing rules. You always have access to territory which belongs to you or to your colonies and all nations have access to territorial waters. Certain colonial areas have special transit rules due to their importance to world travel. The Suez Canal, Panama Canal and Turkish Straits grant transit to all nations who are not at war with their parent region. You can also negotiate transit rights with other independent regions. Without transit, your units will only travel into foreign territory under specific circumstances.

Naval units and air units will path through a neutral region when they cannot find a way around it. You can prevent this per region with the path-around option in the State department. You can prevent this globally with the Unit Pathing settings in Defense/Alert Condition tab under Unit Pathing.

CAPTURING COMMODITIES AND TREASURY

When you capture cities, bases, or production facilities, you will acquire some of the losing region's stockpile of goods. Similarly, should you capture your enemy's capital, you will obtain a portion of its Treasury. In cases where relocating capital cities is not allowed, capturing a region's capital will also cause the region to fall.

DAMAGE EFFECTS TO FACILITIES

When industrial facilities take damage through battle or sabotage, their production capabilities are reduced. When a military base takes damage, this not only affects the build time for any units under construction; but any units in reserve could also suffer damage. Although inflicting some damage on a base or facility is relatively easy, destroying it altogether is difficult, and requires a dedicated effort. Note: Any reserve units in a destroyed base are also lost.

DEFICIT SPENDING RULES

In 1936, foreign investment was a fairly unheard of concept. As such, regions are expected to finance all of their own expenses through taxation, trade and sales. Should your treasury fall into negative values, many elements will simply stop progressing due to lack of funds.

A lobby option exists to allow the Bonds Market system from previous Supreme Ruler titles to be used in the current games.

Deficit Spending Items (continue to be spent even when treasury is negative):

• Raw material and industrial production
• Military salaries and maintenance
• Research efficiency
• Social spending

Frozen Spending (halted when treasury is negative):

• Unit production - no further progress
• Facility construction - no further progress
• Product purchasing from world markets
• Treaty payments

NBC WEAPONRY

No modern conflict can hope to ignore the existence of weapons of mass destruction. Nuclear, biological, and chemical weapons are a disturbing facet of modern military strategies and tactics.

Nuclear weapons are included in Supreme Ruler since it was during the course of World War II that the United States developed the first Atomic Bomb and the threat of nuclear war remains still today.

Nuclear Weapons – Depending upon the amount of research that has been done, they are delivered by the use of free-fall bombs or after later development, missiles. The largest nuclear warheads are those delivered by ICBMs (Intercontinental Ballistic Missiles) and MRBMs (Medium Range Ballistic Missiles). Submarines also can become capable of launching both ICBMs and MRBMs, but the amount of research required to achieve this, makes these later delivery systems unlikely to be reached during the course of a Supreme Ruler 1936 game.

NBC Retaliation: Because of the method of delivery, the use of nuclear weaponry will always be directly traceable to its source region. There is no way within the game to clandestinely use these WMDs. Any region discovered employing NBC weaponry in the game will become an international pariah, and subject to extreme reactions from other regions.

GAME LOBBY

One of the features of Supreme Ruler is the ability to customize the settings for your play experience. Different maps will have different defaults for some of these values. The lobby offers a variety of options for players to create unique game experiences;

Scenario Settings

Resources (Abundant to Depleted) - This affects the initial stock of commodities of the regions

Initial Funds (High to No New Bonds) - This sets the starting treasury and determines if the bond market is enabled.

Approval Effects (High to Low) - This determines how elements in the game react to the actions taken by regions. In particular, the act of supporting and condemning events reported in the Alerts system and the settings in the State department will be

based on this setting.

Critical World Opinions - When active, the League of Nations or United Nations will react much more to world events.

Allow Government Change - When off, regions who fail a democratic election will not have the choice to continue on as a dictatorship, they will be removed from power

Random Events (Very High to None) - The game contains some random events that will have a small impact on gameplay. This will set the frequency of such events.

Electricity Sales - Since some players will find the ability to sell electricity from Australia to Iceland, there is an option to completely restrict the sales and purchase of electricity.

Military Settings

Fog of war - This is the effect which hides units from view unless in the Line of Sight of a unit. When off, all units across the map are visible at all times and the spotting system is not applied.

Enhanced Spotting - To create a more dynamic game balance, ranges can be increased proportionally for all units on the map. When off, real world ranges are used making reconnaissance much more challenging.

Enhanced Ranges - Similar to Enhanced Spotting but applied to attack ranges.

Units Eliminated When Region Falls - When off, all surviving units of a conquered nation will become the property of the region who gained the territory they occupy. When on, all surviving units will be removed from the game.

Allow Nuclear Weapons. When off, nuclear weapons will be filtered from the equipment list.

Nuclear War Penalties (High to Low) - This will determine the opinion both foreign and domestic towards the use of nuclear weapons.

Diplomatic Merchant Marine - When on, units that are purchase from another region will deploy from their previous reserve location and travel to your region using Merchant Marine if necessary. When off, purchased units will be delivered

immediately to your region but will be 10% damaged. The selling nation will provide the Military Goods needed for the repairs.

Weather System - When on, units will be affected by the weather systems in game.

Game Settings

Scheduled Game End (None to 120 months) - Sets an end point for the game.

Military Difficulty (Very Hard to Very Easy) - Changing the difficulty level for Military will affect the type of military tactics the AI uses.

Economic Difficulty (Very Hard to Very Easy) - Progressing an economy in terms of growing a region's GDP or affecting inflation will be affected by this setting.

Diplomatic Difficulty (Very Hard to Very Easy) - At higher difficulty levels, AI regions will target human players more than AI regions and will require higher relations or payment value to complete a negotiation. This will also determine the level relation changes when supporting or condemning the actions of other nations.

Allied Victories - When on, Complete Victory will be achieved when your nation is allied to all remaining independent nations.

Fixed Capitals - When off, Capitals will not relocate when captured. Nations without a capital are eliminated.

Hot Relations / World Volatility - One of the more effective settings at affecting game play is World Volatility. This allows players to customize the willingness of the AI nations to Declare War or Join an Alliance. Setting the World Volatility to High or Very High will increase the AI willingness to take these significant diplomatic steps. Setting the World Volatility to Low or None will decrease their willingness to take these actions. For the most unpredictable games, set the World Volatility to Very High and enjoy the ensuing chaos!

Start Game Without units - as it says, no starting inventory for regions.

APPENDIX A - MILITARY EQUIPMENT

Supreme Ruler 1936 accurately depicts a large portion of types of military equipment in use from the 1920s through to modern times. This includes land, air, and naval forces, as well as missiles.

Land Units - Each Land Unit in the game represents a Battalion in strength. The seven classes of Land Units are: Infantry, Recon, Tank, Anti-Tank, Artillery, Anti-Air, and Supply/Support. In building a strong armed forces, it is important to make sure that you have a good mix of units, for use in different situations. Even within a specific class, different equipment can make a huge diffence in capabilities. The more one becomes familiar with the units available, the better one's army may be nurtured for whatever task might be at hand.

Special Capabilities of Land Units

In addition to the regular unit specifications, some of your land units may have additional capabilities:

Amphibious (can travel on lakes or rivers)

Para-droppable (can be dropped from aircraft)

Equipped for Demolition

NBC- Equipped (protected from nuclear / chemical / biological attacks)

Indirect Attack (attacks an area, not a specific target - typical of artillery) either Ballistic or Missile based.

Bridging (can deploy a bridge over rivers allowing other units to cross)

Engineer (can accelerate the rate on construction for structures and allow progress on military or industrial complexes in unsupplied territory)

Air Units - Each Air Unit in the game represents a Squadron of planes. The seven classes of Air Units are: Helicopters, Interceptors, Tactical Bombers, Multi-Role, Strategic Bombers, Patrol, and Transport. Each class has a very specific role, and successful tactics require a good cross-section in order not only to achieve air superiority, but to also make good tactical use of it.

Special Capabilities of Air Units:

Short Deck Capable (can land on short or long deck carriers)

Long Deck Capable (can land on a long deck carrier)

Air Tanker (can mid-air refuel many other modern air units)

Able to Mid-Air Refuel (can be refueled in mid-air by a tanker)

ASW - Anti Submarine Warfare (able to detect and/or engage enemy submarines)

Indirect Attack (attacks an area, not a specific target - typical of bombers)

Naval Units - Unlike Land and Air Units, each Naval Unit represents one single ship. The six classes of Naval Units are: Submarines, Carriers, Capital Ships, Escort Ships, Patrol/Support, and Transport. To project power beyond your own continent, a well-equipped navy is crucial. It is also important to provide a layered defense for your naval units, to protect them from various threats. (Not only must a convoy be able to detect and hunt submarine threats, but also be able to defend against aerial and eventually missile attacks.)

Special Capabilities of Naval Units:

 Short Deck Unit (has a short deck and can land some aircraft)

 Long Deck Unit (can land any carrier-capable aircraft)

 Indirect Attack (attacks an area, not a specific target - typical of Battleships)

 NBC- Equipped (protected from nuclear / chemical / biological attacks)

 Landing Craft (does not need a pier or port to unload)

 ASW - Anti Submarine Warfare (able to detect and/or engage enemy submarines)

 Anti-Ship Missile

 Land Unit Suppression (Area attack similar to Artillery)

 Land Unit Destruction (Guided Missile attack on a single Land Unit)

 Fortification Attack (Destroy Structures)

 Multi-Purpose (More than one of the above)

 Nuclear Missiles are also available to be developed. Any missile equipped with a nuclear warhead will be shown by this Nuclear Icon. Early nuclear missiles will be same hex ranged nuclear bombs.

In Supreme Ruler 1936, missile units represent missiles that are capable of being intercepted by air defense fire or other missile defense systems. Because of this, many short-range and special-purpose missiles are not considered "missile units", and are instead part of the standard attack capability of their corresponding firing unit. An example of this is the phoenix air-to-air missile launched by the F-14 fighter plane; with a flying speed of mach 5, it cannot be intercepted by anti-air fire, and so shows up in the F-14's stats as an always-available long-range anti-air attack strength. In general, all anti-air missiles are handled this way, as are many high-speed or short-range ground and naval attack weapons.

Missile Units - WWII saw the birth of missile technology with the German V1 and V2 rockets. The impact of these inventions can be felt in modern military technology still today. Supreme Ruler 1936 allows players to be at the forefront of these innovations that can have for reaching effects for the nations that own them. Similar to Naval Units, each Missile Unit also represents one actual missile. What is unique though is that the five missile classes actually have nothing to do with their role, but rather what type of platform they are launched from. The four classes are: Land Launched (includes Silos), Air Launched, Naval Launched (surface ships), and Sub Launched.

Missile Capacity / Missile Size - Limitations exist as to which missiles can be loaded on what units not just based on platform but also on the size and weight of the missile. In a unit's Technical Readout you can see what its missile capacity is and also the maximum size of missile that it can launch. Missiles such as ICBMs are so large that only the bigger platforms such as Subs and Silos are capable of launching them.

Missile Roles - Since the launch platform does not reflect the role or purpose of the missiles listed, it is important to understand what attack each missile type is actually designed for. There are essentially four possible targets for a missile unit:

APPENDIX B - HOTKEYS

Cycle Map Hotspots	....	\<TAB\>
Open Chat Window (MP)	....	\<ENTER\>
Cancel Current Action / Game Menu	....	\<ESC\>
Pause Game	....	\<PAUSE\>
Increase Game Speed	....	\<PAGE UP\>
Decrease Game Speed	....	\<PAGE DOWN\>
Increase Map Zoom	....	\<END\>
Decrease Map Zoom	....	\<HOME\>
Select Group #	....	\<#\>
Create Group #	....	\<Ctrl\> + \<#\>
Add Group # to selection	....	\<Shift\> + \<#\>
Add to Group #	....	\<Ctrl\> + \<Shift\> + \<#\>
Create BattleGroup***	....	\<Ctrl\> + \<+\>
Remove Units from BattleGroup***	....	\<Ctrl\> + \<.\>
Atlas / Scorecard	....	\<A\>
Open Build Controls	....	\<B\>
Centre Map on Selected Hex	....	\<C\>
Centre Map on Capital	....	\<Ctrl\> + \<C\>
Open Diplomacy*	....	\<D\>
Hide Unit HUD Display	....	\<Shift\> + \<D\>
Select Branch "All" in Unit list	....	\<E\>
Show Garrison Strength Overlay	....	\<G\>
Show Map Grid	....	\<Ctrl\> + \<G\>
Show High Ground Overlay	....	\<H\>
Toggle Unit Size	....	\<Shift\> + \<J\>
Show Fog of War/Line of Sight	....	\<L\>
Show Loyalty Overlay	....	\<Ctrl\> + \<L\>
Mute Sound	....	\<Ctrl\> + \<M\>
Objectives List	....	\<O\>
Pause Game	....	\<P\>
Toggle Unit Path Lines	....	\<Shift\> + \<P\>
Open Research Dept.	....	\<R\>
Toggle 3D Perspective	....	\<Shift\>\<R\>
Supply Model Map Overlay	....	\<S\>
Game Settings Overrides**	....	\<Ctrl\>\<Shift\>\<S\>
Ground Defense Overlay	....	\<T\>
Show Terrain Layer	....	\<Ctrl\> + \<T\>
Low Visibility/Close Combat Overlay	....	\<V\>
Weather Overlay	....	\<W\>

Water Overlay	....	\<Shift\>\<W\>
Max Zoom Out	....	\<Ctrl\> + \<X\>
Normal Zoom Level	....	\<Z\>
Max Zoom In	....	\<Ctrl\> + \<Z\>
Increase Map Zoom	....	\<+\> (Keypad)
Decrease Map Zoom	....	\<-\> (Keypad)
Annual/Daily Toggle	....	\</\>
Next Complex of Selected Type	....	\<[\>
Previous Complex of Selected Type	....	\<]\>
Next Facility of Selected Type	....	\<{\>
Previous Facility of Selected Type	....	\<}\>
Pan Map Left	....	\<Shift\> \<LEFT\>
Pan Map Right	....	\<Shift\> \<RIGHT\>
Pan Map Up	....	\<Shift\> \<UP\>
Pan Map Down	....	\<Shift\> \<DOWN\>
Page Down List	....	\<Shift\> \<UP\>
Page Up List	....	\<Shift\> \<DOWN\>

* Certain map or GUI selections must be active for this to work

** Single Player Only

*** Must have units selected to work.

APPENDIX C - COMPLEXES AND FACILITIES

BUILD TIMES AND COSTS

The cost and approximate construction time to build either a complex or a facility varies upon the type. A cost and time estimate will be provided whenever you choose to build, giving you the option to confirm the order. Furthermore, the supply concentration to the build location will also affect construction time (and it will receive a benefit from any military engineer ordered to assist). If you order a facility constructed in a location that does not have a Complex, then before the facility can be built, the appropriate complex will first be constructed.

Note: Although new industrial and military complexes can be built as needed on the map, you cannot order the construction of new cities.

COMPLEXES

Complexes are the basic structures that allow your region to support various facilities. There are three types of complexes in Supreme Ruler – Cities, Industrial Complexes, and Military Bases. Many of the facilities are specific to certain complexes. For instance, a Land Unit Production plant must be within a Military Base. Similarly, an Ore Mine must be within an Industrial Complex. However some facilities can be built in more than one type of complex.

INDUSTRIAL FACILITIES

Agriculture Production Facilities

	Agriculture	Industrial Complex City Complex
	Hydroponics	Industrial Complex City Complex (Tech Required)

Rubber Production Facilities

	Rubber Plantation	Industrial Complex City Complex
	Rubber - Synth	Industrial Complex City Complex (Tech Required)

Timber Production Facilities

	Timber Mill	Industrial Complex

Petroleum Production Facilities

	Oil - Gas Field	Industrial Complex
	Oil Derrick	Sea-Based Industrial Complex (Tech Required)
	Oil - Synthetic	Industrial Complex City Complex (Tech Required)
	Oil - Coal Synth	Industrial Complex City Complex (Tech Required)
	Oil - Bio Fuels	Industrial Complex City Complex (Tech Required)

Coal Production Facilities

Coal Mine | Industrial Complex

Ore Production Facilities

Ore Mine | Industrial Complex

Composite Ore | Industrial Complex
City Complex
(Tech Required)

Uranium Production Facilities

Uranium Mine | Industrial Complex

Electricity Production Facilities

Power - Coal | Industrial Complex
City Complex

Power - Petrol | Industrial Complex
City Complex

Power - Hydro | Industrial Complex
City Complex

Power - Other | Industrial Complex
City Complex
(Tech Required)

Power - Nuclear | Industrial Complex
City Complex
(Tech Required)

Finished Goods Production Facilities

Consumer Goods | Industrial Complex
City Complex

Industrial Goods | Industrial Complex
City Complex

Military Goods | Industrial Complex
City Complex

Specialized Income Facilities

Tourist Attraction | City Complex

Business Sector | City Complex

MILITARY FACILITIES

* Prerequisite facilities must be located in the same complex

** Space Race facilities

	Barracks	Military Complex City Complex
	Land Production	Military Complex Barracks required* Produces Land Units
	Air Field	Military Complex City Complex No Reserve Units
	Air Base	Military Complex City Complex
	Air Production	Military Complex Air Base required* Produces Air Units
	Sea Pier	Military Complex City Complex No Reserve Units
	Sea Port	Military Complex City Complex
	Naval Production	Military Complex Sea Port required* Produces Naval Units
	Missile Production	Military Complex Produces Missile Units
	Research Center	Military Complex City Complex
	Air Defense	Military Complex City Complex Industrial Complex (Tech Required)
	Radar Station	Military Complex City Complex (Tech Required)
	Fortification	Military Complex City Complex
	Supply Depot	Military Complex City Complex Industrial Complex
	Intelligence Academy	Military Complex City Complex Creates Spies

	Security Bureau	Military Complex Counter Espionage
	Aerospace Engineering**	Military Complex Tech Required
	Orbital Launch Pad**	Military Complex Aerospace Engineering Required* Tech Required
	Mission Control**	Military Complex Tech Required
	Orbital Telemetry**	Military Complex Mission Control Required* Tech Required
	Missile Silo	Military Complex Tech Required
	Gun Emplacement	Military Complex
	Trench	Military Complex

TRANSPORTATION CORRIDORS

There are two types of transportation upgrades in SR 1936; Roads and Rails. At the start of the game their locations are on the map based on the most major of road and rail networks that existed at that time. However the technology of a country also effected the quality of these transportation corridors (roads in the United States in 1936 were better than those in Africa or South America).

Transportation upgrades provide two benefits; they allow units to travel more quickly without experiencing some or all of the terrain effects, and they provide corridors for the Supply Model within the game (see "Supply Model" in Key Game Elements section for additional details).

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–Thanks for the help!

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Special Thanks To
Sandra, Rebecca, Amanda, Matthew, Nicholas, and all the rest of our families, who tolerate all the long hours of game development and unconditionally support our efforts.

Wanted and Unwanted Distractions
Joey

In Memory of
Kevin "xReaper7x" Soares

Special Inspirational Gratitude To
The Goat

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PRODUCT SUPPORT

The main sites for information and support of BattleGoat Studios products are our website and our forum.

Website: www.supremeruler.com
BattleGoat Forum: www.bgforums.com
Steam Community: http://steamcommunity.com/app/600280
SupremeWiki: http://supremeruler.gamepedia.com/Supreme_Ruler_Wiki

TROUBLESHOOTING

While it is our hope that users have a problem free game experience, we recognize that from time to time, players may encounter issues.

• When I attempt to launch the game I get only a black screen.

This can happen if the game encounters a video error. Launch the game with the '-window' parameter to reset the graphics. Once in game, select a screen resolution supported by your video card.

• My game crashed. Is it lost?

The game defaults to an autosave every 7 game days. Should you encounter a crash, simply look for your autosave. The game also alternates two file names to assure that even if one savegame fails to load, there is another previous save to retrieve.

• The map elements of the game appear fine but many of the context menus are fuzzy.

Be sure that your ATI Catalyst drivers are not forcing anti aliasing.

• I've encountered an issue not listed above.

Please send the details to support@battlegoat.com or search www.bgforums.com for an existing discussion of the problem you have encountered.

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