

THE QUICK REFERENCE GUIDE TO SUPREMACY

LOADING

Atari ST – switch off your machine, then insert Disk 1 in the drive. Switch your computer back on and Supremacy will autoboot. During play, on-screen prompts will tell you when to insert another disk in the drive. (If your ST has a single-sided drive, then you won't hear any music during the endgame sequences.)

Commodore Amiga – switch off your machine, then insert Disk 1 in the drive. Switch your computer back on again and Supremacy will autoboot. During play, on-screen prompts will tell you when to insert one of the other disks in the drive.

IBM PC and compatibles – insert Disk 1 in the appropriate floppy disk drive, then type 'Install' at the DOS prompt. Follow the on-screen instructions to configure the game for your machine. During play, on-screen prompts will tell you when to insert one of the other disks in the drive.

CHOOSING AN OPPONENT

When Supremacy has loaded, the opening sequence launches automatically. Now you must choose which of the systems to compete for: Hitotsu, Futatsu, Mittsu or Yottsu. You win by taking your opponent's base.

Hitotsu is the easiest: you only need Credits to buy items, the enemy is not very experienced and you have eight planets to fight over. (The enemy gets progressively stronger and wiser in Futatsu, Mittsu and Yottsu: in Futatsu there are 16 planets and you need Credits and Minerals to complete some purchases; in Mittsu and Yottsu there are 32 planets, and Credits, Minerals and Energy are needed to buy craft.)

Providing you have a mouse, the only time you need the keyboard is when you are naming or renaming things or confirming that you want to scrap a ship – otherwise, Supremacy is controlled entirely by moving the cursor and clicking mouse buttons. The PC version can be played from the keyboard – use the cursor keys to move the on-screen pointer, pressing ENTER instead of clicking the left mouse button and ESCAPE instead of the right mouse button.

Click on your chosen opponent, and wait for the Main Screen to appear. (Choose to fight Wotok for the Hitotsu system if you want to follow the Quick Start Tour in the manual.)

THE MAIN SCREEN CONTROLS

The animated System Map on the Main Screen shows the planets in the system. Clicking on the arrows to the right of the display moves the Planet Cursor up and down the map. A view of the current planet appears in the Video Window to the right. The concept of 'the current planet' is important – some of the controls only work on the current planet and generally you have to own the current planet for those controls to take effect. When the game starts, the Planet Cursor is on your Starbase at the bottom of the map, and Starbase appears in the Video Window. So Starbase is the 'current planet'...

Ten icons in a panel below the System Map are used to access the other control screens in Supremacy. (See the other side of this card.) To return to the Main Screen from elsewhere in the game, click on the right mouse button. All incoming messages appear on the scrolling text window that was used to display the system checks and log-on sequence when you started play; click on the message window to view any unread messages.

THE CONTROL SYSTEM



THE MAIN SCREEN CONTROL PANEL: Some of these icons appear again on the screens they access – you don't always have to return to the Main Screen to use them. Don't forget that some of them only act on the current planet, and then only when you have possession of that planet.

Government Screen Icon



Used to access economic information and review Resource levels on planets under your control, to review military strength, to ship Credits back to Starbase, to set tax rates and to review craft located above or on the surface of a planet

Cargo Bay Screen Icon



Accesses the controls for the Cargo Bay on the current planet; allows cargo operations to be undertaken – loading and unloading Resources, crewing fuelling or scrapping craft that are in the Docking Bays on the current planet

Buy Screen Icon



Calls up a catalogue of craft and resource-generating equipment that you can buy providing you have the required Credits and Resources to complete the transaction

Planet Surface Screen Icon



Used to move craft between the surface of the current planet and its Docking Bays, and to activate or deactivate Horticultural and Mining Stations when they are on the surface

Navigation Screen Icon



Allows you to send the craft under your control on journeys through space, to launch and land them and to locate craft in your fleet. Craft may also be renamed on the Navigation Screen

Combat Control Screen Icon



Once you have an army, clicking here allows you to move Platoons into battle, set their aggression level, monitor the progress of a battle or retreat from a lost cause

Planet Formatter



Clicking here dispatches your Atmosphere Processor to the current planet, providing it is still unformatted; when it arrives, planet formatting begins automatically

Spying



Gives you the option to buy information about the current planet. Data on Resource levels, Population size and War Status can be purchased, or a package of all information can be bought

Platoon Management Screen Icon



Accesses the screen where civilians are drafted, trained, equipped and commissioned into Platoons – the units that make up your army

Disk Management



Calls up a control panel that allows a game position to be saved, loaded or restarted, a disk to be formatted or the computer reset