

The



Commodore 64 Companion and Quick Reference Guide

**Le Compagnon du Commodore 64 et un Guide
de Reference Rapide**

Commodore 64 - Begleitheft und Schnellkurs

**Vademecum e Guida di Riferimento Rapido per
C64**

C64 Version Credits:

Programming by Nick Jones

Graphics by Hugh Riley

Music by Jeroen Tel for Probe Software Ltd

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THE QUICK REFERENCE GUIDE TO SUPREMACY

Loading Instructions

First, switch off your machine, check all connections then insert the tape in the cassette deck or the disk in the disk drive before switching your machine back on again.

Tape

Hold down the SHIFT key and press RUN/STOP. Press PLAY on tape. The program will load and run automatically – follow the on-screen prompts to load subsequent sections of the game.

Disk

Type LOAD "*",8,1

Supremacy is single-load, and will load and run automatically.

Controls

Either plug a joystick into Port 2 to control the cursor, or use the keyboard – O/P moves the cursor Left/Right; Q/A moves it Up/Down; RETURN acts as the fire button.

To return to the Main Screen from any other screen in the game press the SPACE bar.

Supremacy's copy protection system requires you to look up a word in the **main manual** – the one with the purple cover. Type in the word you find at the specified place, then press RETURN to enter the game.

Choosing an opponent

At the start of the game you have to choose the level on which you wish to play. On page 7 of the **main manual** there is a picture of the screen that 16-bit machines use to allow the player to choose which opponent to challenge.

Click on the button View Opponent to call up details on the four alien dictators; when you have chosen the alien you wish to challenge, click on the button Challenge Opponent to enter his system and begin the fight for power.

If you choose Wotok, you play in the Hitotsu System which contains 8 planets; challenge Smine to enter the 16-planet Futatsu System; if you choose to attack Krart you fight in the Mittsu System over 32 planets. Or if you are really courageous, challenge Rorn for dominance in the 32-planet Yottsu System.

Whichever system you choose to play in, you win by capturing your opponent's base. Hitotsu is the easiest: you only need Credits to buy items, the enemy is not very experienced and there are only eight planets in the system.

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 – the problems of Resource management are much greater.

Providing you have a joystick, the only time you need the keyboard is when you are naming or renaming things, confirming that you want to scrap a ship, or returning to the Main Screen with a press of the SPACE bar – otherwise, Supremacy is controlled entirely by moving the cursor and clicking the joystick fire button to make a selection.

Choose to fight Wotok on Level 1 if you want to follow the Quick Start Tour in the **main 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, and the colour of the cursor changes to indicate whether you or your opponent has control over the current planet. If the current planet has not yet been formatted, then no-one has control over it and cursor stays grey.

The concept of 'the current planet' is important in Supremacy. Some of the game's 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 – Starbase appears in the Video Window with its name shown in the window at the base of the Video Window. So Starbase is the 'current planet'...

Ten Icons in a panel to the right of the System Map are used to access the other control screens in Supremacy. (See the outside back cover of this booklet for a quick description – while you are getting used to the controls, you may wish to keep looking at the back cover.)

To return to the Main Screen from any other screen in the game, press the SPACE bar.

All incoming messages appear on the scrolling text window at the base of the Main Screen – if you are on another screen when a message arrives, the screen border flashes to alert you.

The **main manual** tells you to click on the message window to receive further messages – on the C64 version this is not necessary: messages are not queued up, but appear automatically.

USING THE MAIN MANUAL WITH THE C64 VERSION OF SUPREMACY

Supremacy was originally designed and written on another Commodore machine – the Amiga – and the **main manual** was written to describe the game and its controls as they appear on that machine.

In converting Supremacy to the Commodore 64, the programming team made very few compromises. The scenario and gameplay are identical, no matter which machine you are playing the game on, and the 'point and click' user interface is functionally identical, although one or two minor changes have been made to the graphics.

The **main manual**, although it was written for the Amiga version of Supremacy, will serve you very well – it acts as a detailed guide to the game. Read it closely to get the maximum enjoyment out of Supremacy – who knows, with enough practice you might be able to beat Rorn and win control of the Yottsus system.

This booklet replaces the Quick Reference Guide card referred to on page 2 of the **main manual**, and should help you recognise the differences between the game you are about to play and the Amiga version as described in the **main manual**.

Craft and Military Equipment

All the items described in the Glossary section of the **main manual** are available to you in the C64 version and have the same attributes, but you will notice that pictures of four body-armour suits and three weapons appear in the **main manual** on pages 15-18. To make room for essential game code, five of these graphics have been omitted.

When you select suits or weapons on the Platoon Management Screen, only the prices will change – the graphics stay the same.

Opponents

When the screen shown on page 7 of the **main manual** appears, click on the button marked View Opponent to call up details on the aliens. Click the Challenge button when you have chosen your opponent.

Quick Start Tour

Following the Quick Start Tour – starting from page 20 of the **main manual** – is an excellent way of familiarising yourself with the way Supremacy works. Bear in mind, though, that the C64 screens have been designed slightly differently, and may work in a slightly different way. It would be wise to read the Control Section in the **main manual** (pages 49 to 81) and familiarise yourself with the differences before embarking on the Quick Start Tour.

The next few pages of this document take you through the C64 screens, one by one, detailing the differences.

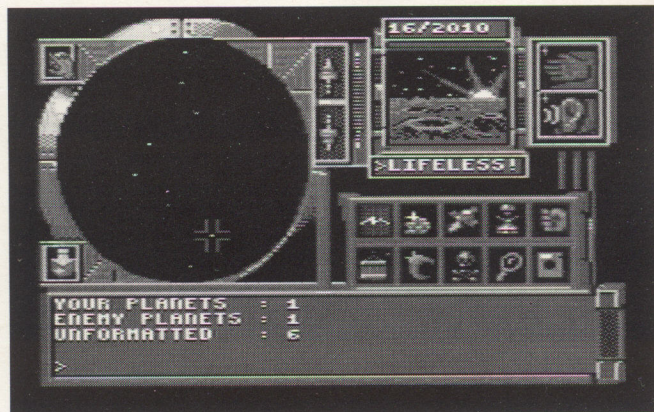
Loading and Saving Game Positions

The C64 version of Supremacy cannot format disks for you – before accessing the Disk Management Dialog, make sure you have formatted a disk. To format a disk you need to insert the blank disk in the drive before you load anything into your machine. When the READY prompt is showing, type OPEN 15,8,15,"NO:diskname,ID" and press RETURN. The formatting process may take several minutes, but once the disk drive light goes off, you should type CLOSE 15 – the disk will be formatted and ready to go. If you have any problems with this procedure, refer to the Commodore Disk User Manual.

If you are using a cassette to save game positions bear in mind that the cassette recorder is a serial medium – you can save more than four game positions to a single tape. Use the tape counter to mark the position at which you save game positions, otherwise you may find that an unexpected game position is loaded...

CONTROL SECTION

C64 Main Screen



For the C64 version, the position of the the ten control icons and the message window have been changed. Everything works exactly as described on page 49 to 56 of the **main manual**, except that you do not need to click on the Message Window to call up new messages – they scroll onto the screen automatically.

In C64 Supremacy, the stars in the System Map are not coloured to show who owns them. Instead, the cursor changes colour. It turns red when it is over a planet your opponent controls, green when it is over one of your planets, grey when it is over an unformatted planet, white on a planet that is being formatted, and flashes between red and green when a battle is raging on the planet's surface.

C64 Government Screen



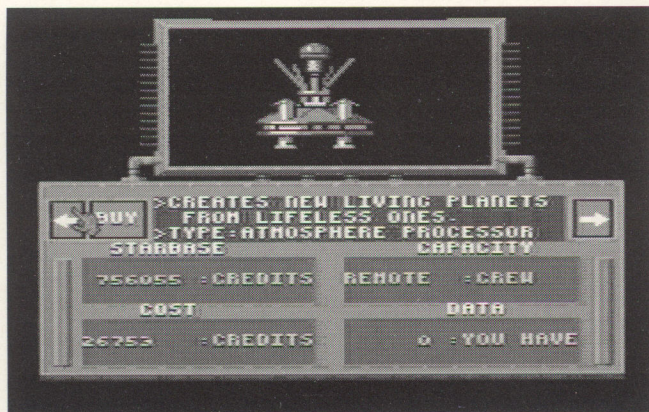
The C64 version of Supremacy has a slightly different way of dealing with the names of things to the way described in the **main manual**.

You can rename planets by clicking on the Rename Icon and typing in your choice of name, just as described in the **main manual** on page 57, but the C64 program doesn't use your choice of name to identify planets in the grid on the Government Screen – it calls your Starbase and your opponent's Starbase 'BASE', and refers to all the other planets in the game by number.

The little window at the top left of the Government Screen displays the names that C64 Supremacy uses to identify planets – if you have changed the default by renaming a planet, the name you assigned to the current planet appears to the right, in the window marked 'PLANET'.

C64 Supremacy identifies the Population of a planet in the window marked 'CITIZENS' and shortens 'POP.GROWTH' to 'GROWTH'.

C64 Buy Screen



The layout of the information panels below the equipment display has been altered, but the equipment you can buy and use is identical, and this screen works exactly as described in the **main manual**.

C64 Equipment Graphics on the Buy Screen



Atmosphere Processor



Solar Satellite Generator



Battle Cruiser



Horticultural Station



Mining Station



Cargo Cruiser

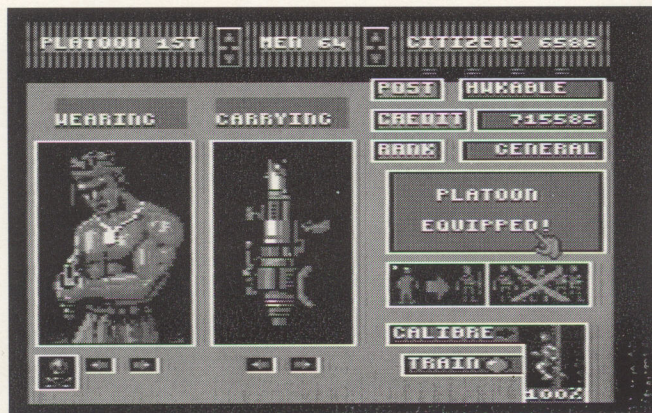
C64 Navigation Screen



Slight changes have been made to the Navigation Screen for the C64 version of Supremacy. The Heading Panel, as described on page 65 of the **main manual** has been removed – the central message window tells you the Estimated Date of Arrival of a craft when you click on its name in the main grid on the screen.

The Short Cut icons that allow you to go directly to other Supremacy screens have been moved into a row along the top of the screen, and the Planet Name display and Docking Bay display have changed in appearance, but not in function.

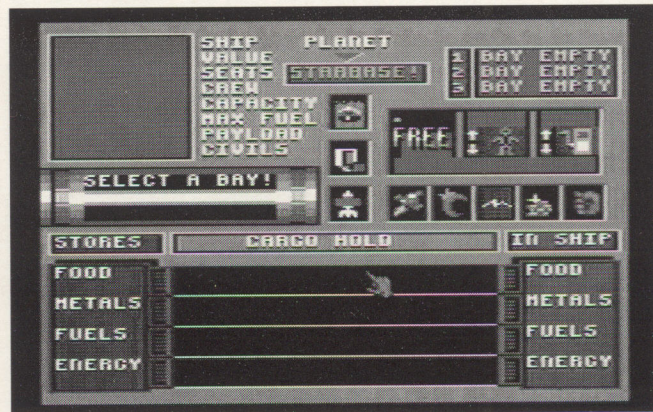
C64 Platoon Management Screen



The only significant difference between the C64 version of this screen and the one described on page 68 of the **main manual** is that there are no additional graphics for body armour and weapons – when you make choices by clicking on the arrows under the armour and weapon windows, the graphics remain as you see them above.

And the window towards the top right of the Platoon Management screen – the one that identifies the current location of the Platoon you are dealing with – is labelled 'POST' rather than 'LOCATION'.

C64 Cargo Bay Screen



Of all the screens in the C64 version of Supremacy, this one has been re-arranged the most, as you will see when you compare the screen above with the Cargo Bay Screen described on page 71 of the **main manual**. The most obvious change is the relocation of the Stores Display – which is now placed at the bottom of the screen, and allows you to transfer Resources from the Stores of the current planet (to the left) into the cargo hold of the current ship (to the right).

With one or two minor name changes, all the window displays featured in the Amiga game appear on this screen in the same logical groupings – but in different places. And rather than looking like a fuel filler nozzle, the icon that allows you to pump Fuel into the current craft's tanks now looks like a petrol pump.

C64 Combat Control Screen



There are two differences between the C64 version of this screen and the one described on page 75 of the **main manual**.

While the Short Cut icons that allow you to go directly to other Supremacy control screens have been moved to the top right, and the video window that shows a soldier planting a flag is not animated, this screen is functionally identical to the one shown in the **main manual**.

C64 Spying function

Gathering intelligence about the enemy's planets is achieved exactly as described on page 78 of the **main manual**.

C64 Disk Management – (applies to tape versions too!)

You need to use a pre-formatted disk or a blank tape – just follow the prompts that appear in the Message Window on the Main Screen.

LE COMPAGNON DU COMMODORE 64 ET UN GUIDE DE REFERENCE RAPIDE

Instructions de Chargement

Tout d'abord, éteignez votre machine, vérifiez toutes les connexions puis, insérez la cassette dans l'unité de bande magnétique ou la disquette dans l'unité de lecture avant de rallumer votre machine.

Bande

Maintenez la touche SHIFT enfoncée et tapez RUN/STOP. Appuyez sur PLAY pour la cassette. Le programme se chargera et se déroulera automatiquement - suivez les incitations sur l'écran pour charger les autres sections du jeu.

Disquette

Tapez LOAD*.* , 8,1

Supremacy est chargé simplement et se chargera et se déroulera automatiquement.

Commandes

Pour contrôler le curseur, vous pouvez soit brancher un joystick dans l'entrée No2, soit utiliser le clavier - O/P déplace le curseur à Gauche/Droite ; Q/A le déplace en Haut/Bas ; RETURN sert à faire feu. Pour retourner à l'écran principal à partir de n'importe quel écran au cours du jeu, appuyez sur la barre d'espacement.

Pour le système de copie de protection de Supremacy, vous devez chercher un mot dans le manuel principal - celui à la couverture pourpre. Tapez le mot que vous avez trouvé à l'endroit indiqué, puis appuyez sur RETURN pour commencer la partie.

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. Some icons only act on the current planet, and then only when you have possession of that planet.



Government Screen Icon: Used to access economic info and review resource levels on your planets.



Buy Screen Icon: Calls up a scrolling catalogue of the craft and equipment that you can purchase.



Navigation Screen Icon: Allows you to launch and land your craft and send them on journies.



Planet Formatter: Click here to send your Atmosphere Processor to the current planet.



Platoon Management Screen Icon: Allows you to draft, train, equip and commission platoons of soldiers.



Cargo Bay Screen Icon: Lets you load, unload, crew, fuel or scrap the craft you have in a Docking Bay.



Planet Surface Screen Icon: Lets you move ships in and out of the docking bays and activate Stations.



Combat Control Screen Icon: You control Platoons in battle and move them on and off Battle Cruisers.



Spying: Allows you to buy info on the current planet's Resource level, population size and war status.



Disk Management: Allows you to save or load Supremacy game positions to tape or floppy disk.

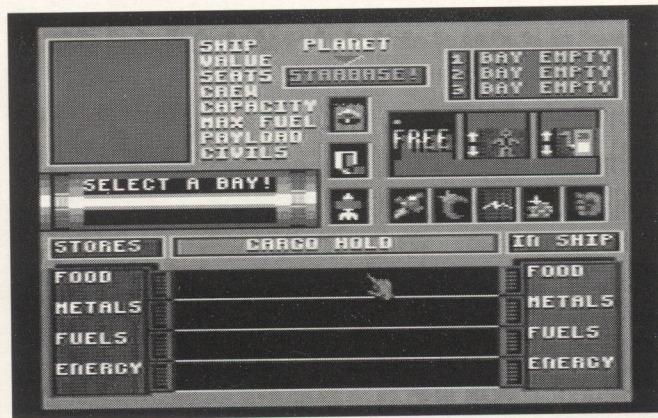
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