

SUPREME

19 36

RULER





Important Health Warning About Playing Video Games

Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; and do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

INTRODUCTION

The First World War is often referred to as "The War to End All Wars". It wasn't... While the end of the First World War saw a twenty-year cessation of hostilities in Europe, it did little to remove the underlying causes of the conflict and, in fact, tensions between many European countries continued to escalate.

As a result of WWI, the League of Nations was formed with the principal mission of maintaining world peace through collective security and disarmament, and settling international disputes through negotiation and arbitration. It did not have its own armed forces, and relied upon the Great Powers of the world to enforce its decisions. This may have worked if the Great Powers were not totally war-weary and lacking the political drive to involve themselves in the conflicts of others. As such, it became apparent that the League was toothless to aggressors, and Benito Mussolini once commented, "the League is very well when sparrows shout, but no good at all when eagles fall out." With nothing to stop international aggression, it soon flourished...

SUPREME RULER: 1936

Political Ideology, Expansionism, and Militarism, were just a few of the significant factors contributing to the start of World War II and in the world of Supreme Ruler 1936 you will experience them and more as you navigate through thousands of events of this period. Will you side with Fascist regimes and take the resources you need? Or will you protect countries from aggressors?

In "Campaign Mode" you can choose to lead some of the principal nations involved in World War II and achieve the many objectives they attempted, whether they succeeded or not. In "Sandbox Mode" you can take leadership of any nation of the world that existed in 1936, 1940, or 1941 and see how your actions there can influence the progress of history. These "Grand Strategy" modes create a playing experience that can allow you to lead your nation through decades of development. For players looking for a shorter playing experience, there are also some "Scenarios" included with the game, which focus on specific events in the history of World War II. Sandbox is available in "Multiplayer" over internet or local networks with up to 16 players.

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 will you to become familiar with some of the basics of overseeing your country. Some additional help and tips will be provided as you play Scenarios, Sandbox 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 into 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.

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 1936 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
- Reivew 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



Economic News



Espionage Notices



League of Nations Reports



Defense Notices



Catch-all for Other Messages



Research Reports

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 viewable map area. The Help interface (#3) and Objectives interface 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.

PLAYING THE GAME

Campaigns in Supreme Ruler 1936 will have objectives leading towards a victory goal that reflects the actions of the featured region before and during the Second World War. Not all objectives will be required to achieve victory and players may choose to "play on" past their victory screen.

Scenarios will have a clearly defined Victory goal, with only a few objectives structured in a shorter time frame but can also be played past their end point, assuming your region survives.

Sandbox games offer the most epic style of play, where the Victory Condition can be defined and the only limits a player faces is their own ambitions. In the Sandbox mode, players can experience the early years where war still seemed avoidable, through the conflict of a world at war and beyond into whatever the world becomes.

Multiplayer games make the options limitless...

FEATURE HIGHLIGHTS

As Supreme Ruler 1936 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.

Weather System

Supreme Ruler 1936 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

While not entirely new, the expanded events system 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.

Dead Nations

When eliminated, remnants of a region may remain hidden within your population. With sufficient discontent and insufficient law enforcement, rebel forces may well challenge your hold over what appeared to be a pacified area.

Research Popup

As the tech tree for Supreme Ruler continues to expand, so does the need to navigate through the various technologies. A new screen is available via double clicking a tech entry where you can see the technologies that both lead up to and

lead out from the inspected project. Either side can be double clicked to navigate up or down the tech tree.

Damaged Facilities

Facilities that take damage no longer begin repairing immediately. The economies of the 1930s and 1940s were 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.

Commodity - Rubber

The established commodity system remains unchanged however Rubber has been added where Water was previously located. The importance of Rubber to the era cannot be overlooked. Military Goods now use Rubber as one of the required raw materials.

Garrison System Changes

The rate of raising garrisons has been changed to one unit every five days. The maximum number of garrisons is now limited in lower priority locations and non-loyal locations. Garrisons cannot be raised if enemy units are in an adjacent location.

Spheres and Alliances

The Colonial system and Sphere system both remain but with some small changes. The Spheres are centered around Axis vs. Ally where Germany and the United Kingdom are seen as the lead regions within those spheres. Sphere leaning remains a critical element in diplomatic negotiations.

Colonies no longer provide proxy (capture rights) to other regions and will now capture territory for the parent region when land changes hands. Also, colonies will fully join any treaty agreements or wars in which the parent region is participating immediately upon its declaration.

Build Units On Map

To Facilitate producing units in the geographic areas desired, it is now possible to <Shift> + <Click> the "add to production" button in the lines of unit design lists. This will

make the clicks on the map add the selected design into production at any valid location selected. Some map visuals are turned off while this map mode is engaged to facilitate finding the locations. Right clicking or pressing <Esc> will release the map mode.

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.

Battle Groups

The Battlegroups system introduced in Supreme Ruler 2020: Global Crisis has been restored in Supreme Ruler 1936. Players have the ability to create up to 99 Battle Groups with their forces. The first ten continue to use the one to zero keys for quick access and the rest can be accessed through the list.

- Battle Groups can be renamed (ex. 1st Pacific Fleet, German Air Wing, etc...)
- 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
- When selecting units on map, the group number will appear in any selection list that contains a member of a group. Select the group number to select the whole group.

And More...

Supreme Ruler 1936 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.

KEY CONCEPTS

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 1936*, 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 Minister, 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.

- 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 minister 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.

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.

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).

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.

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 of offers nations in the theaters will send to your nation. 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 1936, India was still a colonial possession of the United Kingdom, Algeria still belonged to France, the Congo was a Belgian colony, and there were many other colonies worldwide. Imperialism was still an acceptable practice. Colonies can be seen on the map at high zoom represented by the letters <Co> in the form of linked chains.

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 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.

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.)

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 1936* - 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 1936* 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

Not all equipment types are common to every region in the world, and there are separate equipment lists for the United States, Germany, United Kingdom, Japan, Italy, and others...

Land units represent a battalion. Air units represent a squadron. Ships and subs are controlled individually (that is, one by one).

World War II saw the birth of both the Cruise Missile and the first types of practical Ballistic missiles through the German weapons program. In game, missiles of this type are modeled “individually”. Some other, more modern missiles, are considered part of a standard ammunition load. The general rule, although there are some nuclear-warhead exceptions, is that if a missile can be intercepted, then it is considered a “individual unit”. Anti-air missiles which can be researched in the post-war technologies are not included as missile units, due to the speed at which they travel; instead they are included in the anti-air attack ranges and strengths of the units that fire them. There are three primary roles for available missile units: anti-ship, anti-land unit, and anti-fortification.

In addition to the roles available for the various missiles, the launch platform is also a significant factor to consider. Missiles can be launched from some land units, air units, ships and submarines. When considering what missiles to build, be sure to remember what launch platforms you have available. (Building a land-launched missile is of no value if you have no units capable of using it). In the Post War designs, some missiles can be found that greatly change the way wars are fought.

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 1936 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 1936. 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 1936 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

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).

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.)

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.

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. 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.

Department Summary

- View and interact with structures you own in a selected 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.

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 indicate 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. These 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 including Activating, Deactivating, or Scrapping the selected facility. Complexes cannot be scrapped while facilities are present.

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.



Facility Construction is paused. If more construction is started then the region can afford, the option exists to pause construction. Construction 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.



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.

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.

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.

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.

- 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.

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 region selected is a colony, the options will be slightly different.

Severe Actions - Sometimes diplomacy is not your preferred action with another nation. For those occasions where another nation simply will not align itself to your sphere, there remains the option of direct military action. Here you can declare war on a nation.

If the region select is one of your colonies, you will have the alternate option of granting it independence by Liberating the nation.

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.

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.

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 to 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 consequence 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.

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

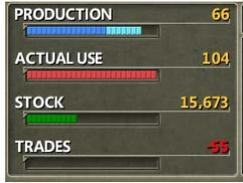
- Review existing production capabilities for each commodity in your region
- Control or automate the buying and selling of each commodity on the World Market
- Set production levels of any industry, or completely shut it down
- Set the domestic price of the goods your people need
- Review how your production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

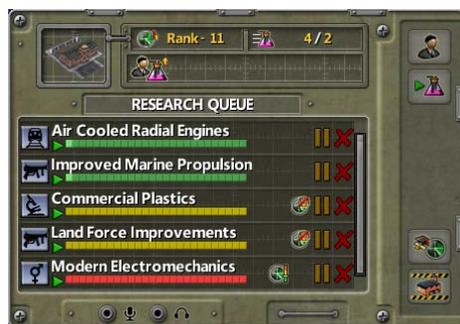
The lower section for Automated Purchases controls the maximum price at which your minister is allowed to purchase this commodity when controlling your stock levels. Ministers of different political leanings will have different target stock levels they will try to maintain. Minister priorities will also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

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 to 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 technologies 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.

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.

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.

Facilities - On this panel players can review the number of Research Facilities they have, control their status, and order additional construction.

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 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 indicate 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 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.

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 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.

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.

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 colonized.

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 prey 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.

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 1936 since it was during the course of World War II that the United States developed the first Atomic Bomb.

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.

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 difference 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)



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

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)

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 far 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:



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.

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	
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	< >

* 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.

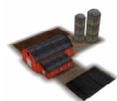
Note: Although new industrial and military complexes can be built as needed on the map, you cannot order the construction of new cities.

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.

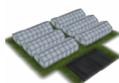
INDUSTRIAL FACILITIES

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



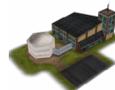
Oil - Gas Field

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



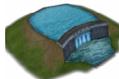
Power - Coal

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



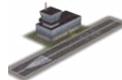
Barracks

Military Complex
City Complex



Land Production

Military Complex
Barracks required*
Produces Land Units



Air Field

Military Complex
City Complex
No Reserve Units



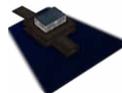
Air Base

Military Complex
City Complex



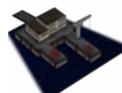
Air Production

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)



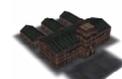
Fortification

Military Complex
City Complex



Supply Depot

Military Complex
City Complex
Industrial Complex



Intelligence Academy

Military Complex
City Complex
Creates Spies



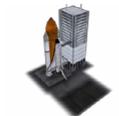
Security Bureau

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

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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Uses Miles Sound System. Copyright
©1991-2014, RAD Game Tools, Inc.



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Wanted and Unwanted

Distractions

Joey

Special Inspirational Gratitude To

The Goat

Made possible with the support of
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Corporation



PRODUCT SUPPORT

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

Website: www.suprememuler.com

BattleGoat Forum: www.bgforums.com

Steam Forum: <http://steamcommunity.com/app/244410/discussions/>

SupremeWiki: <http://www.supremewiki.com/>

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 game with the '-window' parameter to resets 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.

- 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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Société de développement de l'industrie des médias de l'Ontario

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