

MANUAL

SUPREME RULER COLD WAR



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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.

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The second is icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age-rating of the game reflects the intensity of this content. The icons are:



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BAD
LANGUAGE



FEAR



SEXUAL
CONTENT



DRUGS



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INTRODUCTION

At the conclusion of World War II, the USSR was an ally to the Western Democracies. Together this alliance had defeated Hitler's Germany and eliminated one of the greatest evils in recorded history. Being formed from diametrically opposed political and economic viewpoints, it of course did not take long for this alliance to crumble... especially since any nation liberated from Germany by the Soviet Union found itself with an equally oppressive occupying force.

"From Stettin in the Baltic to Trieste in the Adriatic, an iron curtain has descended across the Continent." - Winston Churchill (1946).

Within a very short time, the perception of the USSR changed from friend to foe. Espionage rings in the west were uncovered, independent governments in Eastern Europe were suppressed, and communist revolutions throughout the world were supported by Stalin's government. Russia had found itself on the verge of defeat during World War II, reliant on outside help for its survival and the resentment that Stalin harbored for that would flavor his actions for the rest of his life.

"Let us not be deceived - we are today in the midst of a cold war." - Bernard Baruch (1947).

What is often overlooked in discussions of the Cold War is that it was a period in history that saw a huge anti-colonial movement. France, Great Britain, Belgium and others were dealing with growing desires for independence among their colonies. Of course the growing disparity between the industrialized nations and their often ignored 'possessions' did little to help the situation. In an environment of such high poverty, it was no surprise that a political system proclaiming that it was to empower the workers (communism) would find fallow ground.

"Whether you like it or not, history is on our side. We will bury you." - Nikita Khrushchev (1956).

Often in the course of human history the relationship between dominant nations has been compared to that of rival siblings, but it just seems that this was never more accurate than during the Cold War. The US and USSR made virtually everything, whether it be Olympic Games, Cultural Events, or the Space Race into a mortal contest between "Good" and "Evil". Not every outcome of this conflict was bad though... Without the Cold War and its associated Space Race, it is likely that landing a man on the moon would not have been accomplished nearly as early as it was. Other major technological advancements also owe their achievement to the Cold

War, but tragically many of them were part of the Arms Race and their purpose was certainly less altruistic.

"We had a wonderful record on the hydrogen bomb. We tested it, perfected it and never used it - and that served to win the Cold War." - Edward Teller (2001).

Like many wars, the Cold War had peaks and valleys of activity or more specifically times when it would appear to be thawing only to have a new crisis once again inflame it. The personalities of the leaders of the two super powers would often also add a new dimension to the conflict. Looking back at the people involved and their view of the enemy, it sometimes seems amazing that we escaped this period in time without all-out war between the USSR and the United States...

"The Cold War isn't thawing; it is burning with a deadly heat. Communism isn't sleeping; it is, as always, plotting, scheming, working, fighting." - Richard Nixon

SUPREME RULER: COLD WAR

The year is 1949 and in the wake of World War II, the world finds itself being carved up, not into distinct pieces, but more subtly into Spheres of Influence. The Soviet Union maintains its occupation of Eastern Europe as it also works to undermine the West in the rest of the world. Mao's victory in the Chinese Civil War solidifies Communist control over the majority of Asia. Alone on a small peninsula on the eastern coast of Asia, South Korea faces a strong threat to its sovereignty and the West faces another loss of influence. The ongoing US occupation of Japan provides some projection of force, so perhaps North Korea's ambitions can be thwarted...

That is just the beginning of one of the most dangerous periods in human history. There have always been wars, but never before did both sides possess weapons capable of such total deadly power that were capable of destroying virtually the entire planet. Welcome to the Cold War!

Through the use of diplomacy, aid, espionage, foreign trade, research, covert operations, and military might, *Supreme Ruler: Cold War* allows players to lead a nation through this turbulent era to relive history - or change it!

GAME MODES



You can choose to play *Cold War* in:

Campaign Mode: Play as either the Soviet Union or the United States and lead your nation through all of the conflicts and discoveries of the era.

Sandbox Mode: Play as any nation that existed in 1949 and do your best to influence the outcome of the Cold War or set your sights on a smaller goal. The differences between playing as different nations make each a unique playing experience. Play as the United Kingdom and try to keep your remaining colonies happy, or play as Cuba and try to survive the growing insurgency, or play whatever nation intrigues you and challenges your leadership.

Scenario Mode: Concentrate on some of the specific events of the Cold War for a shorter but perhaps more intense game-play experience.

IN-GAME HELP

Whenever you start *Supreme Ruler: Cold War*, regardless of whether it's a Campaign or Scenario, there is an automatic help system which will provide you hints about different aspects of the game as needed. As you become better acquainted with the game you can choose to disable this help option, or turn it back on through the Options screen.

PLAYER PROFILE

Allows you to change your in-game name as well as set the political leaning of your leadership: Liberal, Moderate, or Conservative. By default, Moderate is selected. Your political leaning is used in the game by the various Cabinet Ministers. They will tailor their automated policies around your political stance.

GAME OPTIONS

Regardless of which Mode you decide to play the game in, *SRCW* allows many settings of the game to be customized depending upon the style of game you enjoy and upon your experience with it. Players can choose among different Victory Conditions, Multiple Difficulty Levels for many different aspects of the game, Resource Settings, Fog of War Settings, and more. See the Appendices for further details on these Options.

MULTI PLAYER GAMES

Supreme Ruler: Cold War supports play over the Internet or Local Area Network for up to 16 players. The game also supports some matchmaking services. See the Readme File for additional details on Multi-Player games.

KEY GAME CONCEPTS

To completely understand Supreme Ruler: Cold War it is important to understand the many individual elements that influence the game and how they often interact. As well, many of the concepts within the game are intended to facilitate both the learning of the game and its actual game play.

SPHERES OF INFLUENCE

One of the most important concepts relating to the Cold War is "Sphere of Influence". This refers to the political, military and economic alignment between the nations of the world and the two Super Powers. Although the ideological difference of Communism versus Capitalism was the underlying source of this conflict, in many cases it was influenced by subterfuge, intimidation, and simple economic bribery - hardly the cornerstones of true conviction.

Within SRCW all actions that are taken and how other nations react to those actions will end up having an effect on the world's Spheres of Influence. In the campaign the default victory condition is to achieve the dominant influence on the world.



Nations do not merely fall under either Nato or Warsaw Pact influence. Many sought to separate themselves from the Cold War conflict and declared themselves "Non Aligned Nations". Even these found themselves challenged at times to maintain positions of neutrality. Can you succeed in bringing these nations into your Sphere or will you lose them to your enemy as your sphere crumbles around you?

THE ARMS RACE

Throughout the Cold War the Super Powers competed on a number of fronts, not the least of which was the "Arms Race". Developments in technology research, new unit designs, conventional forces buildups, and nuclear weapon deployments took on significant importance as the two sides looked to keep up with the other, and gain advantage if they could. Your Ministers will help progress your region in each of these areas, and it will also be important for you to monitor the progress of your



opponent. Falling behind in the Arms Race may not only result in a loss of influence and prestige in the world, but could end up making the other side more bold and aggressive as it looks to increase its dominance.

DEFCON



A popular acronym created during the Cold War that reflected the "Defense Readiness Condition" of the United States Military.

During the Cold War it generally reflects the degree of military tension. DEFCON 5 represents a state of peace throughout the

world while DEFCON 1 represents direct military conflict between the US and the USSR - and quite likely a Nuclear War! In Supreme Ruler Cold War this represents the overall tensions in the world. As the DEFCON moves towards 1, it indicates that tensions are increasing between the Super Powers. Should it actually reach DEFCON 1, the Super Powers are at war and there is a definite possibility that the war will go nuclear. Actions and reactions by nations other than the US and USSR will influence global tensions, so even if you choose to play as a non Super Power, you could still drive the world towards annihilation...

As with many elements of the game, if you hold the mouse over the DEFCON Bar, additional information will appear that will detail many of the elements that are currently effecting the DEFCON level.

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 Cold War, your primary advisers are your cabinet ministers. Without the assistance of the cabinet ministers, many potential leaders would be intimidated by the task of ruling an entire country. The cabinet is there to smooth operations where desired - though you can always get your hands dirty if you like. There are five main ministries, from

which your cabinet is formed: State Department, Finance, Production, 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. You may choose to "Lock" specific aspects, so that your ministers will not alter decisions you have made.

THEATERS

Theaters are another tool that can be used effectively to help players with the game. The world is a big place and when you are commanding literally hundreds of military battalions it can be difficult to manage their individual deployments. To make unit management easier for players, there are 16 land theaters and 5 naval theaters around the world. Simply by setting the priority level of a theater, you can have the AI redeploy any currently unassigned units for you. This alleviates much of the need to micromanage your individual unit deployments.



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.

COLONIES

At the start of the Cold War, Jamaica was still a colonial possession of the United Kingdom, French Indochina (Vietnam, Laos, Cambodia) still belonged to France, the Congo was a Belgium colony, and there were many other colonies worldwide. Yet

as part of the fallout from World War II there was a huge anti-colonial movement underway. These regions no longer wanted to be the resource providers and battlefields of their occupiers and during the course of the Cold War most of these possessions attained their independence.

The unrest of colonies was often used by the Soviet Union to spread Communism around the world. The desire was that if one of these colonies achieved independence through the help of the Soviet Union, they would be likely to land in the Soviet sphere. While this did work sometimes, it also encouraged growing anti-soviet paranoia in the Western Democracies and heightened tensions. When playing SRCW, you can choose what policies your nation will implement to either help or hinder colonies from gaining their independence. And of course you will have to deal with the fallout of your actions...

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



Ore (Nickel, Iron, Silver, etc.)



Fresh Water



Uranium



Timber



Electricity



Petroleum



Consumer Goods



Coal



Industrial Goods



Military Goods

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.

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.

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 nations that gain independence during the course of the Cold War timeline.

RESEARCH

The “Tech Tree” is also an important component to the game. It is based on real-world technologies that were developed in the past several decades or some that are currently in development. 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 Cold War* - specific scientific goals (projects), and specific military unit designs.

Scientific Research

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

Military Unit Designs (Units or Missiles)

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

THE SPACE RACE

One significant area of competition between the Super Powers during the Cold War was the quest to land man on the moon. This requires the accomplishment of many different research items as well as the construction of unique structural facilities.

ESPIONAGE / COVERT OPERATIONS

Players have the ability to both spy on other nations and to engage in activities such as funding insurgents or foreign governments. Both of these tools were employed extensively during the Cold War with varying degrees of success. The US providing aid to the Afghan Mujaheddin resistance is largely credited with defeating the Russian occupation of that country and ultimately causing the collapse of the Soviet Union. On the other end of the scale though is the "Bay of Pigs" debacle that solidified Castro's control of Cuba and severely damaged the US's international reputation.

So it is important to remember that when using these tools to spy or undermine another government, the ramifications to your own leadership could be positive or catastrophic.

CIVILIAN APPROVAL

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

MILITARY APPROVAL

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

MILITARY UNITS AND MISSILES

Not all equipment types are common to every region in the world, and there are separate equipment lists for the United States, USSR, China, Israel, Europe, and others...

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

During the course of the Cold War, there was amazing development on the use of missiles. For the game, many of these missiles are also considered "individually", while others 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 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.) The attack range and strength of various missiles can make them some of the most critical units in the game. Strategic long-range missile attacks can help cripple an opponent's economy or its ability to support prolonged battle. Shorter-range tactical attacks can severely weaken an offensive push. What missiles to build, and when to use them, is definitely a crucial part of a player's overall military strategy.

In the Cold War there was little more intimidating than the development of ICBMs (Intercontinental Ballistic Missiles) that could deliver nuclear warheads to the other side of the planet.

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 US Marine Battalion requires 702 soldiers while an M60A3 Patton 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 Cold War is quite sophisticated, which means that, to be effectively able to attack and defend, players will need to pay attention to reconnaissance assets . You may choose to turn this option on or off before the start of any game (turning it off will allow you to see all the military units that every country has deployed) . Should you choose to play with the LOS on, many unit specifications come directly into play. Every unit has a “stealth strength”, “spotting abilities”, and “spotting ranges”, and it is the combination of these elements that determine a unit’s ability to play hide and seek on the map.

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 subs and eventually stealth bombers.

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. Airborne Warning And Control System (AWACS) patrol planes have a long sensor range, and will be able to better locate incoming planes, missiles, and units on the ground. Ground-based recon-class units also have long sensor ranges, though they are not quite as good as the air-based units. To catch submarines, you will need to use units with a specific Anti-Submarine Warfare (ASW) capability, such as ASW helicopters and most 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 Cold War supply model forces players to consider the logistic reality of wars. Fighting units require fuel and ammunition, which is carried from “behind the lines”. In real-world conflicts, it is not feasible to send your tanks hundreds of miles away without worrying about where they might find their next supply of fuel or load of ammo...

Areas in Supply



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

Supply Sources and Effects

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

Sources of Supply

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

Facilities that increase supply

- Air Bases
- Sea Ports
- 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 satellite maps only reflect 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, cargo helicopters, 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 production 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...

PLAYER FEEDBACK

With the entire world to keep track of, it can be difficult to stay updated on the latest crisis that requires your attention, and so SRCW provides elements for feedback to help manage events within the game.

Tooltips

Rather than force you to reference the manual to identify every button or icon in the game, there is a system of tooltips that will either provide a basic description

of a button's function or provide you with enhanced details of game elements. For example, if you mouse-over a military unit in some of the lower panels, the enhanced tooltip will provide you with detailed specifications of that unit.

On Map Notices

These are location based alerts that are visible to players even when zoomed out to the maximum. It is a good idea occasionally to go to this maximum zoom and take a look around the world to make sure that you are not missing any important events.

Not only do these notices provide important information on what is happening where within the game, they are sometimes used to elicit reactions to the events, whether you are just providing a quick opinion on an event or deciding to take more concrete action.



Alert Notices

The Alert Notices run down the right hand side of the screen and are designed to provide feedback on the game based on the category of events as opposed to their location. For instance, bulletins regarding your national economy, or information from the State Department, or your Defense Department can all be found in the appropriate section.

Moral Choices

Many of the On Map Notices and Alert Notices have the ability to respond with an opinion. For instance, you may receive an Alert Notice indicating that Nation A has declared war upon Nation B. You can just acknowledge this information or you could decide to react by Condemning or Supporting their war declaration. Neither of these moral choices will cause your nation to take any specific direct action, but they will help align your nation with others of similar opinions. While an occasional controversial opinion may not have much effect, over the course of the game these opinions will be factored into swaying other nations into your Sphere of Influence or away from it.

OVERVIEW OF THE USER INTERFACE



1 - GAME CONTROLS

The Game Control panel on the top left of the screen shows you the name and flag of the country you are playing as (a mouse click on the flag will always center the map on your capital city), the current game date, and whether consumption / spending numbers in the game are set at "Daily" figures, or "Annual" figures. As well, you can see at what speed you are currently playing the game at and by clicking on the speed, you can change the speed at which time progresses. There is also an option to "Pause" the game and access the Main Game Menu (Hotkey "ESC") for Save / Load options and more.

2 - DEFCON

This the current Worldwide DEFCON (Defense Condition). This represents the overall tension between the Super Powers on a scale from 5, representing Peace, to 1, representing open warfare. By holding the mouse over this bar, you will be able to see a tooltip indicating more information.

#3 - SPHERES OF INFLUENCE

This provides the current status regarding the Spheres of Influence between the United States and the USSR. Blue indicates the number of nations firmly in the US sphere, while Red indicates the number of nations firmly in that of the USSR. Actions and reactions throughout the course of the game may result in nations changing their leaning. Once again, by holding the mouse over this bar a tooltip will provide additional information.

#4 - GOVERNMENT DEPARTMENT SELECTOR

This is the main access to all of your government controls. From Left to Right, the order of the Government Department Buttons are; State, Finance, Production, Research, and Defense.

As you interact with the map, and the units on it, the governmental departments may automatically change, anticipating further orders based on your present actions.

The details of the User Interface for each department will be discussed in the next section of the manual, "Government Departments".

#5 - ALERT NOTICES

Alert Notices are categorized into several different categories. Below is a list of the categories and the type of notices that each typically contains:



Help / Objectives

- Victory Condition or Information on Current Scenario
- Instructional Help for Game Play



State Dept Notices

- Diplomatic Offers
- Notice if offers succeed or fail



Espionage Notices

- Success or Failure Notices of Missions
- Espionage Recommendations
- Espionage Status



Defense Notices

- Unit and Military Facility Status
- Military Personnel Alerts
- Battle Notices



Research Feedback

- Unit and Scientific Recommendations
- Research Progress
- Research Completion Notices



Economic News

- Concerns about Taxation / Social Spending
- Assorted Production Concerns



United Nations Reports

- Relation changes in other nations
- Election Polls / Results

#6 - THEATER SELECTOR / MINI MAP / MAP FILTERS

Filters

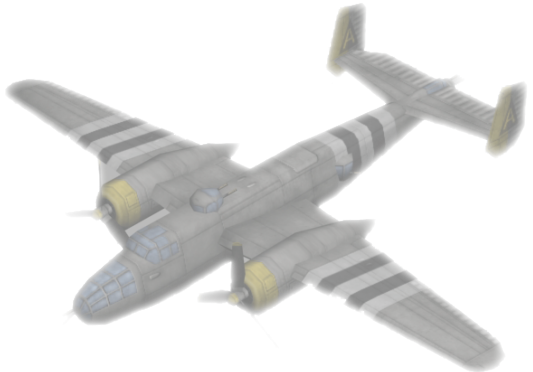
The Mini Map is surrounded by various filters that relate to the status of the game map (such as Supply, Loyalty, High Ground, Close Combat, etc...). These filters are located in the frame above the Mini Map. In the frame around the bottom of the Mini Map there are filters to indicate where in the world specific natural resources can be found (Petroleum, Coal, etc...). This is particularly useful for looking at what undeveloped resources you may have in your nation or in a potential military target. Some filters are automatically turned on depending upon actions you might be taking. For instance, if you go to build an Oil Well, then the map filter for Petroleum Resources will automatically be enabled.

Mini Map

Using the Mini Map you can quickly navigate the portion of the world map that is currently on-screen. Controls for the zoom level of the main game map can be found in the frame around the Mini Map on the left side.

Theater Selector

Clicking on the "Globe" at the top left of the Mini Map brings up the selector to choose from among the 16 land and 5 naval theaters that the world is divided into. As you mouse over each theater, it will highlight on the main screen map and you can review your own priority settings for that theater. Selecting the Theater will give you the ability to change these priorities and possibly alter how your own country's Cabinet Ministers deal with nations in the selected theater for matters such as troop deployment, espionage, and trade.



GOVERNMENT DEPARTMENTS

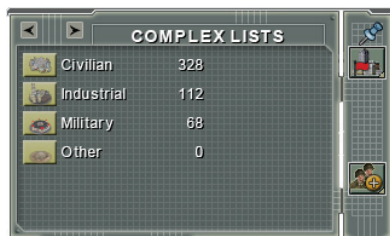
LAND DEVELOPMENT

In each nation there are Cities, Military Bases, and Industrial Complexes that reflect the general conditions that existed in 1949. Many of the government departments reference Complex and Facilities so it is important to understand them before getting into department specifics.

Land Development Access



You are always provided information on whatever location is currently selected on the main map, whether it is in your country or another. The Flag indicates ownership of the selected location, and the name of that location follows (or map hex coordinates if there is no complex present in the selected location). Clicking on the Name brings up a panel that provides quick access to all the Complexes in the selected country (Civilian, Military, or Industrial). There is also a Construction Icon. Mousing over that icon brings up a details on the development of that location. This is followed by a Unit Icon. If there are any military units present in the currently selected hex,



mousing over the Unit Icon will call up details on the military units present at that location. Following that is a Hex Icon which provides other details of the selected location such as Supply etc... Finally there are "Previous", "Next" buttons that will allow you to quickly cycle through your developed hexes based on the type of complex you currently have selected.

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.

Civilian / Cites - 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 - Most of the significant bases in each country as of 1949 are present. 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 the 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 the option to Activate, Deactivate, or Scrap the selected facility.

Garrisons - Within the Complex details (owned by your nation) 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.

Building New Complexes and Facilities - 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.



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 the recent events in any region, to gain an insight on its current situation
- 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 region
- Order Espionage Missions on other nations
- Support or Undermine Foreign Governments
- And when all else fails... **DECLARE WAR!**

Selecting Another Nation

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.

State Department Action Panels

Down the right side of the State Department panel are a series of additional buttons (only some show when your own nation is selected), As you mouse over each of these buttons, an additional panel will temporarily fly out indicating what options are available there.

Cabinet Minister - On any cabinet minister panel there is a choice of six priorities that you can assign to that minister. 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 six 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 - This Action is arguably the most important for navigating the Cold War. This calls up the "Diplomatic Offer" Pop-up.



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 of course dependent both upon how favorable the other nation considers the offer and what your relationship is like with them. If they don't like you for whatever reason, then the offer really has to be balanced in their favor for them to even think about considering it. As you put an offer together, the likelihood that it will be accepted is constantly monitored.

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 on the right side of the screen.

Actions - Sometimes diplomacy is not your preferred action with another nation. On this Action Panel you have the option to Fund Insurgents, or Support the Foreign Government. Also you can set rules on trade with a country (including embargoes and boycotts) and of course Declare War. Keep in mind, every action could have both good and bad consequences. Funding insurgents might sound like a good idea, but what happens when a government is overthrown, or worse, if your funding is discovered and the target government survives? What will be the repercussions on your relationships with other nations and how will it affect global tensions and your Sphere of Influence? You need to understand the domino effects that your actions can trigger to avoid causing more problems than your actions might have solved.

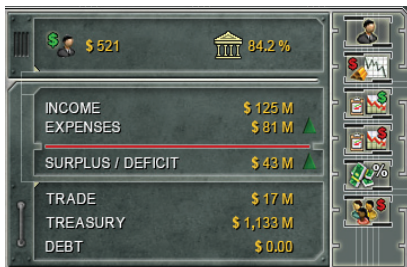
Espionage - Assigning spies to various missions might also be something to consider. Whenever you assign a mission against a region, you generally will have to assign a geographic location to the mission. The agent(s) will then attempt to carry out their mission at the closest appropriate geographic 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.

Allies / Enemies - The next two Action Panels are generally just information panels, indicating which countries are Allied With or Enemies Of the nation you currently have selected.

Facilities - The facilities associated with the State Department are those which provide specific Counter-Espionage strength to your country, such as Intelligence Academies, etc... 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 Debt and your international credit rating
- View detailed income and expense reports, to analyze your economy

1) Whenever your treasury falls into the negative, construction of military units and new facilities is halted.

2) The Calendar toggle at the top-left of the screen (beside the Game Speed setting) will toggle your finance reports and totals between daily and annual projections.

- 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.

Finance Department Action Panels

Cabinet Minister - In addition to the six possible 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 - National Debt grew astronomically during the course of the Cold War, spurred on by the Arms and Space Races, massive Military and Economic Aid, not to mention the funding of foreign governments and insurgency movements. This panel will provide you current details of your nation's debt, interest payments being made on that debt, and credit rating.

Income Report / Expense Report - Within these two information panels, you can review the exact details of where all your money is coming from and where it's headed. If you budget is running a deficit, this can quickly help you identify targets for spending cuts.

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

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

Causes and Effects...

Here are some notable effects of spending on domestic policies:

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

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

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

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

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

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

Family Subsidies - This provides families with subsidies towards childcare. As such, it encourages the birthrate, increases the average number of children per family, can reduce unemployment, and in general provides a long-term boost to your economy and your domestic and international approval ratings. Although this generally has little overall effect, taking it away from regions that have a history of receiving it can badly hurt your domestic approval.

Law Enforcement - Although some of the effects of law enforcement spending are obvious (crime rates, tourism ratings, domestic approval), there is also a deeper consequences to insufficiently funding this department - greater vulnerability to Espionage activities!

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 fresh water. 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

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.



As you select each product, you can review how your production compares to the demand of your nation and whether you have adequate inventories.

If there is a production problem with any of the commodities, the icon for that commodity will be outlined to draw a player's attention to it.

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, Water, 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.

Market Imports / Market Exports - These action panels allow you to set up bulk sales and purchases of commodities or enter one-time orders. You can also set the markup at which you are willing to sell commodities and the maximum price you are willing to pay for them.

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.)

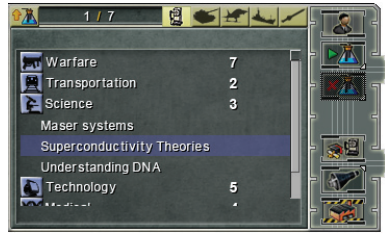
Raw Materials and Consumption - This panel reports both the necessary raw materials used the previous day to produce a given commodity, and what that commodity was used for within your nation. For instance, Agriculture will generally only be consumed by your civilian demand, though it may also be used 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.

Facility Controls - This action panel reports what facilities within your nation are being used to produce the selected commodity and manage those facilities. This also 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 SRCW. 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 Cold War, specific scientific goals (projects), and specific military unit designs.



Scientific Research

Research projects are divided into six sub-categories: Warfare, Transportation, Science, Technology, Medical, and Society. Projects can have various effects, 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.

Through the diplomatic interface it is possible to trade for certain technologies and designs.

On the first panel of the Research Department, 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. Selecting the last sub tab shows players the items currently being researched and their progress. Tool tips over each project will show both the cost and the time needed for it to be completed.

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.

Begin Research / Pause Research / Cancel Research - These Actions only appear when appropriate. You must first select either a Unit Design or a Scientific Project before the "Begin Research" button is available. The "Pause Research" or "Cancel Research" actions are available once you select a project that is currently being researched.

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 Cold War countries are 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.

Space Race - Another element within SRCW is the Space Race Pop-up. On this screen players can review the research progress that nations have made towards the goal of the Space Race, which is landing a man on the moon. To fully achieve this goal, it is not only necessary to complete different research projects to accomplish each milestone, but at each stage at least one facility must also be constructed.

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

DEFENSE DEPARTMENT

The Defense Department contains the overall administrative controls for your military and its infrastructure.

Department Summary

- Set AI Initiative for your units, to allow the computer to control their movements
- Set the Minister to control unit construction, and assign related priorities
- Review your existing units, or order new unit construction for available unit designs
- Set the overall Rules of Engagement for your forces
- Deploy units from reserve, or move them into reserve when not needed

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 Fabrication, Reserve Forces or Deployed Forces.

Being that the Defense Department can incorporate one of the most crucial elements of the game, it obviously needs more game real estate than other departments, to provide players with more options and better control over different aspects of their military. With that in mind, the Defense Department is allotted three separate panels in the User Interface.

Defense Department Panels



1) Fabrication



2) Reserves



3) Deployment

DEFENSE DEPARTMENT - FABRICATION



As you can guess, this panel deals with the options for what military units 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.

Using the sub tabs to move between Land, Air, Naval, and Missile, you can quickly see what unit designs are available for production in your country. 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 differences. Holding the mouse cursor over any specific unit design will also provide additional details on that unit.

Defense Department - Fabrication Action Panels

Cabinet Minister - The Cabinet Minister Action Panel is actually the same for all three Defense Department Panels. In addition to the priorities you might assign them, you can control military spending, set overall unit initiative based on military branch (land, air, sea), and lock the minister from control of spending.

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 button requires that you have selected a valid unit design before it becomes selectable. When you have, this button adds the unit design to the Build Queue.

Production and Queue Management - When you order a unit to be built, it is first added to the production queue and then when it gets to the top of the queue, manufacturing begins. So it is quite possible to order units that won't begin manufacturing for quite some time because there are other units in the queue ahead of them. With this action panel, you can review and control both what is in production and what is queued.

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.

Continuous Build / Auto Deploy - These are also not typical action panel buttons. Before you order a unit into production you should note whether these settings are enabled or disabled. 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.

Similarly, the "Auto Deploy" will cause the unit to be deployed from reserves as soon as its production is completed. If this toggle is disabled, when the unit is completed it will remain in reserves at the base where it was manufactured.

Facilities - This provides a summary of, access to, and the ability to order new military facilities in your country. The Facility action panel functions the same for all three Defense Department panels.



DEFENSE DEPARTMENT - RESERVES



Much of the look and function of the three Defense Department panels is the same, the only difference is the condition of the unit. (Fabrication = Unit does not yet exist, Reserves = Unit is built but not yet manned, Deployment = Unit is manned and available.) In the Reserves panel you can see what units you have already manufactured and decide which ones

to activate by equipping with military personnel. The personnel requirement can vary greatly from one unit design to the next.

Unit Repairs - 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. As well, if a unit gets damaged in combat and you order it repaired, it returns to reserve at the closest military base and begins its 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.

Defense Department - Reserves Action Panels

Set Rally Point - When you are looking at your reserves, you must remember that the equipment does exist at one of your military bases. As such, when you select a unit from reserves you also can be controlling the base where that unit is. (The main map will generally center on that base.) Using this button, you can set a destination point for any unit you deploy from this base. By default units stay at the base, but you could designate the rally point to be virtually anywhere in the world.

Deploy Unit - Will deploy only whatever unit you have selected from the panel one list (provided you have enough reserve personnel to man the unit).

Deploy All - Will deploy all the units from the selected unit class in the first panel assuming you have enough personnel. When there are a large number of units deploying from the same base, they will not necessarily all appear at once but generally at a maximum of seven units at a time.

Scrap Unit - Instead of deciding to deploy a unit, and particularly if it is an older design, you could choose to scrap the unit. The unit will be removed from your reserves and you will acquire some additional military goods from the materials that were recycled in the unit.

Rename Unit - Some players may decide to give their units a unique name so that for whatever reason, they can more easily identify it. To do so, the unit must be in reserves.

Fresh Deployment vs. Efficiency

When a unit is deployed from reserve, it is at this point that it is married with the required personnel. Newly-assigned personnel are obviously not as familiar with their equipment as personnel who have been manning their units for any length. In the game, this is modeled by unit efficiency being low for newly-deployed units. Gradually, that unit will increase its efficiency to your regional level. So if you anticipate a need for units, deploying them early so that their efficiency is at normal levels can make a considerable difference in combat.

DEFENSE DEPARTMENT - DEPLOYMENT



This represents all of the military units that you have manned and active in the world. It is generally sorted by unit branch, and can also be limited to deployment within only a specific theater.

This is generally the panel you will see most often as it is automatically opened whenever you select units on the map, either individually or by rubber banding.

Depending upon how much initiative you have allowed your units, you could see your military moving all around the map without having to give them any orders. To provide players with an easy way to differentiate, if a unit has current orders (whether you gave them or the AI provided them), that unit will appear on the deployed list in a slightly grey color. Units that do not currently have orders will appear in the list in amber.

Selected Unit Options

Before we get to the Action Panels for this section, you will notice as soon as you select a unit there are a new series of buttons that also appear.

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 - If the selected unit(s) is already assigned a numbered group, this will clear that setting.

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

Cancel Orders - Will cancel all orders any of the units selected might currently have.

Center on Unit - Since you are picking a unit from a list, it is quite possible that it is not currently on the map in a position wherein it is currently on screen. This button

will center the main map to the location of the selected unit.

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

Defense Department - Deployment Action Panels

Unit Orders - Generally this action panel will automatically appear whenever you select a deployed unit, whether it be from the Deployed List or if you select it directly on the main map. If a unit already has an order, this panel will indicate what that is, otherwise you can then select any order that is appropriate for the selected unit. You can select multiple units. To do this, hold down the <CTRL> button as you select the units in the list, or you can also just rubber band units on the main map.

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 rules by Theater, Battle Zone, as well as individually to a unit if you wish it to behave differently from your other units.

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 during the course of the Cold War, such as Anti-Ship and Laser-Guided, can provide a huge tactical advantage on the battlefield.

Theater / Battle Zone Settings - By increasing the priority of a Theater or a Battle Zone, your Generals (AI) will automatically increase the deployment to that area of appropriate units. In addition to setting the military priority for theaters, you can also set diplomatic and espionage priority on a theater by theater basis.

COMBAT

Whenever a unit moves within range of an enemy unit, it will automatically engage that enemy unless your unit has Rules of Engagement to prevent it. Different types of units have different combat ranges. For instance, Artillery can have a range of upwards of 80km (which would translate into approx 4 hexes) while infantry, tanks, and anti-tank units generally have to be in the next hex to engage an enemy.

GAME STRATEGIES, TACTICS & RULES

Successful tactics within *Supreme Ruler Cold War* can vary greatly depending upon the country your 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 five types of government in *Supreme Ruler*: Democracy, Monarchy, Communist Regime, Military Dictatorship and Religious Theocracy. At the start of a scenario or campaign, the region you select dictates the government type you have.

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

PLAYER ELIMINATION

Beyond failing to fulfill the victory conditions of a scenario, a player may also be eliminated if he or she holds no more cities or military units. Once a player is eliminated, all related treaties and trade agreements are null and void.

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.

Liberate Nation: Consider this "Regime Change". The defeated country will have its original borders restored and will once again be independent, but there will be a new leadership and it will start its new found term at peace with all other countries and friendly with yours.

Colonize: This last option restores the defeated nation's original borders but makes them one of your colonies and subject to your policies.

How you decide to handle a defeated country will depend upon your approach to the game. Each option has its own benefits and risks.

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 peacefully. 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.
- During the course of the Cold War there was a great desire among colonies to gain their independence. If a parent nation belongs to an opposing or neutral sphere, you may choose to target one of their colonies with funding of an insurgency. If this results in a rebellion that leads to independence, the new government's gratitude will likely place them in your Sphere of Influence.
- Be sure to maintain reasonable Counter Intelligence strength in your nation. Otherwise you may find yourself the target of numerous espionage attacks. Similarly you may think about limiting your own espionage efforts to nations that have weak counter-espionage.

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 you have no interest in.
- 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) 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.
- Being the first nation to fully accomplish "The Space Race" and land a man on the moon can have a tremendous impact on your nation's prestige and therefore benefit your Sphere of Influence. However the cost of achieving this could cripple your economy.

MILITARY TACTICS

- Focus on your nation's defense first, including air defense. With that in mind, early in a game 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 attack helicopters; 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.
- If your government is a dictatorship or a communist regime, make sure to keep your military approval rating as high as possible, to minimize the chance of a coup attempt.
- 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 Cold War campaign, starting construction early on units that

take a long time to be manufactured (specifically some capital ships such as Aircraft Carriers) can certainly provide you an advantage.

UNITS CROSSING OCEANS

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

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

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

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

Debt management in Supreme Ruler Cold War is automatic. As you treasury declines, your government will automatically raise capital through financial tools such as bonds. Similarly when your treasury in good shape, your government will automatically lower its debt burden to reduce the interest payments its liable for.

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.

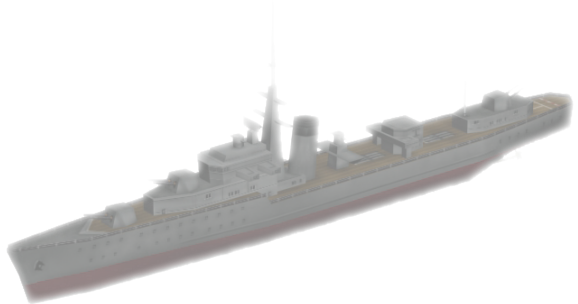
Nuclear weapons are included in Supreme Ruler Cold War. And it was during this period in our history that the United States and the USSR intensified their development of these weapon systems and grew their inventories so massively that the acronym MAD (Mutually Assured Destruction) became part of our every day lexicon. And as the term suggests, the consequences of using nuclear weapons would likely offset any possible benefits.

Nuclear Weapons - Depending upon the amount of research that has been done, they are delivered by the use of missiles or free-fall bombs. The largest nuclear warheads are those delivered by ICBMs (Intercontinental Ballistic Missiles) and MRBMs (Medium Range Ballistic Missiles). Submarines launch both ICBMs and MRBMs. Smaller nuclear warheads can be delivered by bombs and land, ship or air-

launched cruise missiles.

Note: It is possible to intercept missile units, but due to their speed, only MDI (Missile Defense Initiative) capability offers effective protection against ballistic missiles.

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 Cold War accurately depicts virtually all types of military equipment in use during the period of our game. 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)



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



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)

Naval Units - Unlike Land and Air Units, each Naval Unit represents one single ship. The six classes of Naval Units are: Submarines, Carriers, Destroyers/Cruisers, Frigates/Corvettes, 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)



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: Although there were not missile designs available for production at the start of the Cold War, many countries developed some very sophisticated weapons system during that era that when needed, would give them considerable advantages in combat.

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: There are also limitations about what 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 detailed specifications 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: Nuclear Missiles are also available to be developed during the Cold War. Any missile equipped with a nuclear warhead will be shown by this Nuclear Icon.

In SRCW, 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 - 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.

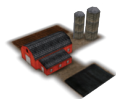
Note: Although new industrial and military complexes can be built as needed on the map, you cannot order the construction of new cities.

COMPLEXES

Complexes are the basic structures that allow your region to support various facilities. There are three types of complexes in SRCW – Cities, Industrial Complexes, and Military Bases. Many of the facilities are specific to certain complexes. For instance, a Land Unit Fabrication 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.

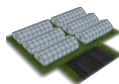
INDUSTRIAL FACILITIES

Agriculture Production Facilities



Agriculture

Industrial Complex
City Complex



Hydroponics

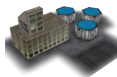
Industrial Complex
City Complex
(Tech Required)

Fresh Water Production Facilities



Water Works

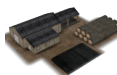
Industrial Complex
City Complex



Water Reclamation

Industrial Complex
City Complex
(Tech Required)

Timber Production Facilities



Timber Mill

Industrial Complex

Petroleum Production Facilities



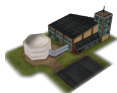
Oil - Gas Field

Industrial Complex



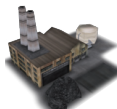
Oil Derrick

Sea-Based Industrial Complex



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

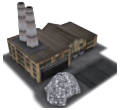
Industrial Complex

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



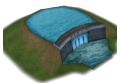
Power - Coal

Industrial Complex
City Complex



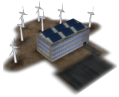
Power - Petrol

Industrial Complex
City Complex



Power - Hydro

Industrial Complex
City Complex



Power - Other

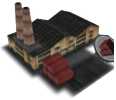
Industrial Complex
City Complex
(Tech Required)



Power - Nuclear

Industrial Complex
City Complex
(Tech Required)

Finished Goods Production Facilities



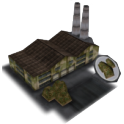
Consumer Goods

Industrial Complex
City Complex



Industrial Goods

Industrial Complex
City Complex



Military Goods

Industrial Complex
City Complex

Specialized Income Facilities



Tourist Attraction

City Complex



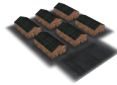
Business Sector

City Complex

MILITARY FACILITIES

* Prerequisite facilities must be located in the same complex

** Space Race facilities



Barracks

Military Complex
City Complex



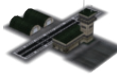
Land Fabrication

Military Complex
Barracks required*
Produces Land Units



Air Field

Military Complex
City Complex
No Reserve Units



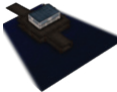
Air Base

Military Complex
City Complex



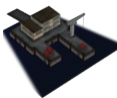
Air Fabrication

Military Complex
Air Base required*
Produces Air Units



Sea Pier

Military Complex
City Complex
No Reserve Units



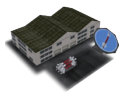
Sea Port

Military Complex
City Complex



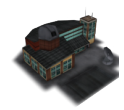
Naval Fabrication

Military Complex
Sea Port required*
Produces Naval Units



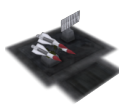
Missile Fabrication

Military Complex
Produces Missile Units



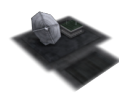
Research Center

Military Complex
City Complex



Air Defense

Military Complex
City Complex
Industrial Complex
Tech Required



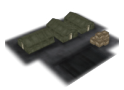
Radar Station

Military Complex
City Complex
Tech Required



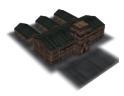
Fortification

Military Complex
City Complex



Supply Depot

Military Complex
City Complex
Industrial Complex



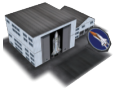
Intelligence Academy

Military Complex
City Complex
Creates Spies



Security Bureau

Military Complex
Counter Espionage



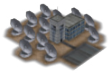
Aerospace Engineering**

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

TRANSPORTATION CORRIDORS

There are two types of transportation upgrades in SRCW; 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 in 1949. However the technology of a country also effected the quality of these transportation corridors (roads in the United States in 1949 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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Christian Latour

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Source Imagery data from NASA; Topography data from United States Geological Survey. Imagery datasets compiled and created by Reto Stockli of the NASA Goddard Space Flight Center.

–Thanks for the help!

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Sound Engine

Uses Miles Sound System. Copyright ©1991-2006,
RAD Game Tools, Inc.



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Sandra, Robyn, Sara, Rebecca, Amanda, Matthew, Nicholas, Illyana, Bailey, and all the rest of our families, who tolerate all the long hours of game development and unconditionally support our efforts.

Special Inspirational Gratitude To

The Goat

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Since 1999, Paradox Interactive has been a leading global developer and publisher of PC-based strategy games. World-renowned for its strategy catalog, the company holds a particularly strong presence in the United States and Europe.

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