

GEO-POLITICAL STRATEGY GAME

# SUPREME RULER 2020



PC CD-Rom

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# SUPREME RULER 2020

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# FOREWORD

History has shown that we live in constant danger of leaders risking peace, to pursue their own agendas. Arguably, the 21st century holds even more danger for international conflict than its chaos-riddled predecessor, with its two World Wars and innumerable localized conflicts. Why? The simple answer is, natural resources. Our planet can only produce so much, yet as population and technology swell, demand will continue to skyrocket. For illustration, we need look no further than the exploding industrial demand in China. Between 1993 and 2003, the consumption of petroleum in China almost doubled (to 5.5 Million Barrels per day), and it has continued to rise every year since. Although Western demand has not risen as dramatically in that timeframe, it does continue to balloon, each and every year.

*In the International Energy Outlook 2005 (IEO2005) reference case, world demand for crude oil grows from 78 million barrels per day in 2002 to 103 million barrels per day in 2015 and to just over 119 million barrels per day in 2025. Much of the growth in oil consumption is projected for the emerging Asian nations, where strong economic growth results in a robust increase in oil demand. Emerging Asia (including China and India) accounts for 45 percent of the total world increase in oil use over the forecast period. (US Department of Energy)*

As demand for petroleum continues to increase, so of course does the price. The old rate of \$50 per Barrel has doubled, and there appears to be no end in sight. Prices of over \$100 per Barrel may eventually become the “good old days”, as oil could soon soar far beyond that.

The American interventions in the Mid-East under the guise of “Humanitarian Aid”, “Weapons of Mass Destruction”, and “Regime Change”, have been seen by many to be nothing more than attempts to control the oil supply moving forward, and ensure that Western needs are given priority over the interests of other governments. Eventually, and probably not too far into the future, some nations will be left wanting for oil, ore, and other resources, and at the mercy of those that have it. The question then becomes, what will they do about it? In sum, our world is far too dependent on these few scant resources. With so many heavily-armed countries, including many with nuclear armaments, there is no telling where this will lead...

# THE STORY SO FAR... A SHATTERED WORLD

Despite some leading economists' predictions that the escalation of oil prices would taper off, by the end of 2006 prices had surpassed the \$80 per barrel mark, with no sign of declining. Later in 2007 came the \$100 per barrel mark – which, once past, had a distinct psychological effect on the Western economy. Although some Western countries (Canada, Norway, and the United Kingdom) benefited from the high prices, most found the pressure on their economies unsustainable. Nowhere was this more severely felt than in the United States. Severe weather further hiked up demand, and added upward pressure on oil prices. Whereas 2008 saw the US entering a period of recession, legislators hoped that new economic stimuli would be able to turn things around. Unfortunately, other factors conspired to make this impossible:

## **February 2010 – OPEC Changes Currency Standard to Euro**

For many years, the US dollar had been artificially buoyed by its status as the standard currency for international oil purchases. Once governments no longer needed greenbacks for their oil dealings, the demand for the currency plummeted. Overnight, the value dropped 10%. It would likely have dropped even further, but drastic actions by many Western Governments managed to stall the descent. Even so, over the next several months, the dollar continued to decline on an almost daily basis.

## **November 2011 – Currency Repercussions Spread**

With the US dollar trading at just above half of its former value, demand for imported goods dropped to historical lows across the US. The resulting economic impact echoed across the globe. Particularly hard-hit at this time were the US's major trading partners: Canada, China, Mexico, Japan and Germany. In response, many of these regions looked to other emerging markets to take up the trade slack. Germany did not have to look far... the world's new economic superpower was one of its closest neighbors, Russia.

## **February 2012 – Civil War Gains Momentum In Iraq**

Although sectarian violence had continued in Iraq since the US withdrawal the previous year, it was thought to be lessening. The international community suspected Iran's involvement in the sudden escalation. Although no proof was ever brought forth, in retrospect, that scenario was indeed probable.

## **July 2012 – Iran Sends "Aid" to Iraq**

Purportedly at the request of the Sunni Leadership Council, Iranian forces entered Bagdad to assist in the quelling of the civil war. Since Iran's involvement was widely assumed, the international community offered surprisingly little comment. It is believed that there were many backroom deals already in place between Iran and

Western leaders, regarding guaranteed petroleum supplies, so as to ensure their silent complicity in what amounted to an Iranian annexation of Iraq.

### **March 2013 – Unprecedented GDP Increases In 3rd World Oil Economies**

The average income per citizen in oil-rich countries continued to escalate dramatically, particularly in many of the 3rd world nations of Africa and Central America, leading to both domestic and international violence.

### **July 2013 – Tensions Increase Need to Spread Wealth**

Domestically, at first only a few citizens in these poverty-laden regions enjoyed the economic windfall that the petroleum industry brought to their countries. As unrest became commonplace, the smarter governments (i.e., those that survived) took immediate steps to better distribute the benefits amongst their citizenry.

### **May 2014 – Increased Rebellion in China in Response to Urban Pollution**

Although official figures were never released, it was estimated that over the previous five years, well over two million Chinese had died from respiratory diseases associated with the high pollution levels of urban centers. As the pollution began to affect the health of even rural China, many communities began to stage protests against the central government. In keeping with China's history, these protests were put down harshly – yet the “Pitchfork Rebellion” was never truly silenced.

### **September 2014 – Japanese “Dojos” Control Government**

In response to the ongoing economic crisis, the third Japanese administration in six years fell, victim to escalating control by the corporate “dojos”. Political decisions were increasingly made by corporate boards rather than elected officials. Dealings between municipalities took on the atmosphere of hostile takeovers.

### **February 2015 – Domestic Tranquility Leads to International Friction**

As steps were taken to address civilian unrest in Africa's new petro-powers, their less-fortunate neighbors reacted along altogether predictable lines; envy and resentment grew...

### **September 2015 – Ethnic Tensions Open Door to Communism in Moscow**

In the throw of an economic boom, a huge influx of immigrants escalated ethnic tensions in the Moscow region. Rampant corruption prevented the central government from effectively handling the situation, allowing Moscow's strong young communist mayor to take control of the regional government, and effectively bring things under control – often through violent means, leading to public condemnation from and cooling relations with other Russian regional governments.

## May 2017 – US Sparks International Crisis

As the debate escalated on the best way to revitalize the US economy, the new regime explored all options, including secret plans for annexation of western Canada, Mexico, and general invasions of the Mid-East. The principle of “manifest destiny” was unearthed.

*And that claim is by the right of our manifest destiny to overspread and to possess the whole of the continent which Providence has given us for the development of the great experiment of liberty and federated self-government entrusted to us. (American journalist John L. O’Sullivan, 1845.)*

To those in power, Canada seemed the easiest target. The oil fields were in close proximity to the demand, and much of the infrastructure for transporting and refining the crude was already in place. On the political end, it was widely assumed that although there would be some grumbling on the international stage, it was improbable for any nation to muster a significant military response. There was also an unfounded American perception that (however the United Kingdom might choose to react) many Canadians would likely welcome the move. Still, in case of resistance, the United States needed its military primed to meet any threat. To that end, the Administration proposed a bill to reinstate conscription and bolster a military that had still yet to recover from a prolonged involvement in Iraq and Afghanistan.

These clandestine plans would progress no further – the domestic outcry dwarfed the race riots of the sixties and seventies. Low-income families, predominantly Black and Hispanic, felt targeted by the draft. Youths refused to report. As National Guard units were ordered to assist local law enforcement in registering draftees, riots erupted. Chicago, Washington, Detroit, New York, and Los Angeles were particularly hard-hit by violence and looting – predominantly aimed at middle and upper-class neighborhoods and businesses. This time it wasn’t South Central Los Angeles on fire; it was Beverly Hills.

Amidst the carnage, an aide to the Secretary of the Joint Chiefs of Staff leaked the concept of annexing western Canada. Within two weeks it was unveiled that the leak was in fact ordered by the President, to provide a rallying point for the nation and to curb the response to the renewed conscription. Once again, however, it only illustrated the cultural divide between the American public and the administration. Overnight, the US became an international pariah. Both Canada and Mexico closed their borders. Most European Nations recalled their ambassadors. The United Kingdom, France, Belgium, the Netherlands, and Russia immediately began to airlift military units to Canada, to aid in its defense. In an attempt to appease



the international community, the House of Representatives immediately began Impeachment proceedings.

Then state governments began to take sides on the issue. Texas, Illinois, Georgia, and California all came out strongly in favor of this expansionist policy, claiming that in the long run such a move would be to Canada's benefit. Most of the northern states, however, came out fervently against this policy. The country had not been this polarized since the Civil War. Regardless of individual politics, what little trust the federal government commanded with the public – already low from the economic stress – evaporated. Ironically, the same argument that the US government had once used to intervene abroad now became the internal war cry, aimed their own way. “The Federal Government no longer has the Moral Authority to lead the nation...”

### **October 2017 - US Weakness Stimulates Foreign Conflict**

As US ability to police other nations dwindled and died, assorted regions seized the opportunity to encroach on their weaker neighbors. Border clashes in western and central Africa became common. Of particular international concern, however, was North Korea's military mobilization, aimed to intimidate its southern neighbor. Although North Korea refrained from actual conflict, rumors abounded that it had restarted its nuclear program.

### **November 2017 – United Nations votes to Relocate Headquarters to Australia**

Amidst the beginning of US impeachment proceedings, and as another repercussion of the country's failed Canada policies, the United Nations voted overwhelmingly to move its headquarters from New York to Sydney, Australia. Although the US Congress debated a withdrawal from the organization, in a close vote it acknowledged their president's involvement in instigating the crisis, and decided to remain a part, “in hopes that a revived international consciousness will be uncovered.”

### **January 2018 – India / Pakistan Clash over Kashmir**

Border guards near the disputed Kashmir Province exchanged fire, prompting each government to step up its rhetoric against the other. All along their shared border, daily artillery exchanges once again became commonplace between the two countries. Tensions continued to build...

### **April 2018 – France and Germany Demand Preferred Pricing for North Sea Oil**

Norway refused to subsidize pricing to their European neighbors for North Sea crude. In response, Germany and France implemented tariffs against both Norway and the United Kingdom. The creation of trade barriers between some of the

strongest members of the European Union sent ripple effects throughout other member states, leading to the official dissolution of the EU.

### **May 2018 – Dissolution of EU Leaves OPEC in Turmoil**

With the breakup of the European Union, OPEC debated whether to switch back to a greenback standard, or to explore other options. While Saudi Arabia and Kuwait urged a move back to the US greenback, Iran, its puppet state of Iraq, and Venezuela blocked the move, saying that the Canadian dollar would be their preferred standard moving forward. No agreement was reached, and although the organization remained officially intact, each country would begin to display far more independence in its actions.

### **August 2018 – China Eyeing Northern Resource Area?**

The Russian government began to display concern over increased training of soldiers in north-central China. Though dismissed as paranoid by many of its European neighbors, Russia became convinced that China was preparing a move on the petroleum, natural gas, and ore resources of central Siberia. Moscow's communist mayor saw his influence grow as he urged a strong remilitarization, to combat this potential threat. Many of the Russians who for the past two decades had supported democratic reforms moved to the St. Petersburg area, where the local government urged that they could be the force to renew the international cooperation of the European Union.

### **October 2018 – Iran Test-Detonates Nuclear Bomb**

As if the world was not already facing enough threats to tear it apart, Iran became the newest member of the nuclear club. In response, within the next two weeks Israel detonated three “test weapons” of its own, including two launched from submarines. This was a clear message to the Iranian government that if it did launch a nuclear attack against Israel, it still would be unable to stop Israel's instant retaliation. Mutually Assured Destruction (MAD) was once again the only thing preventing a nuclear conflict. In response to these actions, Russia and China sent envoys to Iran and Israel, indicating that they would not tolerate the use of Nuclear Weapons under any circumstances, assuring both regions that they would immediately become involved. The US, on the other hand, only aimed its threat of retaliation at Iran.

### **January 2019 – Saudi Royal Family Assassinated**

As widely believed to have been ordered in Tehran, much of the Saudi Royal family was assassinated by its own bodyguards. Distant family members that escaped the attacks called for a renewal of the faith and promised to restore a more conservative government. This was the bargain they had struck with Iran, allowing

them to escape with their lives. The Mullahs were allowed to take control of the Government, with the remaining princes being kept in place as figureheads.

### **July 2019 – US Continues to Lose Central Control**

In Canada, the decline in the manufacturing sector severely hit Ontario's and Quebec's economies. When the western and maritime provinces refused to share their growing oil and mineral revenues, the Canadian government began to collapse, and Quebec voted overwhelmingly for separation.

With the new division within Canada, covetous US eyes once again considered their northern neighbors, prompting another international crisis and forcing many of the northern US States to order that regular army forces be withdrawn to help reduce tensions. Illinois proved to be the exception, and urged the national government to follow through on the Canadian annexation plan. Michigan and Wisconsin refused to be a part of the effort, and warned the Canadian government. Once again, Europe sent emergency military aid to Canada to thwart the potential US move.

Faced with a second major international embarrassment within two years, many US states moved to absorb the federal troops stationed within their borders into their own localized guard units. Amidst another round of Courts-Martial among senior Pentagon Generals, state governors moved to consolidate their personal positions of power.

### **November 2019 – United Nations Adopts Standard Currency**

In a feeble show of effort toward curbing the growth of international tensions, not only amongst member states but within many of those individual nations, the UN passed a resolution to create a new "world currency". Although the resolution passed, its overall public perception was "far too little, far too late" to guide the world from its growing instability...

## **WHERE DO WE GO FROM HERE?**

Faced with these international crises, how will you choose to lead your region? Will you be a benevolent leader, and commit to self-improvement through trade and diplomacy? Or is your military the only olive branch you require?

The possibilities are endless... but at the end of it all, there can be only one  
***Supreme Ruler!***

# STARTING A NEW GAME

Upon loading Supreme Ruler 2020, you are presented with several options, including Tutorial, Player Profile, Single Player, Multi Player, Options, and everyone's favorite – Credits!

## TUTORIAL

Familiarize yourself with the game's basic concepts. They are listed by topic, and you are free to view them in any order or skip any you wish. When you start the game, a variety of hints and tips will also be presented, in a "tip of the day" format, to help introduce players to many of the game's concepts and controls.

## PLAYER PROFILE

Change your in-game name as well as set the political leaning you prefer: Liberal, Moderate, or Conservative.

## SINGLE PLAYER

In the Single Player sub-menu, you have the choice of playing either a Campaign, a Scenario, or loading a previously Saved Game. A Campaign generally is a wide open Sandbox where you can choose to play as any nation in the world and set your own objectives and game conditions. A Scenario on the other hand includes pre-set victory conditions, and limits the selection of which nation you can control. Scenarios are more ideally suited to shorter game time while campaigns can take literally months to complete!

## MULTIPLAYER

Supreme Ruler 2020 supports up to sixteen human players over LAN or Internet. Many of the Multi Player scenarios included with the game are not designed for that many humans and the number of players allowed will be indicated in the Lobby screen. The host has control of the settings for victory conditions, game length and is responsible for assigning regions. (Once the human regions are assigned, all other regions are assigned AI players.)

## MY OPTIONS

This will allow you to change various game settings, such as monitor resolution, sound and music settings, and certain interface elements. There is also a series of more advanced options, that will alter the performance and visual quality of the game and allow fine-tuning of the mouse, keyboard, and screen display defaults.

# KEY CONCEPTS

If you are familiar with BattleGoat's *Supreme Ruler 2010*, you will notice many of the key elements that made that game unique have been kept, and in some cases further developed, for *Supreme Ruler 2020* and *Supreme Ruler 2020 - Global Crisis*.

## CABINET MINISTERS

Even a dictatorship consists of more than just a single man or woman. A leader surrounds his or her self with well-chosen advisors, each with his or her own specialized knowledge or experience. In *Supreme Ruler 2020*, your primary advisors 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 six main ministries, from which you can staff your cabinet: Production, Research, Finance, State Department, Military Operations, 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 (ex. Liberal Finance Ministers will tend to increase social spending and taxes whereas Conservative Finance Ministers will lower taxes and reduce social spending).

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. You may also assign “priorities” to each department, to help guide your ministers in their decision making.

## EMAIL SYSTEM

*Supreme Ruler's* in-game email system is designed to allow cabinet ministers to communicate to you their problems and concerns. It also allows external messages between regions for diplomatic exchanges. When a minister sends you a cautionary Email, often the message will provide a selection of responses, to instruct the Cabinet Minister on how to deal with the issue at hand.

To enhance email experience, you may set various mail filters, combining importance levels and individual criteria. For instance, if your minister insists on updating you on a situation that you don't really care about, you may choose to flag this message to not be repeated. Also, each email has an associated “Importance” level and you may set the minimum level of messages that you wish to receive. By

default this is set to ‘medium’, so unless the email has a medium importance or higher, you will not receive it.

**Note:** There are also some “pause on event” emails you may receive (this can be customized in the Game Lobby). This is limited to the most critical of events, such as declarations of war. Once set, the game will automatically pause to ensure that you know what’s going on in your country.

## 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 (Oil and Natural Gas)



Consumer Goods



Coal



Industrial Goods



Military Goods

**Note:** 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 one ton of 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 UN 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 (by the same logic) different tax plans will have different impact 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.

**Note:** 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**

A common element to the strategy genre is a basic diplomatic model, allowing for simple trade or treaties between neighboring factions. Supreme Ruler considerably expands upon this trope, and allows for agreements covering the exchange of virtually anything in one region for anything held by another.

In addition to the other individual factions, the United Nations is also has a role in politics. Based on your actions, the UN can choose to support your region with various

aid packages and commodities.

## **CIVILIAN APPROVAL**

All world leaders must pay some attention to the opinions and approval of their own citizens, as reflected in Supreme Ruler 2020 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 key statistic to monitor.

## **MILITARY UNITS & MISSILES**

All units included in Supreme Ruler have been researched to be accurate not only with their own specifications but also in the type and quantity that you would actually find in each particular region (in some cases extrapolated to estimates of what a 2020 deployment could be like)... be it the Merkava Tank Battalions deployed throughout Israel, or the Squadrons of F-15s out of Langley Air Force Base in Virginia. Not all equipment types are common to every region in the world, and there are separate equipment lists for the United States, Russia, China, Israel, Europe, and others...

Some missiles are also considered "units", while others are considered part of a standard ammo load. The general rule is that if a missile can be intercepted, then it is considered a missile 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.

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

## **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 base types 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, an M113A3 Infantry Battalion needs 700 soldiers.) 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 2020 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. Should you choose to play with this option, unit specifications come 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 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 high land formations, dense forest, and urban areas – can block units' view and reduce their sensor 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 sensor 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.

### **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.

## RESEARCH

The “tech tree” is also an important component to the game. It is based on real-world technologies that either exist or are currently in development. Furthermore, 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 three forms of research in Supreme Ruler 2020: specific scientific goals (projects), specific military unit designs, and general “pure” research, to improve a region’s overall “Tech Level”.

### 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. Essentially, 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 that knowledge is gained (through work or trade) can the research on the actual unit design begin.

### Overall Tech Level

This represents a region’s accumulated technical knowledge and capabilities. A Tech Level of 90 represents an estimate of a “1990 knowledge level”, in comparison to the best worldwide research capabilities that existed in that year. (Similarly, a 104 would represent a knowledge level approximately equivalent to 2004.) As your Tech Level improves, new opportunities for research become available. Many unit designs and scientific research projects have a tech level requirement, in addition to possible prerequisite discoveries.

**Note:** Through the diplomatic interface it is possible to trade for certain technologies and designs, even if the region receiving the trade has not achieved the required tech level or prerequisites in its research.

## SUPPLY MODEL

The Supreme Ruler 2020 supply model forces players to consider the ramifications of military particulars. 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 in the Land/Filters tab or on the Mini-Map options, or with the <S> hotkey), indicating in a player’s own color the wealth of supplies they are producing throughout their region. In the above example, as one player conquers part of another’s territory, the newly-captured sections have 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 plowing their ways forward, they could soon find themselves up the creek without a paddle!

### 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 are considerations that you must humor if you hope to master the military angle of this game.

#### Sources of Supply:

In general, all “complexes” within the game (be they city, military, or industrial),

provide supplies. Some facilities within these complexes will further amplify the wealth of supply.

Facilities that may increase supplies:

- Airstrips
- 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. (Over-funding is also possible, allowing a supply source's range to extend beyond normal limits.) If infrastructure is under-funded, then supply sources will not be able to reach as far as they should.

### **Mobile Supply Sources:**

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

### **“Border Creep”:**

This is the term that has been applied to the apparently random change of the borderline 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 insignificant supply, and the enemy on the other side of the border is able to provide supplies 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 supplies to 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 (in other words, your supply lines do not reach a portion of your land), 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; by 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 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:** the loyalty of an industry’s location also affects industrial output. For details on this, see “Loyalty Model” (below).

## **LOYALTY MODEL**

Mere ownership of an area isn’t everything... In addition, the population of any area feels loyalty to one player over another. The loyalty of your region can be seen by turning ON the Loyalty Filter for the entire map (in the Land / Filters panel), and indicates in the appropriate color the loyalty throughout the world.

### **Loyalty Effects**

The loyalty of your land can have many effects on production, and on the military. Here are some of the effects you might see:

**Loyalty Effects on Production** – Similar to the supply model, 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 region, 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 region. This should only occur in areas that have an intense loyalty to another region.

Much like in the real world, loyalty of a region is near impossible to influence...

# THE USER INTERFACE



## SUMMARY OF SCREEN ELEMENTS:

### Title Bar (#1)

The title bar holds some basic information about your region and the game. It also contains speed controls and access to the game menu. Elements on the top line of the title bar pictured include: GDP/c; Region Flag and Name (Clicking on your regional flag centers the map on your capital), Game Options and Treasury. Immediately below that are the speed controls, the 24-hour clock, and the current date.

### Department Selector / Cabinet Minister Picture (#2)

Here you may select between the different departments of your government, and view and interact with the minister of the selected department. The departments are Land; Production; Research; Finance; State; Military Operations; Defense; and Unit Control. **Note:** As you interact with the map, and the units on it, the governmental departments will automatically change, anticipating your further orders based on your present actions.

You can click on the minister's picture to set departmental priorities for that minister or to "Lock" them from control of various aspects of his or her department.

### Department Panels (#3)

The bottom-left panel of any department is consistent, however the middle panels of each department (sub departments) change depending on what you want to do.



### **Sub-Department Selector (#4)**

To see what sub departments are available within each area of your government, a mouse-over tooltip has been provided. (That is, roll the mouse over an item for a brief description.) When first learning the game, it is good practice to browse through the various screens to familiarize yourself with the options available to you.

### **Email Panel (#5)**

Supreme Ruler 2020 incorporates a system of emails to improve communication between you, your government cabinet ministers, and other factions in play. To open an email, you can either double-click on it or just mouse-over it to see a tooltip containing the contents. **Note:** To respond to an email, it must be opened.

### **Mini-Map (#6)**

Typically of strategy games, this provides you with the option of quickly centering the map on any part of the world (at your current zoom level). Depending on your display resolution, the mini-map may not show on the interface (see “Depending on Resolution”).

### **DEPENDING ON MONITOR RESOLUTION...**

Supreme Ruler 2020 allows you to play the game at various screen resolutions (including widescreen), to accommodate different systems. At 1024x768 (the minimum resolution for the game), the mini-map and the email panel are NOT shown at the same time. Instead, you may choose which to show, and flip to the other when needed. If it is not possible for you to increase the screen resolution on your system to include both, we recommend you leave email enabled by default, such that you are kept aware of current events.

### **IN GAME MENU (HOTKEY “ESC”)**

In addition to providing in-game access to the standard Quit / Save / Load / Graphics and Sound options, this menu also provides you with a game summary, including current victory conditions, etc...

### **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 instance, 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.

# GOVERNMENT DEPARTMENTS

## LAND DEPARTMENT

Within the Land Department, you can review specific details of your region as well as any location on the map, both within your own territory and (to a certain extent) in other regions.

### Department Summary:

- Review existing details (cities, industrial facilities, military facilities) of your region.
- View specific details of any selected facility, including production capabilities.
- Order your region to construct new industrial or military facilities.
- View details of a military presence (within your region's "line of sight").
- Order construction of new transportation and supply corridors (roads and rails).
- Apply map filters, to identify natural resources, strengths of supply or loyalty, and tactical information.

### Land Info (Panel One)

In the first panel for the Land Department, you can see what developments already exist in your region. Clicking on "Civilian" will expand the list to show you all of your cities, while "Industrial" will show you your industrial complexes and "Military" will likewise show you all of your bases.



Each complex can hold a maximum of six facilities, and after the name of the city or facility, the list indicates how many already exist. (Example: (2) indicates that there are 2 facilities already in a complex, and the tooltip from mousing-over the complex will indicate which facilities are present.)

By reviewing the appropriate subcategory, you can quickly measure what complexes could still host additional development.

**Note:** Double-clicking on any of the cities, bases, or industrial platforms in the list will center the map on that complex.

## Complex Details



Whenever you <CTRL>-<Right-Click> on the map, in a location that contains a complex (but not units), you will be shown the overall details of that complex. If there is an available location for additional facilities in the complex, that will be represented by empty

areas. If you don't own the selected complex, then your options are obviously limited. If, on the other hand, you own the complex, then you have additional controls available:

Looking at a complex, you could choose to scrap either it (not an option for cities) or any of its facilities. Note: Complexes must be empty of facilities before they can be scrapped. If instead you wish to ensure that it's protected, you could line it with garrison units. Garrisons will help protect the complex from both military attack and espionage.

If you click on a specific facility, you will be given additional options, that change depending on the facility type.



## Land Development

This sub-department is focused on new construction for complexes and facilities. These are divided into categories for what can be built in a specific complex type. For example power plants can be built in either

cities or industrial containers and are therefore in both of these lists but are not found in the Military list. In the case of facilities that require terrain resources, the map filter for that resources is automatically activated when the facility is selected and will be turned off when the facility type is released. If you want to construct

an oil field for instance, the main map will immediately highlight where oil reserves are located. (The intensity of the color on map will indicate if the deposit is small, medium or large.) As you mouse-over the map to place a facility, the cursor will show green for acceptable locations and red for the places where the facility cannot be placed.

Placing a facility where the appropriate complex does not already exist will cause the needed complex to be built first. Because of this, it is both less expensive and faster to bring new facilities online if you use an existing complex. Also, smaller deposits will support less facilities of the selected type, in some cases as few as two.

### Military Presence

If you <CTRL>-<Right-Click> on a complex that also happens to have military units present, then instead of seeing details on a complex you will see details on this military presence.

### Map Filters

These allow you to locate natural resources, review supply / loyalty strengths, and see other tactical information that could prove useful in the event of combat.

### Transportation



Two types of transportation corridors exist in game; roads and rails. Roads provide two benefits to gameplay. First, they allow military units to move faster, negating the actual terrain as a factor in affecting a unit's speed.

Second, they extend the

Supply Model. Rails offer no movement benefits but are less expensive to build (see the "Supply Model" section under "Key Game Elements", for additional details).

To place a road or rail, simply toggle the appropriate construction button, then place your item's start and end points. The road or rail will choose the best path between your points. Select the button again to exit the construction mode. Roads and Rails cannot be removed once they have been built.

## PRODUCTION DEPARTMENT

It is within the Production Department that you set the production and market controls for the game's eleven major commodities. Unlike most games that involve a resource collection element, the world of Supreme Ruler 2020 is not fair. As in the real world, not every region has its own large supply of petroleum. To ensure your region's economic health, you need to manage your deficits 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 shut it down.
- Set the domestic price of the goods your people need.
- Review how your production of each commodity is being used.
- See which regions are producing and consuming the most of a resource.
- Learn which regions are the biggest importers and exporters.

**Note:** World Markets can be a crucial source of income to your economy!

### Production Info

In this department, the first panel contains a list of the eleven commodities in the game and some details of the status of each industry in your region.

The bar graph beside each commodity icon represents the production of a commodity (blue), the demand for that good (red) and your region's existing stock (green) of that resource. On some occasions you will notice that either the production or the demand bar for a commodity is two-tone in color.

For production, this indicates that the production capability was hindered by another factor and was therefore not as high as possible. (An example of this would be when, due to a raw materials shortage – such as an Electricity shortfall, preventing the factories from achieving maximum production – your region fails to produce as many consumer goods as possible). You



can also set production to below maximum capacity, using production controls.

For demand, when the graph is a two-tone red, this indicates that the actual use of the product is below the expected demand. An example of this would be when your region expects to use a certain quantity of military goods to produce units, but a shortage of funds in the treasury results in production being halted. This can also have a cascading effect. With less demand for military goods, fewer raw materials (petroleum, ore, coal, electricity) will be used.

In this first panel, you are also shown your region's previous day trade value for each commodity and how many facilities you have for each industry.

**Note:** All of the sub-departments within the production department are specific to whichever commodity you have selected.

### Import / Export / Production Settings

These three panels allow you to set up automated sales and purchases for the World Market or to make one time- deals. The production settings sub-department also allows you to cap your region's production below your actual capacity, and to set domestic pricing for the commodity (if applicable).

### Facilities



You will notice that the facilities list here is similar to the one from the Land Department, but the contents are filtered to only show facilities relevant to the selected industry.

### Consumption & Usage

This sub-department offers information about what other commodities are used in the production of the selected type (if any) and where this type of commodity is being consumed.

## **World Trade / World Leaders**

These two info panels allow you to review which regions in the world are the top importers, exporters, producers, and consumers of each commodity. This can definitely be helpful in deciding who to make friends with diplomatically (or who to attack!). Double clicking the list will open the diplomatic offer screen.

## **RESEARCH DEPARTMENT**

The Research Department represents the technical progress you have and continue to achieve within the game. The initial technological sophistication of a region is extrapolated from how a region compares internationally in the real world. Similarly to “Production”, the starting tech level and existing knowledge of any region can be considered a handicap to gameplay. Using Israel as an example, its technical knowledge is notably higher than that of its neighbors, giving it a potential advantage.

### **Department Summary:**

- Research both military unit designs and specific scientific advancements.
- Review the technologies that you are currently researching.
- See how your region compares technologically to the international community.
- Decide how much your region can afford to spend on research.
- Focus on your overall tech level, or concentrate on specific breakthroughs.
- Decide whether your technical advancement should be geared toward war or peace.
- Review the knowledge that your region has already acquired.

**Note:** Make sure the technologies you are researching are the best for your region. Some techs can give your region an advantage on the battlefield, while others can greatly help your economy or your even your domestic or international approval.

### **Research Info**

In the first research panel, rather than facilities we see what research projects are already in development and what projects have been already been added to the research queue.

## Annual R&D Spending



Other than deciding what projects to research, this is the most important sub-department for research. How much you spend, and how you allocate that spending within the Research Department, can affect how quickly a project will be

accomplished and how quickly your overall technology level will increase.

Key to this is how much you invest in research efficiency. Overspending on efficiency could allow you to progress faster than the estimate on any project – provided of course that you are fully funding the project itself.

As you will notice during the course of a game, research can be quite expensive, and you must be careful not to bankrupt your region in a race for the latest technology. Notes: 1) A tech level of 95 estimates that the knowledge of a region would be equivalent to 1995 levels. Similarly, a tech level of 105 would estimate the year 2005. 2) As you reach higher tech levels, new research possibilities become available.

### Available Technologies / Military Designs

You are not limited to choosing just what your minister recommends. In these two sub-departments, you can review all of the available projects and make your own decisions on what to research.

### Research Centers

Again, this is the general facility sub-department, this time limited to research center options.

### Research Queue

Within this sub-department you can choose to review in greater detail each project, and alter its priority in the queue.

### Known Technologies

If you wish to review technologies that your region has already acquired, you may do so within this information panel.



## 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:

- Review a summary of your annual budget, to quickly see where your economy is heading.
- Set your Social Spending Levels on healthcare, education, law enforcement, etc.
- Set your tax rates for individual income tax, corporate tax, property tax, and more.
- Issue and repay government bonds, to assist your treasury.
- Manage government debt, and review your international credit rating.
- View detailed income and expense reports, to analyze your economy.
- Review the effect of commodity production on your economy.

**Note:** Whenever your treasury falls into the negative, construction of military units and new facilities is halted.

### Finance Info

**Note:** The Calendar toggle in the top-right of the finance info will toggle your finance reports between daily and annual projections.

Unlike all of the other departments, there is no list box in the first finance panel. Instead, you get a very cut-and-dried summary of your region's financial picture. The key line to focus on here would be the **Annual Surplus / Deficit**. The Surplus/Deficit number reported is nothing more than a projection based on "best current information"; your minister will attempt to estimate changes in your treasury over the next 12 months. (Example: if your Treasury is currently \$20 Billion, and your estimated surplus/deficit for the next year is a deficit of \$15 Billion, then you could assume that, provided you make no changes to your spending pattern, after 12 months you will have \$5 Billion remaining in your treasury.)



The Surplus/Deficit number is basically an “if things stayed just as they are today” calculation. Since that rarely happens, the actual results with the budget may differ considerably from the predictions. Some of the things that can alter this figure are:

- **Completion of facilities:** Once construction is finished, the money stops being spent on construction and raw materials for the building; however, 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 construction costs will also change.

Social Spending



Within the Finance Department, you control your region’s spending on social programs (including healthcare, education, infrastructure, 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!

## 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 (vulnerable to biological attacks) 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 the United Nations.

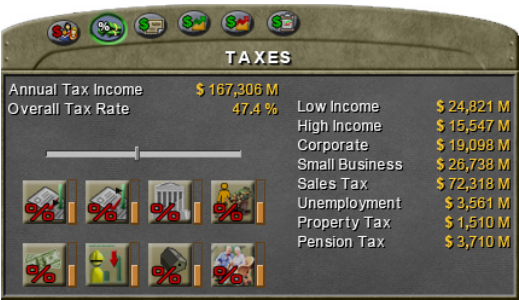
**Family Subsidies:** This provides families with subsidies towards childcare. As such, it encourages the birthrate, increases the average number of children per family, can reduce unemployment, and in general provides a long-term boost to your economy and your domestic and UN approval ratings. Although 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 region. Spending here makes your people feel more unique, and benefits not only your domestic and UN approval ratings, but can also significantly benefit the loyalty your people have to their region. If your region has a history of spending in this area, reducing the subsidies will have negative effects.

**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.

**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.

## Bonds & Loans

BONDS AND LOANS		
Rate	Amount	Date
3.5 %	\$ 27,936 M	11/15/2009
3.5 %	\$ 27,936 M	10/15/2009
3.5 %	\$ 27,936 M	9/15/2009
3.5 %	\$ 27,936 M	8/15/2009
3.5 %	\$ 27,936 M	7/15/2009
3.5 %	\$ 27,936 M	6/15/2009
3.5 %	\$ 27,936 M	5/15/2009
3.5 %	\$ 27,936 M	4/15/2009
Credit Rating		74.5 %
New Bonds		\$ 842 M
Interest Rate		18.7 %
Next Issue #		13
Due Date		Feb 8, 2021
TOTAL DEBT		
		\$ 335,237 M

Bonds are exclusively issued by each region (there is no junk bond market). By issuing a bond, you can easily raise money for your treasuries. The amount of an issue and the interest rate that must be paid is determined by many factors: credit rating,

the UN subsidy rating of your region, how much you're your region already has outstanding, and its general economic condition. Once issued, the interest charges for the bond are deducted from your region's treasury on a daily basis. If you have enough cash on-hand, you can repurchase bonds at any time, to avoid further interest charges. Upon maturity, a bond issue will be automatically renewed if available, though the interest rate of the renewal may differ considerably from the original issue.

If a region's credit rating is poor, Bonds may not be available or may have unreasonably high interest rates. United Nations membership is required for issuing bonds.

## Expense Report / Income Summary

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.

## Production Report

Provides you with an overall picture of your international trade. Is trade providing a daily bonus to your treasury? Or is it a continuous drain on your economy?

## STATE DEPARTMENT

The State Department is your access to trade and relationships with other regions, and with the United Nations as a whole. Careful maneuvering in the world of international diplomacy can help excuse any hostility on your part, and ensure prosperity in peace.

### Department Summary:

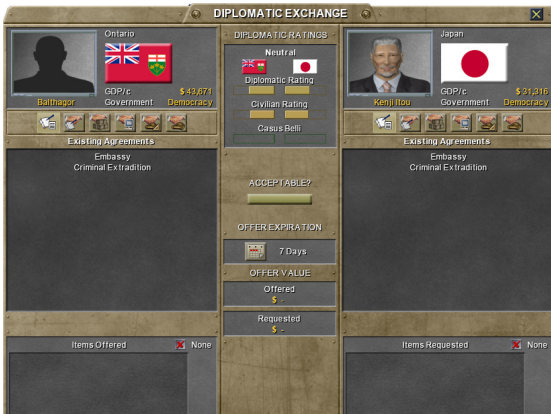
- Review the current relationship between you and any other region.
- View a summary of any other region and its status with the United Nations.
- Review the recent events in any region, to gain an insight on its current situation.
- Review the religious makeup of any region, and how it compares to yours.
- 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.
- Review the status of your own relationship with the United Nations.
- Propose new diplomatic exchanges with any region.
- And when all else fails... **DECLARE WAR!**

### Regional Info



Divided into continents for easier navigation, this provides you with a list of all the regions in the world. Mousing-over any them will classify your current relationship. The “quick buttons” beside this list box provide shortcuts for declaring war, reviewing the game scorecard, or (most importantly) creating a diplomatic offer for the selected region.

## Diplomatic Offer



Possibly the most important element of Supreme Ruler is its ability for you to create diplomatic offers for any other region in the world, and exchange virtually anything – products, treaties, technologies, money, military unit designs, and so on. As you put together an offer, your minister will constantly monitor it and provide an opinion on whether it is likely to be accepted by the target region.

**Note:** To prevent you from accidentally sending an incomplete offer, if there is either no offer or no request, you must confirm that this is correct by clicking the “No Items” button.

Notice of acceptance, rejection, or counter-offers will be provided via email.

## Regional Summary / Regional News / Conflict & Support / Trades & Treaties



These panels provide you with a glimpse of the selected region – what major events have occurred there, how the UN currently feels about the region, and (of course) its current enemies and allies.

## UN Membership

This panel refers only to your own region. It allows you to review your UN membership status. It will also allow you to review the various forms of aid you may be receiving from the UN. (How likely you are to receive any UN aid depends on many factors, from difficulty settings to UN ratings.)

## Religion



Within this information panel, you can review the religious makeup of your region and compare it to any other selected region. If a region has one dominant religion, it could be less tolerant of regions that are not similarly inclined.

Regions with a broad makeup of religious beliefs will generally be far more tolerant to others. It is the intolerant regions to be wary of; their religious beliefs will gradually increase their dislike of other regions.

## Intentions



Within this sub-department, you can review what your Cabinet Ministers think of any selected region. What's its economy like? Does it have a good domestic policy? And overall, how big a threat is it to your region?

The indication of provocation from a region is also very important as it will offer a good indication if a conflict is brewing with the selected region.



## War Declaration



If you want to declare war on the selected region, you will be directed to this panel to confirm your actions. After all, you wouldn't want to declare war just by pressing the wrong button...

## OPERATIONS DEPARTMENT

The Ops Department involves gameplay possibilities outside of normal military actions – specifically dealing with intelligence, satellites, and the pre-positioning of units in preparation for war.

### Department Summary:

- Review and control the facilities associated with “Ops” such as intelligence academies.
- Create and review military “hotspots”, to help manage troop movements and planning.
- Manage espionage agents on important international assignments.
- Keep your spies at home, and assign them to counterintelligence duty instead.
- Review the costs to your treasury of your operations department.
- Order communications and reconnaissance satellites to be constructed and launched.
- Develop a strategic defense initiative, to protect your region from ballistic missile attacks

## Operations Info



The first operations panel contains lists of your region's hotspots, spies, and your satellite coverage. The quick buttons that appear beside this list vary, depending upon what you have selected. Double clicking on a hotspot or spy in these lists will centre you on their location.

## Spending

This panel provides a summary of the total cost of all of your Military Ops. (These numbers are also mentioned in the detailed expense report in the Finance Dept.) You may choose to toggle the calendar between “daily spending” and “annual spending”.

## Hotspots

This feature was added to make it easier to amass troops, for either planned offensive operations or defensive deployment. Once a “hotspot” is created, you can modify its primary focus (ex. Offensive, Defensive, etc). You can also request specific levels of air support for the location. As units are lost, the hotspot configuration will be used to order reserve units to take their place.

## Operations Facilities

This list contains only facilities that are relevant to Military Operations. Spies require intelligence academies; satellites require launch pads (and their pre-requisites). **Note:** Before you can build a launch pad, you must also, in the same Military Complex, build an aerospace fabrication facility and a mission control. So, these can only be built in military complexes with at least three available facilities spots. If you choose just a launch pad, it will automatically add the other two facilities as well.

## **Espionage**

This panel provides information on the spy selected in the list box. Essentially, spies are specialized units that can be ordered to perform various missions (sabotage, recon, etc.) in other regions. Each intelligence academy provides a set number of spies. When they are not assigned to missions outside of your region, they will be added to your own counter-espionage force. After you select a spy, your available orders depend on the selected location. Clicking a complex in another region will allow recon or sabotage missions.

## **Satellite Coverage**

There are three satellite types in the game: communications satellites, reconnaissance satellites, and those satellites that are needed as part of a missile defense initiative. To launch any satellite, you must have a launch pad. Before a launch pad can be built, though, you just also have an aerospace fabrication facility and a mission control in the same military complex. Furthermore, there are required technologies for each satellite type. Once deployed, the effects of satellites are immediate and automatic.

**Communication Satellites** – The overall effect of communication satellites is to improve military unit efficiency. Basically, they improve communications between military command and field units, to shorten response times and aid in understanding. They are also a necessary technological step on the road to develop reconnaissance satellites.

**Recon Satellites** – (Assuming Fog of War option is set to “On”) As their name reflects, these will provide intelligence information on troop movements throughout the map. As more satellites are launched, the coverage increases until you can virtually eliminate the Fog of War. **Note:** This does not necessarily mean that you will see all of the other regions’ units. Higher Stealth units, especially stationary units, will still remain undetected.

**Missile Defense Initiative** – As you deploy an MDI, there is a growing chance that your region will be able to intercept incoming ballistic missiles targeted on your region. This protection can be extended to other regions, through diplomatic exchange.

## 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 computer to control unit construction.
- Order additional facility construction.
- Review your existing units, or order unit construction for available unit classes.
- Set your region's overall DEFCON (Defense Condition) in preparation for war.
- Set the overall Rules of Engagement for your forces
- Deploy units from reserve, or move them into reserve when not needed.

### Defense Info



The defense department uses an additional filter on its info panel, to allow you to not only review your military facilities based on production, reserve, and support, but also by land, air, sea, and missile. If you truly want to become “Supreme Ruler”, at some point you will need your military. Creating a balanced force with modern equipment makes you a formidable opponent indeed, and if you manage to couple it with air and naval superiority, you should be unstoppable.

### Military Spending

Within the Military Spending sub-department, you can control how much you spend on military salaries and on unit maintenance and training. As long as you keep your military spending at the recommended levels, your units should enjoy at least an 80% efficiency rate in combat. (Technologies and DEFCON settings can also affect your unit efficiency.) Overspending on these items will push your unit efficiencies even higher. Another effect of overspending on salaries is that your military will attract more reservists. This can be particularly helpful if you're

building up for a major conflict.

## Defense Condition



Within this sub-department, not only can you set the DEFCON level of your region; you can also set your military initiative, unit pathing options and whether you authorize the use of nuclear weapons. The DEFCON indicator is also the button to change the level.

## DEFCON

Supreme Ruler 2020 uses this standard to allow players to adjust their level of military preparedness. There are benefits to increased DEFCON levels. As you move toward DEFCON 1, the highest state of alert, the efficiency of all your units improves (by up to 5% per DEFCON level). At DEFCON 2 you get a 10% improvement to the speed of unit production and training. This increases to a 20% improvement at DEFCON 1.

**Higher DEFCON Levels Come at a Cost!** The cost is exponential, and based on how many military installations you have and the number of units and personnel.

**Associated Alert Levels** – Each DEFCON level gradually brings your units to a standing alert level. As a regional leader, if you suddenly increase your DEFCON from 5 (Peace) to 2 (High), your units will be tasked to immediately increase their alertness, though it may take some time for them to reach the maximum levels.

- DEFCON 5 (“Peace”) Alert Levels: 0-20%
- DEFCON 4 Alert Levels: 20-40%
- DEFCON 3 Alert Levels: 40-60%
- DEFCON 2 Alert Levels: 60-80%
- DEFCON 1 (“War”) Alert Levels: 80-100%

In typical situations, your units should only be able to improve their alertness by approximately 15% per week – yet alert levels may drop by about double that rate, when funding is removed. DEFCON and alert levels will also affect unit efficiency

and performance in battle, and improvements such as reload times and firing rates.

**Required DEFCON Levels** – DEFCON Levels can only be changed within certain parameters. When actively at war with another region, you are automatically at DEFCON level 3 or higher. (War sets your DEFCON to 3 automatically. For further improvements, you must manually increase this to Levels 2 or 1.) Signing a ceasefire agreement will allow you to reduce your DEFCON to level 4, should you so decide. You must at least be “neutral” with all regions to stay at DEFCON 5. Similarly, if you are neutral with all other regions, you can only elevate your DEFCON as high as Level 2.

**Military Initiative**

This 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).

**Military Summary / Auto-Build Options**



Within this information panel, you can quickly review the extent of the military units at your control. Divided by service branch, you can identify how many units are deployed, in reserve, and under construction. You can also easily note if you have unused

military production capabilities.

Of particularly use to beginning players, who wouldn’t know a LAV from a Merkava: turning on the “Auto-Build” option for your military units allows your defense minister to decide on the type of military units to build. You can select key criteria (such as “build speed”, “defensive”, etc.); otherwise, the minister will build the units deemed of most use to you. Once again, you can enter different criteria for each military branch – and for missiles, you can even set the preferred launch

platform and target type.

## Military Structures

The Defense Department has the largest variety of facilities to look through. Many of these structures have a prerequisite need. For instance, land fabrication (facilities to build ground units) requires that you have a barracks in the same military complex. Likewise, air fabrication requires an airstrip and naval fabrication requires a sea pier. Launch pads require two prerequisite facilities. As mentioned above, launch pads require aerospace fabrication and a mission control.

## Unit Fabrication



**Note:** What types of units fill the “Unit Designs” list still depends upon which filter is selected in the first panel – so you may need to change that filter, if (say) land unit designs are shown and you want to order naval construction.

Within the game there are literally hundreds of unit designs to choose from, many of which are region-specific. For instance, the Merkava tank is strictly an Israeli design and cannot be developed by any other region. However, through diplomacy another region might acquire the design.

To view any unit’s detailed specifications, you mouse-over it to read an enhanced tooltip.

**Unit Strengths** – The game builds military units to the following specifications:

Land Units – Each land unit represents a full battalion.

Air Units – Each air unit represents a full squadron.

Naval Units – Each naval unit represents one ship or submarine.

Missile Units – Each missile unit represents just one missile.

**Unit Specialties** – Many units within the game have special abilities, that can be quite important in a military campaign. For instance, if an enemy is using a river as a natural defense against your invasion force, you may decide to employ

amphibious units to cross the river or use paratroopers to air drop. Otherwise, you might use bridging units to create a path and then force your regular troops across.

This is just one example; many more exist (and not just among land units). The more you familiarize yourself with your military units and their capabilities, the greater advantage you will have in combat, and the more varied tactics you might choose to employ.

## Reserve / Deployed Units



Not all of your units need to be deployed. They might instead be held in “reserve” status in one of your military bases. When units are in reserve, their maintenance cost is lower and there are no troops assigned to them. When you build units, you can

specify whether to deploy the unit on completion, or to stock it in reserve. At any time, you may also choose to move deployed units back into reserve and vice versa.

**Sending Units for Repair** – If a unit gets damaged in combat and is ordered to be “repaired”, it will return to a base and go into reserve status while repairs are completed. Priority is given to repairing over reserve units, so the speed of repair is accelerated, yet the cost is higher for this priority status. Once the repairs are made, the unit will immediately redeploy.

**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.



## UNIT CONTROL

Within “Unit Control”, you can give specialized orders to any of your military units. This is also the default user interface element that appears whenever you select one or more of your units on the map. Supreme Ruler 2020 uses the same unit selection method as most strategy games; either click on a specific unit, or “rubber-band” (click and drag a lasso) a group. To order a selected unit to move, left click on its destination.

### Department Summary:

- Choose units for specialized orders, from your deployed units.
- Review reserved units and deploy or scrap as required.
- Designate advanced orders or specialized rules of engagement.
- Create and manage specific Battle Groups (*Global Crisis*)
- Manage deployment of your missile inventories to specific units.

### Unit Command Info



Panel One in “Unit Command” includes lists of Selected, Deployed and Reserved units. These lists may also be filtered by branch of land, air and naval or show all branches. Each list will have quick action buttons available according to the highlighted selection within the list and multiple items can be selected in the lists by holding <Ctrl> while making selections. The Selected Units list reflects what units you are interacting with on map although orders and actions will only be applied to highlighted units. Which units are highlighted can be altered by either selecting each line or using the branch filters. A useful tool for altering the contents of the selection list is the filter button. This will allow adding or

removing of units based on either their type (ex. F-16) or class (ex. Submarines) and can even be limited to nearby units based on map zoom.

BattleGroups are a new addition to this panel for the Global Crisis expansion and are detailed in Appendix C - Global Crisis Major Changes.

## Rules of Engagement



How specific military units act when faced with different situations on the battlefield can depend on your Rules Of Engagement. For instance, will units always travel at their fastest speeds (using more fuel, and suffering a loss of

efficiency and morale), or at their most cautious? Will they take the most direct route to their destination, or the safest? How willing are your units to absorb losses? Will they fight to the death, or retreat at the first casualty?

Within the Defense Department, you can set your default Rules Of Engagement that will apply to all of your military forces. (If you wish to set ROE that is specific to just a few units, you would first select the units and then use the ROE settings in the Unit Command and not within the Defense Department Tab.)

Where you might want to use the difference between overall forces and specific units: Consider the start of a war with a neighbor. One of the actions that you might commonly take is the sending of small offensive forces to probe enemy defenses. If any of your units encounter a significantly stronger enemy, you do not want them staying to fight, but instead retreating to fight another day. That type of general behavior can be set in the Defense Department. On the other hand, if your Capital is being attacked and you want the specific units that are defending it to fight to the death if need be, then you would need to select those units and then customize their ROE in the Unit Command panels.

## Missile Deployment

Although missiles are generally treated as units throughout the game, one thing sets them apart: on their own, they're useless! For a missile to be used, it must be paired with an appropriate launch unit. For instance, air-launched missiles can only be launched from planes. (There are some missiles with multiple platform capability.) On this panel, you can choose which missiles to load onto what unit. **Note:** Even if a missile is air-launched, it may not necessarily fit a missile-capable plane. If a specific plane can only support a missile size of 2, you cannot equip it with any missiles larger than that.

## Orders / Advanced Orders



This panel allows you to see other order options that are available for the units you have selected. If you wish to give them an 'Advanced Order', select the order from the list and either click on the map for the destination of your order, or select the 'Give Orders' button in the panel.

# GAME STRATEGIES, TACTICS, & RULES

Here are some strategies that might help you rule the world!

## 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 approval from the United Nations.
- 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.
- Low rate of approval from the United Nations.
- Half the DEFCON production and efficiency benefits of a democracy, but also half the cost.

### **Military Dictatorship:**

- High risk of military coup, if military approval gets too low.
- Lowest base rate approval from world market.
- Civilian riots unlikely.

- Negative Influence on GDP/c.
- Half the DEFCON production Benefits of a Democracy, at 1/3 lower cost

## **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.

## **ECONOMIC / COMMERCE / DOMESTIC POLICY TACTICS**

- Don't go nuts at building facilities, all at once. There is a high foundation cost, and the industrial goods requirements for construction can be expensive.
- If you want to eliminate a facility, yet time is not pressing (it's at no risk capture), "scrapping" the facility is the better option, as it returns the majority of the raw materials used in the construction. "Destroying" returns none of the raw materials; it's just quicker. (Neither option returns any of the construction costs.)
- If short on money, don't try to do everything at once. In particular, research, unit building, new industry building, and high DEFCON levels can all be very expensive and a major drain on your treasury. Decide what is most important, and do that first.
- Pay attention to the World Market 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.
- Don't mortgage your future unnecessarily. In other words, don't take out loans or issue bonds if you don't really need them. They will have to be paid back, and your economic situation might not be as good when that time comes.
- Keep Infrastructure spending high (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 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.

## **DIPLOMATIC TACTICS**

- Whenever possible, be a good international citizen. Try to achieve your goals peaceably. If you gain a reputation for knee-jerk responses, the United Nations will not look upon you very favorably.
- Make as many deals as possible. Although some may seem relatively inconsequential, successful deals help to build your reputation in a positive direction, and will generate some loyalty among those regions with which you have better relations.
- Try to maintain positive relations whenever possible. Don't deliberately look for a fight.

## **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.
- 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 in a campaign, if you don't necessarily need any further tech for the scenario you are in, you may

want to consider starting development of projects that will help in the next level. (Partial research will be carried to the next level up, in a campaign game.)

- If you have a close ally in a multiplayer 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 just look at military research. Some of the other research categories can offer huge benefits to your economy, society, and your region’s reputation in the world.

## **MILITARY TACTICS**

- Focus on defense first – air defense, faster building units, etc.
- Allow the AI military initiative to move your units around at the beginning of a game, to ensure the garrisoning of important defensive positions. Once you are happy with the defense, you may want to turn off military initiative. Otherwise, you may 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, whilst plains and desert offer little value. If you wish to improve the entrenchment benefit of a specific location, you can build emplacement structures to improve the defensive value.
- Once your defense is provided for, concentrate on creating a good combined offense force. Make sure you are prepared to counter whatever defensive units you might face.
- 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 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 any units alongside.

- 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.
- 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 is inevitable, first carefully weigh the benefit of declaring war (such that you get in the first shot) against the possible hit you will take on sanctions from United Nations and popularity amongst 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 timeline for the scenario, when constructing new units. If you are playing a scenario that will likely be complete within six months, it may be a waste of resources to build a unit that will not be finished by then. However, if you think you might need it in the next level up in a campaign, starting construction in one scenario may give you a leg up in the next.

## **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 cause the region to fall and be eliminated.

## DAMAGE EFFECTS TO FACILITIES

When industrial facilities take battle damage, their production capabilities are reduced. When a base takes damage, this not only affects the build time for any units under construction; 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

At times in Supreme Ruler 2020, you may find that your treasury has gone into the red. Nevertheless, some spending will continue.

Deficit Spending Items (these will continue to cost even when the treasury is negative):

- Raw material and industrial production
- Military salaries and maintenance
- Research tech level and efficiency
- Social spending
- United Nations membership fees

Spending on most other items is halted, whenever a treasury goes into the red...

### **Frozen Spending:**

- Unit production (unit construction will not progress)
- Facility construction (building construction will not 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 2020, but, as in real life, the consequences of their use will likely offset any possible benefits.

Nuclear Weapons – Delivered by use of missiles. Missiles can be equipped with either smaller-yield “tactical” warheads, or much larger “strategic” payloads, depending on the missile unit selected. 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 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 not just from other regions within the scenario, but from the United Nations and its own troops and people as well. In effect, the overall reaction to weapons of mass destruction will usually make their use tantamount to suicide.

# APPENDIX A — MILITARY EQUIPMENT

## MILITARY EQUIPMENT INTRODUCTION

Supreme Ruler2020 accurately depicts virtually all types of military equipment in use in the world today. This includes land, air, and naval forces, as well as missiles.

## LAND UNIT CLASSES (EACH UNIT REPRESENTS A BATTALION)

Land units are divided into seven classes: 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, training and equipment can make a huge difference in the unit's 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.



**Infantry** – Although defined as foot soldiers, many of today's infantry battalions are in fact mechanized, meaning they are equipped with armored vehicles. The effectiveness of infantry goes up when defending from prepared positions, or terrain (such as cities) that provides entrenchment and cover. Infantry is most vulnerable on open ground, where units are easier targets for tanks and air strikes. Non-mechanized basic infantry are best deployed as garrisons and defenders, as they lack the capability to move very quickly (though many can be transported by cargo units).

A number of infantry units also have special capabilities:

**Para-Droppable:** Airborne units, marines, and special forces are trained and equipped to be unloaded from cargo planes and helicopters onto any land hex.

**Special Training:** Elite units, including rangers and special forces, are stealthier, and use supplies much more efficiently.

**Engineers:** Engineer units can build airstrips or sea piers in unsupplied territory, and increase the construction speed of any facility or complex.

**Demolition:** Some units are equipped with demolition training, allowing them to more efficiently raid and destroy enemy facilities.



**Recon** – The main purpose of reconnaissance-class battalions is to scout out enemy locations and troop deployments, often whilst trying to remain undetected themselves (if possible). As such, recon equipment is often very mobile, with long sensor ranges and extended fuel travel range. Weaponry on recon equipment is usually lighter and somewhat limited. (Recon units also carry fewer supplies / less ammo.)



**Tanks** – Tank Battalions provide the bulk of offensive military power. Not as mobile as other classes, they specialize in punching through defensive lines. Tanks are particularly effective at fighting on the move, and fighting units in open territory. Their effectiveness is reduced in difficult terrain, such as forests, mountains, and cities. Tanks can withstand indirect attacks (artillery and bombardment) better than other classes.



**Anti-Tanks** – Can be legged or mechanized. Anti-tank units provide an excellent defense against armor, provided that they fight from prepared defenses. They do not make as good an offensive platform and, when engaged while moving, are very vulnerable. (Although not recommended for regular offensive operations, the speed, mobility and range of some of the mechanized anti-tank types make them excellent for quick grabs and harassments in enemy territory.)



**Artillery** – This is the principal long-range land attack weapon. Range and effectiveness varies from type to type, but they are generally most successful against “soft” (unarmored) targets. Both ballistic (“gun”) artillery and multiple rocket launcher (“MLRS”) types are available. Rocket-launched artillery tends to provide longer range, but has significantly higher supply/ammo requirements and longer reload times. Artillery units are very vulnerable to close attacks, so it is always recommended that other units be assigned to protect them. Artillery units cannot capture enemy territory.



**Air Defense** – These units can also be mechanized or foot soldiers. When deciding which type of anti-air unit to select, make sure to consider its mobility, the maximum target range, and the strength it has versus different types of air units. Some units specialize in defending against medium or high air; others are better against low air (helicopters or attacking planes). Anti-air units cannot capture enemy territory.



**Supply / Support** – Units in this class are generally non-combatant, but vary in role from bridging to supply. Similar to artillery, these units are virtually helpless to direct attack. Also, supply trucks are very vulnerable to indirect fire such as artillery. Supply trucks cannot capture enemy territory.

## SPECIAL CAPABILITIES OF SOME LAND UNITS:



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 – artillery and strategic bombing)



Bridging (can deploy bridges over rivers, allowing other units to cross)

## AIR UNIT CLASSES (EACH UNIT REPRESENTS A SQUADRON)

Air Units are also divided into seven classes: attack chopper, fighter/interceptor, fighter/bomber, strategic bomber, patrol/recon, unmanned, and cargo/supply. 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.



**Attack Chopper** – This class incorporates all helicopters with a notable offensive combat role, be it anti-armor or anti-submarine warfare. They have the ability to move where they are needed, in reasonably quick fashion. Their low altitude and slower velocity do put them at a disadvantage against anti-air or fighters.



**Fighter-Interceptor** – The principal role of these airplanes is to achieve air superiority over the battlefield. Some even have very long-range air-to-air weapons that can prove useful in engaging the enemy from a safer distance. Many types of interceptors also have a good missile capacity, and so can be equally threatening to land units or structures (depending on their load-out).



**Fighter-Bomber** – These planes are primarily designed to attack ground unit targets. Missile capacity can also be a factor with some models, giving them increased flexibility. Some designs, such as the F-117, also make use of stealth to help them get in and out with minimal losses.



**Multi-Role Fighter** – These planes are designed for both air-to-air and ground attack roles. While their combination of air and ground capabilities give them greater flexibility, it is usually with less capacity and range than dedicated interceptor or bomber types.



**Strategic Bomber** – Designed to provide area attack, these bombers wreak havoc on structures and unprotected infantry. They release their bomb loads from mid-air altitudes, protecting them from ground fire from many anti-air units. Stealth can be a factor in some designs of strategic bombers, but generally these units are weak against fighters. There are not many member units of this class. They are expensive and time-consuming to construct, and only effective in circumstances of 100% air superiority.



**Patrol / AWACS** – These planes can provide one of the most critical advantages in combat: the ability to know what the tactical situation is, and to find the most appropriate response. AWACS (Airborne Warning And Control System) planes can provide long-range reconnaissance of both airspace and ground units (and some units types offer submarine tracking capability). Although

their reconnaissance value is immense, as a general rule they have little or no defensive capabilities. (Some units do have a missile capacity.) It is best either to keep them behind your lines or to make sure they are heavily escorted. Electronic countermeasure aircraft are also members of this class. Recent developments also include Unmanned aerial vehicles (UAV's), for patrol and recon purposes.



**Supply / Support** – This class contains everything from supply and special forces insertion helicopters to massive cargo jets and refueling tankers. It is important to try to match the unit to the task, since differing specialties and cargo capacities will limit the use of some units. Supply helicopters are excellent for picking up and transporting infantry, but their limited capacities allow them to only carry lighter and more mobile infantry types. Cargo planes can carry a much wider array of units, but they must load and unload at airports (with the exception of para-drop units, which can unload anywhere). Always make sure that these units are used wisely, since they are very vulnerable to anti-air and interceptors.

#### SPECIAL CAPABILITIES OF SOME AIR UNITS:



Short deck capable (can land on short or long deck carriers)



Long deck capable (requires long deck carriers to land)



Air tanker (can mid-air refuel other air units – if they are capable)



Able to mid-air refuel (can be refueled in mid-air)



Electronic counter measures (radar jamming)



Anti submarine warfare (able to detect and/or engage submarines)

## NAVAL UNIT CLASSES (EACH UNIT REPRESENTS A SINGLE SHIP)

Naval Units are divided into six equipment classes: submarines, carriers, destroyers/cruisers, frigates/corvettes, patrol/support, and transport/cargo. 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 missile and aerial attacks.)



**Submarines** – This class incorporates both missile submarines and attack submarines, two very different roles in modern navies. Missile submarines are platforms to launch land-attack missiles, most often long-range cruise missiles and ICBMs. Attack submarines specialize in hunting naval shipping and other submarines. Be careful to review the unit stats, to ensure that you are selecting the right unit for the job intended.



**Carriers** – These units project purely offensive force, through their ability to stage air operations on any sea. Although their carried air power can provide good defense against surface naval threats, carriers are still quite susceptible to attacks from submarines and missiles, so it is generally a good tactic to escort these most valuable assets with good anti-submarine ships and missile cruisers (if available). Remember, your carriers can project offensive force a long way from your own territory. On larger-scale maps, they will be critical to sustaining operations far from home. **Note:** Only certain aircraft can land on carriers.



**Destroyers / Cruisers** – These are surface naval ships that are designed principally to achieve naval superiority through combat with other ships. Exact ship specifications can help them provide special defensive roles, such as sub-hunter, anti-air or anti-missile defense. Although very similar in role to frigates / corvettes, they generally take longer to build, and are more expensive – yet they provide a better offensive punch. Some of these ships also have a significant missile capacity, which gives them the ability to be loaded with longer-range anti-ship missiles – or,



in some cases, land-attack cruise missiles. This class also contains battleships, which – while rare in today's navies -- do have certain combat and defensive advantages. Their long build times tend to make them less attractive for new production.



**Frigates / Corvettes** – Similar to the destroyers / cruisers, yet on a smaller scale, these are surface naval ships, designed principally to achieve naval superiority through combat with other ships. Exact ship specifications can help them provide special defensive roles, such as sub-hunter, anti-air or anti-missile defense.



**Patrol Boats** – Relatively cheap and quick to build, these ships don't provide much offensive punch, but can provide naval reconnaissance for your larger units. Some patrol boats do have a small missile capacity.



**Transport** – The roles of ships in this class are to either provide supplies to other ships or to transfer land units over water. They have virtually no defensive capabilities, and can be destroyed by even the weakest combat ships.

## SPECIAL CAPABILITIES OF SOME NAVAL UNITS:



Short deck unit (short deck capable air can land on this ship)



Long deck unit (any carrier-capable air can land on this ship)



Indirect attack (attacks an area, not a specific target)



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



Landing craft (does not need a pier/port to unload)



Anti-submarine warfare (able to detect and/or engage submarines)

## MISSILE UNITS (EACH UNIT REPRESENTS A SINGLE MISSILE)

Missiles are categorized by their launch platforms: land-based, air-based, ship-based, submarine-based, and missile silo based. Missiles have one of four specialties – anti-ship, fortification attack (to attack facility structures), anti-unit, or saturation attack (designed to suppress units and provide an area attack similar to artillery).

### Missile Classes (Based on Platform)

As the heading suggests, missile units are divided into classes based not on their role; rather, on the platform from which they are launched. Some missiles may actually support multiple launch platforms, though in most cases an alternate version of a missile design exists for each platform type it supports.

### POSSIBLE MISSILE PLATFORMS:



**Land-Based** – Land units that are capable of launching missiles



**Air-Based** – Aircraft that are capable of launching missiles



**Naval-Based** – Ships that are capable of launching missiles



**Sub-Based** – Submarines that are capable of launching missiles



**Silo-Based** – Missiles that require a silo for launching

## MISSILE ROLES

Seeing as the launch platform does not reflect the role or purpose of the missiles listed therein, it is important to understand what attack each missile type is actually designed for. There are essentially four possible target goals for a missile unit:



Anti-ship missiles



Land unit suppression (area attack)



Land unit destruction (guided attack)



Fortification attack (destroy structures)

**Where are all the other Missiles types?** In Supreme Ruler 2020, missile units are used for 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.



**Note:** Nuclear missiles are available in some regions, and are indicated with a nuclear icon when they are examined. When choosing which missiles to use, make doubly sure that you are not launching a weapon of mass destruction unless you intend to.

## UNIT SPECIFICATION ICONS

Whenever you access military units, you are provided with many icons that represent the strengths and technical specifications of a unit. Here is a summary of what each icon represents.

### Specification Notes:

1) Under each icon, the value of that item can be seen as either a numerical value or represented graphically as a portion of its maximum. To switch between the graphical and numerical display, click the graph or number. When viewed as a bar graph, the bar will be tool-tipped with the numerical value.

2) Units are based on the following real-world groupings: battalions for land / squadrons for aircraft / single units for ships and missiles. The specifications reported represent the values of the entire unit; not just a single component.



**Strength:** This represents the strength of the whole unit (battalion / squadron / ship / missile), with the top number representing the current strength and the bottom number representing the “full” strength of the unit. For battalions and squadrons, this will represent the number of equipment pieces or squads in the unit. For example, a regular-strength squadron of Mirage-2000 interceptors has a full strength of 18, reflecting 18 planes in the squadron. For ships, strength is a percentage of full operational capabilities.



**Supplies:** This represents the ammunition and assorted other supplies that are needed to keep a unit active. They are reported as tons of military goods.



**Fuel:** This represents the amount of petroleum (reported in barrels) required to fully fuel a unit. (Reports 0 for leg units, as they do not require artificial fuel.)



**Missile Capacity:** For Units: This reflects the available missile unit capacity in “missile points”. (Certain types of short range missiles, such as air-to-air missiles, are not considered missile units, and are instead part of the supplies load-out; see the section on missiles for more details.) Note that there is also a restriction on the maximum single missile size that can be loaded. This is shown under the technical specifications of the unit.

For Missiles: This reflects the “missile points” size of a single missile of this type.



**Stealth Strength:** This represents how resistant a unit is to being spotted by others. The higher the number, the more unlikely it is that the unit will be seen (unless being hunted with appropriate equipment).



**Spotting Range:** Represents the distance that a unit is capable of spotting. (The actual strength of a unit’s spotting capabilities is reported in the technical specifications). Depending on the stealth, terrain, and actions of any units within

that range, you will not necessarily see every unit.



**Travel Range:** This reports the distance that the unit can travel on one full load of fuel. (Reports 0 for leg units, as they don't require artificial fuel.)



**Movement Speed:** This is the maximum speed at which the unit can travel.



**Soft Attack:** The relative strength of the unit in attacking soft targets (unarmored vehicles), and also the maximum range at which the unit can engage those targets.



**Hard Attack:** The relative strength of the unit in attacking hard targets (armored vehicles), and the also the maximum range at which the unit can engage those targets.



**Close Attack:** The relative strength of the unit in “close combat” conditions—including dense forest and urban terrain situations.



**Naval Submerged Attack:** (Replaces “close attack” on applicable units) The relative strength the unit has at attacking submarines, and also the maximum range at which the unit can engage those subs.



**Naval Surface Attack:** The relative strength the unit has at attacking surface naval ships, and also the maximum range at which the unit can engage those ships.



**Fortification Attack:** The relative strength the unit has at attacking map facilities such as bases, industries, cities, as well as the maximum range from which it can attack. (This is a particularly useful statistic when considering which missiles that you may wish to construct. Sometimes a slightly weaker missile is more useful, if it can be launched from considerably farther away.)



**Low-Air Attack:** The relative strength the unit has at attacking low-flying aircraft such as helicopters, some planes on attack runs, and some missiles. It also reports the maximum range at which it can engage.



**Mid-Air Attack:** The relative strength the unit has at attacking mid-level aircraft, and some missiles. The maximum range from which it can engage is also reported.



**High-Air Attack:** The relative strength the unit has at attacking high-level aircraft (some reconnaissance and strategic bombers) and some missiles. The maximum range from which it can engage is also reported.



**Close Defense:** This reports the defensive strength of the unit in “close combat” situations (dense forest and urban terrain).



**Surface Defense:** The relative defensive strength of the unit when attacked by direct fire land units (next hex).



**Air Defense:** The relative defense strength against tactical air attacks.



**Indirect Defense:** The relative defensive strength of the unit when it comes under indirect fire (bombardment from artillery, some missiles, and some naval ships, and strategic bombers).

The following specifications are only reported on actual units that have been constructed (either “in the field” or in reserves).



**Efficiency:** This reports the current efficiency level at which the unit is operating. It will affect all combat strengths.



**Cargo:** This represents the current and maximum weight (in tons) that the unit can carry of supplies and/or other units. (For example, if the cargo capacity of an airplane squadron is 100 tons, and a airborne battalion weighs 105 tons, then it cannot be transported by those planes.) Missile unit loads will also use up cargo capacity of cargo-capable units. When shown graphically, the cargo bar under the icon will show supply cargo in green, and unit/missile cargo in grey.



**Combat Time:** This represents how long a unit will be able to fire from its supply of munitions. The top value is the remaining combat time (accounting for the supplies level of the unit); the bottom value is the maximum combat time, if fully supplied. This value is shown in “hours”; in general, one hour of combat is one “shot” on the map. (The exact speed of repeat firing is dependent upon the Initiative value of the unit.)



**Entrenchment:** This represents how ‘dug in’ a unit is. The larger the number, the more the unit is entrenched, and the better the defensive bonus it will receive. Unit class and terrain type determine how quickly a unit can entrench itself, and to what degree.

# APPENDIX B — FACILITIES & COMPLEXES

Complexes are the basic infrastructures that allow your region to support various facilities. There are three types of complexes in Supreme Ruler 2020 – cities, industrial complexes, and military complexes. Many of the facilities are specific to certain complexes. For instance, a land unit fabrication plant must be within a military complex. Similarly, an ore mine must be within an industrial complex. There are some facilities that can be found in more than one type of complex.

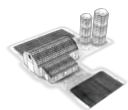
Although new industrial and military facilities can be built as needed on the map, you cannot order the construction of new cities.

## BUILD TIMES AND COSTS

The cost and approximate construction time to build either a complex or a facility varies upon 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).

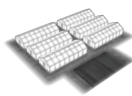
## INDUSTRIAL FACILITIES

### Agriculture Production Facilities



**Agriculture**

Industrial complex  
City Complex

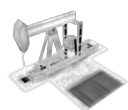


**Hydroponics**

Industrial complex  
Tech required  
City complex

## PETROLEUM PRODUCTION FACILITIES

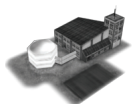




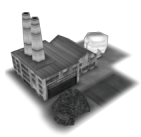
**Oil - Gas Field**      Industrial complex



**Oil Derrick**      Sea-based industrial

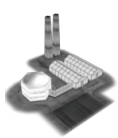


**Oil – Synthetic**      Industrial complex  
Tech required  
City complex



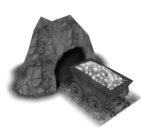
**Oil – Coal Synth Fuel Plant**

Industrial complex  
Tech required  
City complex

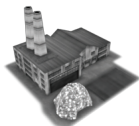


**Oil – Bio Fuels**      Industrial complex  
Tech required  
City complex

**ORE PRODUCTION FACILITIES**



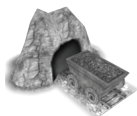
**Ore Mine**      Industrial complex



**Composite Ore**

Industrial complex  
Tech required  
City complex

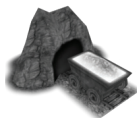
## COAL PRODUCTION FACILITIES



**Coal Mine**

Industrial complex

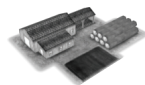
## URANIUM PRODUCTION FACILITIES



**Uranium Mine**

Industrial complex

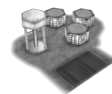
## TIMBER PRODUCTION FACILITIES



**Timber Mill**

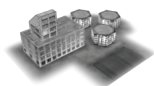
Industrial complex

## FRESH WATER PRODUCTION FACILITIES



**Water Works**

Industrial complex



**Water Reclamation** Industrial complex  
Tech required  
City complex

## ELECTRICAL POWER PRODUCTION FACILITIES



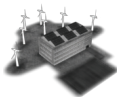
**Power – Coal** Industrial complex  
City complex



**Power – Petrol** Industrial complex  
City complex



**Power – Hydro** Industrial complex  
City complex



**Power – Other** Industrial complex  
Tech required  
City complex

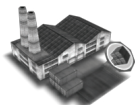


**Power – Nuclear** Industrial complex  
Tech required  
City complex



**Power – Fusion** Industrial complex  
Tech required  
City complex

## FINISHED GOODS PRODUCTION FACILITIES



**Goods – Consumer**

Industrial complex  
City complex



**Goods – Industrial**

Industrial complex  
City complex



**Goods – Military**

Industrial complex  
City complex

## SPECIALIZED INCOME FACILITIES



**Tourist Attraction**

City complex

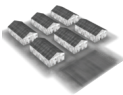


**Business Sector**

City complex

MILITARY FACILITIES

It should be noted that all military facilities and complexes also have a basic requirement of reserve personnel. In other words, for each military building, there are military personnel assigned to operate it. Some facilities require a large number of reserves, while others only require a few. The one exception to this is an emplacement – these are just structures designed to give an occupying military unit a better position from which to defend; they have no additional personnel requirement.



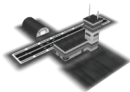
**Barracks**

Military complex  
City complex



**Land Fabrication**

Military complex  
Barracks required\*  
Produces Military Land Units



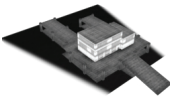
**Air Field**

Military complex  
City complex



**Air Fabrication**

Military complex  
Airstrip required\*  
Produces Military Air Units



**Sea Pier**

Military complex  
City complex

A  
P  
P  
E  
N  
D  
I  
X  
  
B



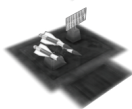
### **Naval Fabrication**

Military complex  
Sea pier required\*  
Produces Military Naval Units



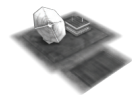
### **Research Center**

Military complex  
City complex



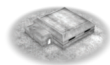
### **Air Defense**

Military complex  
Tech required  
City complex  
Industrial complex



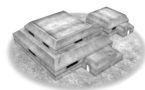
### **Radar Station**

Military complex  
Tech required  
City complex



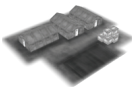
### **Emplacement**

Standalone upgrade



### **Fortification**

Military complex



### **Supply Depot**

Military complex  
City complex  
Industrial complex



### **Intelligence Academy**

Military complex  
Creates Spies  
City complex



### **Missile Fabrication**

Military complex  
Produces Missile Units



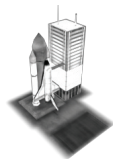
### **Aerospace Fabrication**

Military complex  
Tech required



### **Mission Control**

Military complex



### **Orbital Launch Pad**

Military complex  
Aerospace fab. required\*  
Mission control required\*

\* Prerequisite facilities must be located in the same complex.

# GLOBAL CRISIS EXPANSION

History has shown that we live in constant danger of leaders risking peace, to pursue their own agendas. Arguably, the 21st century holds even more danger for international conflict than its chaos-riddled predecessor, with its two World Wars and innumerable localized conflicts. Why? The simple answer is, natural resources. Our planet can only produce so much, yet as population and technology swell, demand will continue to skyrocket. For illustration, we need look no further than the exploding industrial demand in China. Between 1993 and 2003, the consumption of petroleum in China almost doubled (to 5.5 Million Barrels per day), and it has continued to rise every year since. Although Western demand has not risen as dramatically in that time frame, it does continue to balloon, each and every year.

*In the International Energy Outlook 2005 (IEO2005) reference case, world demand for crude oil grows from 78 million barrels per day in 2002 to 103 million barrels per day in 2015 and to just over 119 million barrels per day in 2025. Much of the growth in oil consumption is projected for the emerging Asian nations, where strong economic growth results in a robust increase in oil demand. Emerging Asia (including China and India) accounts for 45 percent of the total world increase in oil use over the forecast period. (US Department of Energy)*

As demand for petroleum and other natural resources continue to increase, so of course do the prices. Although, as of release of this expansion pack, we are currently enjoying a rate of around \$60 per Barrel for petroleum, only a few months ago it was trading at \$140 per Barrel. Once the current economic crisis has worked itself out, we can expect prices to again escalate and prices of over \$100 per Barrel may eventually become the “good old days”.

On top of the demand for natural resources, we also seem to be revisiting many of the same tensions that existed at the height of the Cold War; Russia showing a distinct willingness to bully its neighbors; America's arrogance and continued ignorance of international events; Africa continuing to be a political and humanitarian mess; China unwilling to recognize human rights... the list goes on and on.

Economic turmoil mixed with political ambition is a dangerous mix indeed...



# THE STORY SO FAR... GLOBAL CRISIS

There is no doubt that the decade leading up to 2020 was fraught with tension for many nations. As always, Europe was especially vulnerable to the growing antipathy between neighbors... Even developments that were thought would strengthen Europe as a unified force ultimately just caused its downward spiral.

## **Significant Events Prior to 2010**

- Russia and China sign the Treaty of Good-Neighborliness and Friendly Cooperation pact, which is viewed in the west as a significant military agreement
- Between 2000 and 2010, China invests billions on infrastructure in Kenya, Ghana, Ethiopia, and on the development of Nigerian offshore oil reserves.
- The United States continues its occupation of Iraq, weakening its “moral authority” on the world stage
- Russia launches a two week Cyber Attack on Estonia in response to the relocation of a World War II memorial to Russian soldiers. Incident sparks unrest in the other Baltic States (Latvia and Lithuania) as well – all of which have significant populations of ethnic Russians. The true significance of this event is that it unveils Russia’s new willingness to intimidate and threaten other nations
- Mortgage Crisis in United States spills over into other countries as well leading to huge bailout of many financial institutions by Chinese, Arabian, and Singaporean corporations
- Sovereignty of North Pole is questioned as Russian divers plant flag on the seabed, while Canada counters by creating two military bases in the Arctic
- Poland approves placement of US Missile Defense System in Redzikowo. Agreement also includes US assistance in modernizing Polish military equipment and provision of Patriot air defenses
- Development of the Nord Stream Gas Pipeline carrying natural gas directly from Russia to Germany via the Baltic Sea and bypassing Ukraine, Slovakia, Czech Republic, Belarus and Poland. The pipeline is seen by these “transit” countries as a move by the Kremlin to attempt to exert political pressure on them by threatening their gas supply without affecting supplies to Western Europe

- Venezuela and Russia conduct joint military exercises in the Caribbean
- In cooperation with France, Brazil spends billions updating its weapon systems, including the development of the continent's first nuclear submarine
- Russia refuses to withdraw its troops from the Georgian territories of South Ossetia and Abkhazia and instead officially recognizes their "independence"
- As part of the fallout from the brief war in Georgia, Syria comes out in support of the Russian position on the conflict and resurrects a strategic alliance with Moscow

## **Leading Up to 2020**

**2010** - Russia announces the construction of a new pipeline to deliver Siberian Petroleum to China. European countries view this as largely a diplomatic ploy by the Kremlin to increase political and economic pressure

**2011** - Demands by Chinese banks for larger representation on the Boards of Directors of the financial institutions they helped bail out in 2008 are blocked. China announces that in light of this action, it will review its foreign investment policies

**2012** - Russia and China announce cooperative plan for future military exercises and joint training

**2014** - Information leaks that the Kremlin is financing and providing small arms to radical ethnic Russian groups in the Baltic States and in Georgia

**2016** - Amidst the US Presidential Election campaign, China announces plan to drastically reduce its ownership of US debt. Financial Markets react violently. Focus of US election becomes its dependence on foreign capital investment. Protectionist rhetoric worries other foreign investors, worsening the problem.

- Led by Venezuela and Nigeria, OPEC announces it will adopt the Euro as its standard currency

**2017** - With the newly elected President taking power, the United States announces a policy of trade restrictions and tariffs designed to allow domestic manufacturing to compete on a level playing field with other nations and, most significantly, announces the rescinding of China's "Most Favored Nations" trading status

- In a move to appease the United States; Kuwait, UAE, Qatar, and Indonesia announce their withdrawal from OPEC

- Interpreted as a diplomatic slap in the face of the Kremlin, the Ukraine government votes against renewing the lease of the Russian naval base in Sevastopol (forcing the Black Sea Fleet to relocate). In response, Russia halts Natural Gas shipments through the Ukraine

**2018** - Death of Kim Jong-il (leader of North Korea) without any de facto successor leads to a bloody internal power struggle. New leader, with unprecedented support of both Russian and Chinese aid, is appointed

- During a high speed training run in the Atlantic, Brazil's new nuclear sub is lost. Distant sonars detect multiple explosions, but no evidence of cause is recovered. Closest vessels to the event are a Venezuelan patrol boat, and a Russian fishing trawler.

**2019** - With the acceptance of Ukraine as the newest NATO member, Russia formerly withdraws from the NATO-Russia Joint Council, citing NATO's agenda of "encircling Russia with puppet governments"

- Rumors surface that Venezuela and Russia were behind the sinking of the Brazilian nuclear submarine, but nothing is substantiated

- Japan, China, and Russia sign a significant trade pact. Western nations worry about the inclusion of a guaranteed non-aggression clause

**2020** - At the height of winter demand, Russia halts all natural gas and petroleum shipments to Europe...

- Internet "Denial of Service" attacks launched around the world with unprecedented scope

**Now** - The question is, as leader what are you willing to do?

# APPENDIX C - GLOBAL CRISIS EXPANSION

In addition to the many new Single Player and Multi Player Scenarios, and the new Campaign map (which uses the revised storyline included at the beginning of this manual), many features of the game have been improved and expanded upon beyond the original release of *Supreme Ruler 2020*. In fact, virtually every element of the game has been "tweaked" to one level or another. What follows is a summary of the most significant elements that have specifically been added or changed for *Supreme Ruler 2020: Global Crisis*.

## ADDITIONAL ELECTRICAL POWER PRODUCTION FACILITIES

**Matter-Energy Converters**

**Antimatter Power Plants**

**Dark Matter Power Plants**

**Improved Clean Power Plants**

## OTHER ADDITIONAL PRODUCTION FACILITIES

**Nano Industrial Goods Factories**

**Nano Consumer Goods Factories**

**Nano Military Goods Factories**

**Synthetic Gas Plants**

## ADDITIONAL MILITARY FACILITIES

**Laser Anti Air Sites**

**Advanced Radar Sites**

**Military Fortress**

All of the new facilities have new technical research prerequisite requirements that must be researched before the facility can be built.

## ADDITIONS AND CHANGES TO THE TECHNOLOGY TREE

There are over 100 new technologies that have been added to the Tech Tree. As well, we have modified the tech dates of some of the existing technologies, thus extending the life span of the tech tree as far as Tech Level 2070.

## ADDITIONS TO THE UNIT LIST

With all the new technologies that have been added, it was quite logical to review how they would effect and add to the world's militaries. For *Global Crisis*, well over 200 new unit designs have been added to the game.

## GRAPHIC IMPROVEMENTS

**Heads Up Display (HUDs)** - As well as showing the relative relationship information on the HUD as was done in Supreme Ruler 2020 (Green for own, Blue for Ally, Yellow for Neutral and Red for Enemy), each unit now shows its nation's flag by default. A Hotkey is available to toggle which information is being shown. When units of multiple nations occupy the same location the HUD will automatically switch from 'flag view' to 'relationship view' with priority set to show the most critical stance towards your nation.

**New City Meshes** - We have implemented additional graphic meshes for the capital and cities on the map. Now the picture representing a city varies directly with the population of that city.

**Capitals Highlighted at Zoom Out** - As you zoom the map out and the cities and units fade from view, a star representing the location of every nation's capital fades in. These will be color coded to represent what each nation's relationship is to your region (Green for your own region, Blue for Allied, Yellow for Neutral, and Red for Enemy).

## NEW LOBBY OPTIONS - RANDOM EVENTS AND WORLD VOLATILITY

**Random Events** - In response to a lot of requests by players, we have now included the possibility of Random Events occurring within the game. These events can be either positive in nature (ex. surprise scientific discovery) or negative (ex. fire at petroleum storage facility causing significant loss of inventory). The potential for them occurring is now a setting that can be controlled in the Game Lobby. By default, Random Events are set to Low.

**World Volatility** - With SR2020 we included two sandbox or campaign maps and each of these had two separate versions; a calm gradual start, and a "Hotter" world in which nations were far quicker to both Declare War and Offer Alliances. With *Global Crisis* we have instead moved this to a lobby option and given players even more choice. A volatility of None, gives players that almost guaranteed calm start to the game or you can change this all the way to Very High and watch the alliances form and the wars begin on Day One!

## IMPROVED UNIT CONTROL - AKA BATTLEGROUPS

In the real world, having ten "Number" groups to manage what can be a very extensive military such as the United States, Russia, or China would be a joke. For example, the U.S. has multiple Fleets, Infantry Divisions, Air Wings etc... We have constantly been challenged in the design of the game to allow for better and more extensive Unit Grouping. For *Global Crisis* we have included a new option beyond the normal ten number groups, and players will now find settings for "Battle Groups" in panel one of the unit control screen!

Now players have the ability to create up to 99 Battle Groups with their forces. The first ten will continue to use the one to zero keys for quick access and the rest can be accessed through the list.

### Additional Notes about Battle Groups

- 1) Battle Groups can be renamed! (ex. 1st Pacific Fleet, German Air Wing, etc...)
- 2) Units can only be a member of one Battle Group
- 3) For the ten control number groups, clicking on the number a 2nd time in quick succession will center on that Battle Group

## ADDITIONAL DIPLOMATIC OPTION - TRADING UNITS

In addition to trading commodities, money, research, unit designs and exchanging treaties, players can also now trade specific military units to another nation.

### Notes about Trading Units

- 1) You may designate any Pier, Barracks, or Airstrip as the delivery point for units of a given military branch. The default location for each is the appropriate facility closest to your capital city.
- 2) If you don't have an appropriate facility (such as acquiring a boat through trade and not having a pier), then the acquired unit will remain in the source nation and it will be up to you to give it orders from there.
- 3) The condition at which any unit you acquire through trade will be delivered to your region will depend upon the Military Difficulty Level at which you are playing. If you are playing at "Easy" Difficulty, then units will arrive at full strength. As the difficulty setting is increased, one of the effects it will have is that units will arrive at less than full strength - 50% of full strength at the highest difficulty setting for air and naval units and as low as 25% of full strength for ground units.

## OTHER ADDITIONS / IMPROVEMENTS FOR GLOBAL CRISIS

In addition to the significant changes already mentioned, many other aspects of the game have been modified for *Global Crisis*.

**Scripted Events** - Some of the scenarios in *Global Crisis* now include scripted events. As you are playing, events such as war declarations, alliances, peace offerings, unit reinforcements, and more, could happen that will help move forward or reinforce the story of the scenario you are playing.

**More Tutorials / Tips of the Day and In-Game Tooltips** - We have created a series of mini tutorials to help with some of the more common questions that we get on the forum. Also we have added additional tool tips in-game and created more "Tip of the Days" to better explain certain features.

**AI Improvements** - Users providing feedback on the BattleGoat and Paradox forums have provided hundreds of suggestions on how the AI should act under different situations. As a design decision, we have always leaned towards the AI being very conservative in its behavior and unwilling to take huge risks - it is the player's goal to become *Supreme Ruler* and the AI's goal to stop you. One of the ways it has avoided risk in the past is to not attempt any naval landings against islands or other continents. As part of the many changes to the AI engine for *Global Crisis* that has also changed. Although it will still take time to stage an invasion, as long as it has the proper equipment, the AI leaders will attempt to show you that no corner of the world is a safe place to hide.

AI leaders and Ministers have also been improved in a number of other areas - Science and Technology Research, better spending decisions, more diplomatic initiatives, better use of combined forces, and dozens of other subtle improvements.

**Saved Game Compatibility** - *Supreme Ruler 2020* saved games can be loaded into *Supreme Ruler 2020: Global Crisis*. However *Global Crisis* saved games are not backwards compatible with *2020*.

There are obviously many other subtle changes throughout the game that you will discover as you play. We hope you enjoy the experience and we will strive to continue supporting our players and furthering the game experience as you attempt to become *Supreme Ruler*!

# CREDITS

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### **Lead Designer**

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–Thanks for the help!

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



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## **Special Inspirational Gratitude To**

The Goat

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