

# SUPREMACY

Quick Start Tour

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## SUPREMACY

## Quick Start Tour

If you plan to follow this tour around Supremacy's control system, make sure you challenged Wotok after the startup sequence.



During play, you'll notice that the ten main Control Icons that appear on the Main Screen are also dotted around on the other Control Screens in Supremacy.

For the purposes of this example game sequence, we'll return to the Main Screen by clicking the right mouse button and then access the Control Icons, rather than use the shortcuts. That way, you'll regularly get the chance to check incoming messages. With practice, you'll soon learn how to use the more direct routes around Supremacy.

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While you're busy doing things on other screens, you'll notice the „Incoming Message“ flash that appears every so often. It's worth returning to the Main Screen periodically to check messages progress reports are provided, and random events are announced that sometimes demand that you take appropriate action in response.

## Establishing A Sound Economy On Starbase

It's a good idea a to begin a game by consolidating your position on Starbase. First, let's review the position you inherited at the start of the new game.



Click on the Government Screen  
Icon to call up the Government  
Screen.



If you haven't meddled with any controls since starting the game, Starbase will be the current planet.

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Detailed data on Starbase is now presented - readouts show the current stocks of Food, Minerals and Fuel, and the levels of Energy and Credits that you have in reserve.

The number of people on Starbase, their morale and the current rate of population growth are also shown, along with the tax rate currently in force.

If the 'select a planet' message is showing, click on Starbase's name in the central grid to make it the current planet.

The tax rate can be adjusted by clicking on the arrows next to the readout altering tax rates affects the population's morale and rate of growth as well as how rapidly you can raise money from the people by taxation.

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The more people you have on a planet, the more Food they consume per day, and at the moment your Food stocks on Starbase are finite - So the first thing to do is to buy yourself a little time and raise some extra cash into the bargain. Slow down the rate of population growth by raising the tax rate to between 30% and 40%.

## Resources

Credits are needed to buy weapons and equipment for your soldiers and to pay for craft imported from your home universe. All such transactions deplete the treasury on Starbase, but funds can be moved from other planets under your control to the coffers of Starbase by clicking on the Move Cash Icon located towards the top left of the Government Screen (under the Rename Icon). Credits are raised by taxing people.

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Fuel is consumed by most craft as they travel between planets, and has to be pumped into their tanks on the Cargo Bay Screen. Fuel is created by Mining Stations.

Energy is consumed by Mining Stations and Horticultural Stations when they are operational, and may have to be used as part of your payment for craft sourced from Generators at your home universe. Energy is created by Solar Satellites.

Minerals may have to be transferred to Epsilon as part of your payment for craft. Minerals are created by Mining Stations.

People are very useful - you can raise money by taxing them, use them to crew craft, and you can fight wars by drafting them into your army.

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Providing their morale is high enough, people will multiply naturally as a result of the forces of nature.

Tax them too highly or starve them, however, and they will lose the inclination to breed. A population on the surface of a planet has to eat to survive. As the saying goes: while Food grows on trees, trees only grow in Horticultural Stations...

## Setting Up A Horticultural Station

Because the people on Starbase are consuming Food, they will eventually starve unless you set up a Horticultural Station to replenish Food stocks.



Click on the Buy Icon to call up the catalogue of items you can buy.



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Flip through the pages of the on-screen catalogue by clicking on the left or right arrows on the catalogue pages until you find the Horticultural

Station. When the item you want is on screen, clicking on 'Buy' makes the purchase, providing you can afford that item. Everything costs money. Depending on which of the four systems you have set out to conquer, you may also need to have enough Energy, or sufficient Energy and Minerals to make a purchase. The information panel that appears as part of each page in the catalogue shows the price in Credits and the quantity of Resources required to effect a purchase, as well as the funds and Resources you have available.

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You can only buy things on Starbase, and can only pay with Credits, Energy and Minerals that are in the stores on Starbase.

Buy a Horticultural Station. This would be an appropriate time to change its name from the default - „Farming 1“ - but for the time being, just click the right mouse button or press ENTER to confirm the purchase and use the default name. (At this stage, pressing ESCAPE aborts the purchase.)

Notice how your new Horticultural Station has been transferred to a Docking Bay on Starbase. Now Click on the right mouse button to return to the Main Screen.

## Using Craft



Click on the Cargo Bay Icon to call up the Cargo Bay Screen.



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Factory-fresh craft, like Horticultural Stations, are completely empty when they are delivered and must be commissioned before you can use them. The three panels at the top left show what, if anything, is currently in the three Docking Bays on Starbase.

Farming 1 should be the only craft in a Docking Bay on Starbase and as such, it is automatically selected as the 'current ship' when you access the Cargo Bay Screen. If you have more than one Docking Bay occupied, before starting cargo operations you need to select a ship as the current ship by clicking on its name.

You'll notice that a picture of Farming 1 appears in a window to the middle left of the screen, and relevant data appears in the summary windows at the top centre.

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You're now in a position to crew Farming 1, fuel it and load cargo if you want to.

We're going to use Farming 1 to produce Food for the people here on Starbase which is the only planet you control at present. There's no need to fill up Farming 1's fuel tanks or load cargo as it's not going to be sent off-planet.

### Commissioning A Craft



Click on the Crew Icon to assign a crew to Farming 1.



Notice how the population of Starbase (shown in the 'civilians' window in the databank) decreases by 175.

This is the number of people required to crew a Horticultural Station.

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Ships can only be crewed with people on Starbase; you will not be able to crew and use a new craft you don't have enough people on Starbase to do so. Similarly, if a craft is to be moved off Starbase and sent on a journey to one of your colonies, Fuel will need to be loaded as you will see later on in this tour. A Horticultural Station has to be on the surface of a planet before it can start creating food for your people, so the next step is to move your new acquisition out onto the planet's surface and get it working...

Press the right mouse button to return to the Main Screen.

## A Farming We Will Go



Click on the Planet Surface Icon to get to the Planet Surface Screen.



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You can place up to six craft on the surface of any planet that you control as the six empty platforms on the surface of Starbase suggest.

Providing there is room on the planet surface, you can move craft from Docking Bay into the next vacant slot on the surface by clicking on its name in the Docking Bay panel. Click on 'Farming 1' and it appears in an empty bay on the planet surface. Conversely, a craft that is occupying a slot on the surface of a planet can be moved into a vacant Docking Bay.

Click on the picture of Farming 1, and notice that it moves back into a Docking Bay.

Your Horticultural Station needs to be stationed on the surface of a planet and toggled to 'RUNNING' before it will start producing food.

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Fetch it out to the planet surface again, and click on the „on/off“ panel above it. Farming 1 is now producing food which is automatically moved to the stores on Starbase.

Click on the right mouse button to return to the Main Screen.



Return to the Government Screen to check that all is well.



Notice how the number in the Food store display is changing – it increases as you new Horticultural Station delivers a batch of Food into store, and decreases as the folks on Starbase remove their day's rations from the stockpile. In order to ensure that your population isn't going to starve to death, you need to make sure that the people aren't eating more Food per day that is being produced.

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A long term strategy may involve commissioning extra Horticultural Stations or limiting the rate at which the population grows.

To cope with a Food deficit in the short term, Food can be shipped in from other planets under your control.

Alternatively, the number of mouths to feed can be reduced by drafting people into the army or putting them into cryogenic storage as passengers on board a ship.

## Energy, Fuel and Minerals

Energy levels, like stocks of Fuel and Minerals, also need to be maintained. Energy is consumed by devices such as Horticultural Stations when they are working on the surface of a planet, and Fuel is needed for travel between planets in the system.

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Depending on which of the games you play, Energy and or Minerals may be needed to complete purchases on the Buy Screen.

Fuel and Minerals can be extracted from the surface of a planet once you have established a Mining Station, so that's the next thing to do.

The procedure for buying, commissioning and activating a Mining Station is exactly the same as the procedure for establishing a new Horticultural Station.

Click on the right mouse button to return to the Main Screen.

### Setting Up A Mining Station



Click on the Buy Icon to call up the catalogue of items that are available for you to purchase.



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Flip through the pages of the onscreen catalogue by clicking on the left or right arrows until you find the Mining Station.

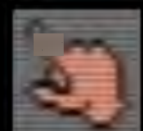
Buy a Mining Station. This would be an appropriate time to change its name from the default - 'Mining 1' - but for the time being, just click the right mouse button or press ENTER to confirm the purchase and use the default name (or press ESCAPE if you want to abort the purchase).

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Notice how your new Mining Station has been transferred to a Docking Bay on Starbase. Now Click on the right mouse button to return to the Main Screen.

## Commissioning A Mining Station



Click on the Cargo Bay Icon to call up the Cargo Bay Screen.



The three panels at the top left show what, if anything, is currently in the three Docking Bays on Starbase. Mining should be the only craft in a Docking Bay on Starbase and as such, it is automatically selected as the current ship when you access the Cargo Bay Screen.

If more than one Docking Bay is occupied, clicking on Mining 1's name makes it the current craft.

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You'll notice that a picture of Mining 1 appears in a window to the middle left of the screen, and relevant data appears in the summary windows at the top centre.

You're now in a position to crew Mining 1, fuel it and load cargo.



Click on the Crew Icon to assign a crew to Mining 1.



We're going to use Mining 1 to produce Fuel and Minerals which will be put into stores on Starbase.

There's no need to fill up Mining 1's fuel tanks or load cargo as it's not going to be sent off-planet.

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## A Mining We Will Go

A Mining Station has to be on the surface of a planet before it can start creating Fuel and Minerals, so the next step is to move your new craft out onto the planet's surface and get it working.

Click the right mouse button to return to the Main Screen.



Click on the Planet Surface Icon to get to the Planet Surface Screen.



Move Mining 1 from a Docking Bay into the next vacant slot on the surface by clicking on its name in the Docking Bay panel. Notice how Mining 1 now occupies the platform to the right of Farming 1.

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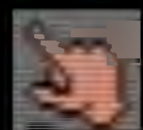






Your Mining Station needs to be activated before it will start producing Fuel and Minerals, so click on the 'on/off' panel above Mining 1 to toggle it to 'RUNNING'. Mining 1 is now producing Fuel and Minerals which are automatically moved to the stores on Starbase.

Click on the right mouse button to return to the Main Screen.



Return to the Government Screen to check that all is well.



Notice how the numbers in both the Fuel and the Mineral store displays increase as your new Mining Station delivers a batch of Resources into store. Fuel and Minerals, unlike Food, are not being drawn from stores so the stocks rise steadily as time elapses they will be useful later on, however.

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## Boosting Energy Reserves

Energy reserves on a planet can be boosted by setting up a Solar Satellite Generator, an automatic device that beams down Energy once it has been established in orbit around a planet. So let's get ready for future demands on Energy reserves and put a satellite into orbit around Starbase.



Go to the Buy Screen, flip through the pages of the catalogue, find the Solar Satellite Generator and buy one.



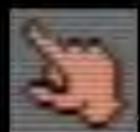
Solar 1, as it will be called, doesn't need a crew or Fuel - so there's no need to visit the Cargo Bay Screen. But it does need to be launched into orbit around Starbase before it becomes operational, so you need to access the Navigation Screen.



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Click on the right mouse button to return to the Main Screen.



Call up the Navigation Screen by clicking on the Navigation Screen Icon.



The names of all the craft you own appear in the central panel on this screen, and the names of any ships that are in Docking Bays on the current planet show up in the windows at the top left (providing the current planet is under your control). Clicking on the name of a craft makes it the current craft, on which the Navigation Screen controls operate, so the next thing to do is to click on Solar 1's name to make it the current craft. Don't worry about the other controls laid out in front of you - all we need to do at this stage is launch Solar 1 into orbit. By clicking on its name, you made it the current ship on the Navigation Screen.

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Now click on the Launch Into Orbit Icon to put it into the skies above Starbase...



Let's review the position, now that you have begun to establish Starbase's economy.

Click on the right mouse button to return to the Main Screen.

## Reviewing The Position



Return to the Government Screen to make sure everything is still going well with your colony on Starbase.



Take a few minutes to sit back and study the readouts in front of you. Notice how the morale of your people is rising, along with the rate of population growth.

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People prosper when taxes are low and Food is plentiful. Watch the gentle upward climb of the meters that record the level of stored Energy and the stocks of Food, Fuel and Minerals. Notice how the Fuel and Minerals meters move steadily up, while the Food display increases with the arrival of a consignment of Food from your Horticultural Station and then decreases a little as your people remove their rations from stores.

Investing in all that equipment is certainly paying off...

Having underpinned the economy on Starbase by ensuring that Energy, Food, Fuel and Minerals are all being created and added to reserves, this is a good time to give your people a break from heavy taxes and encourage them to breed.

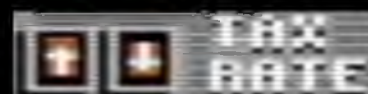
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Reduce the tax rate to 10% by clicking on the down arrow next to the display that reveals the current tax rate.



Let's buy another Solar Satellite Generator and launch it into orbit above Starbase. For the time being, it can generate Energy for Starbase, but in a short while we'll start to format another planet and we'll send the second Solar Satellite Generator to make Energy for the colonists, once their planet has been established. As you'll soon realise, using time wisely and prioritising tasks is crucial to playing Supremacy successfully. Click on the right mouse button to return to the Main Screen.



Go to the Buy Screen, find the Solar Satellite Generator page in the catalogue and buy another one.

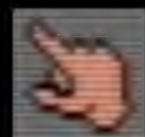


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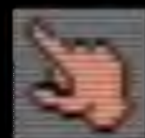
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Accept the default name by clicking on the right mouse button or pressing ENTER. (Should you want to change your mind and abort the purchase at this stage, clicking on ESCAPE allows you to do so.)

Now Solar 2 has to be launched into orbit around Starbase, so you need to access the Navigation Screen. Click on the right mouse button to return to the Main Screen.



Call up the Navigation Screen. Solar 2 needs to be the current craft for Navigation Screen operations, SO click on its name.



Click on the Launch Into Orbit icon to put it into orbit above Starbase.



Finally, click on the right mouse button to return to the Main Screen.

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## Saving Your Economic Miracle



Click on the Disk Management  
Icon to save or load your game  
progress.



THIS PART IS STILL UNDER CONSTRUCTION.

SAVING TO DISK IS DIFFERENT ON AMIGA AND  
C64, AND AS DISK SAVING IS GONE FOREVER,  
WE CAN'T TAKE THE ORIGINAL TEXT ANYWAY...

Now that Starbase has been established  
as a viable entity and the game position  
saved in case things go wrong, it's time  
to be more adventurous...

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## Enlisting An Army

When you first enter a planet system, you don't have an army - but you do have the capacity to draft up to 24 Platoons, which can each contain up to 200 troops, drafted from the civilian population on Starbase.

Soldiers can be used defensively as well as offensively and it's a good idea to establish a garrison on Starbase early in the game.

We'll recruit four Platoons with the intention of moving two to the new colony and leaving two on Starbase as a garrison.



Now click on the Platoon Management Icon to call up the Platoon Management Screen.



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PLATOON 1ST



HEU200

SUIT COST  
50 CR.

COST  
50 CR.



CITIZENS 11456

POST

CREDIT

83395

BANK

GENERAL

EQUIPMENT  
COST  
20000 CR.



CALIBRE

TRAIN



100%

There are three windows at the top of the screen the one on the left shows the identifying number of the current Platoon, the one in the middle labelled 'Troops' shows how many soldiers are currently in that Platoon, and the one on the right shows the current civilian population on Starbase. '1st' is now showing in the Platoon Identity window at the left. Click on the up arrow next to the Troops Window - it is currently displaying ,0'. Hold the mouse button down and release it when the number in this Drafting Window reaches 200.

You'll notice that the civilian population has decreased by 200.

Soldiers cannot be taxed - so the revenue you raise from the Starbase population per unit of time will decrease until the population is replenished by the forces of nature.

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On the plus side, soldiers do not consume Food from your stores, so drafting civilians takes the pressure off Food reserves.



The moment you draft civilians into a Platoon, the blue soldier at the bottom right of the screen starts running - this indicates that the rookies are undergoing training.

The percentage figure at the feet of this running soldier reveals how well trained the recruits are, and indicates the rank of their commanding officer.

The fighting abilities of a Platoon are increased in proportion to the level of training the men receive before being commissioned.

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Click once on the up arrow next to the window that is showing '1 st' to select the '2nd' Platoon, then assign men from the civilian population by clicking and holding on the up arrow next to the Drafting Window until it displays ,200'.

The 2nd Platoon is now in training.

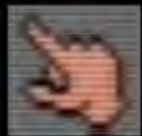
Repeat the process for the 3rd and 4th Platoons, then click on the right mouse button to leave your recruits in training and return to the Main Screen.

## Colonising Other Planets

When you enter a planet system for the first time, only two of the planets can support sentient life: your base, and the enemy's base at the other end of the system.

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All the other planets are completely barren if you move the Planet Cursor up and down the System Map by clicking on the up/down arrows to the right of the circular display, you'll notice that the planets in the middle of the system appear as lifeless, grey worlds in the Video Window. (The double-headed arrow allows you to slide the cursor up and down the System Map.)



In order to expand your territory, you need to buy an Atmosphere Processor and despatch it to one of the unformatted planets. After a while, the Atmosphere Processor will render the planet habitable and a seed colony will automatically be established.



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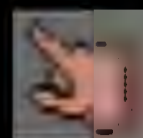
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Your new colony will start out with a few people and will have some Resources in its stores.

## Buying An Atmosphere Processor

By now you should have had a message that the Atmosphere Processor is available for purchase until the message comes in, you won't be able to buy an Atmosphere Processor, so you might as well return to the Government Screen for a while and review the situation in the Hitotsu System.



Click on the Buy Icon to call up the catalogue of items you can buy.



Flip through to find the Atmosphere Processor, then click on 'Buy' to make the purchase.

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The Atmosphere Processor is an automatic piece of equipment that is delivered to a Docking Bay on Starbase.



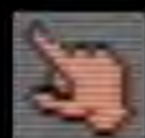
It can be launched immediately, so let's do that next. Unlike all other craft, the Atmosphere Processor is controlled with its own icon on the Main Screen.

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If you can't afford it, you may have to return to the Government Screen and ramp up the tax rate for a while to raise funds quickly.

Let's start the colonisation programme with the planet nearest to Starbase: click once on the up arrow that is to the right of the System Map to move the Planet Cursor onto the first planet up from Starbase. The Video Window now shows a barren planetscape, and 'Lifeless!' appears in the display at the base of the Video Window. This is the planet you are about to format...



Click on the Planet Formatter Icon, and the Message Window gives a readout on how long the Atmosphere Processor will take to do its job.



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Click the right mouse button or press ENTER to confirm the default name, 'Planet 1'. When it arrives, the Atmosphere Processor begins work immediately without further intervention on your part.



Stay on the Main Screen and watch the Video Window. After a while, you'll notice that waves of fire start sweeping across the barren planetscape, and If you look in the System Map you'll notice that the dot that represents Planet 1 has turned white to indicate that it is being formatted.

Don't wait around for the Atmosphere Processor to finish its task - there are important things to do.

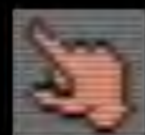
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## Commissioning Soldiers

Supremacy is played in real time - while you are busy attending to one aspect of managing your campaign, life continues throughout the planet system.

While you were buying and dispatching the Atmosphere Processor, your troops were hard at it in the military academy on Starbase. By now, the raw recruits should be well on their way to being professionally-trained soldiers.



Click on the Platoon Management Icon it's time to equip and commission the trainees.



Two large portrait screens to the left of the Platoon Management Screen show the body armour and weapon type that are currently selected - clicking on the left/right arrows below these windows cycles through the options.



The better the equipment, the more expensive it is and the more men you have in a Platoon the bigger the total equipment bill will be.

You'll notice that the total cost of equipping the current Platoon with the current armour and weapon is shown in a window above the running man.

In a real war, strategic decisions have to be taken about how many men you want in a Platoon, how much training you want them to have before they are moved into the army, and how much you can afford when it comes to equipping them.

A Platoon of 200 men can cost between 20,000 and 109,000 Credits to equip with suits and weapons - the choice IS yours.

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When you click on the icon that shows civilians turning into soldiers (the Platoon Commission Icon) the current Platoon is commissioned at the current training level with the current equipment - providing you have enough Credits on Starbase to afford it!

For the purposes of this whistle-stop tour round Supremacy, it's not too important how well-trained or well-equipped your first Platoons are.



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Check how many Credits you have available to spend the total appears in a window towards the top right of the screen, beneath the window that shows the level of the civilian population. Experiment with the suit and weapons selection mechanism and work out what you can afford to buy, bearing in mind that you want to commission four Platoons.

Don't spend all your money equipping one Platoon, or you'll have to raise more cash before continuing.

You may want to wait a while so a that extra funds can be raised from taxes, or you may decide to go to the Government Screen and bump up the tax rate temporarily to raise extra money quickly while you wait for the recruits to attain a higher level of training.

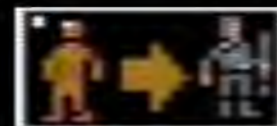
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The 1st Platoon has been in training longest, so start by commissioning that Platoon - keep clicking on the down arrow next to the Platoon Identity Window until '1 st' appears.



Click on the Platoon Commission Icon. Providing you had the Credits to buy your selected equipment, the 1st is now part of your army.



Click on the up-arrow next to the window that identifies the current Platoon, and it displays '2nd'. Click on the Platoon Commission Icon, and the 2nd is now operational. Repeat the process for the 3rd and the 4th Platoons.

Congratulations, you now have an army.

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Don't click on the Platoon Decommission Icon now - you'll disband your newly-commissioned 4th Platoon



which would be silly! This icon, like the Commission Icon, only affects Platoons and trainees on Starbase.

## Deploying Platoons

Once Platoons have been commissioned, you control them via the Combat Control Screen which allows Platoons to be moved from the garrison on a planet into a Battle Cruiser that is sitting in a Docking Bay on that planet, or unloaded from a Battle Cruiser and placed on the surface of planet.



Click on the Combat Control Icon. Notice how your Platoons - 1st through 4th - appear in the large grid to the left of the Combat Control Screen.



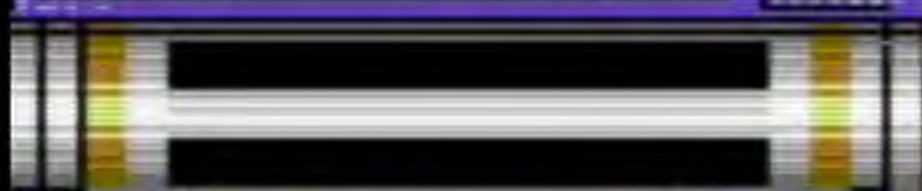
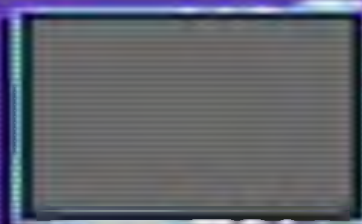
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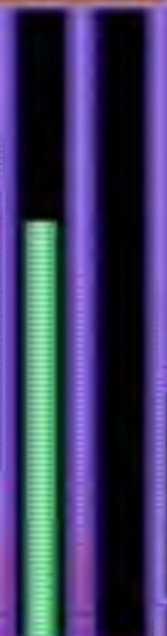
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1	BAY	EMPTY
2	BAY	EMPTY
3	BAY	EMPTY



15T	200			
200	200			
300	200			
4TH	200			

SCALE



STRENGTH

YOURS	1108
ENEMY	0

TROOPS	800
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AGGRESSION



25%





The number of men each Platoon contains appears next to its name.

All four Platoons are currently on the surface of Starbase; a vertical green bar gives a visual representation of your overall military strength on the current planet.

(A digital readout to the right shows how many men you have on the current planet, and reveals your total Military Strength there.)

We're going to ship the 1st and the 2nd Platoons to your new colony once it has been set up by the Atmosphere Processor. Platoons can only be transported in Battle Cruisers, so now would be a good a time to buy one. Click on the right mouse button to return to the Main Screen.

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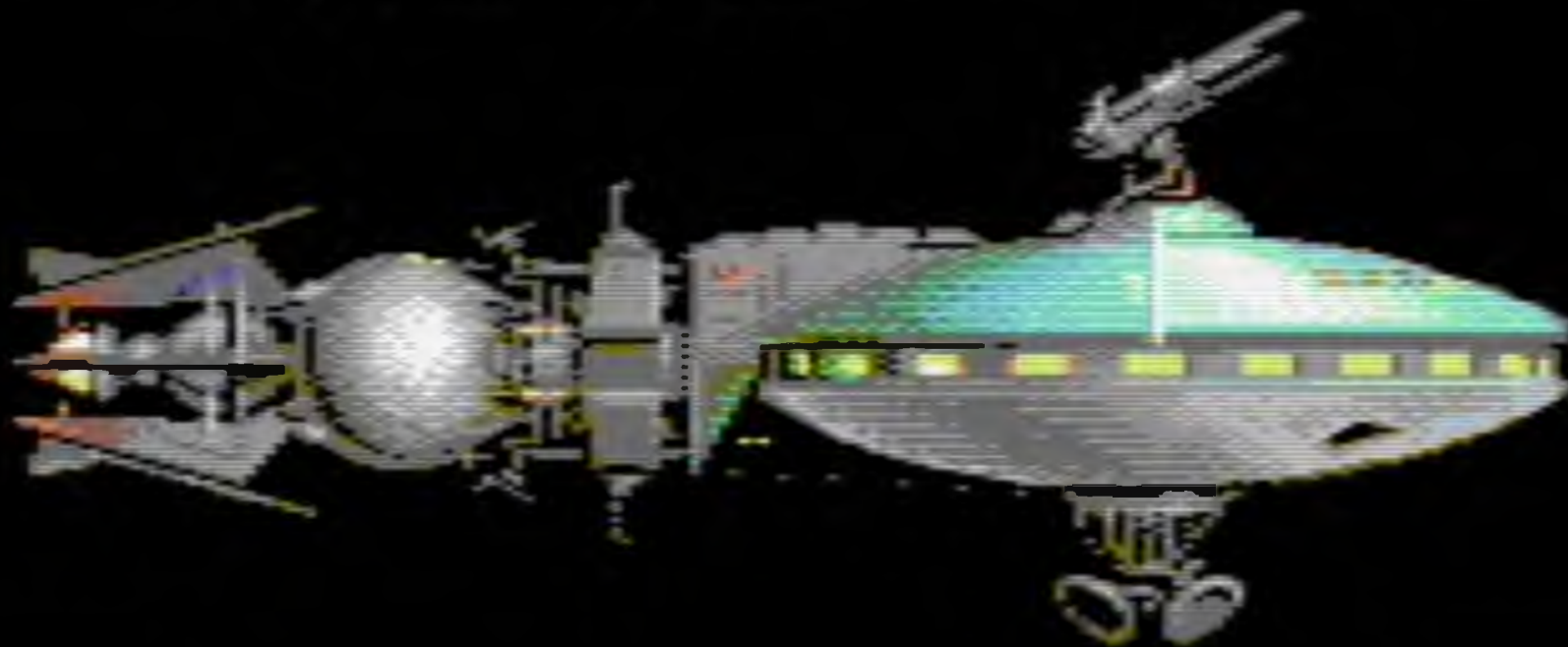
## Buying A Battle Cruiser



Click on the Buy Icon to call up the catalogue of items you can purchase.



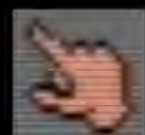
Flip through the pages of the on-screen catalogue by clicking on the left or right arrows until you find the Battle Cruiser, then buy it.



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If you can't afford it, you may have to return to the Government Screen and ramp up the tax rate for a while to raise funds quickly. (Make sure you reset the tax rate again if you do this, as it is easy to forget, and end up taxing your population so heavily that people stop breeding.)



Return to the Main Screen by clicking on the right mouse button, then click on the Cargo Bay Icon to call up the Cargo Bay Screen. Click on Battle 1's name to make it the current ship for Cargo Bay operations.



You're now in a position to crew Battle 1, and it also needs to be fuelled as it is going to be used to take two Platoons to your first colony.

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Click on the up-arrow in the icon that contains a picture of a fuel pump and hold down the mouse button to pump Fuel from Starbase's reserves into Battle 1's tanks.

Notice how the green bar-readout marked 'Fuel' in the large panel to the right decreases as the number in the fuelling icon increases the four vertical green displays on the right of the screen show how much Fuel, Minerals, Energy and Food are held in reserve on the current planet.

This area, as you will see later, is also used when Resources are moved around as cargo - we'll return to the subject later.

For the time being, just transfer Fuel from Starbase to the tanks of Battle 1.

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When Battle 1's tanks are full, click on the Crew Icon to assign a crew, then click on the right mouse button to return to the Main Screen.



As the Battle Cruiser is now fully commissioned and waiting in one of the Docking Bays on Starbase, you can load Platoons onto it. Click on the Combat Control Icon.

Battle 1's name appears in one of the Docking Bays shown at the top left of the Combat Control Screen, and as it is the only craft in a Docking Bay, it is automatically selected as the current craft. (If there's more than one Docking Bay occupied, click on Battle 1's name.)

The plan is to send the 1st and 2nd Platoons to your new colony - so they have to be moved on board Battle 1.

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## SCALE

## STRIKES!

## BATTLE - 1

[illegible]

451	2001
711	2001

## STRENGTH

YOUNG'S	554
ENERGY	0

TROOPS 400

## ABSTRACT

1	10
2	20
3	30
4	40
5	50
6	60
7	70
8	80
9	90
10	100

253





Click on '1st' in the large grid to the left, and you'll notice that the identifying details of the 1st Platoon move into one of the four empty cells displayed to the right of the Docking Bay display.

The 1st Platoon is now aboard Battle 1 - notice how the military strength readout and the vertical green bar in the centre of the screen reduces as you move the Platoon off the surface of Starbase.

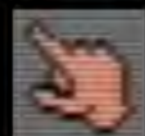
Click on '2nd' to load the 2nd Platoon, and notice the further depletion in Starbase's military might that takes place.

Click on the right mouse button to return to the Main Screen.

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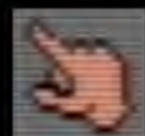
## Reviewing Your Colony



Click on the Atmosphere Processor Icon to check on the status of the planet you started formatting a little while ago.



It has probably already formatted by now, as the Message Window will have pointed out, but if it hasn't, wait until you get the message that Planet 1 is now formatted.



Click on the up-arrow to the right of the Star Map to move the Planet Cursor to the planet just above Starbase.

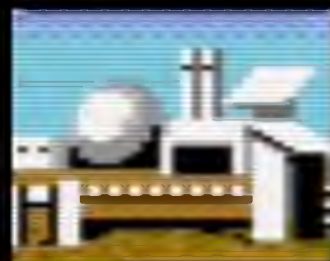


The Video Window will now display view of your newly-formatted planet.

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Beside the Base, there are four different types of planet that can be created by the Atmosphere Processor: Volcanic, Tropical, Metropolitan and Desert - and they each have different attributes.



Base



Desert



Metropol



Tropical



Volcanic

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Now that Planet 1 has been established as a colony, you may wish to click on the Government Screen Icon to discover what you have in the way of population and Resources in the seed colony planted by the Atmosphere Processor.



Clicking on the Government Screen Icon will call up the Government Screen with Planet 1 selected as the current planet - assuming you left the Planet Cursor on Planet 1.



Notice that you have a little of everything.

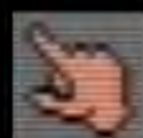
Start thinking what equipment you need to buy and send to Planet 1 in order to establish it as a colony, bearing in mind the type of planet it is.

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We have already bought a second Solar Satellite Generator for Planet 1, which is currently orbiting Starbase, and have commissioned a Battle Cruiser and loaded two Platoons onto it, ready for shipment to your new colony. Time to send the craft on their way.

Click on the right mouse button to return to the Main Screen.



Click on the Navigation Screen Icon. You will notice Planet is the current planet - and its Docking Bays are empty, so there isn't a current craft selected for Navigational operations.



Find Battle 1's name in the central grid that displays the roster of the craft in your fleet, and click on it to select Battle 1 as the current ship for Navigation Screen operations.

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Battle 1 is in a Docking Bay on Starbase, so you need to click on the Launch Into Orbit Icon to get it into space.



Then click on the Journey To Planet Icon to initiate the trip. The roster of craft in the central grid is now replaced by a list of the names of all the formatted planets in the planet system. Click on Planet 1' as the destination. Notice how details appear in the Journey Statistics panel to the bottom right of the Navigation Screen when you do this - you can see how much Fuel is needed to undertake the journey, and you are given the 'EDA' - Estimated Days to Arrival.



While you wait for Battle 1 to complete the journey, you might as well send one of the Solar Satellite Generators from orbit round Starbase to orbit round Planet 1.

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Click on either 'Solar 1' or 'Solar 2' in your craft roster to select a Solar Satellite as the current craft for Navigation Screen operations.



As the Solar Satellites are already in orbit, all you need to do is click on the Journey To Planet Icon and select Planet as the destination. When your selected Solar Satellite arrives at Planet it will stay in orbit and immediately begin beaming down Energy to the planet surface.



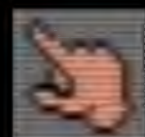
It's worth remembering you can change the current planet while you are using the Navigation Screen - if the last thing if you do is click on a planet as a destination, then that planet becomes the current planet within the game when you leave the Navigation Screen.

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Similarly, if the last thing you do on the Navigation Screen is click on a craft, then its location (or its destination) becomes the current planet.

Battle 1 will now be in orbit around Planet 1.



Select it by clicking on its name in the central roster, then click on the Land On



Planet Icon to move it from orbit to a vacant Docking Bay on the surface of Planet 1.

Click on the right mouse button to return to the Main Screen.

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## Setting Up A Garrison



Click on the Combat Control Icon to call up the Combat Control Screen.



Planet 1 should still be the current planet.

Battle 1 is in a Docking Bay, and it contains the 1st and 2nd Platoons; their names appear in the panel containing four grid cells that is located just to the right of the three Docking Bay windows, because Battle 1 is the current ship.

The other displays on the Combat Control screen show that there is a military strength of zero on Planet 1.

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## BATTLE . . 1

200 200


[illegible]

SCALE



RESEARCH



STRENGTH

YOURS	277
ENEMY	0

TROOPS	200
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AGGRESSION



25%



When you click on the name of one of your Platoons, it is moved to the surface of Planet 1 and a vertical green bar appears on the screen, indicating that you have established a military presence on the planet. Click on the name of the other Platoon that is still waiting aboard Battle 1 and notice how your troops have boosted your military presence on Planet 1 even more.

## End Of The Tour

You have now got Starbase up and running efficiently and established a colony on Planet 1.

The Quick Start Tour is now complete and you can begin to play in earnest. You may wish to save the game position again before continuing play, but from here on in it's your skill against the skill of the enemy commander.

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Good luck - and don't forget that elsewhere in this manual there are helpful hints on managing Resources, developing strategies and going to war, along with more detailed descriptions of the primary Control Screens found in the game.

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