

## World Supremacy Demo Overview

This document is presented to offer a brief overview of the elements of the World Supremacy demo. We understand that this is not all inclusive and that you may have to explore the demo to uncover all that is present within. If you need additional information on playing the demo we suggest you go to the World Supremacy Forum so that the fans there may assist you with the demo. If you need help from Shrapnel, please contact Customer Support as we do not answer support issues in the forums.

World Supremacy Forum: <http://forum.shrapnelgames.com/forumdisplay.php?f=230>

Customer Support: <https://www.gamersfront.com/store/support.php>

To order World Supremacy: <http://www.gamersfront.com/store/world-supremacy.html>

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### Units

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Land Units - Can only move on land regions. They are the only unit type which can conquer enemy territories.

Air Units - Can move on land and ocean regions. They must end their turn in a friendly region or they will crash.

Sea Units - Can only move on ocean regions.

Fabrication Complex - Units can only be purchased in regions with Fabrication Complexes.

Transports - A unit which can carry other units. Transports lose all of their movement when they are loaded.

Cities - A non-moving unit which provides additional resources for a region.

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### Orders / Actions

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Next Unit / Previous Unit - Takes you to the next unit with movement remaining.

Unit Selection - Moving your mouse over a unit on the map will display the Information bar at the bottom of the window. This will

display information about the unit and show all units present. Clicking on a unit will select that unit. You can select multiple units in the same region.

The Selection List will display to show the units you have selected and allow you to give them orders.

Move - Tells your units to move to a new region. You cannot move into an enemy region with this order.

Once you select Move, you

then click on the destination region. Green arrows will show your movement path.

Attack - Same as Move, but into an enemy territory. Once units move into an enemy region, they cannot move out until combat is resolved.

Bombard - Allows certain units to attack nearby regions. You have no control over what units are damaged during bombardment. Nuclear weapons will also damage the region value.

Load / Unload Transport - Displays a new window which allows you to transfer units into and out of a transport.

Amphibious Assault - Allows a sea transport to drop units onto a land region.

Skip Turn - Sets the movement points of the selected units to zero.

Cancel Order - Cancels the current order in progress.

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Windows  
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Main Window - The main window displays the world map, and the overview map in the top right corner. Selecting units on the map will allow you to give them orders.

Menu - This window allows you to Save the game, Load a game, select options, or quit the game.

Purchases - This window allows you to purchase new units for your empire. New units are purchased after you end your turn.

Game Statistics - Displays statistics about the game's regions, units, and empires.

Log - Displays a list of all of the events that have occurred in the game, that you know about.

Begin Combat - This window is displayed before a combat to indicate where the combat is occurring and what units are involved.

End Combat - This window is displayed to show you the results of a combat.

Combat - Combat takes place anytime enemy units are in the same region. Units cannot move out of a region until combat is resolved. You also cannot end your turn until all combats are resolved. Regions with combat pending have a red triangle above them. If you mouse over the region, a button to begin the combat is displayed. Combat takes place on a tactical battlefield within the region. One side must completely destroy the other before combat can end.

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Sight  
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The map only displays those regions you can currently see. Every unit has a sight range and you can see all regions within that range. Regions that you cannot see are blackened.

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Technology  
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Technology is purchased in the Purchases window just like units are. All technologies are a chance that you will develop them. The results will be displayed in your log on the next turn.

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Information Bar  
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The information bar is displayed at the bottom of the main window when you mouse over a unit. Details about the unit's capabilities are displayed in the bar. Above the bar a display of the actual unit pictures and their cargo are displayed.

Unit List - A picture for each unit in this stack. If the unit is carrying cargo, the cargo pictures will be displayed to the right of the unit.

Green dots are displayed one for each movement point remaining. Blue dots are cargo capacity remaining in the transport. White dots are cargo capacity taken up in the transport.

Name - The name of this unit type.

Description - A description for this unit type.

Cost - The cost to purchase this unit.

Movement - The number of regions that this unit can move in one turn and the movement type (air, land, sea).

Sight Range - The distance in regions that this unit can see.

Hit Points - The number of damage points this unit can take before being destroyed.

Ranged Fire - None or a listing of ranged fire attributes.

Ranged Fire Range - The distance in regions that this unit can bombard.

Ranged Fire Damage Amount - The amount of damage a bombardment will do.

Combat Movement - The distance in squares this unit can move during combat. Also the type of movement (air, land, sea).

Combat Attack Range - The range in squares that this unit can fire on enemy units.

Combat Rating - The attack and defense rating of this unit. For each point difference in attacker's attack rating to the defender's defense rating, 5% more or less damage is incurred.

Combat Initiative - How often this unit gets a turn in combat.

Combat Damage Amount - The amount of damage done when attacking.

Combat Damage Modifiers - Modifiers to the damage amount this unit does against other units types. L = Land, A = Air, O = Ocean Surface, U = Underwater. The percentage is a modifier to the damage amount when firing against this unit's movement type.

Transporting Capacity - The amount of space this unit has for transporting other units.

Transporting Launch For Combat - Yes or No whether the units on this transport are launched to take part in combat.

Transporting Can Carry - The types of units this transport can carry. The numbers in parenthesis are the amount of space taken by each unit type.

Special Abilities - A list of any special abilities this unit type has.

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#### Combat

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Combat takes place anytime enemy units are in the same region. Units cannot move out of a region until combat is resolved. You also cannot end your turn until all combats are resolved. You can choose to resolve combat anytime before the end of your turn.

During combat, a unit can either move or fire, but not both. Combat continues until all of the units of one side are destroyed.