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Map mini FAQ.

Why are there no territory names on the map?

This is noted in the rule book, but in case you skipped/skimmed over that part it was done to make it easier and faster to enter the Play By Mail orders into the computer. While each of the territories did (do) have actual names, and they were used by the computer turn results reports in addition to the numbers, I don't have access to the names that were used for most of the map territories, only for the ones that came into play in my games (about 25% of the territories, tops).

Can you make a different map with different colors for me?

No. This rules and map scan / colorizing was a personal labor of love for me and I'm done with it now and have little to no intention of revisiting my time or work on this. I DO eventually plan on recreating the Supremacy board game map in a vector format, and will probably do a variation of the PBM map too, but that's a long way off and subject to my whims. Basically, don't wait for it.

However, I AM including a png file of the original full size black and white scan in the directory with the rules pdf downloads, so you can make your own if you'd like. Anyone with a simple graphics program (such as Gimp) should be able to colorize the map to their own tastes / any way they please in about 10-60 minutes.



SUPREMACY



The Play-By-Mail Game Of The Super Powers.

*"In planning, never a useless move;
In strategy, no step taken in vain."*

Ch'en Hao, 8th Century A.D.

*"Diplomacy is the art of letting
someone else have your way."*

*Danielle Vare'
1880-1956*



SUPREMACY

THE FIELD MARSHALL'S GUIDE TO SUPREMACY

Designer Play-By-Mail version: Gary E. Smith

Board Game Designed by: Supremacy Games Inc

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DEDICATION

This is to everyone who has helped Andon Games become a success. To my players, who have watched this company grow from the ground up. To my friends and members of S.A.G.E., who have helped me grow as a person, gamer, and businessman. To my wife, who is more understanding and supporting than any man who makes games for a living could ask for. I love her, and thank you all.

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Special thanks to Supremacy Games, Inc. for making this all possible

WELCOME TO PLAY-BY-MAIL

Play-By-Mail is the fastest growing segment of the gaming industry, and one of the fastest growing forms of entertainment in the United States. Playing games through the mail allows you the convenience of having fun when and where you want to. PBM games are challenging and imaginative, easy to learn how to play, and provide hours of enjoyment for only a few dollars each month.

Andon Games provides free rules to our Play-By-Mail games so that you can learn more about them at no cost and with no obligation. Start playing now, so that you can join the thousands of potential opponents and allies already playing in our PBM games.

OBJECT OF THE GAME

The object of the game is to conquer the world by bankrupting, capturing, or destroying your opponents. Each player is the leader of a superpower. Players buy and sell resources, build weapons, deploy their armies and navies, and wage war to win global economic and military Supremacy.

GAME ELEMENTS

THE MAP: Supremacy is played on a world map of Earth. Although the time frame of the game is the near future, real-world political boundaries play no part. Each player leads an up-and-coming superpower through the difficult process of gaining world Supremacy.

There are three (3) different types of territories on the map: Land territories, which are all habitable land surfaces (numbered 1-138); Shallow Water Zones (SWZ), which are the water territories adjacent to land, and can be controlled (numbered 501-565); and Deep Water Zones (DWZ), which are international waters (numbered 901-918).

Only land and SWZs can be owned by a player. All DWZs are neutral, and no attacks are allowed against forces in DWZs. Each land territory is considered to have a port in to each adjacent SWZ. No ports exist between land and DWZs.

Players should notice that although the printout sometimes mentions regional names, each region may be sub-divided into two or more territories or zones. Each territory or zone is numbered (1-138, 501-565, 901-918), and all references to a territory should be made by territory number, NOT by the name of the region to which the territory belongs.

MONEY: All currency amounts are based on millions of dollars.

RESOURCES: There are three resources in the game: Oil, Grain, and Minerals. Resources are used to build, move units, etc. They can be sold and bought among players or on the open market. Resources are produced by companies, as explained below.

SUPPLY CENTERS: Each player starts with a supply center that can hold 35 units of each basic resource. All production that cannot be stored in your supply center will be lost. Supply centers can increase and decrease in size (explained later), but a supply center can never hold more than 99 units of a resource.

Your supply center will also keep track of how many strategic weapons you have. Worldwide arms-control talks have placed a limit on the number of strategic weapons a country may possess. The limit is currently set at 20 for each of the four weapon types.

THE MARKET: Supremacy includes a neutral world market. Each turn, players may sell and/or buy resources on the market. The market price will always be between \$10mil and \$1000mil for each of the three resources. The price will rise and fall to reflect the quantities being bought and sold.

COMPANIES: Companies are the basis for all production in the game. Each company will produce a certain amount of one resource. Companies will be located in land territories and SWZs. Players will start with companies in their own country. Companies are gained by prospecting for resources (explained later).

Companies must be opened to produce, and keeping a company open costs money. Each turn a player must decide whether to pay a company to produce, or to close the company and not gain its resources. There is no penalty for closing a company, and that company may be reopened the next turn without penalty.

ARMIES & NAVIES: Armies are the basic fighting unit. They are the only unit that can occupy a land territory and that can attack inland. Navies may occupy only SWZs or DWZs. Armies and Navies are completely equal in combat. Each army and each navy present on a side counts as one unit fighting for that side (for details and exceptions, see "COMBAT").

NUKES, NEUTRON BOMBS, L-STARs, K-SATS: Players can research strategic weapon technology, and then use these weapons against their enemies. The following strategic weapons can be developed.

Nukes = Nuclear missiles, very destructive.

Neutron Bombs = A less deadly bomb than a nuke, but much safer.

L-Stars = Laser Satellites, used as a space defense system against missiles.

K-Sats = Killer Satellites, used to shoot down L-Stars and missiles.

Any player can use these weapons once s/he develops the required technology. Full details of these weapons and the research needed to use them are provided later in these rules.

GAME START

PLAYER POSITIONS: Each player starts the game in control of a three-territory region of the map, with the following three exceptions.

The Manchuria player (#11) begins the game in control of a region which contains only two territories. This player also owns one land territory in a neighboring region, and that third territory is considered part of Manchuria's home territory.

The British Isles and Indonesia players (#7 & #15) start with 6 armies and 3 navies in one coastal territory located next to their home country (Ter #528 and #552). These forces are in addition their normal starting forces.

Each player is assigned a player number (1-16). For all player identification purposes the player number only must be used. The name of the region a player owns will be used for cosmetic purposes only, as the computer will understand only the player number and the territory number.

#	COUNTRY	TERRITORY	#	COUNTRY	TERRITORY
1	ALASKA	1-3	9	YARUTSK	51-53
2	GREENLAND	10-12	10	KAZAKH	60-62
3	WEST U.S.A.	16-18	11	MANCHURIA	63,64,84
4	EAST U.S.A.	22-24	12	E. EUROPE	70-72
5	VENEZUELA	28-30	13	EGYPT	112-114
6	ARGENTINA	36-38	14	S. AFRICA	123-125
7	BRIT. ISLES	39-41	15	INDONESIA	126-128
8	KOLA	45-47	16	EAST. AUST.	132-134

ORIGINAL HOME TERRITORIES: An ORIGINAL HOME territory is any one of the 48 land territories that are owned by players at the start of the game. These 48 land territories are the only ORIGINAL HOME territories in the game.

The number of ORIGINAL HOME territories can never increase; however, when one of these territories is nuked, it ceases to be an ORIGINAL HOME territory.

For each ORIGINAL HOME territory you capture from another player, your supply center's maximum capacity will increase by 5 points. If you lose one of your ORIGINAL HOME territories or one that you have captured, your supply center's maximum capacity will be reduced by 5 points.

LOSS OF ORIGINAL HOME TO NUKES: An ORIGINAL HOME territory that has been nuked will NOT provide the 5-point increase to the capacity of a conqueror's supply center, but does lower the capacity of the ex-owner's supply center by 5 points. A nuked ORIGINAL HOME territory does not count as an ORIGINAL HOME territory for victory points.

HOME TERRITORIES: These are the territories that you currently call home. At the start of the game, everyone will have three HOME territories. Each HOME territory collects \$500mil in tribute each turn. ORIGINAL HOME territories do not collect any tribute unless they are also currently HOME territories. Any player who loses all his/her HOME territories is out of the game. A player may have a maximum of 7 HOME territories. NOTE: HOME territories don't have to be ORIGINAL HOME territories. In fact, a player can own zero ORIGINAL HOME territories and still be in the game.

PLAYER FORCES: Each player starts with 5 armies in each HOME territory. Island countries (British Isles #7, Indonesia #15) also start with 6 armies and 3 navies in 528 and 552 respectively.

NEUTRAL FORCES: Each land territory that is not owned by a player at the start of the game will contain 3 to 8 warlords. All SWZs that are not touching a player-owned land territory at the start of the game will contain 3-8 pirates. All other SWZs will be empty.

MONEY: Each player will start with 7000 million dollars.

RESOURCES: Starting production values will be either 10 Oil, 8 Grain, 7 Mineral or 10 Grain, 8 Oil, 7 Mineral. Your initial supply center levels will be determined by your starting production. You will have 20 of your most abundant resource, 15 of the second most abundant, and 10 of the least abundant resource (which will be mineral in all cases).

NUCLEAR WINTER THRESHOLD: On the first turn of each game, the players will determine the Nuclear Winter Threshold (NWT). By determining the NWT, players will determine how large a role nukes will play in their game.

The NWT is that level of nuclear activity, agreed to by all players, at which a nuclear ban is placed on the world. This ban stays in effect until the radiation level drops below 65% of the NWT. Each player will choose an NWT of 15 to 40 points. All the player choices will be averaged to determine the NWT. The actual NWT will not be made known; players will have to discover it for themselves.

GAME END: On turn one, the players will also determine on which turn the game will end. Players will choose a turn number between 20 and 40. The average of all the players' choices will be the turn on which the game will end. The exact ending turn will not be made known to the players. See "VICTORY POINTS" for the details of winning.

THE ORDER OF PLAY

Supremacy is played in stages. Each stage represents a different function of the game. All activities of one stage will be executed before another stage is started. Stages are always done in numerical order. All players are required to participate in stages one and two. The other five stages are optional.

STAGE OVERVIEW:

(ALL PLAYERS PERFORM STAGE 1 & 2)
STAGE 1a - PAY SALARIES, LOANS & ISSUE DIRECTIVES
STAGE 1b - PRE-PRODUCTION BLOCKADE CHECK
STAGE 2 - TRANSFER PRODUCTION
(YOU MAY DO UP TO 5 OF THE REMAINING STAGES)
STAGE 3 - SELL YOUR RESOURCES
STAGE 4 - ATTACK - Strategic attacks, Conventional attacks
STAGE 5a - MOVE ARMIES AND/OR NAVIES
STAGE 5b - PRE-BUILD BLOCKADE CHECK
STAGE 6 - BUILD FORCES AND WEAPONS; RESEARCH
STAGE 7 - BUY AND PROSPECT FOR RESOURCES

SALARIES (STAGE 1): Each player must pay \$10mil for each army and each navy s/he has on the map, and \$50mil for each company that s/he wants to open (companies must be opened in order to produce resources).

If army or navy salaries are not paid, only those armies and/or navies that have been paid will be allowed to remain on the map. Removal of forces will be as follows: Starting in numerical map order, one army or navy will be removed from each DWZ the player occupies. After all DWZ forces have been removed, land territories and SWZs will be checked. Units will be removed from the map until all unpaid forces have been removed. Territories with only one army or navy and HOME territories will be skipped in the removal sequence, until it is necessary to remove units in those territories.

If you are unable to pay all the salaries of the companies you attempted to open, those with the smallest production will be closed first.

LOANS: Players may borrow up to \$20000mil dollars from the bank. Loans can be in any amount of \$1mil or greater. Repayment must also be for an amount equal to or greater than 1mil.

Note: 1000 million = 1 billion. For game purposes, billions will always be written as thousand of millions (i.e., if you want to borrow \$2bil dollars, request \$2000mil).

Players may also borrow money from each other for whatever terms they negotiate. To make an inter-player loan, the borrower will sell one unit of some resource to the lender for a price equal to the amount of the loan. Loans between players are made without guarantees. The collection of a player-to-player loan is the responsibility of the players involved.

INTEREST: Interest on bank loans is calculated as follows:

Amount borrowed:	1 - 4999mil	= 5%
	5000 - 9999	= 10%
	10000 - 14999	= 15%
	15000 - 20000	= 20%

DEFAULTING ON LOANS: A player who will not, or cannot, pay their interest is said to have defaulted on their loan. Any player who is in default will not be allowed to buy resources on the market or to borrow more money from the bank. Past-due interest will accumulate each turn. There is also an added 5% of principal late charge each turn you don't pay, including the first turn you don't pay.

Players in default are still allowed to trade with other players, and to sell on the market. All proceeds from sales on the market must go toward past-due interest and late charges. A combination of principal and back interest totaling 40 billion or more is bankruptcy (explained later).

PRIME DIRECTIVES

Each turn, players may submit their standing orders to their forces. These orders include which areas are to retreat, which will stay and fight, etc.

RETREAT LOCATION ORDERS: Each turn you will be allowed to issue four retreat location orders. These orders are to allow you to set a standing order for the forces of a particular territory to retreat to another if they are ordered to retreat. Remember, the retreat location order determines only the place a force will retreat to, not whether it will actually retreat. A retreat location must be an adjacent land territory.

Once issued, a retreat location order will remain in effect until you change it, or until the territory is captured. Thus, you need to issue a retreat location order for a territory only if you just captured it, or to change a previous order.

RETREAT ORDERS: Each LAND territory you own may be told to retreat if attacked. You may issue these orders for all your land territories each turn. This order determines whether forces retreat to their already-assigned retreat locations. Forces with no retreat location will not retreat.

RESISTANCE ORDERS: As explained in the section "RESISTANCE," you may declare whether each territory you own is going to resist an attacking force. Not resisting gives the attacker a better chance, but it saves you resources. Resisting gives you a defender's bonus, but costs you resources.

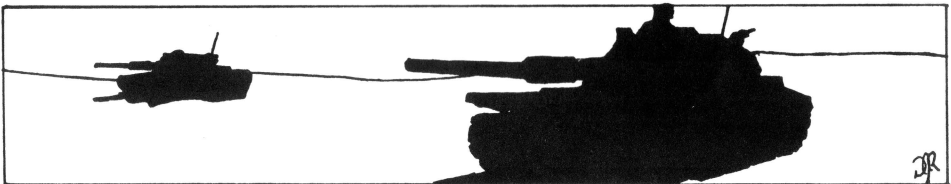
CHAMPIONING: Space defense systems (L-Stars & K-Sats) are always considered to be defending you. They can, however, be ordered to defend for another player, and/or to defend any player under certain conditions. Your championing options will appear on your turn sheet.

BLOCKADE ORDERS: You can order your navies to blockade adjacent ports. See "BLOCKADES" for full details.

SUPPLY ORDERS: Each landlocked territory must trace a line of supply to a neighboring friendly land territory that has an unblockaded port. If you can't trace a line of supply, no tribute or production can be collected.

SPYING: Spying can accomplish one of three things. You can spy for troop strength in a territory, discovered companies and their production values in a territory, or the status of another player's supply center (including all strategic forces and the player's debt).

Each player is allowed three free spy missions a turn. Extra spy missions are awarded at the rate of two for each L-Star you own. Spy missions may be targeted at any land territory, SWZ or DWZ. All spy reports are current as of the END of the turn.



TRANSFER PRODUCTION

Companies whose salaries were paid in STAGE 1, and that are not blockaded, will now produce their resources. These resources will be transferred automatically to your supply center. If you produce more than your supply center can hold, the excess units will be lost. A full report of your production will be presented at this time. Tribute will also be collected at this time.

TRIBUTE: A player collects money from all land territories s/he owns. \$200mil is collected for each non-HOME land territory, and \$500mil for each HOME territory. Tribute cannot be collected from blockaded territories or from territories that have been nuked.

BLOCKADES: When one or more players use their navies to block all the ports of an opponent's non-HOME territory, that territory is under blockade. All production, building of units, and collection of tribute from that territory will cease until a port can be freed. HOME territories can never be blockaded.

Inland territories (those without a coast) must trace a line of supply to a neighboring land territory that has a port. If that port is blockaded, the inland territory is also considered to be blockaded. Failure to trace a line of supply will also result in a territory being considered blockaded.

Only inland territories may specify a line of supply. All territories that have their own ports must use those ports.

You can issue blockade orders against your own territory if you think you might be attacked. Since blockade attempts against your own territory will always fail, this blockade order will work only if your territory is captured by your attacker.

Pirates never blockade.

SELL RESOURCES

A country may sell any amount of the resources in its supply center to the market and/or to other players. The following procedure is used to determine the amount of money gained by selling resources to the market.

SELLING PROCEDURE: Using Oil as an example, all players willing to sell Oil will sell their first unit at the price listed on the turn sheet. The market will then be adjusted downward depending on the number of units just sold. All players who are still interested in selling another unit at the new lower price will do so. The market will then be adjusted downward again. This procedure will continue until all units have been sold, or until the price is too low for players to want to sell. The same procedure is followed for each resource.

MARKET VOLATILITY RATING (MVR): Selling units on the market drives the price down. Two factors are used to determine just how far the price will drop. These factors are total units just sold and the Market Volatility Rating (MVR).

The MVR is a measure of the market's relative stability. The MVR will always be a whole number between 1 and 5 (1 = volatile and 5 = very stable). Game events will affect the MVR. Numerous attacks or the use of strategic weapons will lower the MVR (make the market more volatile), while fewer attacks or the implementation of a nuclear ban (caused by crossing the NWT) will raise the MVR (make the market less volatile).

The market can never go below 10mil per unit or higher than 1000mil per unit. If the MVR is 1, the market will drop by \$5mil for each unit sold; a MVR of 2 will drop the market by \$4mil for each unit sold; MVR 3 will drop the market \$3mil per unit sold; MVR 4 will drop the market \$2mil per unit sold; MVR 5mil drop the market by \$1mil per unit sold.

The MVR affects the buying market to the same degree, but it raises the buying price where it would lower the selling price (e.g., buying resources is more expensive in a more volatile market; a MVR of 1 raises the buying price 5mil for each unit sold, and so on.)

SALE OF RESOURCES TO OTHER PLAYERS: Players may sell resources to each other for whatever terms they agree negotiate. The price agreed to is PER UNIT. In order for the sale to be successful, the buying player must issue a MATCHING buy order. Orders are considered MATCHING if the same Quantity, Resource, and Price/unit are given.

The buyer may buy more than his/her supply center can hold, but the excess is simply wasted. All sales between players are resolved in Stage 7, under buying. This means that, unlike revenues from sales to the market, revenues from sales to other players are not received until after buying from the market has taken place in Stage 7. In other words, if you are selling resources to another player, do not count on using the income from that sale to buy resources on the market. Likewise, if you are buying from another player, do not count on having those resources to sell to the market.

Weapon Sales: Nukes and neutrons may be sold to other players in any quantity. The selling price must be between 50% and 200% of the original dollar value of the weapon. Note: Players must own silos in order to use missiles purchased from another player. Owning missiles with no silos is useless.

SALE OF COMPANIES TO THE WORLD MARKET: Players may sell unwanted companies to a world market for cash. The world market will pay \$200mil per unit of production (example a 3 Oil company would be worth \$600mil). Companies sold to the world market are destroyed and forever out of play. The actual sale takes place in STAGE 7, so the money is not available for use until then.

COMBAT

CONVENTIONAL FORCES (Armies and Navies): Each time you wish to attack, you must fill out a Battle Drill. The procedure for completing a Battle Drill is detailed below, but first we need to cover the basic rules.

Armies may attack opposing armies in an adjacent territory. They may also attack navies in an adjacent SWZ, but may not occupy that SWZ. Note: Airborne assaults allow armies to attack non-adjacent land territories (see "AIRBORNE ASSAULTS").

A navy in a SWZ may attack an opposing navy in an adjacent SWZ. A navy in an DWZ may attack an opposing navy in an adjacent SWZ. Navies may also attack from a SWZ or DWZ to an adjacent land territory.

No attacks are allowed between forces or against forces in a DWZ.

When attacked, a player may choose to retreat. All retreats must be to a friendly, adjacent land territory. The movement costs for all retreating units must be paid in oil.

All players are allowed 7 conventional attacks a turn. Because your attacks are performed in the order you specify in the RANK section of the Battle Drill, you can attack and occupy a territory, and then attack another territory with that occupying force.

Note: No attacks are allowed on turn 1.

BATTLE DRILL - Conventional

STEP A - Identify theater of war: The attacker must determine which territory the attack will be launched from, and where the target of the attack will be.

STEP B - Determine level of commitment and resource cost: The attacker must determine how many offensives s/he is willing to launch. Each offensive is a chance to kill enemy units, and each will cost a set of resources (1 Grain, 1 Oil, and 1 Mineral). If the defender has issued retreat orders, they are executed before the first offensive, if possible. Likewise, if the defender has issued resist orders, s/he must now pay one set of resources for each offensive the attacker launches. Resources are spent only for those offenses actually used. Example: Player 1 attacks player 2 with 3 offenses. If player 1 wins after the first offense, the cost to the attacker and the defender (if the defender resists) is only one set of resources each, not three.

NOTE ABOUT AIRBORNE ATTACKS AND OFFENSES: In airborne attacks, the resources needed for the number of offenses requested are set aside so that your forces do not get stranded overseas. Therefore, the maximum number of armies you can airlift is $((OIL - \# \text{ offenses}) / 2)$ rounded down. When issuing orders for an airborne attack, order only enough offenses to be sure your attacks will not be called off due to lack of resources. Any resources set aside for unused offenses will be returned to your supply center.

STEP C - Determine odds: Each player is awarded Damage Points (DPs). The number of DPs a player receives will determine the amount of damage done to that player's enemy. DPs are awarded in the following manner:

- 1 to the attacker
- 1 to the defender
- 1 to the defender if s/he chose to resist
- 1 to the defender if defending a HOME territory
- 1 to the defender if defending against airborne
- 1 to the defender if defending against amphibious from DWZ
- 1 to the side with the most forces*
- 1 to the side with the most L-Stars

If either side has twice as many units as the other, the stronger side's DPs are doubled. If either side has three times as many units as the other, the stronger side's DPs are tripled.

* = Armies on ships do not count toward a side's total forces unless the attack is an amphibious assault.

STEP D - Figure losses: Each DP is multiplied by a random number between 1.01 and 2.00. The total of a side's DPs after multiplying is rounded down to the nearest whole number. This is the number of enemy units destroyed. All losses are taken armies first, then navies. Armies on ships are not taken as losses, and are destroyed only if the ships holding them are destroyed. Empty ships are sunk first.

STEP E - Occupy: If the defending country has lost all its forces in the territory being attacked, the attacker can occupy that territory. The movement costs for occupying armies must be paid, and the territory becomes the property of the attacker. If the defender eliminates all attacking forces, then the attacker cannot occupy.

If the attacker occupies, any companies that are located in this territory and that have produced at any time during the game, will then become the property of the attacker.

If the territory being occupied was a HOME territory of another player, the attacking player is entitled to share in the Spoils of War (explained later). Occupying an ORIGINAL HOME territory will increase the maximum capacity of the victor's Supply Center by 5 points, and reduce the maximum capacity of the loser's Supply Center by 5 points.

MILITIA: If a land territory contains no armies, is attacked, and has been ordered to resist, then that territory's militia will defend the area. Resisting militia get one fewer DP than a defending army in the same battle. If an empty land territory is told not to resist, then the attacker will win without a fight.

RESISTANCE: When attacked, a territory is faced with three choices: resistance, non-resistance, or retreat (explained later). Resistance assumes that the retreat option is not being used.

When a territory has been ordered not to retreat, a decision must be made to fight hard, or to let the forces there live or die on their own. Giving the order to resist commits you to spending a set of resources for each offensive launched against that territory. The extra set of supplies allows your forces an extra DP. The extra DP is not gained if the order to resist is not given.

AMPHIBIOUS ASSAULT: An amphibious assault is any attack against a land territory from any adjacent DWZ or SWZ. Both the navies and the armies on board the attacking ships are considered part of the fight. If all the landing armies are destroyed, the area under attack cannot be occupied.

No special orders need be given for this type of attack. An amphibious assault is assumed if the location you are attacking from is water and the target of the attack is land.

AIRBORNE ASSAULT: A player may attempt an airborne assault by flying armies to the battle location. No special orders are needed for this type of attack. An airborne assault will be assumed if the location of the attack is not adjacent to the territory from which you are attacking.

All movement costs (2 oil units per army) must be paid. If the attacking forces do not win within the number of offenses you allocated resources for, they will die.

NOTE ABOUT AIRBORNE ATTACKS AND OFFENSES: In airborne attacks, the resources needed for the number of offenses requested are set aside so that your forces do not get stranded overseas. Therefore, the maximum number of armies you can airlift is $((OIL - \# \text{ offenses}) / 2)$ rounded down. When issuing orders for an airborne attack, order only enough offenses to be sure your attacks will not be called off due to lack of resources. Any resources set aside for unused offenses will be returned to your supply center.

RETREATING: Units in each LAND territory you own may be told to retreat if attacked. You may issue these orders for all your land territories each turn. This order determines whether forces retreat to their already-assigned retreat locations. Forces with no retreat location will not retreat. Each unit retreating must do so to an adjacent land territory, and must pay the movement cost of 1 oil per unit.

SPOILS OF WAR: When a player occupies a HOME territory of another player, the occupying player takes 20% of that country's cash and 20% of the resources (including nukes and neutrons) in that country's supply center. The player losing the territory loses the same. Any player who loses all of his/her HOME territories is out the game. If a player's HOME territory is nuked, that player loses 20% of their cash and resources, but nothing is gained by the attacker.

STRATEGIC FORCES

Nukes and Neutron Bombs may be fired at any land or SWZ. When a nuke lands in a territory, all units, silos, spaceports, and resources in that territory are destroyed. The companies, however, are not removed from play; they are returned to the undiscovered company reserve. They may one day be rediscovered and put back into play, but only after the nuclear side effects have been cleaned up. Reoccupation and clean-up of nuked territories are explained in full under the "NUCLEAR WINTER" and "BOMB CLEAN UP" sections.

Neutron bombs have a less severe effect on territory and troops, and will destroy only 3-8 units. Damage is taken armies first, then navies. Silos and spaceports are not affected. Companies are automatically damaged, and will need to be cleaned up. Damaged companies remain in play, but cannot produce until cleaned up. Territories hit by neutron bombs that destroy all enemy forces may be occupied on the following turn by the player who launched the LAST bomb to strike. Territories hit by neutron bombs that do not kill all the forces in the territory are treated as normal territories, but the companies will still need to be cleaned up. Reoccupation and clean-up of territories hit by neutron bombs is explained in full under the "BOMB CLEAN-UP" section.

BATTLE DRILL - Strategic

STEP A - Identify target of attack: The attacker declares which territory (Land or SWZ) is the target of the attack.

STEP B - Declare weapon type(s), and force: The attacker declares how many nukes and/or neutron bombs will be used. The total number of nukes and neutron bombs a player can fire is equal to the number of silos that player has that have not yet fired a missile this turn.

STEP C - Launch strategic forces: All strategic weapons being used are launched simultaneously. That means that you need not fear being unable to launch your weapon systems because silos were destroyed by incoming nukes or neutron bombs.

STEP D - Space defense screen: All L-Stars and K-Sats will attempt to destroy incoming missiles. L-stars and K-Sats will always defend your territories, and can be ordered to defend other players' territories as well (see "Championing"). L-Stars have an 80% success rate, while K-Sats have only a 35% success rating (championing percentages are lower). Each defense system is allowed one shot at one missile launched at it by each country. Example: Player A has 3 L-Stars and 2 K-Sats. Player B launches a total of 6 missiles at a player A's territory, and Player C launches 3 missiles at one of player A's territory. Player A will have 3-80% and 2-35% chances to shoot down player B's 6-missile attack; one missile is sure to get through the defenses. Player A will also have 3-80% and 2-35% chances against player C's 3-missile attack. As this example shows, if you really need to succeed, send more missiles than the target has defense systems! Note: When faced with a mixed attack (both nukes and neutrons), defense systems will target nukes first.

SPACE BLAST: Players may fire nukes at L-stars and K-sats in space. All L-Stars and K-Sats from all countries which have been ordered to defend against Space Blasts will have a chance to shoot down the incoming nukes. The chance of shooting down an incoming nuke set on Space Blast is the same as if the L-Star or K-Sat were championing (L-Star = 50%, K-Sat = 15%). If even ONE nuke gets through, ALL L-Stars and K-Sats currently deployed by all countries are destroyed.

L-STAR AND K-SAT CLASHES: Players may have their L-Stars and K-Sats attack each other. All attacks are performed in a random order. All clashes are directed against opposing K-Sats first, and in a mixed attack K-Sats fire first. Victory is sheer luck, and is determined by the following charts (losing is equal to the loss of one L-Star or K-Sat, whichever is appropriate):

	ATT LOSES	DEF LOSES	BOTH LOSE
L-STAR vs L-STAR	45%	45%	10%
K-SAT vs K-SAT	45%	45%	10%
K-SAT vs L-STAR	15%	65%	20%
L-STAR vs K-SAT	65%	15%	20%

L-STAR AND K-SAT CHAMPIONING: When one player attacks another player or an unoccupied territory with nukes or neutron bombs, any other player may come to the defense of the player or territory being attacked. Each turn, players will make a list of players and/or conditions for which they want to champion. You can champion for as many players/conditions as you wish, and still use your defense system to attack and to defend yourself. If nukes or neutrons are fired and the conditions under which you wish to champion are met, then your L-stars and K-Sats will fire. Each L-Star has a 50% chance of success, and each K-Sat has a 15% chance.

NUCLEAR WINTER: In every nuclear exchange there is a chance that more than just the target will be destroyed. In fact, there is a chance the entire world will be wiped out by the effects of nuclear war. This situation is called Nuclear Winter.

For this game, it is an accepted fact that no nation will EVER voluntarily cause a nuclear winter. Therefore, all nuclear weapons systems are geared to the prevention of nuclear winter. The fallout and contamination effects of nuclear weapons have been drastically reduced. The effects now last only several years (turns).

NUCLEAR WINTER POINTS (NWP): The chart below lists an NWP value for a territory after it has been nuked. Each nuked territory counts a certain number of points toward the Nuclear Winter Threshold (NWT). Once the total number of NWPs exceed the NWT, a nuclear ban is immediately put into effect, and no further nuclear activity is allowed. The ban stays in effect until the total NWPs fall below the Nuclear Winter Warning Zone (NWWZ).

The following chart indicates what activity is allowed in the affected territory according to the # of turns after a blast.

NWP	TURNS	ACTIVITY
1	1-2	NONE
.67	3-5	Move through / No production
.33	6-8	Occupy / 1/2 production
0	9+	Occupy / Full production

This chart applies only to land territories. Nuking a SWZ has no lasting effect (but don't eat the fish). Companies in a nuked SWZ will have to be cleaned up and rediscovered the same as landbound companies. Any armies that end their movement in a territory with a NWP value of .67 will be destroyed.

Before production can be restarted, the companies that were in the territory must be rediscovered by prospecting. For the cost of \$4000mil a player can accelerate the clean-up of a territory. Each \$4000mil spent equals the passage of one extra turn.

The NWT will be determined by the players in each game. On turn one, each player will be asked to choose a level for the NWT between 15 and 40. This number represents the number of NWPs allowed before crossing the threshold. The numbers submitted by the players will be averaged. This average will become the NWT. The actual number will not be given out to players. The NWWZ will always be 65% of the NWT.

NUCLEAR WINTER WARNING ZONE (NWWZ): The NWWZ is 65% of the NWT. If a nuclear ban is ever enacted, the total number of NWPs on the map will have to drop to below this level before the ban is lifted.

BOMB CLEAN-UP - NUKES: The natural deterioration of nuclear after-effects in nuked territories can be accelerated (for a price) through the bomb clean-up process. For the low-low price of \$4000mil a player can speed up the process by one turn. All companies in a nuked territory are returned to the undiscovered resources reserve. They must then be prospected for. Once one of these companies is rediscovered, a clean-up cost of \$500mil must be paid before production can resume. Production will automatically resume on the turn the company is cleaned up.

BOMB CLEAN-UP - NEUTRONS: When an area has been neutroned, a \$500mil clean-up cost must be paid before production can resume by companies in that territory. Production will automatically resume on the turn the company is cleaned up.

MOVE ARMIES AND NAVIES

You can only move your forces between territories you own. No movement is allowed between territories you do not own.

MOVEMENT TYPES: MARCH: Each army may march to any adjacent land territory. The cost is one grain or one oil unit per territory the army enters.

AIRLIFT: Each army may fly to any territory on the board. The cost is two oil units per army.

CONVOY: Each navy can carry up to four army units. To load armies onto ships, simply issue them a movement order into a SWZ. If there are friendly ships present that can hold them, they will board. The cost to board ships is one oil unit per four armies boarding, with a minimum of one oil unit per order issued. To move these armies, simply move the loaded ship(s) to a different SWZ or DWZ. Unloading of ships is free.

SAILING: A navy may sail to any adjacent SWZ or DWZ at a cost of one oil per navy unit.

Armies and navies may move through many of your territories as you desire in one turn. Remember, though, that all movement costs must be paid for each territory entered.

WRITING MOVEMENT ORDERS: The order in which you write your movement orders can be very important. All movement orders are executed in the order that you submit them (the turn sheet is numbered). That means that if you want to move a ship with four armies across the Pacific, unload two armies in New Zealand (ter #135), and return to territory #911, you would write the orders as follows:

(Assuming you had 4 A in location #37 and 1 N in #510)
MOVE (4) A/N [CONVOY ()] FROM (#37) TO (#510) - Cost 1 Oil
MOVE (1) A/N [CONVOY (4)] FROM (#510) TO (#913) - Cost 1 Oil
MOVE (1) A/N [CONVOY (4)] FROM (#913) TO (#912) - Cost 1 Oil
MOVE (1) A/N [CONVOY (4)] FROM (#912) TO (#911) - Cost 1 Oil
MOVE (1) A/N [CONVOY (4)] FROM (#911) TO (#558) - Cost 1 Oil
MOVE (2) A/N [CONVOY ()] FROM (#558) TO (#135) - No cost, FREE
MOVE (1) A/N [CONVOY (2)] FROM (#558) TO (#911) - Cost 1 Oil

BUILD FORCES & WEAPONS

A player may build forces and weapons by using supplies from his/her supply center and paying money to the bank. Players may build as many conventional forces and weapons as their money and supplies will allow. There is an additional limitation on the number of L-Stars and K-Sats that may be built. In one turn, a player may not build more L-Stars or K-Sats than they have Spaceports.

ARMIES AND NAVIES:

HOW: Any number of armies or navies can be built (in sets of three), as long as the player has the money and resources to do so. A set of three can be three armies, three navies, or any combination of these. The cost is 1 set of resources (1 Oil, 1 Grain, 1 Mineral), and 300 million dollars. Note: Although you must pay for the units in sets of three, they DON'T have to be placed on the map in sets of three.

WHERE: A player may build armies in any land territory s/he owns. Armies cannot be built in foreign (non-home) territories if those territories are blockaded. Navies can be built in any SWZ that has a friendly port, and that is either empty (not because of attacks this turn) or occupied by your ships. Building in an empty neutral SWZ will succeed and you will capture the territory. NOTE: You may not build in a empty neutral SWZ if it is empty because of a successful land-to-SWZ attack earlier in the turn.

If two players both try to build in an empty neutral coastal area, neither will succeed, and a random number (3-8) of pirates will show up.

PLACING YOUR NEW FORCES: Armies, navies, silos, and spaceports must be placed on the map during the turn in which you build them or they are lost. You will list where the forces are to go. All forces are placed in the order you list on your turn sheet. We recommend that you issue a few extra placement orders each turn. This will prevent your losing any forces you couldn't place because you somehow lost control of the territory or were blockaded. Although the units must be built in sets of three, they need not be placed

on the map that way. Therefore, if you build 1 set (2 armies and 1 navy), you can place the 2 armies in a land territory, and the navy in a SWZ.

COST TO BUILD STRATEGIC WEAPONS IS AS FOLLOWS:

Nuke = 1 mineral/\$500mil
Neutron = 1 mineral/\$750mil
L-Star = 2 mineral/\$1000mil
K-Sat = 2 mineral/\$1500mil

Remember: Everything but L-Stars and K-Sats can be built to the limit of your money and supplies. Only one L-Star or K-Sat can be built per spaceport per turn. All missiles are considered to be stored in your Supply Center (not in the silos). All space defense systems are considered to be in space (what a wild concept!).

RESEARCH: After turn 4, players will be allowed to engage in strategic force research each turn. At the start of the game, players have no knowledge of how to build a nuke, or even what an L-Star is. There are five areas of research: the two missile types, the two space defense systems, and Rocket Technology (RT). All players MUST first develop RT before they can do any other research.

On your turn sheet, you will be given the chance to research Rocket Technology. Once you have researched RT, the other four research areas will appear on your turn sheet. One area can be researched each turn. Once you have fully researched an area, the knowledge is yours forever.

Research is not cheap, and the cost is somewhat dependent on the luck of your scientists. Players will always be able to develop a particular area of research as long as they are willing to spend the money. There is a side benefit to spending a lot of money, though. The more time your scientists and private industry spend looking in the wrong places, the more they find out about the wrong things. In plain English, this means that if you spend a lot of money looking for a particular area of research, you may be blessed with the knowledge of discovered or yet-to-be-discovered resources. Please note: This does not mean that you will receive these resources; it simply means that you will know they are there.

All research costs \$200 million per attempt. You are allowed to make as many attempts as you wish in one area per turn. It is very possible that you will discover what you seek without using all your attempts, in which case you are only charged for the attempts used. With each attempt on the same turn, your chance of success increases. There is also a cost to finding the knowledge you seek. Besides the cost per attempt, the following costs are incurred at the time of discovery:

Rocket Tech: 1 Oil, 1 Mineral, \$200mil
Nukes: 1 Mineral, \$500mil*
Neutron bombs: 1 Mineral, \$750mil*
L-Stars: 2 Mineral, \$1000mil*
K-Sats: 2 mineral, \$1500mil*

* = If first nuke or neutron, add \$200mil for a silo.

^ = If first L-star or K-Sat, add \$350mil for a spaceport.

On any turn after the discovery of a tech area (except RT), players may build that weapon system up to the limits discussed above. Silos and Spaceports may not be built until after the first missile (for silos) or space defense system (for spaceports) is researched. Your first Silo/Spaceport will be automatically placed in your lowest numbered home territory. Silos cost \$200mil and spaceports \$350mil.

NOTE: No research is allowed until turn five.

BUY AND PROSPECT

BUYING - (same as selling, just backwards): A country (player) may buy any number of resources (up to its supply center's limit) from the market and/or other players. Players are not allowed to buy from the market if they have defaulted on their loan.

BUYING PROCEDURE: Using Oil for an example, all players willing to buy Oil will buy their first unit at the final price determined in Stage 3 - Selling. The market will then be adjusted upwards depending on the number of units just bought. All players who are still interested in buying another unit at the new higher price will do so. The market will then be adjusted upwards again. This procedure will continue until all units have been bought, or until the price is too high for players to want to buy. The same procedure is followed each resource.

MARKET VOLATILITY RATING: See "MARKET VOLATILITY RATING" under Stage 3.

BUYING FROM OTHER PLAYER: See "SELLING TO OTHER PLAYERS" under Stage 3.

WEAPON PURCHASES: See Weapon Sales under Stage 3.

BUYING OF COMPANIES: Players may buy and sell companies among themselves for whatever price they negotiate. This will allow players to recoup some of the money they spent prospecting on a company located too far from home. A matching sell order must be given by the seller. All company purchases are resolved in this Stage.

PROSPECTING - (The searching out of new companies): As explained above, resources are produced by companies, and each company can produce only a certain amount of resources. Since each country starts the game unable to produce enough resources to fill its supply center each turn, players will be looking for new places to get resources.

In each game, a certain amount of the basic resources (Oil, Grain and Mineral) is scattered around the neutral countries. The exact amount and location of each resource is different from game to game. Players may discover these resource deposits by prospecting. Each player may make up to three prospecting ventures a turn. Each venture can be for any of the three resources, and may be made up of any number of attempts. Each attempt increases your chance of finding what you are looking for. Your discovery could be in any land territory or SWZ, including those owned by another player.

The number of attempts a player decides to make per venture indicates only how far that player is willing to go before giving up the search. It is possible to find the desired resource on the first attempt. The cost of prospecting is \$200mil times the number of attempts used.

Should your prospecting ventures be successful, you will be given ownership of another company. This company may start producing resources as soon as you occupy the territory in which it is located. Until then, you can't get at your resources. It is advisable to take the territory in question as soon as possible. It will probably be easier for you to take the territory from a Warlord or Pirate than it will be to take it from another player.

GENERAL RULES

WARLORDS AND PIRATES: These are neutral forces that occupy most non-player-owned land and coastal territories at the start of the game. These forces fight as normal armies and navies do, but only to defend, never to attack. They are assumed always to have the resources to resist. Warlords and Pirates can increase in size only as a result of a failed attack by a player. If a player attacks and fails to capture a neutral territory, the neutral forces there will grow 3 to 8 units in strength, but not more than twice the number of units they lost.

REMOVING PIRATES FROM A SWZ WITH A LAND TO SWZ ATTACK: Should a Land to SWZ attack against pirates be successful (all pirates gone, one or more attacking armies left), the pirates will not build forces in the vacant territory until the end of the NEXT turn. This will allow players to build navies and capture the SWZ on the turn after the attack, before the neutrals get a chance to build.

ANNEXATION: Players are allowed to increase their number of HOME territories through annexation. A player can have a maximum of 7 HOME territories at a time. The area to be annexed must be owned by the player, and must not be in need of cleanup from a nuclear blast. The cost of annexation is \$2000mil. Your ORIGINAL HOME territories (the three you start the game with) that have been lost and recaptured by you, may be annexed for free. When you annex a territory, 4 armies immediately appear in the territory at no cost. Only one territory may be annexed a turn.

OWNERSHIP OF SWZs: You must occupy a SWZ with at least one navy at the end of each turn to retain control of the SWZ. The only exception to this is if the territory is empty due to its being successfully attacked from an enemy land territory this turn. In this case you have until the end of next turn to either build or move navies into the SWZ. Should a SWZ be empty (and not due to being attacked) at the end of a turn, it will return to neutral status, and immediately build 3-8 pirate navies.

ELIMINATION

LOSING ALL YOUR HOME TERRITORIES: If you lose all your home territories, you are out of the game. A home territory is considered lost if it is in the possession of another player, or if all your forces there have been destroyed by a nuke or neutron bomb. On the turn when your last home territory falls, your remaining territories will immediately become neutral territories with forces equal to those you had there.

GOING BANKRUPT: If, at the end of any turn, you owe more than 40 billion dollars in past-due interest and loan principal combined, you are considered to be bankrupt. All your territories and forces become neutral, and your supply center is destroyed.

Note: When a player is eliminated from the game, his/her L-Stars and K-Sats remain in space. They remain under the standard orders to defend that player, which simply means that they will defend against Space Blasts.

LIMITS: As in all things, there are limits to what is possible. Here are the limits of Supremacy (and they are carved in stone): Territory maximums: 99 armies, 99 navies, 9 silos, 9 spaceports. Supply Center max: 99 of each resource, 20 of each strategic weapon. Market Price - Max: \$1000mil Min: \$10mil.

DIPLOMACY: As in any Play-By-Mail game, diplomacy is a vital part of success. Andon Games encourages all players to contact each other. These contacts will form trading partnerships, alliances, and sometimes friendships.

Players are reminded that Supremacy is a very competitive game, which can have only one winner. Players who ally early will eventually have to turn on each other. There is no penalty for lying to another player about game events (except revenge, of course). All players are required to read our policies regarding ethics, and are reminded that by playing any of our games, you are subject to our policies.

To aid the players in their diplomatic efforts, Andon Games has added our own system of diplomacy to Supremacy. Each turn, players may submit up to two messages of no more than 100 characters each. These messages will automatically be signed with that player's country name and player number, and will appear on each player's printout. Players may also submit 3x5 index cards that will be sent to other players.

All 3x5 cards must adhere to the following format: The front of the card must have the number of the player the message is being sent to, your player number, and the game number. The back of the card may be used for your message. Any card that does not have the needed information on it will be discarded. Message cards are spot-checked by our staff to insure that all messages are in good taste. Any cards found to be in bad taste will be discarded. If you receive a card that you consider in bad taste, please let us know, as it is impossible for us to read all the cards.

WINNING THE GAME

WHO: The player who has bankrupted, captured or destroyed all of his/her opponents, or the player with the most points when the game ends.

VICTORY POINTS: There are three different areas in which victory points are awarded. The players with the three highest total points will be declared the 1st, 2nd, and 3rd place winners. The winner's ranking (see below) will determine their reward. The second place winner will be awarded the prize equal to their ranking minus 2. The third place winner will be awarded the prize equal to their ranking minus 3.

ECONOMIC POINTS: Total the following: Cash on hand - Loan principal - Interest due + (Each resource unit in supply center * 1/2 current market value) + (# of companies * \$100mil) + ((# of armies + navies) * 50mil) + (All weapons * half their cost to build). This total is then divided by 1000 to get the ECONOMIC POINTS.

POLITICAL POINTS: Political points are equal to twice your rank (see below) at the end of the game.

MILITARY POINTS: Each non-ORIGINAL HOME land territory owned = 1 point. Each ORIGINAL HOME territory owned = 3 points.

The three point totals are added together to determine a player's final victory point total.

RANKING: It's not just winning a game of Supremacy that is important, it's how you win. Players start the game as a 5-Star general. Your rating will decrease or remain the same to reflect your current level of play as the game progresses. Your ranking is determined according to the following schedule:

5-Star General: The winner captures all opponents' territories, never launches a strategic attack, and never loses a territory as a result of a strategic attack.

4-Star General: The winner captures all opponents' territories and never launches a strategic attack, but loses one or more territories as a result of a strategic attack.

3-Star General: The winner captures most opponents' territories and destroys less than 5 with strategic attacks.

2-Star General: The winner captures some opponents' territories and destroys less than 15 with strategic attacks.

1-Star General: The winner nukes more than 15 territories.

Note: Nuking a territory that has already been nuked, and is still valued at a full point under the NWT rules, does not count against your ranking. All neutron attacks count against your ranking, unless they are against an area that was nuked within the last turn. Nuking or neutroning a SWZ does not count against your rank. Space Blasts do not count against your ranking.

5-STAR: Play an entire game of Supremacy for \$2.00 a turn and win a T-Shirt
4-STAR: Play an entire game of Supremacy for \$3.00 a turn and win a T-Shirt
3-STAR: Play an entire game of Supremacy for \$4.00 a turn or win a T-Shirt
2-STAR: 2 free turns in a new game.
1-STAR: Congratulations, you war monger!

STRATEGY FOR BEGINNERS: 1) Don't borrow unless you have to! 2) Always keep at LEAST 10 armies in each HOME territory. 3) Build at least 1 navy in each adjacent SWZ on turn 1, or pirates will occupy.

WELCOME TO ANDON GAMES

Welcome, and thank you for becoming a member of the Andon Games family of players. We look forward to providing you with the most enjoyable PBM games on the market today. To serve you better, we have established some procedures and policies. Please read all of them, so that you are familiar with what you can expect from us, as well as what is needed from you. Thank you, and enjoy.

PLAYER ACCOUNTS: Each person who joins the family of Andon Games players will be assigned an account number. Your account number is used to keep track of your payments, turn fees, and just about everything else. You may play any number of different Supremacy games, as well as any other games moderated by Andon Games, under your one account number. An account will be closed if it has been inactive for at least six months. If your account is closed, it can be reopened by making a deposit sufficient to bring your balance into the positive numbers. At the time of closing, all positive balances are reduced to 0 (no refund without request), but any debts remain outstanding.

To open an account you must make a starting deposit of at least \$10.00. This deposit can be spent on turn fees, etc. At this time, you will be assigned your permanent account number. Your account number should be included with all letters, questions, and anything else you send to us.

BALANCE AND FEE PAYMENT: It is important that your balance does not drop too low. Any time your balance drops below \$10.00 you will receive a warning on your turn. We suggest that you keep your balance above \$10.00 at all times, especially if you play more than one game. If your balance is not enough to pay for the turn about to be run, then that turn will NOT be run and we will notify you.

We accept checks and/or money orders in amounts of \$10.00 or greater. Please make these items payable to Andon Games, and PLEASE put your account number on each one. We will only credit checks to your account after they clear our bank, so if you have a low balance (under \$10.00), we suggest that you send a money order so you don't miss a turn waiting for your check to clear. There will be a \$15.00 dollar fee for each bounced check.

POLICIES: Andon Games has a strict set of guidelines within which we do business. These policies are in place to protect the players and Andon Games. These policies appear on the inside back cover of this manual. Players are required to read these policies. Signing up to play any of our games means that you agree to follow these policies. Players are required to keep up to date with any policy changes. Andon Games will do everything possible to ensure players are informed of and have access to policy changes.

MISSED TURNS: Should you miss a turn in Supremacy the computer will automatically issue a set of standard orders. Thus, missing a turn will have no great impact on your position. Should your balance fail to cover the turn, it will be discarded, and you will be removed from the game. If you have money in your account, you will be charged for the turn, and it will be mailed to you. Upon the date of the third consecutive missed turn, you will be removed from that game even if there are funds in your account. Once you have been removed from a game of Supremacy, there is no going back into that game. You may start any number of new games after that.

The computer will automatically issue the following orders if you miss a turn:

- * Borrow what is needed to open companies, pay interest, and pay salaries
- * All companies will be issued orders to produce (open)
- * All territories under your control will be ordered to resist
- * If you have L-Stars or K-Sats, they will be given orders to champion for neutrals and for Space Blasts, but not for any players besides yourself.
- * Five of each resource will be sold to the market for a minimum of 50mil. This will be done only if you have over 10 of the resource at the start of your turn.
- * Five of each resource will be ordered purchased from the market at no more than 100mil per unit. This will be done only if you have room in your supply center.
- * Three armies will be ordered built in your HOME territories if those territories have less than 13 armies at the start of the turn.

COMPUTER CONTROLLED POSITIONS: If a player drops out of the game before that country is eliminated from the map, the computer will take control of that position. The computer will issue orders much like that of a missed turn, with the following exceptions. The computer will not place a limit on how many armies it will build, and will build in all territories, not just HOME. The computer will also randomly attack a neighboring territory or airborne into a non-adjacent territory. The computer will only attack if it thinks it has enough forces to do the job. The computer never spies, and purposely has NOT been programmed to play well. Its only intention is to keep the position reasonably healthy so that it can't just be walked over by another player.

FEE SUMMARY - 09/89

TURN (games started before 11/89)	3.75
TURN (games started after 11/89)	5.00
RULEBOOK	FREE
SETUP IN NEW GAME	4.00
PHONE IN TURN	3.00
OPEN NEW ACCOUNT (min deposit)	\$10.00
ANDON GAMES FOLDER (High quality, two pockets with spaces for game info, etc.)	\$2.50
ANDON GAMES T-SHIRTS (Med or XL, double sided, many colors)	\$10.00

GLOSSARY

Basic Resources: Oil, Grain, and Minerals

Company: The source of resource production

DP: Damage Point

DWZ: Deep Water Zone - #901-#918 on map.

HOME Territory: Any of a player's three starting territories that haven't been lost, plus all annexed territories.

Land Territory: All habitable land areas. #001 - #138 on map.

MVR: Market Volatility Rating - Always between 1 and 5

NWP: Nuclear Winter Point - How much a nuked territory counts toward the NWT

NWT: Nuclear Winter Threshold - Point at which a nuclear ban is activated.

NWWZ: Nuclear Winter Warning Zone. 65% of NWT.

ORIGINAL HOME territory: Any of the 48 land territories owned by players at the start of the game and that haven't been nuked.

Port: Each land territory has a port to each adjacent SWZ.

Spaceport: Required to build a space defense system. Cost \$350mil to build.

Set: 1) One unit of each basic resource. 2) Any combination of three armies and/or navies.

Silo: Required to launch a missile. Cost \$200mil to build

SWZ: Shallow Water Zone - #501-#565 on map.

EXPANDED STAGE OVERVIEW:

(ALL PLAYERS DO STAGE 1 & 2)

STAGE 1a - PAY SALARIES AND LOANS TO BANK AND ISSUE PRIME DIRECTIVES

- CALCULATE INTEREST
- BORROW MONEY
- PAY INTEREST/DEFAULT
- PAY BACK LOAN PRINCIPAL
- PAY SALARIES/COMPANIES
- PAY CLEAN-UP

STAGE 1b - PRE-PRODUCTION BLOCKADE CHECK

STAGE 2 - TRANSFER PRODUCTION

- PRODUCE/COLLECT TRIBUTE

(PLAYERS MAY DO ANY OF THE REMAINING 5 STAGES)

STAGE 3 - SELL RESOURCES

- MARKET SALES

STAGE 4 - ATTACK

- STRATEGIC ATTACKS
- SPACE BLAST ATTEMPTS
- MISSILES LAUNCHED
- SPACE DEFENSE/MISSILES LAND
- L-STAR/K-SAT CLASHES

- CONVENTIONAL ATTACKS
- STAGE 5a - MOVE ARMIES AND/OR NAVIES
- 5b - PRE-BUILD BLOCKADE CHECK
- STAGE 6 - BUILD FORCES, WEAPONS, AND RESEARCH
- BUILD FORCES
- RESEARCH
- STAGE 7 - BUY AND PROSPECT FOR RESOURCES
- BUY FROM MARKET
- PLAYER SALES/PURCHASES
- PROSPECTING

TURN REPORT/SHEET

Most areas of the turn report and turn sheet should be understandable without any explanation if a good working knowledge of the rules is present. Below are a few areas which could use a more detailed explanation.

THE TURN REPORT

Territory Summary: LOC = Map location; A = Armies; N = Navies; S = Silos; P = Spaceport; RET = Retreat Location; N = Nuked (N = No, # = number of turns since nuke); B = Blockaded (Y/N).

Companies Owned: LOC = Map location; PROD = Qty and type (Oil, Grain, Mineral) of production; OP = Open (Y=produced/N=closed); CL = Clean (Y=Clean/N=Needs clean up); PR = Produced yet (N=Hasn't produced yet this game, so can't be taken if you lose the territory.)

Conventional vehicles: LOC = Map location; T = Type (Army/Navy); AT = # of units attempted to place; PL = # of units actually placed.

THE TURN SHEET

Stage 1: Use the first line to either borrow, pay back, or default on your loan. Remember, after borrowing and paying back, you must have enough cash to pay your forces and open your companies. The default order is not to default on the loan and neither to borrow nor to pay back.

Company Orders: The default is OPEN.

Territory Orders: Retreat - Saying yes here means that the forces in that area are to retreat to the Retreat Location if attacked. Resist - Saying yes means you are committing to the spending of resources to gain the extra defenders DP. Defaults are NO retreat and YES resist.

Retreat Location Orders: These are used to issue or change the map location to which a particular territory is to retreat. These are not used to order territory forces to retreat.

Company sales to the world market: Use the Company sales section, but list the buying player as player 0.

Conventional battle drills: This should be self explanatory except for the []-G []-O. This determines if you are using oil or grain to move the occupying forces (this is needed only for armies attacking land to adjacent land).

About the maps.

There is 1 plain black and white map. This is the map as it was included with the PBM game. I quickly found this lacking and personally colored in a couple of copies of the map to indicate the home territories. I mostly chose the colors to come close to the territories on the board game map with some changes to keep clarity / consistency (IMO). I've reproduced that version with color map one, and then decided to do a few more options.

There are 5 Color maps attached in total, which I did for various tastes / uses.

Color Map 1 - Only the home territories are colored. The rest of the map is in black and white, as included with the game rules.

Color Map 2 - The home territories are in color and neutrals are in gray.

Color Map 3 - The home territories are in color and neutrals are in gray. The Shallow Water Zones are in light blue.

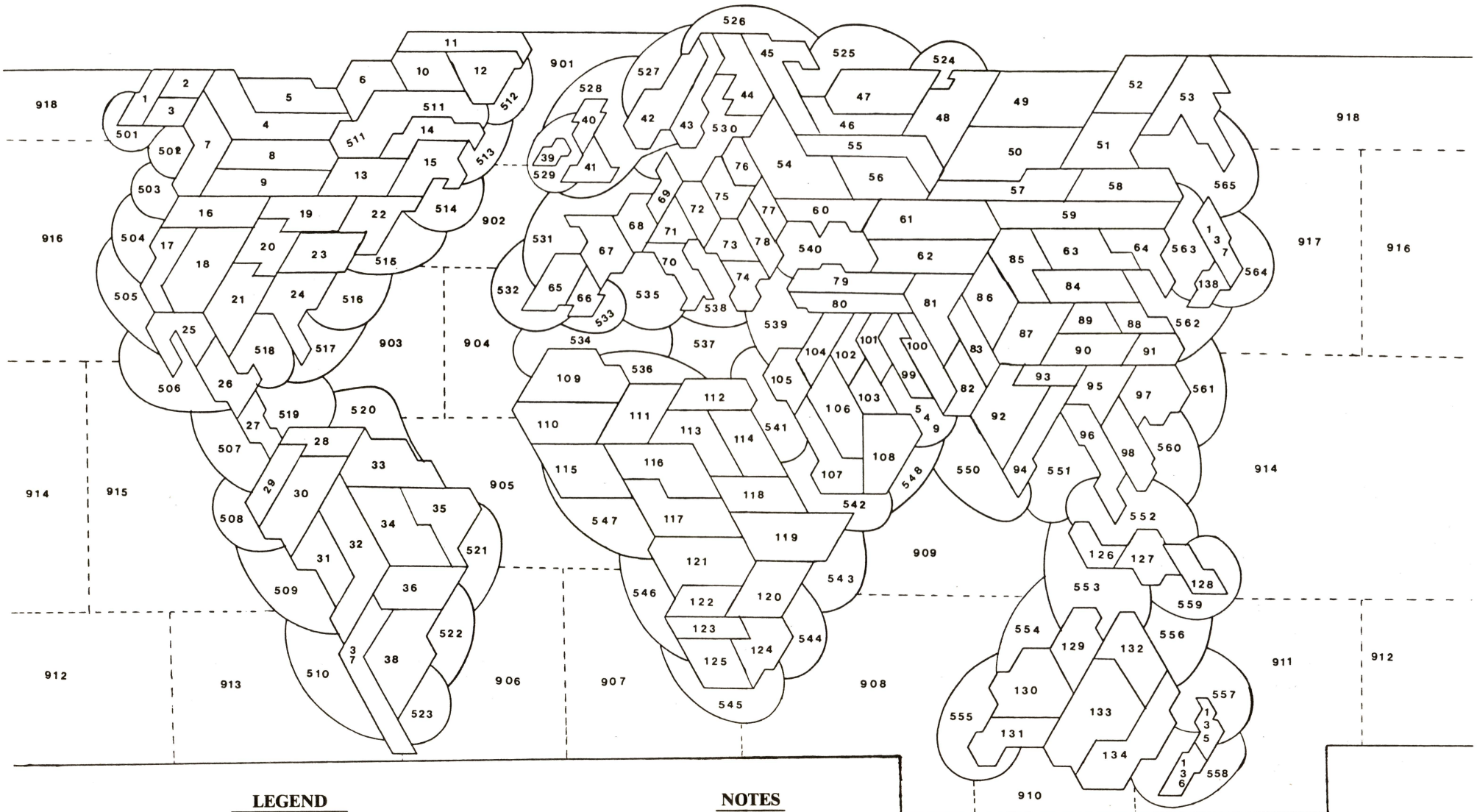
Color Map 4 - The home territories are in color and neutrals are in gray. The Shallow Water Zones are in light blue. The Deep Water Zones are in dark blue. This one is relatively close to the original Supremacy Board.

Color Map 5 - Done on an inverse map. The line work is in white, but the colors mostly match the other colorized maps. The home territories are in color and neutrals are in gray. The Shallow Water Zones are in dark blue. The Deep Water Zones are in black.

SUPREMACY PBM

MAP VERSION 1.00

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LEGEND

- 1 — 138 = Land Territory
- 501 — 565 = Shallow Water Zone
- 901 — 918 = Deep Water Zone

NOTES

The map wraps around from East to West, but not North to South.

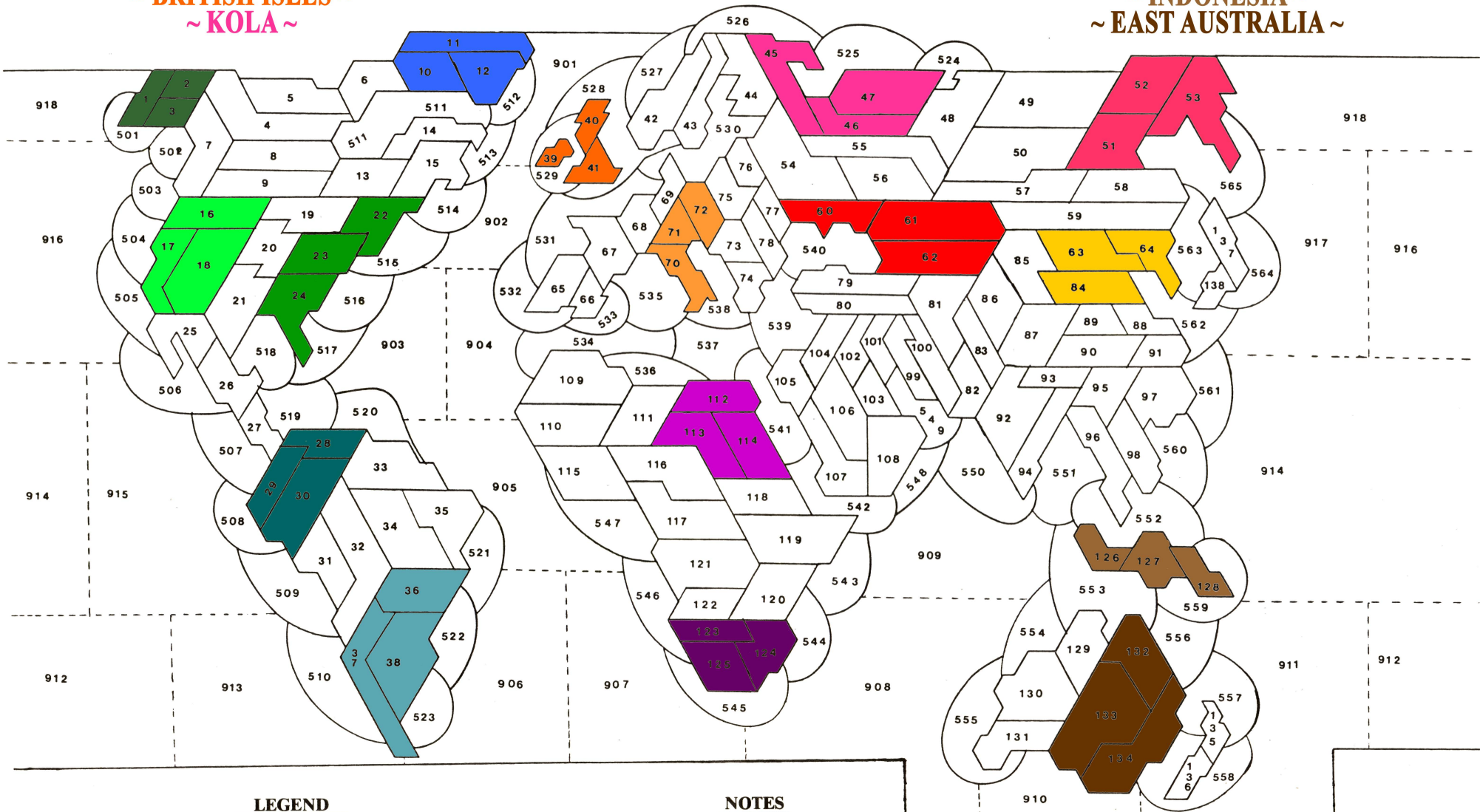
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~ ALASKA ~
 ~ GREENLAND ~
 ~ WEST U.S.A. ~
 ~ EAST U.S.A. ~
 ~ VENEZUELA ~
 ~ ARGENTINA ~
 ~ BRITISH ISLES ~
 ~ KOLA ~

~ YAKUTSK ~
 ~ KAZAKH ~
 ~ MANCHURIA ~
 ~ EAST EUROPE ~
 ~ EGYPT ~
 ~ SOUTH AFRICA ~
 ~ INDONESIA ~
 ~ EAST AUSTRALIA ~



LEGEND

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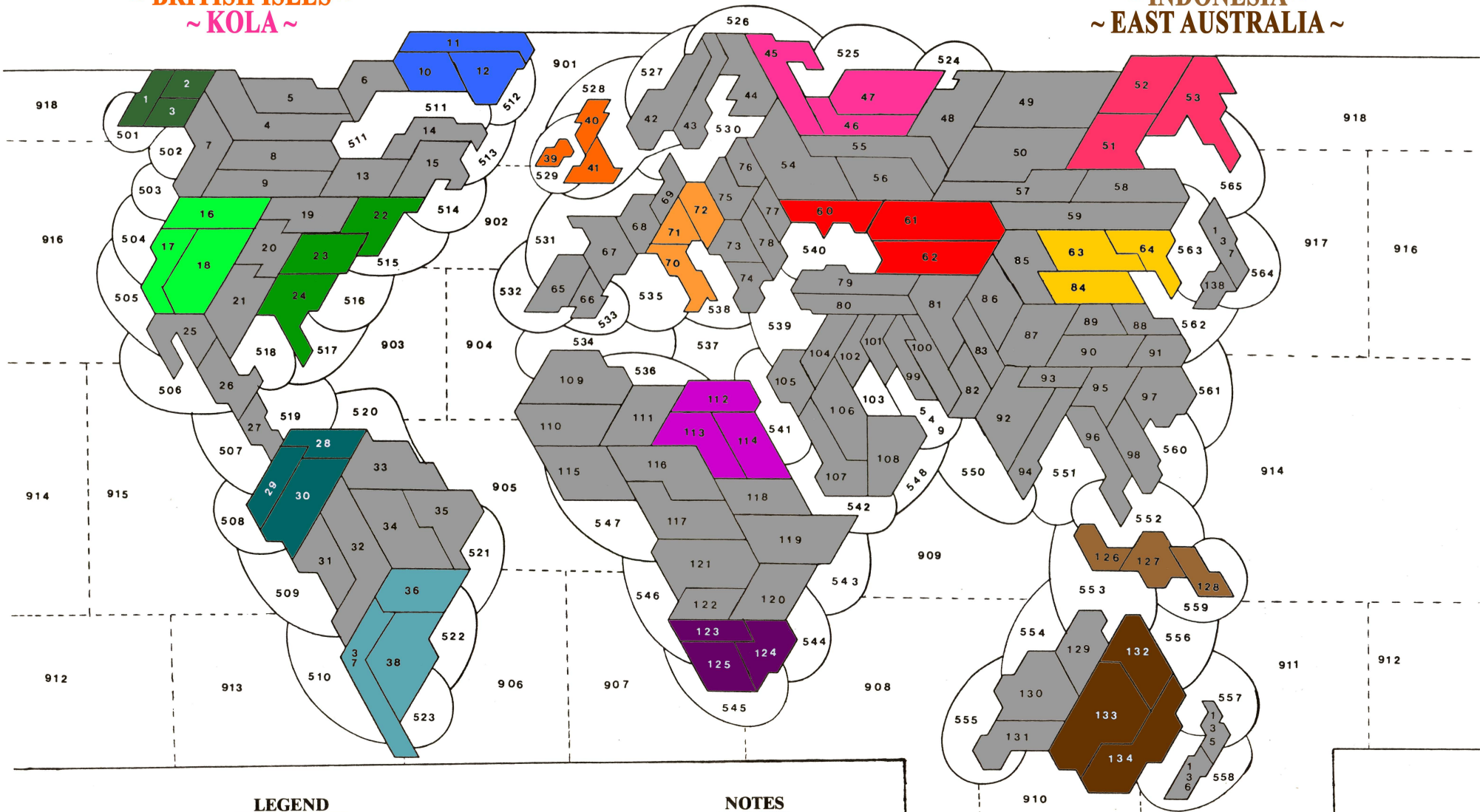
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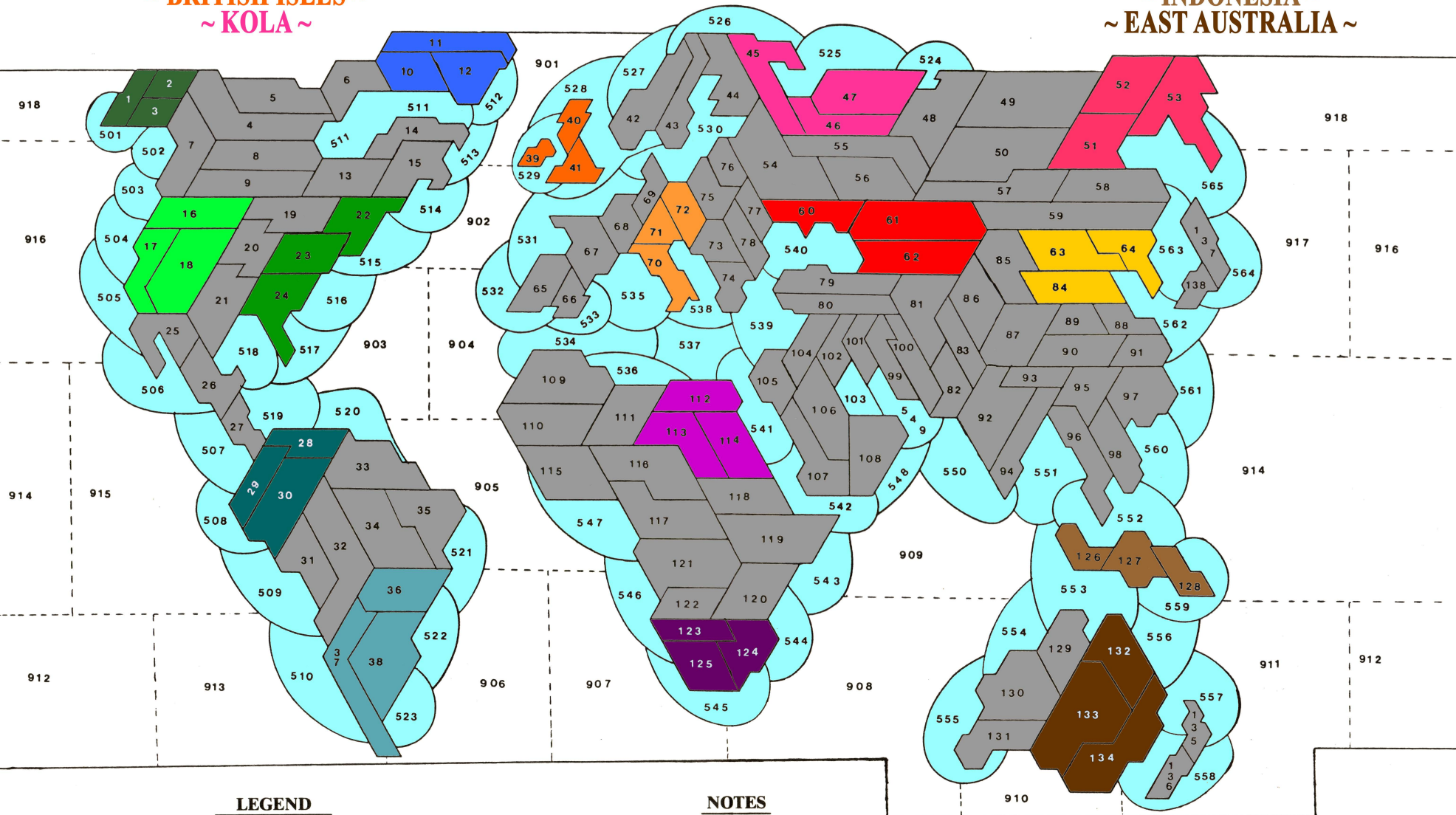
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SUPREMACY PBM

MAP VERSION 1.00c COLOUR

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SUPREMACY PBM

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