

Supernova 2: Spacewar (version 1.0.3)

<http://www.spacewargame.com>

What's New in 1.0.3

- added Skirmish Mode, which lets you focus on the wargame part only: all techs are known and you get unlimited resources and money to build your fleet directly on startup
- added "Ship Customization" screen where you'll be able to create custom ship blueprints modifying an existing one: each device now require a certain amount of space, but the possible custom combinations are thousands
- added the "Statistics Screen" where you can see various interesting statistics about your current game like battles win/lost, total ship killed/lost, and so on
- added a real-time turn option during the game macromanagement part, so that time advances automatically without you having to press end turn. You can use + and - keys to change game speed or press "P" key to pause/unpause
- increased the floating text speed between each turn to reduce the waiting time
- the weapons panel now opens only if you have a target or if you hover the mouse on any of your ships
- you now start the game with a random amount of materials and money available to build immediately a small fleet
- added some new stronger weapons for the neutral army (Gaussian Weapons line)
- in technology screen the weapon devices now also display the ammo available
- you'll see the battlefield type displayed on top-right part of the wargame screen now
- bugfix - now if you defend your homeworld, you don't lose automatically the game when you come back to the Galaxy Map screen
- bugfix - if you don't have enough ships the next button is now disabled in the unit placement phase during the wargame battles

What's New in 1.0.2

- fixed a bug that lets you discover some alien technologies without first conquering the starsystems containing the alien relics
- fixed a bug that was allowing you to place only a minor number of ships in the wargame than the regular amount
- added confirmation pop-up windows for exiting the game or overwriting old savegames
- added the Research Lab technologies that will shorten research times considerably and lowered the cost of some initial techs to reduce the startup time
- now the difficulty level doesn't influence the number, but the quality of the ships you'll encounter when conquering a starsystem
- added the possibility to save your game during the wargame battles
- added online manual for the game that can be viewed directly on the game webpage
- you can now show/hide the Quick Tips panel in the wargame pressing the T key
- you now undo your ship placement during the placement phase by picking up a ship and clicking on the bottom bar to remove it from the battlefield
- you can now press the spacebar during the placement phase to have the computer automatically place the ship on the battlefield in random positions

What's New in 1.0.1

- fixed a bug when launching the browser to check new version online that was causing problems on some macs
- fixed some missing technologies for Blood Legion (was appearing on early 1.0 versions)
- added explanation of why you can't reach some starsystem in the galaxy map if you choose few starsystems
- fixed some minor typos in the game texts, especially tutorials
- now you can unselect the current ship by clicking on an empty cell

What's New in 1.0

- the initial game release! Subscribe to our newsletter if you want to be notified of game updates, and if you have any suggestions, visit our forums at:
<http://www.winterwolves.net>

How to play (Quickstart)

The game consists of a macromanagement part for the empire management, and a wargame part for the battles. For each button on every screen you can see a tooltip that will give you a good explanation for its use. I also recommend to start with the Training Camp, that is an interactive tutorial for the game. Play it to learn playing this game in a easy way!

On the startup menu, you can click the button "Check Online" to have the program check if a new version of the game has been released.

Starting a new game

On startup, you can choose which faction to control: Blood Legion and Blue Army. Each one has strength and weaknesses, the choice will only limit some special ships available only to a specific faction.

On the next screen you can choose the Campaign Settings, and the Galaxy Settings. Once again, just read the tooltip in the game to know the effects of those settings.

Management Part

You see a menu on bottom with 5 buttons: resources, galaxy map, technology, military and end turn.

On **Resource Screen**, you'll allocate the percentage of resource for each type of citizens of your empire. Each class has its own benefits: you'll need to continuously adjust those values depending on the needs you have. If you're preparing for a battle, better allocate more resources into the military related classes to have more power on the battlefield, and so on. On the bottom of this screen you see a quick summary of the actual situation of your empire, a sort of global score, measuring how good you're doing.

The Galaxy Map gives you an overview of your galactic empire, and also on your opponent moves. The neutral stars are white, the Blue Army are blue and the Blood Legion ones are red. Clicking on a starsystem will pop up a small window showing a short description of it, and if it is within your reach, you can decide to attack it. To know if you can attack a planet, you need to check if there is a dotted blinking line connecting one of your planets to it. Also remember to check the Battlefield Type: each type except "Normal" has some negative effects, for example the Space Dust one seriously limits your ships view range.

On the **Technology Screen** instead you can choose which technology you want to research. You can view all the various technologies sorted by type, and also see which technologies you need to discover a particular one (like a tree view).

Lastly, on the **Military Screen**, you can assemble your fleet. You can build any of the ships on

the list on the right, if you have enough resources (materials and money). You can remove a ship from the queue, but if it was under construction, by doing this you'll lose all the time and resources already spent.

Once you are satisfied by your decisions, click on end turn or press return key to advance game time. The game time automatically advances by one turn also if you attack a starsystem, or if you're being attacked and decide to defend your starsystem.

Pressing escape will bring you to the options screen.

Options

In the options screen you can adjust the volumes of music and sound effects, the playing speed, the tooltip speed, the overall game difficulty and if to play in windowed or fullscreen. You can also load and save games on this screen, and enable automatic check of new updates of the game on startup.

The game difficulty has immediate effects: if you are playing a game and find it too easy/hard, you can go in options and put difficulty to maximum/minimum and this will have immediate effects on the game still in play.

Win and Lose

You can win or lose in one of the following way:

- 1) if you have enabled "Kill Leader" in Victory Conditions when starting a new game, the game will end if the leader is killed in the wargame part (that is if you destroy the mothership Wasp or Ogre in a battle)
- 2) if you have enabled "Galaxy Conquest", the first faction to control the 75% of the whole Galaxy will win the game
- 3) No matter which option you selected, the faction that loses its homeworld starsystem, will automatically lose the game

General info

System Requirements

Windows: Processor 1.2 Ghz+, 256mb RAM, OpenGL or DirectX compatible graphic card with 16mb of Ram, Windows 98/ME/2000/XP

Macintosh: Processor 1 Ghz+, 256mb RAM, graphic card with 16mb of Ram, Mac OS X 10.3.9 and above

Note for Mac users: if you have a notebook and the game doesn't work, try to unplug all USB devices (mouse, keyboards) it may solve the problem.

Please note also that you can only load/save the games from Mac with same processor architecture (PPC/Intel).