Games for Windows



⚠ Important Health Warning About Playing Video Games

Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these “photosensitive epileptic seizures” while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; and do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

SUPREME COMMANDER™
Forged Alliance

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CHAPTER 1: INSTALLATION

INSTALLING SUPREME COMMANDER: FORGED ALLIANCE

Insert the Supreme Commander: Forged Alliance DVD, or Disc One, into your disc drive. When the Installation Screen appears, click Install and follow the instructions as they appear on the screen.

If the Installation Screen does not appear, double-click the My Computer icon on your desktop, then double-click the disc drive containing the Supreme Commander disc. Find and double-click Setup.exe to launch the Installation Screen. Click Install and follow the instructions as they appear.

ENTER THE CD KEY

You will be asked to enter a unique CD Key during the installation process; you must have a valid CD Key in order to complete the installation process and play Supreme Commander: Forged Alliance.

Protect your CD Key: do not let anyone else use it. Place the game case and printed tech tree in a secure location as you will need them if you ever wish to reinstall the game. Neither THQ nor Gas Powered Games will ever ask you for your CD Key.

UPDATES AND PATCHES

Check the Supreme Commander Web site **(http://www.supremecommander.com)** or THQ's support site **(http://www.thq.com/support)** for any updates or patches prior to playing the game. In addition, when you log in to GPGnet, it will automatically download and install any available updates.

DIRECTX 9.0C (AUGUST 2007) REQUIRED

You are required to have DirectX version 9.0c, August 2007 runtime (included on the Installation Disc) or later to play Forged Alliance.

TROUBLESHOOTING

Please refer to the Readme.txt file (located on the Installation Disc) for the latest information regarding troubleshooting and technical support.

MAIN MENU

The Main Menu is the central hub through which you access all aspects of Forged Alliance. From this screen, you can start or continue the single-player campaign, change a variety of options, join a multiplayer game or play a skirmish game against the computer. All of the specifics of the Main Menu are covered below.

CAMPAIGN

There is one single-player campaign in Forged Alliance. (You can play the campaign as either the UEF, Cybran Nation or Aeon Illuminate.) By selecting the Campaign button, you can begin a new campaign, continue an existing campaign or load a saved game. The tutorial for Forged Alliance is also accessed in the campaign section.

GPGNET

Online multiplayer requires the use of Forged Alliance's free matchmaking service GPGnet, which is installed when you install Forged Alliance.

MULTIPLAYER LAN

Create and play LAN or Direct Connect games. Click the appropriate button for the desired game type.

SKIRMISH

In Skirmish mode, you play against computer-controlled opponents on a variety of multiplayer maps.

EXTRAS

Several features are accessed via this section, including Mod Manager, Replays, Credits and EULA.

OPTIONS

Determines how Supreme Commander looks and plays:

Gameplay: All of the gameplay-related settings are adjusted in this section. You can change economic-related warnings, whether or not to display tooltips and other options.

Sound: Adjust your audio settings.

Video: Adjust video settings such as resolution, anti-aliasing, etc. Forged Alliance offers dual-monitor support, and that feature is enabled in the Video options. Please Note: The hardware requirements for dual-monitor use are much higher than they are for a single monitor.

IMPORTANT CONCEPTS

Although this manual will explain in great detail how to play Forged Alliance, there are a few concepts that you should immediately familiarize yourself with:

Shift Command & Control: By holding down the Shift key, you can issue multiple move and attack orders, as well as create construction queues. Simply hold down Shift while you issue your commands.

Tech Tree: There are three primary tech levels in Supreme Commander (and a fourth, experimental level). You access the higher tech levels by upgrading your factories and then building an Engineer at that level. (Tech 3 Engineers and Support Commanders can construct experimental units.)

Strategic Zoom: You can instantly zoom in or out by scrolling your mouse wheel. This gives you a close–up view of a specific area or of the entire Theater of War. (If you do not have a mouse wheel, you can also zoom in and out with key strokes: Q zooms in and W zooms out.)

Camera Control: By holding down the Spacebar key and moving your mouse, you can change how you view the battlefield.

UI: There are four faction-specific UIs, and you can alternate between them by pressing Alt+ Left/Right Arrow key. If you find that you need information on any UI functions, simply mouse over the area and an informative tooltip will appear.

ADDITIONAL RESOURCES

For additional help, please visit **http://www.supremecommander.com** or **http://forums.gaspowered.com.** You will find community help as well as information from members of the Supreme Commander development team.

CHAPTER 2: ARMORED COMMAND UNIT

ACU OVERVIEW & HISTORY

The Armored Command Unit (ACU) is the most recognizable, powerful and flexible weapon on the battlefield. It is your avatar, and you will use it to direct your military operations.

The ACU is a personal, armored exoskeleton several times larger than a normal human, operated by a single highly-trained and motivated pilot. Although the pilot is constantly in communication with his command structure via the onboard Quantum Communication system, the pilot is in sole command of the forces on the battlefield.

Used by all three factions (and the Seraphim), the ACU was originally developed by the Earth Empire (which later became the UEF) as a solution to the unique transportation problems posed by the Quantum Gate Network. The Earth Empire needed to be able to project military power to any planet connected to the Network, but the logistics and costs of sending physical matter across the galaxy made teleporting large armies difficult and prohibitively expensive.

CONSTRUCTION

The primary mission of the ACU is to construct and command a robotic army. Because it cannot bring a large force with it through a Quantum Tunnel, it stores digital template patterns of basic military base structures within protected banks of synthetic DNA memory storage. Its Proto-Crafter does the rest.

Using the power from its onboard fusion reactor and an initial store of Mass, the ACU can build basic Energy and Mass resource collectors at the target site. (The ACU also generates resources on its own, although on a much smaller scale.) Factories capable of building basic military units can also be built; from these factories, Engineers can be constructed, which, in turn, are able to build even more complex structures.

As long as the environment can provide Energy and Mass, the ACU can produce basic units indefinitely. Those units, in turn, can utilize the same basic system to create structures of increasing complexity, size and power.

COMMAND

The ACU utilizes state-of-the-art communication and data analysis systems that specialize in the coordination of large military forces and the management of a growing base of operations.

A powerful virtual-reality interface links the pilot to all subordinate units. This enables the pilot to assess the needs of the battlefield and direct his forces as necessary. The interface is entirely scaleable to suit the pilot's needs in any of these situations, no matter how extreme.

The same VR interface also lets the pilot organize and plan the effective construction of one or more bases of operations.

ACU UPGRADES



During a mission, you can upgrade your ACU with a variety of construction and weapon systems. The available upgrades depend on the faction, and you can only have one upgrade per slot at a time. All of the upgrades are outlined below. Remember that ACU upgrades will cost you Mass, Energy and time. While your ACU is being upgraded, it cannot engage in any other building activities, nor can it move. Moving your ACU while it's being upgraded will cancel the upgrade.

AEON ACU UPGRADES

BACK:	
Personal Shield Generator	Creates a protective shield around the ACU. Can be upgraded.
Personal Teleporter	Adds teleporter. Requires considerable Energy to activate.
Resource Allocation System	Increases the ACU's resource generation. Can be upgraded.
Chrono Dampener	Creates an area-of-effect stun field.

LEFT CENTRAL HOUSING:	
Crysalis Beam Augmentation	Increases range of main cannon.
Tech 2 Engineering Suite	Increases the ACU's building options. Can be upgraded.

RIGHT CENTRAL HOUSING:	
Enhanced Sensor System	Greatly expands the range of the ACU's sensor systems.
Heat Sink Augmentation	Rapidly cools the Quantum Disruptor beam. Increases rate of fire.

CYBRAN ACU UPGRADES

BACK:	
Personal Teleporter	Adds teleporter. Requires considerable Energy to activate.
Personal Cloaking Generator	Cloaks the ACU from visual detection. Can be upgraded.
Resource Allocation System	Increases the ACU's resource generation.

LEFT CENTRAL HOUSING:	
Advanced Cooling Upgrade	Increases ACU's rate of fire.
Tech 2 Engineering Suite	Increases the ACU's building options. Can be upgraded.

RIGHT CENTRAL HOUSING:	
Microwave Laser Generator	Central chest weapon.
Nanite Torpedo Tube	Central chest weapon.

UEF ACU UPGRADES

BACK:	
Personal Shield Generator	Generates a shield around the ACU. Can be upgraded.
Personal Teleporter	Adds teleporter. Requires considerable Energy to activate.
Tactical Missile Launcher	Enables the ACU to fire tactical missiles. Can be upgraded.

LEFT CENTRAL HOUSING:	
Damage Stabilization System	Increases the ACU's hitpoints and rate of armor regeneration.
Tech 2 Engineering Suite	Increases the ACU's building options. Can be upgraded.

LEFT SHOULDER POD	
Construction Drone	Creates a construction drone. Can be upgraded.

RIGHT CENTRAL HOUSING:	
Heavy Anti-Matter Cannon	Increases the amount of damage caused by the ACU's primary weapon.
Resource Allocation System	Increases the ACU's resource generation.

SERAPHIM ACU UPGRADES

BACK:	
Personal Teleporter	Adds teleporter. Requires considerable Energy to activate.
Tactical Missile Launcher	Enables the ACU to fire tactical missiles.
Damage Stabilization Systems	Increases the speed at which the ACU repairs itself. Also increases hit points. Can be upgraded.
Resource Allocation System	Increases the ACU's resource generation. Can be upgraded.

LEFT CENTRAL HOUSING:	
Tech 2 Engineering Suite	Increases the ACU's building options. Can be upgraded.
Blast Attack	Increases the damage inflicted by the ACU's primary weapon. Adds area-of-effect damage.

RIGHT CENTRAL HOUSING:	
Nano-Repair Field	Automatically speeds up the repair speed of nearby units. Does not cost resources to use. Can be upgraded.
Rate of Fire Increase	Increases main cannon's rate of fire.

DESTRUCTION OF ACU

Although your ACU is designed to weather an extreme amount of damage, it is not invulnerable. If enough damage is inflicted upon it, it will be destroyed in a massive thermonuclear explosion. The resulting blast will destroy and/or damage anything within the radius of the blast. Always be aware of your ACU's status.

CHAPTER 3: RESOURCE MANAGEMENT

There are two resources in Supreme Commander, Mass and Energy. (Mass is the essential building block of every unit and structure, while Energy represents the power required to build and operate some units and structures.) Both resources are collected from the surface of the planet via structures that can be built by either your ACU or an Engineer.

MASS

There are three ways to collect Mass, but the primary method is through the use of Mass extractors. As you progress through the three tech levels, you can build increasingly larger extractors that drill deeper into the surface of the planet. However, all Mass extractors must be constructed on the areas of that map that have been designated as Mass deposits.

A secondary way to collect Mass is through reclamation. As units and buildings are destroyed, they leave behind charred remains. You can order your ACU or an Engineer to "reclaim" this Mass by selecting the appropriate unit and then right-clicking on the remains. The Reclaim icon will automatically appear, and the unit will move to gather the remains.

You can also extract Mass by "reclaiming" environmental objects, such as rocks and trees. (Rocks give only Mass, while trees give Mass and Energy.) The instructions are the same as outlined above.

The third way to collect Mass is through the use of Mass fabricators. These structures take your excess Energy and convert it to Mass. The use of fabricators can be an important strategic move, especially if you find yourself cut off from Mass deposits. To maximize the efficiency of Mass fabricators, construct them adjacent to your Energy-producing buildings.

> **DATA-LINK: MASS FABRICATORS REQUIRE A RATHER SIGNIFICANT AMOUNT OF ENERGY, SO BEFORE CONSTRUCTING FABRICATORS, ENSURE THAT YOUR ENERGY LEVELS ARE SUFFICIENT. AFTER BUILDING A FABRICATOR, YOU CAN ALWAYS TURN IT OFF IF YOUR ENERGY IS DEPLETED.**

ENERGY

The primary way to gather Energy is through the construction of power generators. These can be constructed at any location on the map, but it is

advised that you construct them adjacent to your factories and other buildings. (Adjacency is explained later in this chapter.) Like Mass extractors, there are three levels of power generators that you can build.

Certain planets have large hydrocarbon deposits beneath the surface, and you can tap into that Energy source by constructing hydrocarbon power plants. The locations of the hydrocarbon deposits are located on the map; hydrocarbon power plants can only be constructed at those locations.

STORAGE

You can create additional storage for both Energy and Mass. Simply order one of your Engineers to construct the appropriate storage building. Constructing storage buildings not only keeps your excess resources from being wasted, it also increases the overall amount that you can collect and store.

MANAGING YOUR ECONOMY

Although the collection of Mass and Energy is largely automated, you will need to keep an eye on your economy at all times. There are several key concepts that you should familiarize yourself with:

Income: The rate in which resources are being produced

Expense: The rate in which resources are consumed

Net Income: The difference between Income and Expense

Storage: Mass or Energy that is stored in a structure that is used only when the Net Income of either resource is negative

Stalled Economy: When Mass or Energy storage is at zero and the net income is negative. A stalled economy will result in the slowing of construction

UNIT & BUILDING COSTS

Before constructing a unit or building, it is a good idea to get a sense of how it will impact your overall economy. If you scroll over a build icon, a window will appear with two numbers: Build Cost and Operational Yield. The first is the direct cost of constructing the unit or building; the second is how much the unit positively or negatively impacts your overall economy.

The latter figure is especially important to consider when you are contemplating constructing structures like shield generators, artillery or other Energy–consuming structures.

ADJACENCY & OTHER BONUSES

By constructing Energy-producing buildings next to your factories and other structures, those structures receive an adjacency bonus. The amount of bonus that you receive is determined by how many sides of the structure are "attached" to power generators.

Each side amounts to 25% of the total bonus, so if one of your factories has power generators on one side only, it will receive 25% of the bonus. Two sides equals a 50% bonus, three is a 75% bonus and all four sides gives you the full bonus. The number of power generators required on each side is determined by the size of the building and the size of the power generator.

In addition, if one of your buildings is destroyed by the enemy, you can construct a new, identical building on the ruins and a receive a construction bonus that reduces the Mass and Energy required to construct the new building.

CHAPTER 4: COMMAND & CONTROL

Your primary mode of control in Supreme Commander is the mouse. The mouse cursor is context-sensitive, so depending on the action that you wish to perform, it will automatically adjust to fit that command. This section offers more detail about how the Command and Control system works.

ACU COMMANDS

Because your Armored Command Unit is the most important unit in the game, it also has the most robust command system. In order to issue a command, left-click the appropriate command button and then left-click on the object or location. You can also right-click on the object or unit and use the context-sensitive cursor to issue the order.

Move: Orders your ACU to move to a user–specified location

Attack: Orders your ACU to attack a specific unit or building

Patrol: Orders your ACU to patrol a specific area

Stop: Halts your ACU's current action

Assist: A dual-purpose command, your ACU can guard a unit or building or assist an Engineer with its construction

Hold Fire/Return Fire: Changes the ACU's combat status. It will aggressively engage the enemy

Pause: Pauses the ACU's current action

Overcharge: Overcharges your ACU's primary weapon; once charged, it can destroy almost any other unit in the game

Reclaim: Orders your ACU to collect specified resources on the battlefield

Capture: Orders your ACU to capture the specified structure

Repair: Orders your ACU to repair a unit or buildings

SUPPORT COMMANDER FUNCTIONS & COMMANDS

Depending on the circumstances on the field of battle, you may choose to call in a Support Commander to assist with your war efforts. You must build a Quantum Gateway in order to request a Support Commander. The Support Commander has the same functionality as your primary ACU, but it can also be ordered to carry out automated tasks.

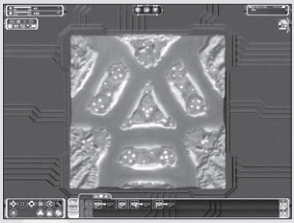
Your Support Commander can assist any number of structures; create an assist queue by holding down Shift. If any of the structures your Support Commander is assisting are destroyed, the Support Commander will automatically rebuild them.

ENGINEER COMMANDS

Because of their specialized nature, Engineers are capable of constructing more units and structures than your default ACU. They can also assist the ACU, other Engineers and even factories.

Assisting factories can be a particularly effective technique, especially if you need to quickly construct a large force of units. Simply select an Engineer, or group of Engineers, and order them to assist a factory. You can use the same technique to increase an Engineer's building speed; order a second Engineer to assist the first.

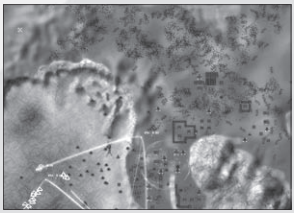
STRATEGIC ZOOM



At any time during an operation, you can zoom in or out on the Theater of War. Simply scroll your mouse wheel, and you'll automatically zoom out to a satellite view. From this view, you can still issue commands, such as setting up an attack run or a flanking maneuver on the enemy's position. You can also set up coordinated attacks, which are covered in the next chapter.

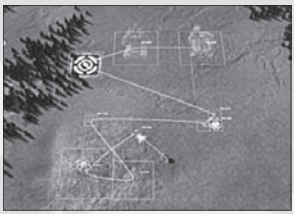
To zoom in on a specific area of the map, move your mouse over the area and scroll the mouse wheel (or use Q and W, as outlined earlier). You'll then zoom in on the area of the map that you wish to explore in greater detail.

WAYPOINT MANAGEMENT



By holding down the Shift button, you can see and create a variety of waypoints by right–clicking on different areas of the map. Waypoints will be broken into different segments separated by circles; to change one of those segments, mouse over the waypoint and the cursor will turn into a hand. Move the hand to drag the waypoint to a new position.

CONSTRUCTION QUEUES



As soon as you begin building a factory, you can queue up the construction of units. Click the outline of the factory as it's being constructed and click the unit icons to create the queue. If you hold down Shift while clicking, you queue up five units of that type. You can also order the factory to upgrade and then queue up higher-level units.

CHAPTER 5: YOUR WAR MACHINE

FORMATIONS

Formations are an extremely effective way to manage large groups of units. To create a formation, select the units and then hold down the right mouse button. While the right mouse button is held down, click the left mouse button; this will cycle through the available formations. When you reach the desired formation, release the right mouse button. Ctrl+ left-click will order your units to move in formation.

> DATA-LINK: TO GROUP A LARGE NUMBER OF UNITS TOGETHER, SIMPLY SELECT THE UNITS AND PRESS CTRL + 0-9. BECAUSE EACH NUMBER CAN FORM ITS OWN GROUP, YOU CAN HAVE UP TO 10 GROUPS OF UNITS.

UNIT & BUILDING UPGRADES

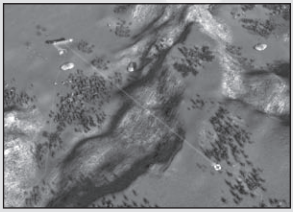
There are three tech levels in Supreme Commander (and an experimental fourth level), and each new level unlocks additional weaponry and structures. To reach the next tech level, upgrade one of your factories. This will unlock the units available at that level (while still allowing you to construct units at the lower level).

> DATA-LINK: UPGRADING YOUR FACTORIES DOES NOT CHANGE THE TECH LEVEL OF CURRENT ENGINEERS. IF YOUR FACTORIES ARE AT TECH 2, ANY TECH 1 ENGINEERS THAT YOU HAVE WILL NOT BE ABLE TO CONSTRUCT TECH 2 STRUCTURES. HOWEVER, THEY WILL BE ABLE TO ASSIST TECH 2 ENGINEERS.

Once you have upgraded a factory, construct an Engineer at your highest tech level. That new Engineer will be at the same tech level as the factory and will be able to construct structures at the higher level.

TRANSPORTING UNITS

One of the most effective ways to move your ground units around the battlefield is through the use of transports. The number of units that a transport can carry is determined by its tech level; higher level transports will be able to carry a larger number of units.



There are several ways to use Supreme Commander's transport system. The most basic is to select a group of units and right-click the transport. Once the units are loaded onto the transport, click the transport's Unload command and left-click on the map. The transport will then move the units to that location and drop them off.

However, the strenuous demands of battle can require a more robust transportation system. In those instances, you can set a factory's waypoint at a position across the map and then order a transport to assist the factory. The transport will load up units as they are constructed, transport them to the waypoint, unload them, and return to the factory. The transport will continue this process as long as there are units.

A third way to transport units is via the ferry system. Select a transport, left-click the Ferry command and left-click the transport's destination. A Ferry Beacon will then appear under the transport. Select the units that you wish to move and left-click the ferry beacon to "load" them; the transport will gather up as many units as it can hold and move to its destination and drop them off. It will continue this process until all units have been transported.

DATA-LINK: TRANSPORTS CAN ASSIST EACH OTHER WITH FERRY ROUTES, SO YOU CAN HAVE SEVERAL TRANSPORTS USING THE SAME ROUTE. SIMPLY ORDER ADDITIONAL TRANSPORTS TO ASSIST THE FIRST ONE

PATROLS

Patrols are the best way to detect and engage enemy advances. You can order ground, sea and air units to patrol a given location. To start a patrol, select your units, left-click the Patrol command and left-click the position on the map where the patrol should end. To extend the patrol's length, hold down Shift and click to add additional waypoints.

If you want to see the patrol route once your units are on the move, hold down the Shift button while the units are selected. To lengthen the patrol, or alter its path, simply hold down Shift and left–drag the waypoints to a new location on the map.

Air units on patrol have a limited fuel supply. If they run low on fuel, they will become slow and unmaneuverable, but they can still return fire. Construct air staging platforms along the patrol route, and your aircraft will automatically land, refuel and resume their patrol. If your air staging platforms are at another location on the map, you must manually order your aircraft to land and refuel.

COORDINATED ATTACKS

An advanced technique for waging war on your enemies involves Coordinated Attacks. By using this system, you can pull different types of units from any location on the map and order them to simultaneously attack a designated target.

In order to issue this order, be sure that your forces are broken into different attack squads. Give the first squad its attack order; then, while holding down the Shift button (so you can see all of the orders), select the second squad and double-click on the first squad's attack order. Your units will now initiate a Coordinated Attack.

MISSILE DEPLOYMENT & USE

There are both offensive and defensive missiles in Forged Alliance; the latter will shoot down incoming enemy missiles. There are two types of offensive missiles that you can deploy–tactical and strategic.

Tactical missiles have a shorter range, but can be extremely effective when used against concentrations of enemy units. To determine the range of your tactical missiles before you actually build the launcher, scroll out a bit and look for the circle that marks the effective range of your tactical missiles.

Nuclear missiles have no range limitations and can utterly decimate an enemy's base. Both nuclear and tactical missiles have substantial Energy requirements, so make sure that your economy can handle the load prior to construction.

DATA-LINK: AFTER CONSTRUCTING THE MISSILE LAUNCHER, YOU MUST CONSTRUCT THE INDIVIDUAL MISSILES. SELECT THE LAUNCHER AND CLICK THE BUILD MISSILE BUTTON.

SHIELDS

Although shields require a great deal of Energy, they also provide excellent protection from ballistic-style munitions, such as bombs, artillery shells and small yield missiles. Outgoing munitions pass harmlessly through the shield, which prevents your defenses from being disrupted. However, if enemy units are able to get inside the shield, the shield will no longer provide protection.



Remember that shields do not provide permanent protection. As they take damage, the Shield Bar will slowly decrease. When it reaches zero, the shield will turn off and slowly regenerate. There are both mobile and fixed shield generators.

CHAPTER 6: INTELLIGENCE WAR

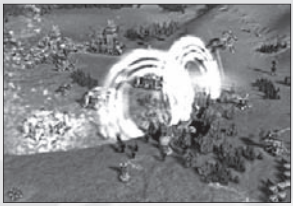
Knowing your enemy's capabilities, movement and location are all extremely important if you want to emerge victorious. There are several key elements to the Intelligence War, all of which are detailed here.

STEALTH & CLOAKING

Stealth hides your position from enemy sensors, such as scouts and radar installations. It does not guard against actual visual confirmation, though, so if enemy units are able to penetrate within the hidden area, your position will be revealed. There are both mobile and fixed stealth generators.

Cloaking, on the other hand, protects you from visual confirmation but does not protect you from radar. Some units, such as the Cybran ACU, can be upgraded with both stealth and cloaking, making them invisible to everything except the Omni Sensor radar system.

RADAR & JAMMING



The radar that you construct can be upgraded at any time, regardless of your tech level. As you upgrade a radar system, it increases in both range and the amount of information that you receive. (Keep in mind that the Energy requirements for radar also increase as they are upgraded.) Scouts offer limited radar capabilities, so an effective strategy in the early stages of a battle is to send out scouts and place them at key, strategic positions and chokepoints.

Some units can "jam" enemy radar systems by flooding the area with false-positive hits that make it impossible to know which "hits" are real, and which ones are fake. The Omni Sensor radar system is able to neutralize all enemy counter-intelligence efforts. It prevents false-positives from flooding the radar screen and reveals all units and structures hidden via cloaking or stealth.

CHAPTER 7: SERAPHIM FACTION AND UNITS

From the far reaches of Quantum space comes a 20,000 year old race named the Seraphim. (The Seraphim colony that humanity encountered on Seraphim II was actually comprised of exiles.) Because of their close connection to The Way, and the extreme empathic feelings that arise from that connection, the Seraphim are physically incapable of harming another sentient being. In order to wage war, the Seraphim utilize warriors that have agreed to permanently sever their connection to The Way.

The results of this action are immediate and extreme. Once a Seraphim loses its connection to The Way, they transform into an emotionless killing machines. But becoming a warrior exacts a much heavier price than the simple loss of emotion. Since Seraphim society is built around "feeling" each other empathetically, Seraphim warriors are no longer able to associate with the rest of Seraphim society.

In addition, Seraphim religious beliefs hold that only one species can ascend and attain perfection via The Way; therefore, any Seraphim that severs its connection to The Way is agreeing to forever relinquish any chance of eternal bliss. In effect, they are "damning" themselves for all eternity.

SERAPHIM LAND UNITS



T3 SUPPORT COMMANDER — SUPPORT COMMAND UNIT
A multi-purpose construction, repair, capture and reclamation unit. Equivalent to a Tech 3 Engineer.



T1 COMBAT SCOUT — SELEN
Light, fast mobile reconnaissance unit. When stationary, deploys cloaking and stealth fields.



T1 MEDIUM TANK — THAAM
Lightly armored tank. Armed with a single cannon.



T1 MOBILE LIGHT ARTILLERY — ZTHUEE
Amphibious mobile light artillery. Provides indirect fire support.

T1 MOBILE ANTI-AIR GUN — IA-ISTLE
Mobile anti-air defense. Effective against low-end enemy air units.



T2 HOVER TANK — YENZYNE
Amphibious tank. Armed with a single cannon.



T2 MOBILE MISSILE LAUNCHER — YTHISAH
Relatively fast-moving mobile tactical missile launcher. Missiles unleash a secondary EMP burst after the primary explosion.



T2 MOBILE AA CANNON — IASHAVOH
Mobile AA unit that uses flak artillery.



T2 ASSAULT BOT — ILSHAVOH
Lightly armored assault bot. Effective against equivalent enemy units.



T3 MOBILE HEAVY ARTILLERY — SUTHANUS
Mobile heavy artillery. Ordinance inflicts moderate damage upon impact and then unleashes an energy being that attacks any unit within its proximity.



T3 SNIPER BOT — USHA-AH
Lightly armored, fast-moving sniper bot. Armed with an extremely powerful energy rifle.



T3 SIEGE TANK — OTHUUM
Amphibious siege tank that is armed with a slow-firing Thau cannon. Also armed with bolters and a single torpedo launcher.



T3 MOBILE SHIELD GENERATOR — ATHANAH
High-end mobile shield generator. Offers large area of protection.



T4-X EXPERIMENTAL ASSAULT BOT — YTHOTHA
A two-stage weapon. In its initial form, it fires an extremely destructive Phason laser. When the primary unit is destroyed, it unleashes a ferocious Quantum energy being.



SERAPHIM AIR UNITS

T1 AIR SCOUT — SELE-ISTLE
Standard air scout.



T1 INTERCEPTOR — IA-ATHA
Quick, agile air fighter. Armed with an auto-cannon.



T1 ATTACK BOMBER — SINNVE
Fast-moving tactical bomber. Lightly armored.



T1 LIGHT AIR TRANSPORT — VISH
Low-end air transport.



T2 GUNSHIP — VULTHOO
Heavily armored gunship. Armed with four heavy Phasic autoguns.



T2 TORPEDO BOMBER — UOSIOZ
Torpedo bomber. Fires three heavy Cavitation torpedoes at its target.



T2 AIR TRANSPORT — VISHALA

Mid-level air transport.



T2 FIGHTER/BOMBER — NOTHA

Combined fighter/bomber. Armed with two AA weapons and a tactical bomb.



T3 SPY PLANE — IASELEN

Fast, agile spy plane. Equipped with on-board radar and sonar.



T3 AIR-SUPERIORITY FIGHTER — IAZYNE

High-end air fighter. Designed to engage air units of any type.



T3 STRATEGIC BOMBER — SINNTHA

High-end strategic bomber. Inflicts excellent single target and area-of-effect damage.



T4-X EXPERIMENTAL BOMBER — AHWASSA

Massive bomber capable of leveling entire bases. Armed with an experimental strategic bomb and four AA auto-cannons.



SERAPHIM NAVAL UNITS

T1 FRIGATE — HAU-ESEL

Low-end naval unit. Armed with an auto-cannon and AA autogun.



T1 ATTACK SUBMARINE — SOU-ISTLE

Low-end attack submarine.



T2 CRUISER — ITHALUA

Mid-level naval unit. Equipped with AA artillery cannons, tactical missile launcher and tactical missile defense.



T2 DESTROYER — UASHAVOH

Dedicated sub-killer. Equipped with a torpedo launcher, anti-vessel beam weapons and torpedo defense.



T3 BATTLESHIP — HAUTHUUM

High-end naval vessel. Armed with three heavy Quarnon cannons, two AA cannons, two tactical missile defenses and a strategic missile launcher.



T3 AIRCRAFT CARRIER — IAVISH

Can store, transport and repair aircraft. Armed with two pairs of AA auto-cannons.



T3 SUBMARINE HUNTER — YATHSOU

Dedicated sub-killer. Armed with three torpedo tubes, pair of torpedo defense systems and AA auto-cannon for use when surfaced.



SERAPHIM DEFENSE STRUCTURES

T1 POINT DEFENSE — UTTAUS

Low-end defensive tower that attacks land- and sea-based units. Does not engage aircraft or submerged units.



T1 ANTI-AIR DEFENSE — IALLA

Anti-air tower. Designed to engage low-end aircraft.



T1 TORPEDO LAUNCHER — SOU-ATHA

Anti-naval defense system.



T1 WALL SECTION

Restricts the movement of enemy units. Offers minimal protection from enemy fire.



T2 POINT DEFENSE — UTTAUSHALA

Heavily armored, defensive tower that attacks land- and sea-based units. Does not engage aircraft or submerged units.



T2 ANTI-AIR FLAK ARTILLERY — SINNATHA

Anti-air tower. Designed to engage mid-level aircraft.



T2 TACTICAL MISSILE DEFENSE — YTHISATHA

Tactical missile defense. Protection is limited to the structure's operational area.



T2 TACTICAL MISSILE LAUNCHER — YTHIS

Tactical missile launcher. Firing missiles requires resources.



T2 TORPEDO LAUNCHER — UOSTHU

Anti-naval defense system. Employs torpedo defense system.



T2 SHIELD GENERATOR — ATHA

Generates a protective shield around units and structures within its radius. Upgradeable.



T2 ARTILLERY INSTALLATION — ZTHUTHAAM

Stationary, rapid-fire artillery. Provides decent impact damage across a small area.



T2 AIR STAGING BEACON — IATHU-UHTHE

Refuels and repairs most small aircraft. Air patrols will automatically use facility.



T3 ANTI-AIR DEFENSE — IATHU-IOZ

High-end anti-air tower. Designed to engage all levels of aircraft.



T3 STRATEGIC MISSILE DEFENSE — YTHISIOZ

Strategic missile defense. Protection is limited to the structure's operational area.



T3 STRATEGIC MISSILE LAUNCHER — HASTUE

Strategic missile launcher. Constructing missiles costs resources.



T3 HEAVY SHIELD GENERATOR — ATHANUHTHE

Generates a heavy shield around units and structures within its radius.



T3 HEAVY ARTILLERY INSTALLATION — HOVATHAM

Stationary heavy artillery with excellent range, accuracy and damage potential. Requires resources to fire.



T3 QUANTUM GATEWAY — AEZTHU-UHTHE

Summons Support Commander(s).



T4-X STRATEGIC MISSILE LAUNCHER — YOLONA OSS

Strategic missile launcher. Fired missile is so large, two strategic missile defenses are required to neutralize it.



SERAPHIM CONSTRUCTION



T1 ENGINEER — IYA-ISTLE
Tech 1 amphibious construction, repair, capture and reclamation unit.



T1 LAND FACTORY — HETHIYA
Constructs Tech 1 land units. Upgradeable.



T1 AIR FACTORY — IA-IYA
Constructs Tech 1 air units. Upgradeable.



T1 NAVAL FACTORY — UOSIYA
Constructs Tech 2 naval units. Upgradeable.



T2 ENGINEER — IYA
Tech 2 amphibious construction, repair, capture and reclamation unit.



T2 LAND FACTORY — HETHIYA
Constructs Tech 2 land units. Upgradeable.



T2 AIR FACTORY — IA-IYA
Constructs Tech 2 air units. Upgradeable.



T2 NAVAL FACTORY — UOSIYA
Constructs Tech 2 naval units. Upgradeable.

T3 ENGINEER — IYATHUUM
Tech 3 amphibious construction, repair, capture and reclamation unit.



T3 LAND FACTORY — HETHIYA
Constructs Tech 3 land units. Highest tech level available.



T3 AIR FACTORY — IA-IYA
Constructs Tech 3 air units. Highest tech level available.



T3 NAVAL FACTORY — UOSIYA
Constructs Tech 3 naval units. Highest tech level available.



SERAPHIM RESOURCE MANAGEMENT

T1 POWER GENERATOR — UYA-IYA
Generates Energy. Construct next to other structures for adjacency bonus.



T1 HYDROCARBON POWER PLANT — UYA-ATOH
Generates Energy. Must be constructed on hydrocarbon deposits. Construct next to other structures for adjacency bonus.



T1 ENERGY STORAGE — VISHUYAL
Stores Energy. Construct next to power generators for adjacency bonus.



T1 MASS EXTRACTOR — HYALATOH
Extracts Mass. Must be constructed on Mass deposits. Construct next to other structures for adjacency bonus. Upgradeable.



T1 MASS STORAGE — VISHYAL
Stores Mass. Construct next to extractors or fabricators for adjacency bonus.



T2 MASS FABRICATOR — HYALIYA
Mid-level Mass fabricator. Requires large amounts of Energy. Construct next to other structures for adjacency bonus.



T2 POWER GENERATOR — UYA-IYA
Mid-level power generator. Construct next to other structures for adjacency bonus.



T2 MASS EXTRACTOR — HYALATOH
Mid-level Mass extractor. Must be constructed on Mass deposits. Construct next to other structures for adjacency bonus. Upgradeable.



T3 POWER GENERATOR — UYA-IYA
High-end power generator. Construct next to other structures for adjacency bonus.



T3 MASS EXTRACTOR — HYALATOH
High-end Mass extractor. Must be constructed on Mass deposits. Construct next to other structures for adjacency bonus.



T3 MASS FABRICATOR — HYALIYA
High-end Mass fabricator. Requires large amounts of Energy. Construct next to other structures for adjacency bonus.



SERAPHIM INTEL

T1 RADAR SYSTEM — ESEL
Radar system with minimal range. Detects and tracks surface and air units. Upgradeable.



T1 SONAR SYSTEM — SHOU

Sonar system with minimal range. Detects and tracks naval units. Upgradeable.



T2 RADAR SYSTEM — SELE-ESEL

Radar system with moderate range. Detects and tracks surface and air units. Upgradeable.



T2 SONAR SYSTEM — SHOU-ESEL

Sonar system with moderate range. Detects and tracks naval units.



T2 STEALTH FIELD GENERATOR — SELE-IOZ

Generates stealth field. Hides units and structures within its operational range. Countered by optical and Omni sensors.



T3 OMNI SENSOR SUITE — AEZESEL

High-end intelligence system. Provides maximum radar and sonar coverage. Counters enemy intelligence systems.



CHAPTER 8: MULTIPLAYER & SKIRMISH

Forged Alliance fully supports both multiplayer and skirmish games. You can access both modes of play through the Main Menu, and they share several key features. (Additional multiplayer information is provided later in this chapter.)

These are the basics you'll need to know to play either mode. All of these options can be toggled by the game's host.

VICTORY CONDITIONS

Assassination: Destroy the enemy's Commander

Annihilation: Destroy the enemy's units

Supremacy: Destroy all of the enemy's structures, Engineers and Commanders

Sandbox: Play in skirmish mode as long as you'd like

FOG OF WAR

Explored: The terrain is mapped

Unexplored: The terrain is unexplored

None: Full vision across the map

UNIT CAP

Determines the maximum number of units each player can command.

Note: In multiplayer games, all players must press the Ready button before the game can start. This is not required in skirmish games.

ONLINE MULTIPLAYER SERVICE

Forged Alliance's free online multiplayer service, GPGnet, is automatically installed when you install the game. GPGnet lets you battle opponents from around the world, host and find games, save a friends list, build a clan and track your progress with free, built-in rankings and ladders.

To start playing online, simply click Multiplayer from the game's Main Menu. GPGnet will launch.

The first step to playing Forged Alliance multiplayer is creating an account – for that, you'll need to select an account name (which will be the same as

your in-game name, so make sure you choose a name you'll be happy with), a valid e-mail address and your Forged Alliance CD key.

Once you have logged in to GPGnet, you can jump right into the action. Note: if you only have Forged Alliance installed, you are limited to playing as the Seraphim in multiplayer games. If you wish to play as the UEF, Cybran or Aeon, you must purchase and install the full, regular version of Supreme Commander.

HOST CUSTOM GAMES

When you elect to host a custom game, you choose all of the game's criteria – for example, the victory conditions, the map and the number of players you will host. Click Host Custom Game to get started and choose a name for your game. After that, you will enter the Forged Alliance game lobby, where you can choose your settings and start the game when you are ready.

JOIN CUSTOM GAMES

You can review a list of games to join, sorting them by various criteria, such as the number of players, the map, etc. Left-click on the game's name from the list and click Join Game, or double click on the game's name, to enter the game's lobby.

RANKED GAMES

GPGnet provides anonymous matchmaking that lets players of similar rankings and skill levels locate and battle against one another. To get started, click the Play Ranked Game button and choose your search options – setting map preferences (setting thumbs up, thumbs down or neutral for each map) and choosing a faction. Once complete, the system will begin searching for a suitable player based on both players' ratings and choice of options. Once a match is found, both players are prompted to start the game.

Ranked Games use the game's default options and victory conditions, and the online service automatically selects a map based on each player's stated preferences – neither player can specifically choose the map before the game. Ranked Games are anonymous – you will not know your opponent before the game begins – and opponents are selected from the pool of available players and matched accordingly.

ARRANGED TEAM GAMES

Arranged Team Games allow you and your chosen friends to locate and challenge other teams of players in ranked team games. Click Arranged Team

Games to get started and invite players to join your team. Once your team is assembled, GPGnet will automatically match you with a similarly skilled team.

RANKINGS, RATINGS & LADDERS

GPGnet automatically tracks wins, losses, draws and other statistics and provides official rankings for each player based on their performance in Ranked Games and Arranged Team Games. The rankings are based on modified ELO ratings, which are similar to chess ratings. In a nutshell, if you win games, you will receive a higher rating, and if you lose games, your rating will fall. Moreover, if you defeat higher-rated opponents or lose to lower-rated opponents, your rating will rise or fall faster, depending on your performance.

GPGnet also lets players challenge one another via official ladder games that challenge players to "climb the ladder" by winning ranked games. Ladders and ratings are updated live as games occur.

CHAT CHANNELS & PRIVATE MESSAGES

Besides handling matchmaking, GPGnet lets users easily chat with one another and even create their own private chat rooms. To join chat, simply click the Chat button. To create your own chat room, type /join "room name" (no quotes) into the chat-text entry field. If you know of a private room name, you can enter it by typing /join "room name" (no quotes) to enter that specific room. You can always see a list of available chat commands in any room by entering a slash (/) in the text-entry field.

You can also send IM-style private messages to any other player by right-clicking on their name and choosing Send Private Message. Private messages are opened in a separate window, allowing you and the message recipient to chat privately.

DATA-LINK: ALL UPDATES TO SUPREME COMMANDER ARE HANDLED THROUGH GPGNET. WHEN YOU LOG IN TO GPGNET, IT WILL AUTOMATICALLY SCAN YOUR FILES AND MATCH THOSE AGAINST THE CURRENT VERSION. IF AN UPDATE IS AVAILABLE, IT WILL AUTOMATICALLY DOWNLOAD AND INSTALL

FRIENDS & CLANS

Via GPGnet, players can create and keep a friends list so you can keep track of buddies and see when they are online. All players can also create their own clan and invite others to join their clan. Clans have several benefits, including persistent chat rooms that are open to clan members only.

LAN GAMES

To play a multiplayer game over a local area network, click Multiplayer > LAN > Host from the game's main menu.
You will be prompted to choose a name for yourself, which will appear within the game and the game lobby. As the game's host, you will enter the game's lobby, where you can set the game options (map, victory conditions, etc).

To join a LAN game, simply choose a name for yourself, highlight an available game on the list and click Join. You will automatically enter the game lobby, where you can select your color and faction, and signal your readiness to play.

For information on additional multiplayer functionality, please refer to the README.txt file.

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09/07

COMMANDS

REPAIR	R
RECLAIM	E
PATROL	P
ATTACK	A
CAPTURE	C
STOP	S
DIVE	D
FERRY	F
GUARD/ASSIST	I
TRANSPORT	U
UNIT PAUSE	Z
SUICIDE SELECTED UNITS	CTRL-K
LAUNCH TACTICAL MISSILE	L
NUKE	N
TURN BUILD MODE ON	B
CYCLE FIRE STATE	LEFTBRACKET
MOVE	M

GROUPS

RECALL GROUP 1	1
RECALL GROUP 2	2
RECALL GROUP 3	3
RECALL GROUP 4	4
RECALL GROUP 5	5
RECALL GROUP 6	6
RECALL GROUP 7	7
RECALL GROUP 8	8
RECALL GROUP 9	9
RECALL GROUP 10	0
SET GROUP 1	CTRL-1
SET GROUP 2	CTRL-2
SET GROUP 3	CTRL-3
SET GROUP 4	CTRL-4
SET GROUP 5	CTRL-5
SET GROUP 6	CTRL-6
SET GROUP 7	CTRL-7
SET GROUP 8	CTRL-8
SET GROUP 9	CTRL-9
SET GROUP 10	CTRL-0

CAMERAS

ZOOM IN	Q
ZOOM OUT	W
ZOOM IN FAST	SHIFT-Q
ZOOM OUT FAST	SHIFT-W
TRACK UNIT	T
TRACK UNIT ON MINIMAP	CTRL-SHIFT-T
TRACK UNIT ON 2ND SCREEN	CTRL-ALT-T
RESET CAMERA	V
GO TO COMMANDER	ALT + COMMA
GO TO IDLE ENGINEER	ALT-PERIOD
ROTATE CAMERA AT GROUND LEVEL	SPACEBAR

SELECTION

SELECT ALL AIR UNITS	CTRL-A
SELECT ALL NAVAL UNITS	CTRL-S
SELECT ALL LAND UNITS	CTRL-L
SELECT ALL ENGINEERS	CTRL-B
SELECT NEAREST IDLE ENGINEER	ALT-PERIOD
CYCLE THROUGH IDLE ENGINEERS	SHIFT-PERIOD
SELECT COMMANDER	ALT-COMMA
SELECT ALL UNITS AND BUILDINGS	CTRL-X
SELECT ALL UNITS AND BUILDINGS ON SCREEN	CTRL-C
SELECT ALL ENGINEERS ON SCREEN	CTRL-PERIOD
SELECT ALL FACTORIES ON SCREEN	CTRL-H
SELECT NEAREST FACTORY	H
SELECT NEAREST LAND FACTORY	CTRL-SHIFT-L
SELECT NEAREST AIR FACTORY	CTRL-SHIFT-A
SELECT NEAREST NAVAL FACTORY	CTRL-SHIFT-S

USER INTERFACE

TOGGLES THE UI ON / OFF	CTRL-ALT-F1
TOGGLES LIFE BARS ON / OFF	ALT-L
TOGGLE ALL OVERLAYS	CTRL-W
RENAME UNIT	CTRL-N
SPLIT SCREEN ON	HOME
SPLIT SCREEN OFF	END
SCROLL UP THROUGH CHAT HISTORY (BY PAGE)	PAGEUP
SCROLL DOWN THROUGH CHAT HISTORY (BY PAGE)	PAGEDOWN
SCROLL UP THROUGH CHAT HISTORY (BY LINE)	SHIFT-PAGEUP
SCROLL DOWN THROUGH CHAT HISTORY (BY LINE)	SHIFT-PAGEDOWN
ROTATE LAYOUT	ALT-UPARROW
ROTATE LAYOUT	ALT-DOWNARROW
TOGGLE HOTKEYS	F1
TOGGLE SCORES	F2
TOGGLE TRANSMISSION LOG	F3
TOGGLE DIPLOMACY WINDOW	F4
CREATE ALERT PING AT MOUSE LOCATION	F5
CREATE MOVE PING AT MOUSE LOCATION	F6
CREATE ATTACK PING AT MOUSE LOCATION	F7
CREATE MARKER AT MOUSE LOCATION	F8
MOVE MARKER	SHIFT+LEFTCLICK
DELETE MARKER	CTRL+SHIFT+RIGHTCLICK
OPEN IN-GAME MAIN MENU	F10
TOGGLE CONNECTIVITY WINDOW	F11

GAME

PAUSE GAME	PAUSE
SCREEN SHOT	CTRL-F
DECREASE GAME SPEED	NUMMINUS
INCREASE GAME SPEED	NUMPLUS
RESET GAME SPEED	NUMSTAR

SUPREME COMMANDER: FORGED ALLIANCE INSTALL CODE

Do not lose this Number! This CD Key is required to fully use this product!

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