

ship craft and military equipment from Epsilon to help your war effort. Naturally, such equipment has to be paid for, and in order to maintain the inter-dimensional equilibrium, appropriate Resources may also have to be shipped back to Epsilon in exchange for equipment.

Food, Fuel, Energy, Credits, Minerals and people are present on Starbase when a campaign begins and are the economic Resources that need to be managed with care if you are to succeed. Neutral planets can be colonized and enemy planets may be conquered. Remember, when a planet is under your control, you can extract Resources that are useful to the war effort.

Choosing A Planet System

The four missions can be attempted in any order you choose, and an individual mission can be attempted as many times as you like (although the start conditions vary slightly each time).

Hitotsu contains 8 planets and you are up against a fairly inept alien commander. Futatsu contains 16 planets, and you compete against an alien life-form that is rather more experienced at government and the strate-

gies of war. Mittsu contains 32 planets and you fight a highly-experienced opponent who is well-versed in the skills of government and military strategy.

Obviously, the more planets there are in a system, the more complex the task of managing Resources and deploying your military forces becomes.

The ultimate challenge is presented by Yottsu, another 32-planet system. The creature you challenge there is remarkably sophisticated at the arts of war and government – you will find him impossible to overthrow unless you have trained yourself thoroughly in the other arenas first.

When you first enter a planet system, Starbase is a functional colony – but the Resources you find on Starbase are limited, and you do not have an army. Your opponent, however, has been busy, anticipating the start of hostilities. Your first objective must be to assess the task that lies ahead. Then you have to develop your own strategies for success.

The information you need to develop your skills as a player of Overlord is in this manual. Once you have mastered the control system, serious play can begin.





SMINE

In the Futatsu system you meet a very strange group of creatures indeed, under the command of a very strange leader. In the evolutionary race Smine's people became the dominant species in their universe by developing a powerful telepathic capability, to compensate for their lack of physical strength. Thousands of years ago Smine's forefathers found they could communicate with one another across great distances by using their telepathic tendrils.

Over the millennia, this telepathic skill was developed to the stage where Smine's species achieved a meta-level of consciousness – rather than being a race of individual creatures, they are effectively one complex organism.

Smine does not use spies – he doesn't need to. After all, he is at the focal point of a vast organic neural network, and to find out what is happening somewhere, all Smine has to do is send one of his subjects there and then establish a telepathic link.

While this evolutionary quirk could have set Smine's people on a course for galactic domination, so far they have failed to realize the potential. Smine is smart, but not that smart. And he is continually distracted by the telepathic traffic, finding it difficult to focus his concentration.

Smine uses a 'splatter' technique for attack, forming telepathic links with his Platoons and using them for intelligence-gathering as well as for combat. This dilution of purpose, combined with Smine's cerebral rather than physical nature, means that he is not too difficult to beat. Victory can be yours, providing you keep your wits about you, establish a strong garrison on important colonies and build up strength while Smine rushes around the Futatsu system.

KRART

Krart's reptilian people became the dominant species in their universe by a combination of physical strength and raw cunning which they evolved out of necessity – shortly after learning to walk, Krart's distant ancestors had to find ways of protecting their eggs from hungry members of other species.

By developing a social system that revolved round shared tasks and the delegation of duties, Krart's forefathers followed a path that parallels the one trodden by the human race as it scrabbled to dominance on planet Earth.

Krart comes from a culture which encourages individuals to specialize in tasks for which they are best suited. More than happy to surround himself with specialist advisers, Krart became leader of his people for one simple reason: he is the individual who is best qualified to lead them.

Unlike Smine and Wotok, who are obsessed with racial purity and the dominance of their own species, Krart is prepared to use and reward any creature who can help him further his aims. His empire holds sway over non-reptilian species, members of which contribute to economic and military affairs.

Krart applies the skills of individuals to best effect: his soldiers are the best fighters; Krart's spies all have a natural talent for covert operations; and his military, economic and strategic advisers are the best in his universe.

Krart applies his intelligence and physical might to good effect, and his readiness to accept good advice and act upon good intelligence means that he will prove a formidable opponent. He attacks selectively, targeting the planets that are most useful to you because they are the most useful to him should he conquer them. The battle for the Mittsu system will not be easy.





RORN

Little is known about Rorn, his people or the history of his universe – partly because of his uncanny ability to root out and execute spies, and partly because his entire universe is hidden behind what is, in effect, an immensely powerful cloaking device.

A few spies managed to penetrate Rorn's base in the Yottsu system, and the sketchy reports they managed to file in the hours before they were discovered indicate that Rorn is an awesome being. 'Being', rather than creature, for it is not entirely clear whether Rorn should be described as 'mortal' in the usual sense of the word – there are strong indications that he is some kind of trans-dimensional being, what The Ancients might have called 'a god'.

Rorn appears to have few of the qualities normally associated with sentient life forms that have progressed up the evolutionary ladder. Rather, he would appear to be the personification of an abstract concept: evil.

There can be no doubt that Rorn is the most powerful entity yet encountered – he has achieved virtual perfection in both physical and mental development, and his people are cast in the same mould. For Rorn, domination is a natural progression – a matter of time rather than a matter of chance or skill. His rise to power has been unstoppable, and he already holds sway over many planet systems. His military strength is immense, and his sense of strategy puts all known theorists firmly in the shade. Krart is very difficult to beat, but is a babe in arms compared to Rorn.

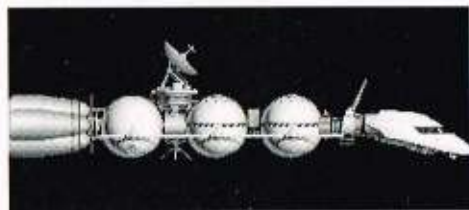
If you can win control of the Yottsu system, then you have truly mastered the art of Overlord...

CRAFT

Cargo Cruiser

This is the craft you should use when you set up a trucking operation to move Resources around a planet system. It can carry a payload of 2250 tons and 1850 civilians. It has a long range – its fuel tanks can hold 1250 tons of fuel.

If you can afford it, a good tactic is to buy a Cargo Cruiser and use it as the backup ship for the Atmosphere Processor. Fill the Cargo Cruiser with people and Resources and send it to the planet that the Atmosphere Processor is formatting – as soon as a colony has been established, land the Cargo Cruiser, unload everything and then scrap it to reclaim some more Resources. You've just provided your new colony with an instant starter pack.



Solar Satellite Generator

An automatic, nuclear-powered device that does not require a crew or fuel. In the Mittsu and Yottsu planet systems, Energy is required as part payment for purchases made on the Buy Screens. It is worth buying several Solar Satellites early in the game and launching them into orbit around Starbase so that you can be sure of funding purchases. Make sure you have at least one Solar Satellite in orbit around each planet on which you have placed a Mining Station or Horticultural Station.

The yield from a Solar Satellite is greatly increased if it is placed in orbit around a Desert Planet.





Battle Cruiser

You need Battle Cruisers to move your Platoons from planet to planet – and you are likely to need quite a few as the game progresses, because each Battle Cruiser can only transport four Platoons at a time.

A Battle Cruiser can also be used to carry a small quantity of cargo – 600 tons. By remembering to load cargo for a trip you are going to make to deliver Platoons, or by stopping off to load cargo on the return journey to pick up fresh Platoons from Starbase, you can sometimes save yourself a trip with a Cargo Cruiser.

Up to 4500 passengers can be carried on a Battle Cruiser, in addition to Platoons and cargo, which makes it the ideal vehicle for moving people around. Don't forget that you can also use craft to put people in cryogenic storage in times of economic crisis, or to ship people off one of your planets that is about to be conquered by the enemy.



Atmosphere Processor

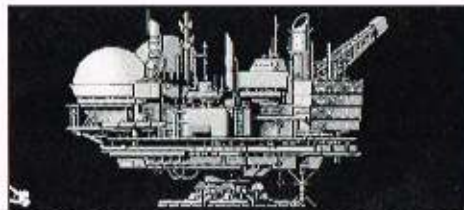
A very expensive piece of equipment – its price reflects its sophistication. An automatic, nuclear-powered device that does not require a crew or fuel, the Atmosphere Processor turns lifeless, unformatted planets into seed colonies. Once all the planets in a system have been formatted, remember to scrap your Atmosphere Processor and reclaim some of the Resources you paid for it. And don't leave it lying on the surface of a planet – if the enemy captures that planet, he will scrap your Atmosphere Processor and you may have to pay dearly for another one.

Mining Station

Capable of mining Minerals and Fuel from the core of a planet, this refines the products of excavation and delivers Fuel and Minerals into the reserves of the host colony. It draws Energy from the colony's reserves in order to operate.

A crew of 294 people is needed for a Mining Station. With a Fuel capacity of 750 tons and a payload of 950 tons, it can travel between planets and can transport Resources on the journey; there is no passenger accommodation.

Mining Stations work comparatively slowly, so it is worth establishing at least one on Starbase as soon as you can, then look for a Volcanic planet on which to station further Mining Units – yield is significantly improved if mining operations are undertaken on Volcanic planets.

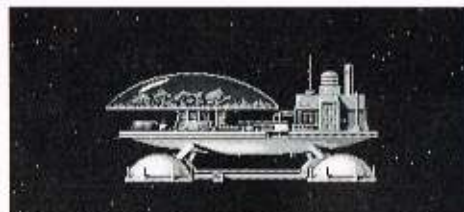


Horticultural Station

Uses hydroponic and cell-culture techniques to produce supplies of Food for your people, drawing Energy from the colony's reserves to do so. Yield is much improved if you locate a Horticultural Station on the surface of a Tropical planet – flora and fauna are used to increase the rate of production.

A crew of 175 people is required to operate a Horticultural Station, which has a cargo payload of 950 tons and a Fuel capacity of 750 tons. A Farming Station can travel between planets under its own power, carrying Resources as cargo but no passengers.

Horticultural Stations produce the prime resource in any planet system – without Food, life cannot be sustained so it is worth acquiring several Horticultural Stations as soon as you can.



MILITARY EQUIPMENT

Three weapon systems and four grades of body armor are available for purchase on the Platoon Management Screen. While the temptation is usually to give your Troops the very best equipment when you commission them into a Platoon, this is not always expedient – you may not have the cash to hand, or you may have to commission fewer Platoons than you would like to if you choose the most expensive kit.

The choice of weapon system and body armor can have a significant effect on the performance of a Platoon, and unless you are awash with Credits, you should experiment with the options to discover the most cost-effective way of equipping your fighting men.



Armor

The most basic suit – little more than your Trooper was born with! For a mere 20 Credits per man, this is the least protective garb that can be purchased. Losses in combat are likely to be quite heavy.

Carbon Fibre armor – affords a reasonable degree of protection against low-power weapons and chemical attack, and gives your Troopers a serious advantage in hand-to-hand combat but does little to reduce the debilitating effects of nuclear fall-out. Cost: 100 Credits per man.



SynthAlloy armor – gives complete protection against low-power weapons, chemical attack and nuclear fallout and provides a reasonable defense against fire from plasma and laser weapons. Renders the wearer almost invincible in hand-to-hand combat. Cost: 200 Credits per man.





Personal Force Field – the best protection that money can buy or technology can provide. When new, this suit makes the wearer impervious to all forms of attack apart from localized (or direct) nuclear strikes. Battle conditions tend to degrade this suit however, and after a while its protective capacity will equal that of the SynthAlloy suit.



Weapon Systems

Recoil Cannon – the general infantryman's personal weapon. Employs simplistic technology to hurl a solid projectile with a reasonable degree of accuracy in the direction in which it is pointed. Basic equipment for a basic price: 50 Credits per man.