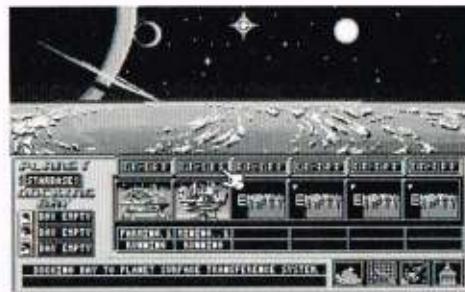
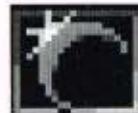




### A Mining We Will Go

A Mining Station has to be on the surface of a planet before it can start creating Fuel and Minerals, so the next step is to move your new craft out onto the planet's surface and get it working. Click the right mouse button to return to the Main Screen. Click on the Planet Surface Icon to get to the Planet Surface Screen. Move Mining 1 from a Docking Bay into the next vacant slot on the surface by clicking on its name in the Docking Bay panel. Notice how Mining 1 now occupies the platform to the right of Farming 1. Your Mining Station needs to be activated before it will start producing Fuel and Minerals, so click on the 'on/off' panel above Mining 1 to toggle it to 'RUNNING'. Mining 1 is now producing Fuel and Minerals which are automatically moved to the stores on Starbase. Click on the right mouse button to return to the Main Screen.



Return to the Government Screen to check that all is well. Notice how the numbers in both the Fuel and the Mineral store displays increase as your new Mining Station delivers a batch of Resources into store. Fuel and Minerals, unlike Food, are not being drawn from stores so the stocks rise steadily as time elapses – they will be useful later on, however.





### Boosting Energy Reserves

Energy reserves on a planet can be boosted by setting up a Solar Satellite Generator, an automatic device that beams down Energy once it has been established in orbit around a planet. So let's get ready for future demands on Energy reserves and put a satellite into orbit around Starbase.



Go to the Buy Screen, flip through the pages of the catalogue, find the Solar Satellite Generator and buy one. Solar 1, as it will be called, doesn't need a crew or Fuel – so there's no need to visit the Cargo Bay Screen. But a Solar Satellite Generator does need to be launched into orbit around Starbase before it becomes operational, so you need to access the Navigation Screen. Click on the right mouse button to return to the Main Screen, then turn the page to find out how to launch craft.





Call up the Navigation Screen by clicking on the Navigation Screen Icon. The names of all the craft you own appear in the central panel on this screen, and the names of any ships that are in Docking Bays on the current planet show up in the windows at the top left (providing the current planet is under your control). Clicking on the name of a craft makes it the current craft, on which the Navigation Screen controls operate, so the next thing to do is to click on Solar 1's name to make it the current craft.



Don't worry about the other controls laid out in front of you – all we need to do at this stage is launch Solar 1 into orbit. By clicking on its name, you made it the current ship on the Navigation Screen; now click on the Launch Into Orbit Icon to put it into the skies above Starbase...

Let's review the position, now that you have begun to establish Starbase's economy. Click on the right mouse button to return to the Main Screen.





### Reviewing The Position



Return to the Government Screen to make sure everything is still going well with your colony on Starbase. Take a few minutes to sit back and study the readouts in front of you. Notice how the morale of your people is rising, along with the rate of population growth. People prosper when taxes are low and Food is plentiful.

Watch the gentle upward climb of the meters that record the level of stored Energy and the stocks of Food, Fuel and Minerals. Notice how the Fuel and Minerals meters move steadily up, while the Food display increases with the arrival of a consignment of Food from your Horticultural Station and then decreases a little as your people remove their rations from stores.

Investing in all that equipment is certainly paying off...



Having underpinned the economy on Starbase by ensuring that Energy, Food, Fuel and Minerals are all being created and added to reserves, this is a good time to give your people a break from heavy taxes and encourage them to breed. Reduce the tax rate to 10% by clicking on the down arrow next to the display that reveals the current taxation rate.

Let's buy another Solar Satellite Generator and launch it into orbit above Starbase. For the time being, it can generate Energy for Starbase, but in a short while we'll start to format another planet and we'll send the second Solar Satellite Generator to make Energy for the colonists, once their planet has been established.



As you'll soon realize, using time wisely and prioritizing tasks is crucial to playing Overlord successfully. Click on the right mouse button to return to the Main Screen.

Go to the Buy Screen, find the Solar Satellite Generator page in the catalogue and buy another one. Accept the default name by clicking on the right mouse button or pressing ENTER. (Should you want to change your mind and abort the purchase at this stage, clicking on ESCAPE allows you to do so.) Now Solar 2 has to be launched into orbit around Starbase, so you need to access the Navigation Screen. Click on the right mouse button to return to the Main Screen.



Call up the Navigation Screen. Solar 2 needs to be the current craft for Navigation Screen operations, so click on its name.



Click on the Launch Into Orbit icon to put it into orbit above Starbase. Finally, click on the right mouse button to return to the Main Screen.





### Saving Your Economic Miracle

 Click on the Disk Management Icon to call up the dialog box that gives you control over the the disk drive. Overlord uses its own formatting routine to prepare disks to receive saved games, so don't try saving direct to a disk that you formatted on your computer in the usual way.

Make sure you have removed your Overlord master disk. Click on the Format button in the dialog, which calls up a message asking you to specify which drive you wish to use to format a disk. Click on the appropriate drive name in the disk dialog's message area, then follow the prompt to insert a blank disk (make sure it is not write protected). Click on 'EXECUTE' and wait a few moments for Overlord's disk formatter to prepare the disk.

When the message 'disk has formatted successfully' appears, you can use the disk to save up to four Overlord game positions. We're going to save the current game position on 'track' 1 on this new disk, so leave it in the drive and click on the 'SAVE' button in the disk dialog box.

You will now be asked to specify which disk drive you wish to use for saving the game position – click on the appropriate drive name in the message area. As the disk you wish to use is already in that drive, there is no need to insert it... just click on 'EXECUTE' to save the game position.

Once the message indicating that the save has been achieved successfully appears, click on the right mouse button to return to play. Your game position is now held securely on disk and can be returned to in the future.

Now that Starbase has been established as a viable entity and the game position saved in case things go wrong, it's time to be more adventurous...





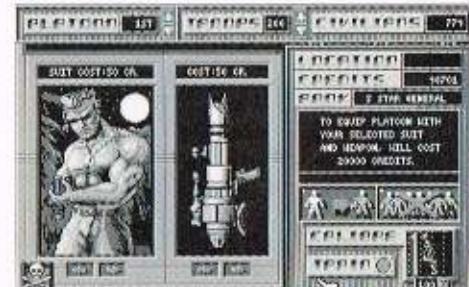
## Enlisting An Army

When you first enter a planet system, you don't have an army – but you do have the capacity to draft up to 24 Platoons, which can each contain up to 200 troops, drafted from the civilian population on Starbase.

Soldiers can be used defensively as well as offensively and it's a good idea to establish a garrison on Starbase early in the game. We'll recruit four Platoons with the intention of moving two to the new colony and leaving two on Starbase as a garrison.

Now click on the Platoon Management Icon to call up the Platoon Management Screen. There are three windows at the top of the screen – the one on the left shows the identifying number of the current Platoon, the one in the middle labelled 'Troops' shows how many soldiers are currently in that Platoon, and the one on the right shows the current civilian population on Starbase. '1st' is now showing in the Platoon Identity window at the left. Click on the up arrow next to the Troops Window – it is currently displaying '0'. Hold the mouse button down and release it when the number in this Drafting Window reaches 200.

You'll notice that the civilian population has decreased by 200. Soldiers cannot be taxed – so the revenue you raise from the Starbase population per unit of time will decrease until the population is replenished by the forces of nature. On the plus side, soldiers do not consume Food from your stores, so drafting civilians takes the pressure off Food reserves.





The moment you draft civilians into a Platoon, the green soldier at the bottom right of the screen starts running – this indicates that the rookies are undergoing training. The percentage figure at the feet of this running soldier reveals how well trained the recruits are, and indicates the rank of their commanding officer. The fighting abilities of a Platoon are increased in proportion to the level of training the men receive before being commissioned.

Click once on the up arrow next to the window that is showing '1st' to select the '2nd' Platoon, then assign men from the civilian population by clicking and holding on the up arrow next to the Drafting Window until it displays '200'. The 2nd Platoon is now in training.

Repeat the process for the 3rd and 4th Platoons, then click on the right mouse button to leave your recruits in training and return to the Main Screen.



### Colonizing Other Planets

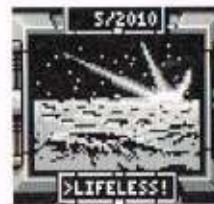
When you enter a planet system for the first time, only two of the planets can support sentient life: your base, and the enemy's base at the other end of the system. All the other planets are completely barren – if you move the Planet Cursor up and down the System Map by clicking on the up/down arrows to the right of the circular display, you'll notice that the planets in the middle of the system appear as lifeless, grey worlds in the Video Window. (The double-headed arrow allows you to slide the cursor up and down the System Map – see page 50.)

In order to expand your territory, you need to buy an Atmosphere Processor and despatch it to one of the unformatted planets. After a while, the Atmosphere Processor will render the planet habitable and a seed colony will automatically be established. Your new colony will start out with a few people and will have some Resources in its stores.

### Buying An Atmosphere Processor

By now you should have had a message that the Atmosphere Processor is available for purchase – until the message comes in, you won't be able to buy an Atmosphere Processor, so you might as well return to the Government Screen for a while and review the situation in the Hitotsu System.

Click on the Buy Icon to call up the catalogue of items you can buy. Flip  through to find the Atmosphere Processor, then click on 'Buy' to make the purchase. If you can't afford it, you may have to return to the Government Screen and ramp up the tax rate for a while to raise funds quickly.





The Atmosphere Processor is an automatic piece of equipment that is delivered to a Docking Bay on Starbase. It can be launched immediately, so let's do that next. Unlike all the other craft, the Atmosphere Processor is controlled with its own icon on the Main Screen.

Let's start the colonization program with the planet nearest to Starbase: click once on the up arrow that is to the right of the System Map to move the Planet Cursor onto the first planet up from Starbase. The Video Window now shows a barren planetscape, and 'Lifeless!' appears in the display at the base of the Video Window. This is the planet you are about to format...



Click on the Planet Formatter Icon, and the Message Window gives a readout on how long the Atmosphere Processor will take to do its job. Click the right mouse button or press ENTER to confirm the default name, 'Planet 1'. When it arrives, the Atmosphere Processor begins work immediately without further intervention on your part. Stay on the Main Screen and watch the Video Window. After a while, you'll notice that waves of fire start sweeping across the barren planetscape, and if you look in the System Map you'll notice that the dot that represents Planet 1 has turned white to indicate that it is being formatted. Don't wait around for the Atmosphere Processor to finish its task – there are important things to do.