

In order to take advantage of the higher taxation yields on Metropolis planets or to ensure a supply of civilians for the draft, you may need to move people around a planet system.

Food, Minerals, Fuel and Energy

When you start a new game, Starbase is seeded with a quantity of Resources. Similarly, when a planet is formatted the Atmosphere Processor delivers some basic supplies to the newly-established colony.

In order to live and multiply in number, people need to consume Food. Depending on which planet system you are attempting to conquer, Minerals and Energy may be needed back on Starbase to fund purchases made on the Buy Screens. Energy is used by Mining Stations and Farming Stations when they are operational, and Fuel is needed by most craft to travel through space.

The only certain way to increase stocks of Food, Minerals, Fuel and Energy is to acquire the appropriate equipment and manufacture them, although Resources can be captured as the spoils of war.

Mining Stations produce more Fuel and Minerals when they are sited on Volcanic planets, Farming Units produce more Food if they are located on a Tropical Planet,

and Solar Satellite Generators yield Energy more rapidly if they are in orbit around a Desert planet.

Significant gains can be made by deploying your Resource-generating equipment wisely, establishing colonies that specialize in contributing a particular Resource to your overall economy – but that still leaves the problem of transporting Resources to the planets that need them...

Moving Resources Around A Planet System

Ideally, every planet under your control will be totally self-sufficient, producing all the Food and Energy it needs to survive, but such equilibrium is certainly not easy to achieve, and in certain scenarios, proves impossible. From time to time you will need to make an emergency shipment of Food, and sometimes Fuel or Energy, from one planet with a surplus to another with a pressing shortage.

While Credits can be moved back from planets under your control to the Starbase treasury by clicking on the appropriate icon on the Government Screen, you may need to effect a physical transfer of Minerals or Energy back to Starbase in order to satisfy the asking price for a piece of equipment you want to buy.

OVERLORD QUESTIONS

My people are starving, what can I do?

If you want to abandon the population, then set the tax rate at 100% so you can derive maximum revenue from the people before they all die of starvation.

Alternatively, if you want to preserve the population on the planet, then you need to move Food from another planet or set up some Horticultural Stations to make the colony self-sufficient.

In the short term, to gain temporary respite while you make arrangements for the long term, you can put people into cryogenic storage on board a ship by moving a Cargo Cruiser or Battle Cruiser into a Docking Bay on the planet and using the Passenger Icon to load passengers aboard. If the Food shortage occurs on Starbase you can draft some people into your army, using the Platoon Management Screen.

People in cryogenic storage or in the army do not consume Food from your reserves. Cargo cruisers can accommodate up to 1850 civilians, while Battle Cruisers can carry up to 4500 passengers.

Or you could move people to another planet which has a plentiful supply of Food.

I sent a Solar Satellite Generator to my planet, but it doesn't seem to be generating Energy. What's wrong?

Solar Satellites only work when they are in orbit. Go to the Navigation Screen, click on the name of your 'rogue' satellite and make sure that it is in orbit. Launch it again if you landed it by mistake.

All the planets in the system are now formatted. What should I do?

Move your Atmosphere Processor into a Docking Bay and then scrap it – it's of no further use, and you might as well claim its scrap value. Then use the Government Screen to send the cash raised back to base.

There's a population of zero on a planet I own, but I want people there. What should I do?

First, check that the planet can support human life. Sometimes planets are rendered poisonous as a result of a nuclear explosion – an incoming message will have advised you of the fact. It's pointless moving people onto a planet that will kill them!

Then use Cargo Cruisers or Battle Cruisers to ship

people in from another planet. You may want to move some Food into the depopulated planet's reserves before moving the new inhabitants, and you may decide to buy Horticultural Station(s) for the planet.

The population on one of my planets has reached 30,000 and doesn't appear to be growing – why?

The colonists have developed every available inch of that planet's surface, and the colony cannot expand further. You could always move some people to another planet, thereby making some space...

There a negative number against 'Rate of population growth' on one of my planets. Why?

Probably because your people are starving, or recovering from a Food shortage. Make sure they have enough Food – and you could consider trying to raise their morale by reducing the tax rate.

Why can't I launch my Atmosphere Processor?

Use the Main Screen – not the Navigation Screen. The Atmosphere Processor has its own control icon; select

the unformatted planet you want to format by moving the Planet Cursor over it in the System Map, then click on the Atmosphere Processor icon.

Even though I have filled the tanks of one of my craft, when I try to send it to a planet at the other end of the system I can't – the Navigation Screen tells me there's 'insufficient fuel'.

What should I do?

You are going to have to break the journey, stopping off at a planet that you control to refuel. If there isn't much Fuel on the planet you use as a staging post, you could load Fuel into the cargo hold of the craft, land, unload it into the planet's reserves and then refill the tanks again.

What's the point of renaming planets and craft?

It's useful, and can help you keep track of things.

If you capture a planet from the enemy, you might find that he has left craft behind. The enemy uses names that are meaningless to you – so you may find it helpful to name captured craft according to the default naming scheme that calls Horticultural Stations 'Farming 1,' 'Farming 2' and so on. Similarly, the enemy assigns

Relocating Your People

You may wish to move people from planet to planet – a population might have been allowed to dwindle to zero on one of your possessions, or you may wish to take advantage of the extra-high yield from taxes that you enjoy on Starbase or another Metropolis planet by shipping in some people from less economically-rewarding planets. Or you may need to take people back to Starbase so they can be drafted into your army.

With the exception of Credits, Resources are shipped around the planet system as cargo. Small amounts can be loaded into the cargo holds of Battle Cruisers, Horticultural Stations and Mining Stations, which is worth bearing in mind if you are about to make a journey anyway. For real bulk transport, however, you need the heavy-duty truck of the spacelanes – a Cargo Cruiser.

The Cargo Bay Screen is used to load and unload cargo and passengers – once a ship is in a Docking Bay, you select it by clicking on its name (unless it is the only

ship in a Docking Bay on the current planet, in which case it is automatically selected as the current ship for Cargo Bay operations.)

Providing a ship has the capacity to carry passengers (check the status panel that appears at the top centre of the Cargo Bay Screen for details on the currently-selected craft), people from the population of the current planet can be put into cryogenic storage and moved into the passenger compartments of the current ship. Click and hold on the appropriate arrow in the Passenger Embarkation Icon to effect transfers to and from the cryogenic store.

The large panel to the right of the Cargo Screen contains the Stores Display – vertical, green bar-readouts indicate quantities of Food, Minerals, Fuel and Energy held in the current planet's stores; red bars represent amounts of these Resources that are in the cargo hold of the current ship, while green bars show what, if anything, is loaded aboard the current craft.



If capacity remains in the cargo hold of the current ship, clicking on the red buttons at the bottom of the display bars moves goods on board. Conversely, goods can be unloaded selectively by clicking and holding on the appropriate green button. Digital readouts at the base of each column reveal the tonnages of each commodity that are on the planet (green box) and in the holds of the current ship (red box)

Your current intention and overall strategy will determine what you decide to load onto a ship – for instance, you may be starting a multi-planet cargo run with a Cargo Cruiser, planning to move Resources around from planet to planet to balance localized shortages and surpluses, or you may need to take an emergency shipment of Food to a planet where the population is starving.

Once your ship has been loaded, fuelled (and if necessary, crewed) click on the Navigation Screen Icon to call up the Navigation Screen, then click on the craft's name in the Docking Bay panel to select it as the current ship for Navigation Screen operations.

Click on the Launch Into Orbit Icon to move the ship out of the Docking Bay and into orbit, then click on the Journey To Planet Icon and select the destination by clicking on a planet name in the central grid. Wait until

you get the message confirming that the ship is in orbit around its destination (if it's going to be a long journey, you may wish to leave the Navigation Screen and attend to other matters while the ship makes the trip).

When you receive the message that your ship is in orbit around its destination planet, make sure it is the current ship on the Navigation Screen, then click on the Land On Planet Icon.

Click on the Cargo Bay Icon at the bottom left of the Navigation Screen, and you can begin cargo operations. If necessary, click on the name of your cargo-carrying ship in the Docking Bay display to make it the current ship, and you're ready to unload supplies. You can use the red and green buttons below the bar readouts in the Stores Display if you want to load or unload cargo, and the Passenger Embarkation Icon to disembark passengers. Alternatively, you can click on on the Unload All Icon if you want to dump off everything except the Fuel in the current ship's tanks. Don't forget, clicking here also unloads all the passengers you are carrying, although the crew remains on board.

Further details on the operation of the Navigation and Cargo Bay Screens can be found in the Control Section of this manual, on page 63 and page 71 respectively.

strange names to the planets he conquers, which you might want to change for your convenience.

And it's easy to lose track of planets and their attributes, particularly if you are playing in one of the larger systems. It's worth using meaningful names that help you identify the attributes of your colonized planets. For instance, you could make best use of your Horticultural Stations by establishing them on a Tropical planet – calling it 'Farm' would remind you that you are using that planet to produce Food.

I want to buy something, but haven't got enough Credits. What can I do?

Go to the Government Screen and click on the icon that sends all the cash on your colonies back to Starbase. If you still haven't got enough Credits, you are either going to have to wait until tax revenues raise enough cash to fund your purchase, or, if you are buying weapons or body suits for Troops, select a cheaper option.

You can reduce the amount of time you have to wait for a sum of money by increasing the tax rate – raise it up to 100% if you are in a real hurry, but remember to reduce it again when you have raised the cash or the population's morale and rate of growth will start falling.

You get the best tax yield from populations on Metropolis planets (like Starbase), so keep the population high on at least one of your Metropolis planets.

I've bought nine craft, parked six on the surface of Starbase and three are still in a Docking Bay. Trouble is, I want to buy another craft, but I haven't got enough fuel to send one of the ships in the three Docking Bays into orbit. What can I do?

Oops! Well you are going to have to go to the Cargo Bay Screen and scrap one of the ships in the Docking Bays. There's no alternative. Then it might be an idea to buy a Mining Station to provide you with Fuel.

As a short-term solution, if you loaded Fuel into the tanks or cargo hold of one of the ships you moved out onto the Planet Surface earlier, go to the Planet Surface Screen and move the craft into the newly-vacant Docking Bay. From there, you can unload the Fuel from a ship's tanks or cargo hold back into Starbase reserves. Then go back to the Planet Surface Screen and move the empty ship back out of the Docking Bay.

Repeat this process for any craft on the surface that you intend to leave there. You might find this raises

enough fuel for you to launch a ship or two into orbit around Starbase, thereby freeing your Docking Bays.

I haven't got enough Minerals or Energy to make a purchase – what can I do?

Minerals, Fuel and Energy can only be moved around a planet system as cargo in the hold of one of your craft. If you are playing in a planet system where Minerals or Energy are needed to complete a purchase, then they are taken from the reserves on Starbase. Either move Minerals and Energy from your colonies to Starbase, or set up a Mining Station and some Solar Satellites to generate Resources for Starbase itself.

All my Mining Stations and Horticultural Stations seem to have stopped working. Why?

It may be that they have run out of Energy, which they consume as they produce Resources. Launch a Solar Satellite Generator into orbit around the planet on which your Stations are placed, then go to the Planet Surface Screen and click on the 'on/off' toggle switches to activate your equipment. Alternatively, an electromagnetic storm may have swept across the galaxy – the Message

Window will have informed you of the fact so toggle your Resource-generating equipment back on.

I've forgotten where one of my craft is located. How can I find out where it is?

Go to the Navigation Screen and click on its name in the central grid that shows the fleet roster – the message display will give you the current location of the craft.

I landed a Battle Cruiser on an enemy-controlled planet ages ago, but even though it contained four well-trained and well-equipped Platoons, I don't seem to be getting anywhere with my war. Why is this?

Perhaps you forgot to unload your Platoons and send them into battle? Go to the Main Screen, use the Planet Cursor to select the planet that is playing host to your Battle Cruiser, then click on the Combat Control Icon. You'll see that your Battle Cruiser is in a Docking Bay on the enemy planet – click on the names of your Platoons in the panel to the right of the Docking Bay display, and they'll move into the larger grid at the bottom left of the Combat Control Screen. The battle can now begin.

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Special thanks are due to many people who assisted at various stages in the development of this software. The game has benefitted from the efforts, dedication and hard work of all those involved and without whom, Overlord would not have been possible. We would also like to thank Martin, Frank, Justin, Graeme and all at Virgin Mastertronic for their loyal support. Fergus McGovern, Probe Software Limited.