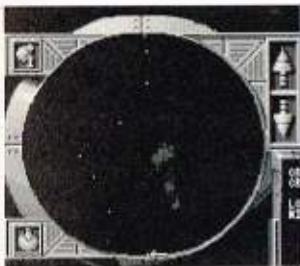




## MAIN SCREEN

This is the screen which appears when you first enter one of the four planet systems. From here, you access controls available to you during play, receive messages on the video teleprinter console, and gain an overview of the progress of a game.

Wherever you are, whatever you are doing, one click on the right mouse button returns you here (unless you are right in the middle of buying or renaming something, in which case the right mouse button temporarily duplicates the ENTER key, used to enter your choice. Two clicks of the right mouse button will get you back to the Main Screen.)



## The System Map

An at-a-glance guide to how things are going in the current solar system.

Your Starbase is at the bottom of the map and the enemy's base is at the top. The colored dots that orbit around the axis of the star map represent the planets: red represents a planet under the control of the enemy; blue represents a neutral, unformatted planet; white indicates that a planet is currently being formatted, either by you or by the enemy. A dot that flashes between green and red indicates a planet that is currently embroiled in battle. Your opponent's face appears in silhouette behind the System Map – the clearer you can see him, the closer he is to victory.

**The Planet Cursor**

Selects the 'current planet' and is moved up and down the System Map using the up/down arrow controls at the top right of the map. Click on the up/down arrow pair closest to the animated map to move the Planet Cursor up or down one planet per click, or click and hold on the red up/down arrow pair to the right to move the Planet Cursor around the system more rapidly. Release the mouse button to stop the cursor if you use these arrows.

Notice how the view shown in the Video Window changes when you move the Planet Cursor around the system...

**Planet Information**

The icon at the top left of the System Map display calls up basic information on the current planet – it's worth remembering that the larger a planet is, the longer it takes to format. This icon also gives a breakdown on the status of the entire planet system, revealing the number of planets under your control, the number of planets under enemy control and the number of planets that have yet to be formatted.

**Home Key**

The icon at the bottom left of the System Map display is the 'home key' – click on it to move the planet cursor directly to Starbase.





### Video Window

When the Planet Cursor is resting over a planet in the System Map, a visual representation of that planet appears in the Video Window, and that planet becomes the 'current planet' – many of the control icons now call up screens which have an effect on the current planet, providing it is under your control.

There are four types of formatted planet that you will encounter in the game, each of which has different properties. The view that appears in the Video Window makes it clear what type of planet you are dealing with – providing it is under your control.

A curt 'Classified' message appears over a black screen if you select one of the enemy-controlled planets with the Planet Cursor. If you select a lifeless, unformatted planet all you will see is a bleak grey planetscape – unless an Atmosphere Processor is busy formatting that planet, in which case waves of fire will sweep across the surface. (For a more detailed discussion of planet types, see page 67.)

The calendar at the top of the Video Window keeps track of Gametime – which starts at Day 1 of Year 2010 (there are 60 days in each year in this dimension). There's no limit to the amount of time you have to complete a game, but Gametime continues relentlessly. Events are triggered by the passage of set amounts of time – for instance, a population of a given size consumes a given quantity of Food each day. You may wish to use the Pause facility to suspend Gametime if you need to stop and think.

A display at the bottom of the Video Window shows the name of the current planet, providing it has been formatted.

### **Pause and Sound Controls**

Click on the ear to toggle sound effects on or off. Clicking on the hand pauses the game, and the icon becomes silver-colored – click on it again, or click the left mouse button to resume play.



### **Message Window**

Incoming messages automatically scroll onto the Message Window, and stack up, waiting for you to read them. You will be alerted when a new message has arrived – return to the Main Screen and click anywhere in the Message Window to read the new text. Continue clicking if there are more messages waiting. Messages can include reports on progress and events that affect the course of the game, and are a source of useful information.



### **Control Panel**

Clicking on these icons gives access to the other Control Screens within Overlord. Learn to recognize these icons – they also appear on other screens, where they allow you to go directly to another Control Screen without returning to the Main Screen first. Detailed descriptions of the sub-screens accessed by these icons can be found on the following pages...





### Government Screen Icon

This calls up the Government Screen, which provides statistical information on the current planet – watching the displays update allows you to build up an impression of economic trends on a planet. Select this screen to learn the levels of Resources (Food, Minerals, Fuel and Energy) that are present on the current planet, and to gain an overview of the population's size, morale and rate of growth. Clicking on the up/down arrows next to the display that shows the current tax rate allows it to be changed. Once you are on the Government Screen, you can switch to another planet under your control without returning to the Main Screen by clicking on its name in the central grid.



### Buy Screen Icon

Plant, machinery and ships can be bought once you access the Buy Screens. Goods are transferred instantaneously from your home system to Starbase, but you have to have the appropriate Resources on Starbase and an empty Docking Bay before a purchase can be completed. Owing to its vast technological complexity, you cannot own more than one Atmosphere Processor at a time – and if you are attempting to gain control of the Hitotsu planet system, you will have to wait a while before your scientists make an Atmosphere Processor available.

**Navigation Screen Icon**

Used to control the movement of your fleet – which can contain up to 32 craft at any one time. You can discover the position of a given craft by clicking on its name in the central grid of the Navigation Screen. This screen is also used to launch ships into orbit from the Docking Bays of the current planet, to commence journeys, to abort journeys and to land ships from orbit.

**Planet Formatter**

Once you have purchased an Atmosphere Processor, it can be launched on the journey to the current planet by clicking here – the Navigation Screen is not used to control its movements. You can only despatch the Atmosphere Processor to an unformatted planet. When it arrives, it lands on the planet surface automatically and begins formatting without any further intervention on your part. Clicking on this icon again reveals how much gametime has still to elapse before the formatting will be complete.



Keep track of where your Atmosphere Processor is located – as it lands on the barren surface of an unformatted planet, it appears on the Planet Surface screen of a colony that it creates. Should the enemy win control of one of your planets and find your Atmosphere Processor on the surface, he is certain to scrap it. You can then buy another one if you need to, but they are very expensive.



### Platoon Management

At the start of a game, you don't have an army. Click here to access the Platoon Management screen which allows civilians to be drafted from the Starbase population, put into training, equipped and commissioned into the basic fighting unit of an army, the Platoon.



### Cargo Bay

Each colonized planet has three Docking Bays, which you can access for cargo operations if you control the planet. Click here to access the Cargo Screen for the current planet; you can then crew ships and load or unload Fuel, passengers and cargo from or to the stores held on the current planet.



### Planet Surface

In addition to three Docking Bays, each planet has room on its surface for six craft. Click here to access the screen that allows you to move ships from the Docking Bays to the surface platforms and back again. Mining and Horticultural Stations have to be on the surface of a planet and the toggle switch moved to 'ON' before they start producing Resources.

**Combat Control**

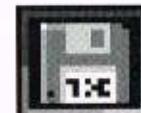
Once you have landed a Battle Cruiser, the Combat Control Screen allows you to monitor and control the war on the current planet, whether you control that planet or not. Platoons can be moved on or off Battle Cruisers in Docking Bays, and the aggression level with which Platoons fight can be adjusted.

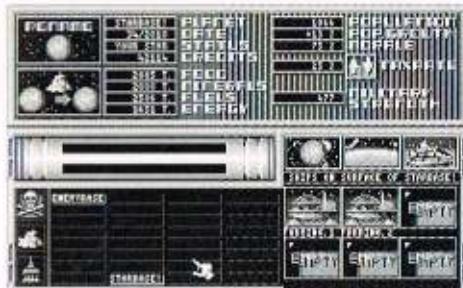
**Spying**

Information on the status of the current planet can be purchased by clicking here – but you have to pay in advance for each snippet.

**Disk Management**

Overlord uses specially formatted disks to store game positions. Clicking here accesses the controls that allow a disk to be formatted and game positions to be saved or loaded. You can also restart the game in progress or reset the computer. (If you want to clear a host of queued messages from the Message Window, click on this icon to call up the disk control dialog, then click cancel to return to the game.)





## GOVERNMENT SCREEN

From this screen you can gain all the information you need on the well-being of your colonies. Clicking on the Government Icon on the Main Screen brings you here, and a detailed summary of the economic position and military strength on the current planet is displayed. With a little practice, trends that might need immediate or future action can be spotted by viewing the windows on this screen. You can access information on your other colonies directly – just click in the central grid on the name of the colony to make it the current planet.



## Renaming Planets

The name of the currently-selected planet can be changed at any time, providing it is under your control – just click on the Rename Icon, type in your new name for it and click the right mouse button to confirm. As the game develops, you may find it useful to use meaningful names to help you remember what is on a particular planet.