

Self-Loading Gas Cannon – a multi-purpose infantry weapon that can be used as a rapid-fire plasma cannon, a highly accurate sniper's rifle and a grenade launcher. Capable of adapting itself to a wide range of ammunition types – so captured enemy munitions can be re-cycled. Cost: 120 Credits per man.



Nuclear Mortar – the most powerful infantry armament in the planet system. Can hurl a variety of large projectiles – from nuclear grenades, though high-explosive shells to rocks and scrap metal shrapnel if ammunition is running low. Can be used as a hand-held or traditional mortar, and does not require an explosive propellant. Cost: 250 Credits per man.





## THE QUICK START TOUR

If you plan to follow this tour around Overlord's control system, make sure you challenged Wotok after the startup sequence.


During play, you'll notice that the ten main Control Icons that appear on the Main Screen are also dotted around on the other Control Screens in Overlord. For the purposes of this example game sequence, we'll return to the Main Screen by clicking the right mouse button and then access the Control Icons, rather than use the shortcuts. That way, you'll regularly get the chance to check incoming messages. (With practice, you'll soon learn how to use the more direct routes around Overlord.)

While you're busy doing things on other screens, you'll notice the 'Incoming Message' flash that appears every so often. It's worth returning to the Main Screen periodically to check messages – progress reports are provided, and random events are announced that sometimes demand that you take appropriate action in response



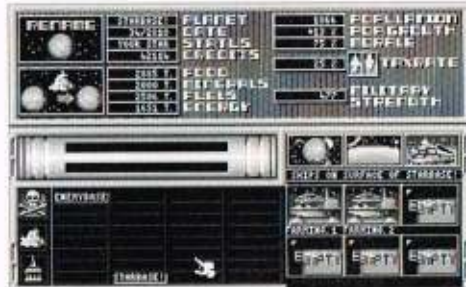
## Establishing A Sound Economy On Starbase

It's a good idea to begin a game by consolidating your position on Starbase. First, let's review the position you inherited at the start of the new game.

Click on the Government Screen Icon to call up the Government Screen. If you haven't meddled with any controls since starting the new Hitotsu System game, Starbase will be the current planet. 

Detailed data on Starbase is now presented – readouts show the current stocks of Food, Minerals and Fuel, and the levels of Energy and Credits that you have in reserve. The number of people on Starbase, their morale and the current rate of population growth are also shown, along with the tax rate currently in force. If the 'select a planet' message is showing, click on Starbase's name in the central grid to make it the current planet.

The tax rate can be adjusted by clicking on the arrows next to the readout – altering tax rates affects the population's morale and rate of growth as well as how rapidly you can raise money from the people by taxation. The more people you have on a planet, the more Food they consume per day, and at the moment your Food stocks on Starbase are finite – so the first thing to do is to buy yourself a little time and raise some extra cash into the bargain. Slow down the rate of population growth by raising the tax rate to between 30% and 40%.



## Resources

Credits are needed to buy weapons and equipment for your soldiers and to pay for craft imported from your home universe. All such transactions deplete the treasury on Starbase, but funds can be moved from other planets under your control to the coffers of Starbase by clicking on the Move Cash Icon located towards the top left of the Government Screen (under the Rename Icon). Credits are raised by taxing people.

Fuel is consumed by most craft as they travel between planets, and has to be pumped into their tanks on the Cargo Bay Screen. Fuel is created by Mining Stations.

Energy is consumed by Mining Stations and Horticultural Stations when they are operational, and may have to be used as part of your payment for craft sourced from your home universe. Energy is created by Solar Satellite Generators.

Minerals may have to be transferred to Epsilon as part of your payment for craft. Minerals are created by Mining Stations.

People are very useful – you can raise money by taxing them, use them to crew craft, and you can fight wars by drafting them into your army. Providing their morale is high enough, people will multiply naturally as a result of the forces of nature – tax them too highly or starve them, however, and they will lose the inclination to breed.

A population on the surface of a planet has to eat to survive. As the saying goes: while Food grows on trees, trees only grow in Horticultural Stations...





## Setting Up A Horticultural Station

Because the people on Starbase are consuming Food, they will eventually starve unless you set up a Horticultural Station to replenish Food stocks.

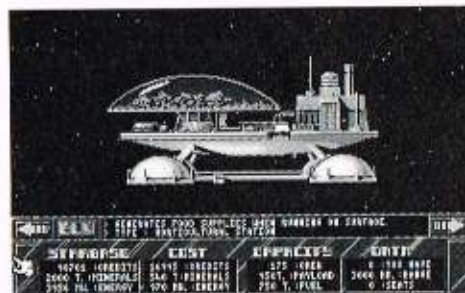
Click on the Buy Icon to call up the catalogue of items you can buy. Flip through the pages of the on-screen catalogue by clicking on the left or right arrows on the catalogue pages until you find the Horticultural Station. When the item you want is on screen, clicking on 'Buy' makes the purchase, providing you can afford that item.



Everything costs money. Depending on which of the four systems you have set out to conquer, you may also need to have enough Energy, or sufficient Energy and Minerals to make a purchase. The information panel that appears as part of each page in the catalogue shows the price in Credits and the quantity of Resources required to effect a purchase, as well as the funds and Resources you have available.

You can only buy things on Starbase, and can only pay with Credits, Energy and Minerals that are in the stores on Starbase.

Buy a Horticultural Station. This would be an appropriate time to change its name from the default - 'Farming 1' - but for the time being, just click the right mouse button or press ENTER to confirm the purchase and use the default name. (At this stage, pressing ESCAPE aborts the purchase.) Notice how your new Horticultural Station has been transferred to a Docking Bay on Starbase. Now Click on the right mouse button to return to the Main Screen.





## Using Craft

Factory-fresh craft, like Horticultural Stations, are completely empty when they are delivered and must be commissioned before you can use them.



Click on the Cargo Bay Icon to call up the Cargo Bay Screen. The three panels at the top left show what, if anything, is currently in the three Docking Bays on Starbase. Farming 1 should be the only craft in a Docking Bay on Starbase and as such, it is automatically selected as the 'current ship' when you access the Cargo Bay Screen. If you have more than one Docking Bay occupied, before starting cargo operations you need to select a ship as the current ship by clicking on its name.

You'll notice that a picture of Farming 1 appears in a window to the middle left of the screen, and relevant data appears in the summary windows at the top centre. You're now in a position to crew Farming 1, fuel it and load cargo if you want to.

We're going to use Farming 1 to produce Food for the people here on Starbase – which is the only planet you control at present. There's no need to fill up Farming 1's fuel tanks or load cargo as it's not going to be sent off-planet. Turn the page to find out how to commission Farming 1...





### **Commissioning A Craft**

Click on the Crew Icon to assign a crew to Farming 1. Notice how the population of Starbase (shown in the 'civilians' window in the databank) decreases by 175 – this is the number of people required to crew a Horticultural Station. Ships can only be crewed with people on Starbase; you will not be able to crew and use a new craft if you don't have enough people on Starbase to do so. Similarly, if a craft is to be moved off Starbase and sent on a journey to one of your colonies, Fuel will need to be loaded as you will see later on in this tour.



A Horticultural Station has to be on the surface of a planet before it can start creating food for your people, so the next step is to move your new acquisition out onto the planet's surface and get it working... Press the right mouse button to return to the Main Screen.



### A Farming We Will Go



Click on the Planet Surface Icon to get to the Planet Surface Screen. You can place up to six craft on the surface of any planet that you control – as the six empty platforms on the surface of Starbase suggest. Providing there is room on the planet surface, you can move craft from a Docking Bay into the next vacant slot on the surface by clicking on its name in the Docking Bay panel. Click on 'Farming 1' – and it appears in an empty bay on the planet surface.

Conversely, a craft that is occupying a slot on the surface of a planet can be moved into a vacant Docking Bay. Click on the picture of Farming 1, and notice that it moves back into a Docking Bay.

Your Horticultural Station needs to be stationed on the surface of a planet and toggled to 'RUNNING' before it will start producing food. Fetch it out to the planet surface again, and click on the 'on/off' panel above it. Farming 1 is now producing food which is 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 number in the Food store display is changing – it increases as your new Horticultural Station delivers a batch of Food into store, and decreases as the folks on Starbase remove their day's rations from the stockpile.

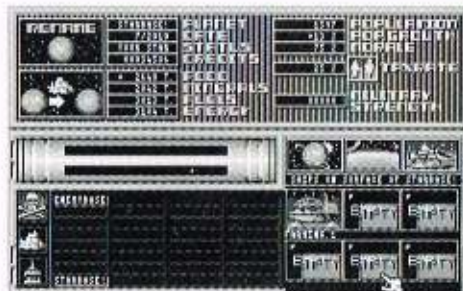


In order to ensure that your population isn't going to starve to death, you need to make sure that the people aren't eating more Food per day that is being produced – a long term strategy may involve commissioning extra Horticultural Stations or limiting the rate at which the population grows. (To cope with a Food deficit in the short term, Food can be shipped in from other planets under your control. Alternatively, the number of mouths to feed can be reduced by drafting people into the army or putting them into cryogenic storage as passengers on board a ship.)

### Energy, Fuel and Minerals


Energy levels, like stocks of Fuel and Minerals, also need to be maintained. Energy is consumed by devices such as Horticultural Stations when they are working on the surface of a planet, and Fuel is needed for travel between planets in the system. Depending on which of the games you play, Energy and or Minerals may be needed to complete purchases on the Buy Screen.

Fuel and Minerals can be extracted from the surface of a planet once you have established a Mining Station, so that's the next thing to do. The procedure for buying, commissioning and activating a Mining Station is exactly the same as the procedure for establishing a new Horticultural Station. Click on the right mouse button to return to the Main Screen.






### Setting Up A Mining Station


 Click on the Buy Icon to call up the catalogue of items that are available for you to purchase. Flip through the pages of the on-screen catalogue by clicking on the left or right arrows until you find the Mining Station. Buy a Mining Station. This would be an appropriate time to change its name from the default – 'Mining 1' – but for the time being, just click the right mouse button or press ENTER to confirm the purchase and use the default name (or press ESCAPE if you want to abort the purchase). Notice how your new Mining Station has been transferred to a Docking Bay on Starbase... Now Click on the right mouse button to return to the Main Screen.



### Commissioning A Mining Station

 Click on the Cargo Bay Icon to call up the Cargo Bay Screen. The three panels at the top left show what, if anything, is currently in the three Docking Bays on Starbase. Mining 1 should be the only craft in a Docking Bay on Starbase and as such, it is automatically selected as the current ship when you access the Cargo Bay Screen. If more than one Docking Bay is occupied, clicking on Mining 1's name makes it the current craft.

You'll notice that a picture of Mining 1 appears in a window to the middle left of the screen, and relevant data appears in the summary windows at the

 top centre. You're now in a position to crew Mining 1, fuel it and load cargo. Click on the Crew Icon to assign a crew to Mining 1.

We're going to use Mining 1 to produce Fuel and Minerals which will be put into stores on Starbase. There's no need to fill up Mining 1's fuel tanks or load cargo as it's not going to be sent off-planet.

