



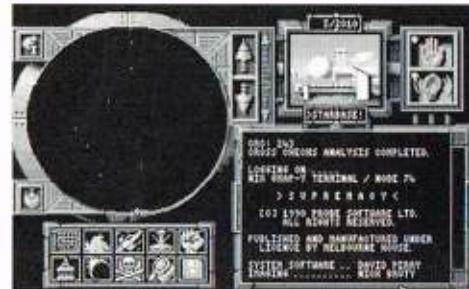
## SPYING

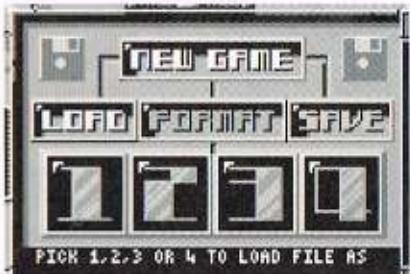
A comprehensive spy network is automatically maintained for your benefit – spies are at work on every habitable planet in a system, and can be paid to provide useful intelligence that should help you plan campaigns and judge your military priorities.

Move the Planet Cursor in the System Map until it is resting over the enemy planet on which you want some information – you'll notice that the Video Window isn't offering much... Now click on the Spying Icon – a price list for information about the enemy planet appears in the Message Window.

Click on 'Everything' if you can afford to get a full run-down, or be selective if you are short of Credits or have a specific plan for raiding enemy planets – you might be in need of people, perhaps, and be looking for an enemy planet with a healthy population that you can 'kidnap' and ship back to one of your colonies.

Remember, the enemy is managing his colonies actively, so spy information can quickly go out of date – it's worth paying spies for information that you can use to build up a general picture of your enemy's activities, but you might want to return to the Spy icon and collect up-to-date data before mounting an attack.



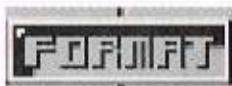


## DISK MANAGEMENT

The Disk Management Dialog allows you to format disks that can receive saved game positions, and of course it allows you to save and load game positions. It's also possible to reset the computer, or restart the current game by clicking on the appropriate button or message in this dialog box.

One side-effect of accessing the Disk Management Dialog is that all unread messages in the Message Window can be cleared in one fell swoop – just call up the dialog, then click on EXIT in its message area to return to the game with a clear Message Window.

Clicking on the Disk Management Icon calls up the dialog box that gives you control over 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.



If you need to prepare a new disk for storing saved game positions, first make sure you have removed your Overlord master disk. Then 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 for you.

A disk formatted by the Overlord system has four 'tracks', each of which can be used to save a single game position. When you want to save or load a

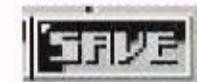


game position, these 'tracks' are accessed by the buttons numbered '1' to '4' on the Disk Management Dialog.

There are four planet systems to conquer in Overlord – Hitotsu, Futatsu, Mittsu and Yottsu – and one approach to managing your disk files might be to format a disk, then save a position from a Hitotsu game on 'track' 1, a Futatsu game on 'track' 2, a Mittsu game on 'track' 3 and a Yottsu game on 'track' 4. Preparing a disk in this way makes it easy to swap between planet systems. For instance, if you are playing a Hitotsu system game and would like to compete in the Mittsu system, all you need to do is access the Disk Management dialog, insert your specially-prepared game position disk and load the game on 'track' 3.

To save a game position, either place a new disk in the drive and format it with the format routine, or use a disk that has been pre-formatted by Overlord. Click on the SAVE button, then click on one of the buttons numbered '1' to '4' to select a 'track' on the disk.

The message area will then ask you to select the name of the drive that you are using – just click on its name, and follow the prompt to insert a disk if you haven't already done so. Then click on EXECUTE to save the current game position, or click on EXIT to abort the save procedure. Once the message that the game has been saved successfully appears, you can return to play by clicking the right mouse button. If you get an error message at this stage, you have probably tried to use a disk that has not been formatted by the Overlord routine.





To load a game position, click on the LOAD button, then click on one of the buttons numbered '1' to '4' to select the 'track' that contains the game position you wish to load. The message area will then ask you to select the name of the drive that you are using – just click on its name and follow the prompt to insert a disk if you haven't already done so. Then click on EXECUTE to load the game position from the 'track' you selected, or click on EXIT to abort the load procedure. Once the message that the game has been loaded successfully appear, you can begin playing it by clicking on the right mouse button. If you get an error message at this stage, you have probably tried to use a disk that has not been formatted by the Overlord routine.



Click on the New Game button if you want to restart the current game or reset your computer completely. You may wish to reset your machine so that you can reload Overlord and start the battle for a different planet system to the one you are currently in. Alternatively, as explained earlier in this section, you may find it more convenient to prepare a special disk that contains a saved position from a game in each of the four planet systems – Hitotsu, Futatsu, Mittsu and Yottsu – in which case you can swap between systems by loading in the appropriate saved game position.

After you click the New Game button, click on Reset or Restart in the message area, or click on EXIT to abort the New Game selection procedure.

### MISSION BACKGROUND SECTION

Your ultimate aim is to invade the enemy's base and defeat him on his home ground – clearly, this involves establishing and deploying an army. Apart from recruiting Troops from the Starbase population, putting them into training and purchasing weapons for them, you will need to evolve an overall military strategy. And that strategy will need to be modified, according to which planet system you are fighting for and what stage the overall conflict has reached. Remember, a good military commander reacts to developments in the field.

Troops can be deployed to garrison your colonies, protecting them from enemy invasion, or they may be launched into offensive actions to attempt to win control of planets which your opponent has colonized. Valuable Resources can be gained by conquering enemy colonies – and you may well discover fully-functional craft either on the surface or in orbit around a defeated planet. Remember to look for them!

You may choose to concentrate on launching an all-out attack as soon as you can, sending wave after wave of Battle Cruisers to the enemy base in the hope of defeating him before he can become established. Alternatively, you could aim to expand your planetary

empire gradually, colonizing planets one by one and consolidating your position before you move forces and equipment deeper into the current planet system.

Obviously, the task of managing Resources and deploying up to 24 Platoons is much more complicated in the 32-planet systems Mittsu and Yottsu than it is in the 8-planet system Hitotsu or in the 16-planet system Futatsu, but there are a couple of basic approaches which can be modified in the light of experience.

You could choose to establish Starbase as a viable, self-supporting colony, put as many Troops as you can into training, and then buy an Atmosphere Processor and send it on a planet-hopping journey towards the enemy base. One strategy involves 'raiding' such newly-formed colonies for Resources and shipping them back to Starbase, leaving abandoned planets in your wake.

It's well worth establishing a mining colony on the first Volcanic planet you encounter and a farming colony on the first Tropical planet you format, though, as these Resources are vital and the yields from Mining Stations and Horticultural Stations are much improved if they are located on an appropriate planet.

Sometimes it's worth establishing a strong garrison in the middle of a group of enemy-controlled planets, then

using that planet as a base to mount localized attacks on the planets under enemy control or for the final push against the enemy's base.

And in the final stages of a game, if victory seems within your grasp, you could mount a Blitzkrieg attack on the enemy's Starbase by abandoning any attempt to protect your own colonies and throwing all your available Platoons into what you hope will be the final battle.

Only experience gained in the theater of war will help you formulate winning strategies...

### **Training and Deploying Troops**

When you put new recruits into training on Starbase, it takes time for their skill level to build up. Ideally, you might want to draft the maximum number of men into a new Platoon and leave them in training until their commander achieves the rank of Five Star General – when the men will have achieved a training level of 100%.

If you have plenty of time and have amassed a vast store of Credits, then going for the very best in training and equipment will pay dividends. In the heat of war, however, you will find yourself making compromises.

Sometimes it is vital that you commission a new Platoon immediately, rather than waiting until the Troops

reach a training level of 100%. And there will be times when you can't afford to commission a Platoon of 200 men and equip them with the very best fighting equipment. This might mean purchasing less expensive kit, or reducing the number of Troops in the Platoon before it is commissioned. Learning how to make the best strategic decisions in such circumstances is part of the key to success as a military commander.

The strategy you adopt when sending Platoons into battle is also an important aspect of commanding an army. Every time a Platoon wins a battle, the calibre of the soldiers – their training and experience levels – increases by 7%, and it is worth giving your soldiers combat experience as soon as you can. Careful use of the Aggression control on the Combat Control Screen can also pay dividends.

### **Battle Tactics**

Increasing the aggression factor when Troops enter battle causes them to fight harder but as a consequence, they suffer heavier losses. Pumping up the aggression factor in a battle that you look certain to win can shorten the time it takes to win victory – allowing you to move your battle-experienced Platoons into another arena.

Before planning an invasion, it is wise to check on the enemy's military strength so that you can be sure to despatch an army that has a chance of winning; similarly, details of the economic status of the enemy's colonies will help you plan a campaign that wins Resources and craft for your empire.

Military and economic intelligence on planets under the control of the enemy can be purchased from spies. Remember that information gained from the spy network only remains current for a short while – like you, the enemy is continually improving his position and making changes in his new empire.

Sometimes it pays to be heartless. Rather than bring a battle-weary Platoon back to Starbase for decommissioning, you may decide it's more expedient to throw it into battle after battle until every last man is wiped out and the Platoon becomes available for drafting again.

### Launching An Attack

Before sending out an expeditionary force to one of the planets controlled by your enemy, you might as well get an idea of what's up for grabs and the level of opposition your troops will meet. Click on the right mouse button to return to the Main Screen. Move the Planet Cursor in the

System Map until it is resting over the enemy planet you plan to attack – you'll notice that the Video Window isn't offering much information... not to worry, we have spies everywhere. Clear any unread messages in the Message Window by clicking on it lots of times.

Click on the Spying Icon – a price list for information about the enemy planet appears in the Message Window. If there's enough cash in the kitty, click on 'all information' in the Message Window, otherwise be selective and just examine 'War Status', or 'Resources' which may give you an indication of the type of planet you are examining or the way the enemy is using it. Information from your spy network can be gathered at any time and is useful when planning strategy.

Click on the Navigation Screen Icon to call up the Navigation Screen. 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).

Assuming you own a Battle Cruiser and have loaded one or more Platoons onto it, (See page 41 of the Quick Start Tour if you need to refresh your memory on commissioning Platoons and using Battle Cruisers) the next

stage is to send the cruiser to the planet you plan to attack. Click on the Battle Cruiser's name and watch its details appear in window at the top centre of the Navigation Screen. The three main Control Icons – Launch Into Orbit, Journey To Planet and Land On Planet appear in a row at the top centre of the screen.

A ship that is in a Docking Bay has to be launched into orbit before it can be sent on a journey, so if the ship you have selected is not in orbit, click on the Launch Into Orbit icon, before clicking on the Journey To Planet icon.

Once the Journey To Planet Icon has been clicked, the names of all your ships are replaced in the central panel by the names of all the colonized planets in this system. Notice that the names of the planets under your control are bordered in green, while those under enemy control are bordered in red. Click on the name of the enemy planet you want to attack to begin the journey, and you are given an EDA: Estimated Date of Arrival.



Depending on the length of the journey, it may be worth your while to leave the Navigation Screen and tend to other matters, but if it is a short journey you may wish to watch the journey time tick down until you receive the message that your Battle Cruiser has achieved orbit. Unless you have already landed a Battle

Cruiser on this planet, there will be three vacant Docking Bays – click on the Land On Planet Icon. Your Battle Cruiser is now ready to disgorge its Platoons.

Time is of the essence, so take a short-cut and click the Combat Control Icon that appears on the Navigation Screen to move to the Combat Control Screen. If more than one Battle Cruiser is in the Docking Bays, click on the name of the new arrival to make it the current ship. You can now take command of your Platoons and really start a war.

The first thing to do is to move your Platoon(s) onto the surface of the enemy's planet where they can start fighting, and then you should think about aggression...

### Going Into Battle

The two vertical bars in the centre of the Combat Control Screen show the relative strengths of the forces on a planet – the green bar represents your forces, while the red bar gives a visual representation of the strength of the enemy's garrison. Numeric readouts below the Video Window give more accurate information on the progress of the battle.

The autoscale function, accessed by clicking on the button located between the two vertical bars, takes the largest of the two forces and displays its strength as a full bar – the strength of the smaller force is then shown to scale, as a proportion of the larger one.

Events will take their course without any further intervention on your part – but it is possible to alter the aggression level with which your troops fight by clicking on the arrows next to the aggression window. Higher settings increase your Platoon strength rating, and can help you win battles more quickly, but the penalty is that you lose overall Platoon Strength more rapidly. See page 83 for more details on fighting battles.

Providing you vacate Docking Bays as necessary, additional Platoons can be shipped in on Battle Cruisers and thrown into the fray, or if the conflict develops into a

lost cause, you can get all your soldiers off the planet – providing you can land and launch Battle Cruisers appropriately. If the battle is raging on a planet that you control, remember to ship people and Resources off planet as well as Platoons if you decide to make a retreat.

Sometimes it's worth allowing a weak Platoon to be wiped out by the enemy – this avoids the need to take it back to Starbase for decommissioning.

If you think you're going to lose, it's wise to go to the Navigation Screen and launch your Battle Cruiser(s) into orbit before the battle ends. Ships left in Docking Bays of an enemy controlled planet can be launched into orbit, providing they have sufficient fuel in their tanks, but craft left on the surface of a planet when the enemy wins a battle are likely to be scrapped by your opponent or taken over and used for his war effort.

### Avoiding Deadlock...

If you have a Battle Cruiser trapped in each of the three Docking Bays on a planet under the enemy's control, without enough fuel in their tanks to launch into orbit, it will be impossible to mount another attack on that planet. If this happens on the enemy's Starbase, you won't be able to win the game.

## MANAGING RESOURCES SECTION

Managing Resources is one of the keys to success in Overlord. It is important to monitor levels of Food, Energy, Minerals, Fuel, Credits and People on all the planets you control. As well as using Resource-creating equipment, you should also remember to protect planets that produce Resources from enemy attack.

The relative importance of the Resources with which you have to deal depends on which of the planet systems you are seeking to conquer, and on the strategies you choose to adopt when playing the game.

### Credits and Population

Credits are vital: they are needed to buy weapons for your soldiers when you commission your recruits into Platoons, and you have to have sufficient funds in the Starbase treasury to pay for equipment ordered on the Buy Screens.

The main source of Credits is taxation – you can set the tax rate that prevails on each of your colonies by accessing the Government Screen, but if you set the tax rate too high on a planet, the population's morale will suffer and as a consequence, the rate at which the population increases will begin to slow down.

If the tax rates are too high, population may cease to grow at all, and if Food stocks fall below the levels needed to sustain a population, then people start to die. In such an emergency, you can obtain temporary respite by moving people into cryogenic storage if you have any craft in the Docking Bays on a planet, or into the army if the food shortage occurs on Starbase – people in the army or on board a ship do not consume Food.

It's worth bearing in mind that much higher revenue per unit of time is received on a Metropolis planet for a given tax rate, so you may wish to concentrate on building the population on Starbase and other Metropolis planets you format during a game. It's well worth keeping the population level on Starbase as high as you can – it's the only community from which you can recruit new soldiers and obtain crew for new ships.

Credits can also be raised in case of dire emergency by scrapping craft on the Docking Bay Screen, or by decommissioning Platoons that are located on Starbase (achieved on the Platoon Management Screen).

Credits can be shipped back to Starbase from your colonies almost instantaneously – clicking on the appropriate icon on the Government Screen activates an electronic transfer of funds.