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WHAT IS OVERLORD?

Overlord is a single-player strategy-simulation game that offers you the chance to battle for economic and military domination in four planet systems. As a commander, you are personally responsible for managing resources, purchasing equipment, governing people, overseeing mining and farming operations, developing military strategies, training troops, planning campaigns and directing battles.

Four alien commanders, one in each planet system, seek to defeat you. Your ultimate goal is to crush all four opponents by conquering their bases, thereby protecting your home universe from the threat of invasion. Strategic skills are called for - both as commander-in-chief and as director of economic policies, Moral decisions also have to be taken; for instance, are you prepared to starve your people to death, tax them totally out of pocket and sacrifice them without mercy to the alien forces in order to hold on to power? Or do you see yourself as a beneficent ruler, who cares for the health and welfare of your subjects?

Mastering The Task

Overlord is an involved game - success is unlikely to come without practice and a thorough understanding of the control methods. Make full use of the save game facility: the more difficult planet systems take a lot of completing, and it's worth saving your position regularly in case the enemy forces make sudden, rapid gains. The chance to go back to a position and try another strategy is the only advantage you have over life in the real world. Use it while you learn the skills of galactic domination.

Using This Guide

This document contains all the information you need to master Overlord. Read the Game Objectives (page 5) and use the Quick Reference Guide card to get going if you don't like finding your way around a manual before starting play - dip into the Glossary (page 12) for more detailed descriptions of the craft and equipment that you will encounter in the game, read Know Thine Enemy (page 7) for information on your alien opponents and their styles of play, then return to the manual when you need more detailed information.

If you prefer the more methodical approach, follow the Quick Start Tour (page 19) - it guides you step-by-step through the first stages of laying the foundations for a stable empire in the Hitotsu planet system.

The Control Section, which begins on page 48 of this manual, explains in detail how to manipulate the cursor-driven Control Screens. The Mission Background chapter (page 82) offers advice and tips on developing a strategy, the Managing Resources section (page 87) will help you develop a sound economy, and the Overlord Questions Answered (page 91) will be a useful source of help if you need to do some trouble-shooting. Finally, the index will help you to find information.

THE HISTORY OF EPSILON...

The only sure way to consolidate your position as a despot - an absolute ruler - is to rule absolutely. Your family has spent generations ensuring that the rule of the Dynasty of Mark IS unassailable in the Epsilon galaxy.

A new threat to the stability of your rule has recently arisen. Reality is not what it seems...

Research scientists working on new inter-planetary drive systems for your craft made a major breakthrough in their understanding of space - with worrying consequences. In pursuit of a hyperdrive mechanism that would allow ships to take dimensional short-cuts on the route from A to B, scientists discovered entire new dimensions. Four new dimensions, in fact   Hitotsu,

Futatsu, Mittsu and Yottsu - each cloaked in a different reality and containing 6, 14 or 30 barren planets. Four new planet systems...

A few exploratory forays revealed that these planet systems appeared to be buffer zones that act as an uninhabited middle ground between your home universe and alien dimensions that lie beyond them. Each planet system can be accessed directly from Starbase, the planet at the heart of Epsilon, your solar system - activating the hyperdrive system on Starbase and setting the appropriate co-ordinates caused Starbase to appear at the edge of one of the buffer planet systems.

During an exploratory foray into Hitotsu, the 6-planet system, a sudden change was noticed - another planet had materialized. Rapidly activated scanning systems revealed that there were now eight planets in the system - Starbase, the six arid planets that had always been there, and the new arrival - which showed all the signs of harboring sentient life.

Jumping back through the hyperdrive portal to your own reality to consider this new development, you decided to pay a visit to the other three universes - and found that the planet count in each of them had increased by one. It looked like someone else from

somewhere else had just made the same discovery as you and was now entering the four new planet systems.

Then you decided to take another look at the Hitotsu system; co-ordinates were set on the hyperdrive plant, the activate switch thrown - and the transition was made without any energy consumption. Starbase transcended the dimensional barriers and had become a permanent part of Hitotsu, a system that now contains 8 planets.

A worrying prospect indeed - this permanent link between Hitotsu and Epsilon opened you to the threat of attack. Fearing the worst, you hurriedly set co-ordinates for Futatsu, Mittsu and Yottsu - and discovered that they too were now permanently linked to your home universe.

Four alien dimensions are now linked to Epsilon via four planet system. Your absolute rule might soon be under threat from four alien civilizations. Civilizations that could use the barren planets in each of the new systems to stockpile arms and equipment before mounting a devastating attack on Epsilon through the permanently-open portal that Starbase has now become. A worrying prospect indeed - but what can be done to ensure the safety of your hard-won empire?

Vaporizing Starbase might end the link - but it is too important a resource in the Epsilon system to cast off casually. And there is no certainty that destroying Starbase would prevent the aliens from invading Epsilon. Besides, abandoning Starbase would be an admission of weakness, if not of defeat, and your people might see such an action as a sign that you have lost your capacity for absolute rule. A revolution could be sparked off by such a drastic action - and that revolution would take place shortly after you had destroyed your prime defensive resource.

No, there is only one course of action - to go on the offensive and do unto the four alien civilizations what they would almost certainly want to do unto you - only do it first, and do it quickly.

While appropriate military preparations were put underway, diplomatic teams were dispatched to the alien planets in Hitotsu, Futatsu, Mittsu and Yottsu. Basic non-aggression pacts were agreed, a few spies left behind (once the concept of Ambassador and Diplomatic Mission had been explained to the aliens) and an uneasy peace initiated. Well, at least the treaties have bought you some time, time that can be used to get ready.

Armament manufacturing plants are working flat-out, producing craft and equipment. You have examined all the options. Now it's time to go on the offensive...

THE GAME OBJECTIVES

You are the commander and supreme leader of Epsilon, a universe located at the very edge of space. Scientific research into a new dimension-busting hyperdrive has had a rather unfortunate side effect - your Starbase is now permanently linked to and part of four barren planet systems: Hitotsu, Futatsu, Mittsu and Yottsu. Each of the four planet systems acts as a buffer zone, and is linked to one of the four new dimensions that are populated by alien civilizations.

Clearly, this situation introduces an unwelcome instability into your life as the commander of Epsilon - suddenly, there are new dimensions for you to conquer. And new dimensions which, without doubt, harbor alien races just as eager to conquer your home system, Epsilon.

Your investigations have established that the four alien races, like your own people, are organized under a dictatorial system of government. Your opponents, Wotok, Smine, Krart and Rorn have established bases in the buffer planet systems which are now known as Hitotsu, Futatsu, Mittsu, and Yottsu respectively.
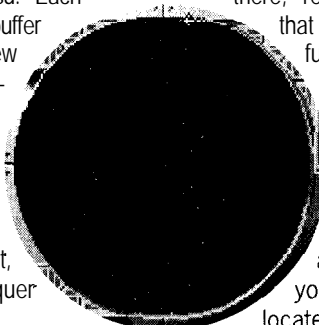
Your objective is to become the supreme ruler of each of the four planet systems. Only when all four systems are totally under your control can you feel safe from the threat of alien attack.

And once you have control of a planet system, you can concentrate on amassing troops and resources there, ready for an invasion of the alien dimension that lies beyond... But such plans are of the future, and are outside the scope of Overlord I. The first priority is securing the safety of Epsilon.

Victory   Conditions

Overlord offers four campaigns: the battles for control of Hitotsu, Futatsu, Mittsu and Yottsu. Victory in each campaign is yours if you can gain control of the alien base located at the opposite end of the planet system to Starbase; conversely, victory falls to the alien commander if he can wrest Starbase from your grasp.

There is no time limit set on a campaign - the struggle continues until you quit the mission or one side wins. Once a campaign has been started you cannot introduce additional resources from elsewhere, but it is possible to

ship craft and military equipment from Epsilon to help your war effort. Naturally, such equipment has to be paid for, and in order to maintain the inter-dimensional equilibrium, appropriate Resources may also have to be shipped back to Epsilon in exchange for equipment.

Food, Fuel, Energy, Credits, Minerals and people are present on Starbase when a campaign begins and are the economic Resources that need to be managed with care if you are to succeed. Neutral planets can be colonized and enemy planets may be conquered. Remember, when a planet is under your control, you can extract Resources that are useful to the war effort.

Choosing A Planet System

The four missions can be attempted in any order you choose, and an individual mission can be attempted as many times as you like (although the start conditions vary slightly each time).

Hitotsu contains 8 planets and you are up against a fairly inept alien commander. Futatsu contains 16 planets, and you compete against an alien life-form that is rather more experienced at government and the strate-
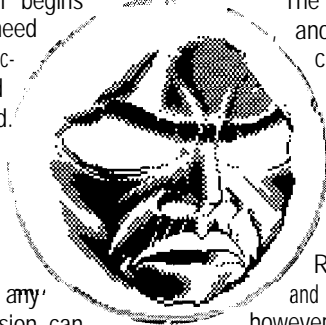
gies of war. Mittsu contains 32 planets and you fight a highly-experienced opponent who is well-versed in the skills of government and military strategy.
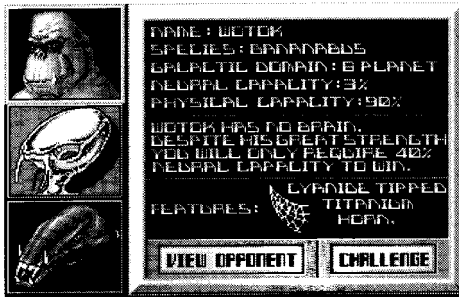
Obviously, the more planets there are in a system, the more complex the task of managing Resources and deploying your military forces becomes.

The ultimate challenge is presented by Yottsu, another 32-planet system. The creature you challenge there is remarkably sophisticated at the arts of war and government   you will find him impossible to overthrow unless you have trained yourself thoroughly in the other arenas first.

When you first enter a planet system, Starbase is a functional colony - but the Resources you find on Starbase are limited, and you do not have an army. Your opponent, however, has been busy, anticipating the start of hostilities. Your first objective must be to assess the task that lies ahead. Then you have to develop your own strategies for success.

The information you need to develop your skills as a player of Overlord is in this manual. Once you have mastered the control system, serious play can begin.

NAME : WOTOK
SPECIES : BANANABUS
GALACTIC DOMAIN : 6 PLANET
NEURAL CAPACITY : 3%
PHYSICAL CAPACITY : 90%

WOTOK HAS NO BRAIN.
DESPITE HIS GREAT STRENGTH
YOU WILL ONLY REQUIRE 40%
NEURAL CAPACITY TO WIN.

FEATURES: CYANIDE TIPPED
TITANIUM
HORN.

VIEW OPPONENT   CHALLENGE

KNOW THINE ENEMY

After the introductory sequence to Overlord, you are presented with a screen that allows you to choose your opponent. Your Intelligence sources have managed to piece together some basic biographical details of the four alien dictators who await you in the planet systems of Hitotsu, Futatsu, Mittsu and Yottsu, and at great personal risk, your spies have even managed to capture a likeness of your opponents.

Very little detail, however, is available on the most powerful of the four - Rorn. You would be wise to learn how to get the better of Wotok, Smine and Krart before attempting to challenge Rorn.

WOTOK

Leader of a strange monkey-like race, Wotok looks like a green gorilla and behaves rather like a stupid and angry child. Blessed with very little in the way of intelligence, Wotok apparently became leader of his race as a result of his immense physical strength. He has but a faint understanding of the principles of government, and is too stupid to retain and use advisers, whom he sees as potential rivals. Wotok has no time for diplomats or spies whom he views as Machiavellian schemers, permanently up to no good.

Wotok's physical attributes have allowed him to win every fight he has ever had - which is why he has risen to the top of the pile in his simian universe, where personal combat skills are held in high esteem. Personal disputes, like the competition for leadership, are resolved by ritual one-to-one combat in Wotok's world - a social system that has rather skewed the effects of evolution towards physical rather than mental prowess.

Wotok has come to believe that he is a superb strategist and one of the best military commanders in the history of creation. And no-one in his home universe is going to advise him otherwise. Fortunately for you, he is wrong.

The challenge Wotok presents is not that great. His attack strategies are simplistic - because of his aversion to taking advice, he won't listen to spies. So he doesn't target your Resource-rich colonies but invades at random.

And his lack of brainpower means that it takes him a while to come to the mediocre decisions that he makes. Take your time when you are fighting for the Hitotsu system - use it as a training ground in which to develop the skills you will need for the more proficient opponents that await you...
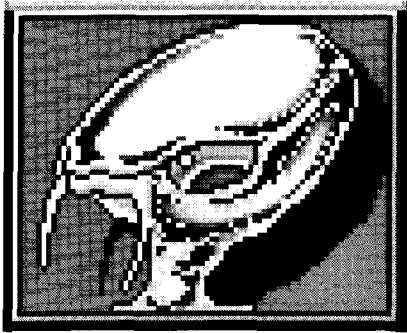
SMINE

In the Futatsu system you meet a very strange group of creatures indeed, under the command of a very strange leader. In the evolutionary race Smine's people became the dominant species in their universe by developing a powerful telepathic capability, to compensate for their lack of physical strength. Thousands of years ago Smine's forefathers found they could communicate with one another across great distances by using their telepathic tendrils.

Over the millennia, this telepathic skill was developed to the stage where Smine's species achieved a meta-level of consciousness - rather than being a race of individual creatures, they are effectively one complex organism.

Smine does not use spies - he doesn't need to. After all, he is at the focal point of a vast organic neural network, and to find out what is happening somewhere, all Smine has to do is send one of his subjects there and then establish a telepathic link.

While this evolutionary quirk could have set Smine's people on a course for galactic domination, so far they have failed to realize the potential. Smine is smart, but not that smart. And he is continually distracted by the telepathic traffic, finding it difficult to focus his concentration.

Smine uses a 'splatter' technique for attack, forming telepathic links with his Platoons and using them for intelligence-gathering as well as for combat. This dilution of purpose, combined with Smine's cerebral rather than physical nature, means that he is not too difficult to beat. Victory can be yours, providing you keep your wits about you, establish a strong garrison on important colonies and build up strength while Smine rushes around the Futatsu system.

KRART

Krart's reptilian people became the dominant species in their universe by a combination of physical strength and raw cunning which they evolved out of necessity - shortly after learning to walk, Krart's distant ancestors had to find ways of protecting their eggs from hungry members of other species.

By developing a social system that revolved round shared tasks and the delegation of duties, Krart's forefathers followed a path that parallels the one trodden by the human race as it scrabbled to dominance on planet Earth.

Krart comes from a culture which encourages individuals to specialize in tasks for which they are best suited. More than happy to surround himself with specialist advisers, Krart became leader of his people for one simple reason: he is the individual who is best qualified to lead them.

Unlike Smine and Wotok, who are obsessed with racial purity and the dominance of their own species, Krart is prepared to use and reward any creature who can help him further his aims. His empire holds sway over non-reptilian species, members of which contribute to economic and military affairs.

Krart applies the skills of individuals to best effect: his soldiers are the best fighters; Krart's spies all have a natural talent for covert operations; and his military, economic and strategic advisers are the best in his universe.

Krart applies his intelligence and physical might to good effect, and his readiness to accept good advice and act upon good intelligence means that he will prove a formidable opponent. He attacks selectively, targeting the planets that are most useful to you because they are the most useful to him should he conquer them. The battle for the Mittsu system will not be easy.
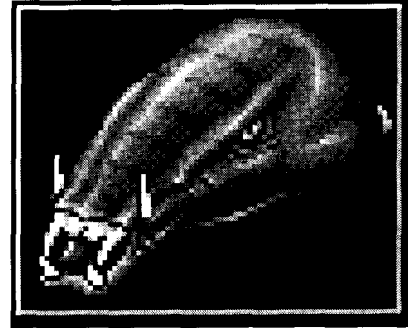
RORN

Little is known about Rorn, his people or the history of his universe - partly because of his uncanny ability to root out and execute spies, and partly because his entire universe is hidden behind what is, in effect, an immensely powerful cloaking device.

A few spies managed to penetrate Rorn's base in the Yottsu system, and the sketchy reports they managed to file in the hours before they were dis- covered indicate that Rorn is an awesome being. 'Being', rather than crea- ture, for it is not entirely clear whether Rorn should be described as 'mortal' in the usual sense of the word - there are strong indications that he is some kind of trans-dimensional being, what The Ancients might have called 'a god'.

Rorn appears to have few of the qualities normally associated with sentient life forms that have progressed up the evolutionary ladder. Rather, he would appear to be the personification of an abstract concept: evil.

There can be no doubt that Rorn is the most powerful entity yet encoun- tered - he has achieved virtual perfection in both physical and mental devel- opment, and his people are cast in the same mould. For Rorn, domination is a natural progression   a matter of time rather than a matter of chance or skill. His rise to power has been unstoppable, and he already holds sway over many planet systems. His military strength is immense, and his sense of strategy puts all known theorists firmly in the shade. Krart is very difficult to beat, but is a babe in arms compared to Rorn.

If you can win control of the Yottsu system, then you have truly mastered the art of Overlord...

CRAFT

Cargo Cruiser

This is the craft you should use when you set up a trucking operation to move Resources around a planet system. It can carry a payload of 2250 tons and 1850 civilians. It has a long range - its fuel tanks can hold 1250 tons of fuel.

If you can afford it, a good tactic is to buy a Cargo Cruiser and use it as the backup ship for the Atmosphere Processor. Fill the Cargo Cruiser with people and Resources and send it to the planet that the Atmosphere Processor is formatting - as soon as a colony has been established, land the Cargo Cruiser, unload everything and then scrap it to reclaim some more Resources. You've just provided your new colony with an instant starter pack.
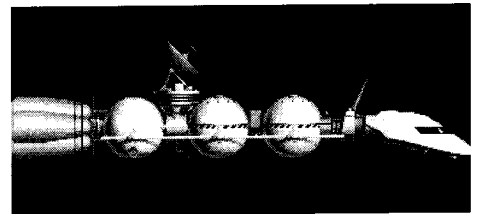

Solar Satellite Generator

An automatic, nuclear-powered device that does not require a crew or fuel. In the Mittsu and Yottsu planet systems, Energy is required as part payment for purchases made on the Buy Screens. It is worth buying several Solar Satellites early in the game and launching them into orbit around Starbase so that you can be sure of funding purchases. Make sure you have at least one Solar Satellite in orbit around each planet on which you have placed a Mining Station or Horticultural Station.

The yield from a Solar Satellite is greatly increased if it is placed in orbit around a Desert Planet.
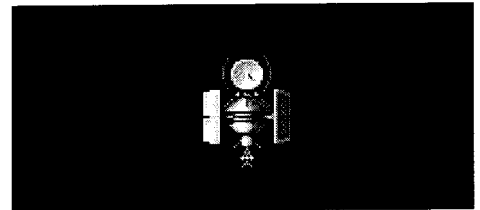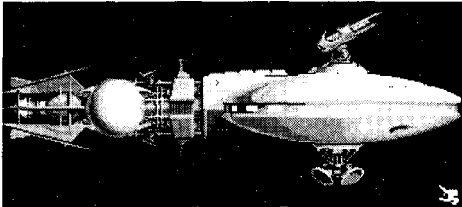
Battle Cruiser

You need Battle Cruisers to move your Platoons from planet to planet - and you are likely to need quite a few as the game progresses, because each Battle Cruiser can only transport four Platoons at a time.

A Battle Cruiser can also be used to carry a small quantity of cargo - 600 tons. By remembering to load cargo for a trip you are going to make to deliver Platoons, or by stopping off to load cargo on the return journey to pick up fresh Platoons from Starbase, you can sometimes save yourself a trip with a Cargo Cruiser,

Up to 4500 passengers can be carried on a Battle Cruiser, in addition to Platoons and cargo, which makes it the ideal vehicle for moving people around. Don't forget that you can also use craft to put people in cryogenic storage in times of economic crisis, or to ship people off one of your planets that is about to be conquered by the enemy.
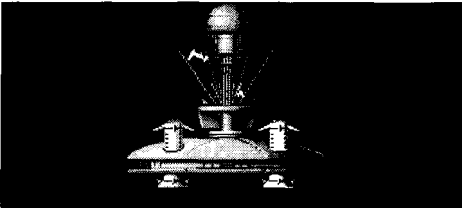

Atmosphere Processor

A very expensive piece of equipment - its price reflects its sophistication. An automatic, nuclear-powered device that does not require a crew or fuel, the Atmosphere Processor turns lifeless, unformatted planets into seed colonies. Once all the planets in a system have been formatted, remember to scrap your Atmosphere Processor and reclaim some of the Resources you paid for it. And don't leave it lying on the surface of a planet - if the enemy captures that planet, he will scrap your Atmosphere Processor and you may have to pay dearly for another one.

Mining   Station

Capable of mining Minerals and Fuel from the core of a planet, this refines the products of excavation and delivers Fuel and Minerals into the reserves of the host colony. It draws Energy from the colony's reserves in order to operate.

A crew of 294 people is needed for a Mining Station. With a Fuel capacity of 750 tons and a payload of 950 tons, it can travel between planets and can transport Resources on the journey; there is no passenger accommodation.

Mining Stations work comparatively slowly, so it is worth establishing at least one on Starbase as soon as you can, then look for a Volcanic planet on which to station further Mining Units - yield is significantly improved if mining operations are undertaken on Volcanic planets.
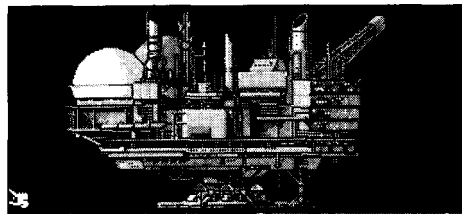
Horticultural   Station

Uses hydroponic and cell-culture techniques to produce supplies of Food for your people, drawing Energy from the colony's reserves to do so. Yield is much improved if you locate a Horticultural Station on the surface of a Tropical planet - flora and fauna are used to increase the rate of production.

A crew of 175 people is required to operate a Horticultural Station, which has a cargo payload of 950 tons and a Fuel capacity of 750 tons. A Farming Station can travel between planets under its own power, carrying Resources as cargo but no passengers.

Horticultural Stations produce the prime resource in any planet system - without Food, life cannot be sustained so it is worth acquiring several Horticultural Stations as soon as you can.
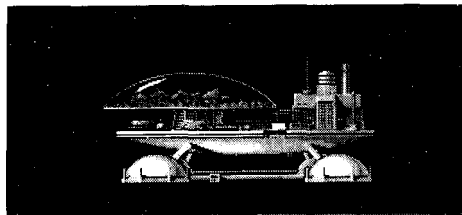
MILITARY   EQUIPMENT

Three weapon systems and four grades of body armor are available for purchase on the Platoon Management Screen. While the temptation is usually to give your Troops the very best equipment when you commission them into a Platoon, this is not always expedient - you may not have the cash to hand, or you may have to commission fewer Platoons than you would like to if you choose the most expensive kit.

   The choice of weapon system and body armor can have a significant effect on the performance of a Platoon, and unless you are awash with Credits, you should experiment with the options to discover the most cost-effective way of equipping your fighting men.
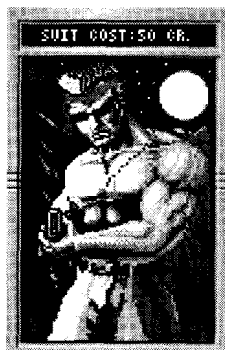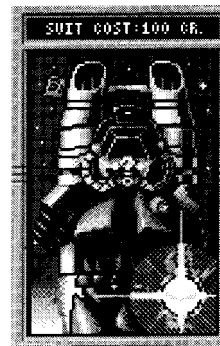

Armor

The most basic suit - little more than your Trooper was born with! For a mere 20 Credits per man, this is the least protective garb that can be purchased. Losses in combat are likely to be quite heavy.

Carbon Fibre armor - affords a reasonable degree of protection against low-power weapons and chemical attack, and gives your Troopers a serious advantage in hand-to-hand combat but does little to reduce the debilitating effects of nuclear fall-out. Cost: 100 Credits per man.


SynthAlloy armor - gives complete protection against low-power weapons, chemical attack and nuclear fallout and provides a reasonable defense against fire from plasma and laser weapons. Renders the wearer almost invincible in hand-to-hand combat. Cost: 200 Credits per man.

Personal Force Field - the best protection that money can buy or technology can provide. When new, this suit makes the wearer impervious to all forms of attack apart from localized (or direct) nuclear strikes. Battle conditions tend to degrade this suit however, and after a while its protective capacity will equal that of the SynthAlloy suit.
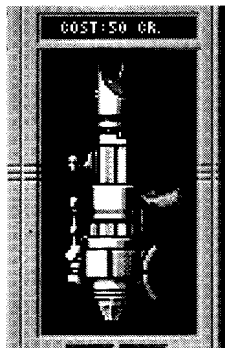

Weapon Systems

Recoil Cannon - the general infantryman's personal weapon. Employs simplistic technology to hurl a solid projectile with a reasonable degree of accuracy in the direction in which it is pointed. Basic equipment for a basic price: 50 Credits per man.

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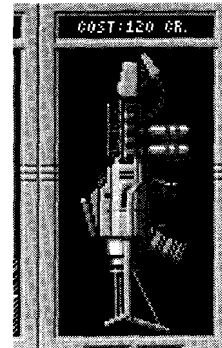
Nuclear Mortar – the most powerful infantry armament in the planet system. Can hurl a variety of large projectiles – from nuclear grenades, though high-explosive shells to rocks and scrap metal shrapnel if ammunition is running low. Can be used as a hand-held or traditional mortar, and does not require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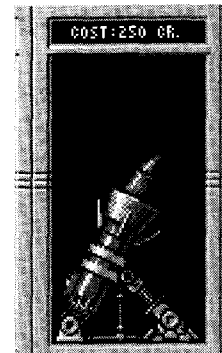
THE QUICK START TOUR

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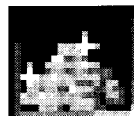
Everything costs money. Depending on which of the four systems you have set out to conquer, you may also need to have enough Energy, or sufficient Energy and Minerals to make a purchase. The information panel that appears as part of each page in the catalogue shows the price in Credits and the quantity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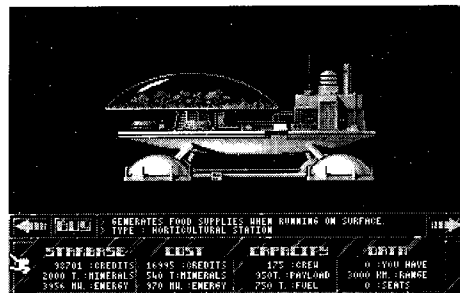
Using Craft

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 l'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 l...
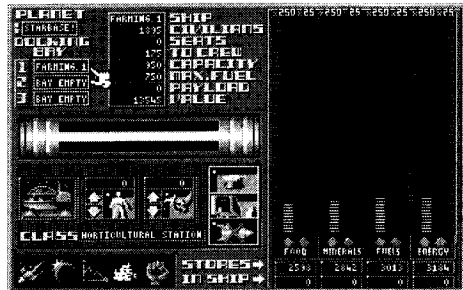
Commissioning A Craft

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 you 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 acquisi-
tion 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.
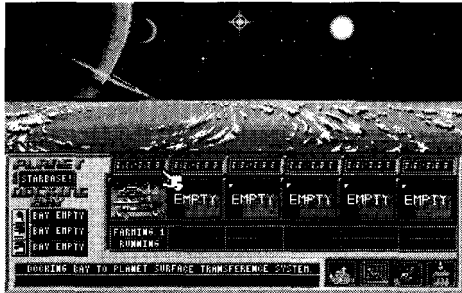
Return to the Government Screen to check that all is well. Notice how the number in the Food store display is changing - it increases as your new Horticultural Station delivers a batch of Food into store, and decreases as the folks on Starbase remove their day's rations from the stockpile.

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.
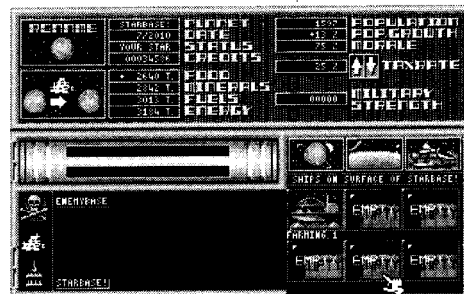
Setting Up A Mining Station

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.

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 automati-
cally moved to the stores on Starbase. Click on the right mouse button to
return to the Main Screen.
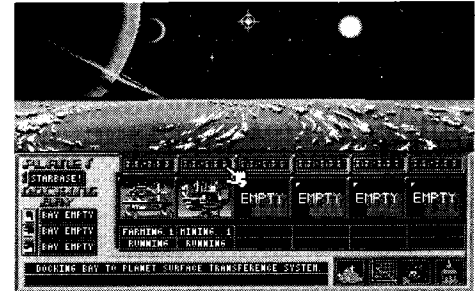
Return to the Government Screen to check that all is well. Notice how
the numbers in both the Fuel and the Mineral store displays increase as
your new Mining Station delivers a batch of Resources into store. Fuel and
Minerals, unlike Food, are not being drawn from stores so the stocks rise
steadily as time elapses -they will be useful later on, however.
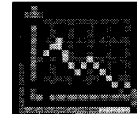
Boosting   Energy   Reserves
Energy reserves on a planet can be boosted by setting up a Solar Satellite Generator, an automatic device that beams down Energy once it has been established in orbit around a planet. So let's get ready for future demands on Energy reserves and put a satellite into orbit 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.
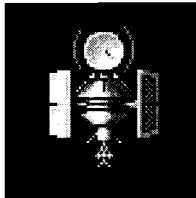
Call up the Navigation Screen by clicking on the Navigation Screen
Icon. The names of all the craft you own appear in the central panel on
this screen, and the names of any ships that are in Docking Bays on the cur-
rent planet show up in the windows at the top left (providing the current
planet is under your control). Clicking on the name of a craft makes it the cur-
rent craft, on which the Navigation Screen controls operate, so the next thing
to do is to click on Solar l's name to make it the current craft.
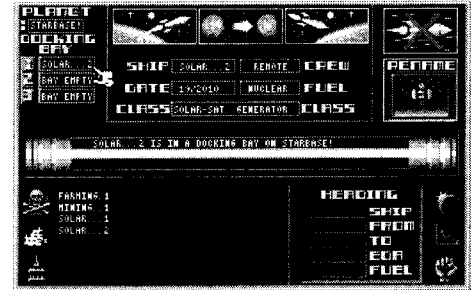
Don't worry about the other controls laid out in front of you - all we
need to do at this stage is launch Solar 1 into orbit. By clicking on its
name, you made it the current ship on the Navigation Screen; now click on
the Launch Into Orbit Icon to put it into the skies above Starbase...
    Lets review 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.

Lets 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.
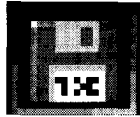
Saving Your Economic Miracle

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...
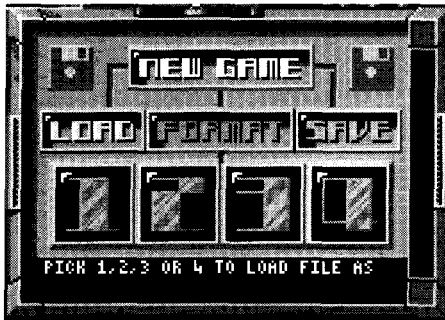
Enlisting An Army

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.
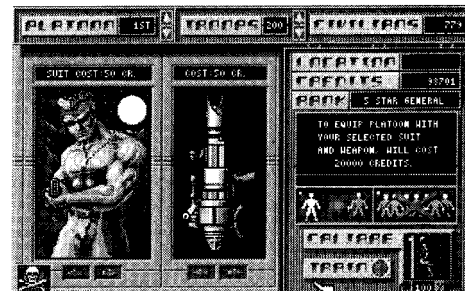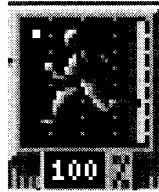
The moment you draft civilians into a Platoon, the green soldier at the bottom right of the screen starts running - this indicates that the rookies are undergoing training. The percentage figure at the feet of this running soldier reveals how well trained the recruits are, and indicates the rank of their 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)
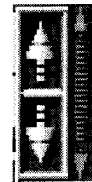
In order to expand your territory, you need to buy an Atmosphere Processor and dispatch it to one of the unformatted planets. After a while, the Atmosphere Processor will render the planet habitable and a seed colony will automatically be established. Your new colony will start out with a few people 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.
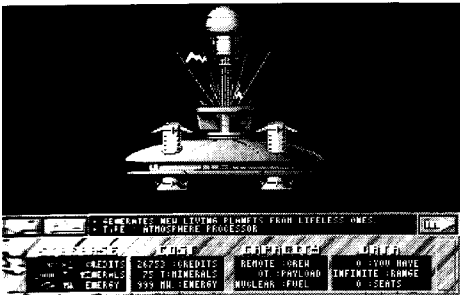
The Atmosphere Processor is an automatic piece of equipment that is delivered to a Docking Bay on Starbase. It can be launched immediately, so let's do that next. Unlike all the other craft, the Atmosphere Processor is controlled with its own icon on the Main Screen.

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.

Commissioning Soldiers

Overlord is played in real time - while you are busy attending to one aspect of managing your campaign, life continues throughout the planet system. While you were buying and dispatching the Atmosphere Processor, your troops were hard at it in the military academy on Starbase. By now, the raw recruits should be well on their way to being professionally-trained soldiers.

Click on the Platoon Management Icon - it's time to equip and commission the trainees. Two large portrait screens to the left of the Platoon Management Screen show the body armor and weapon type that are currently selected - clicking on the left/right arrows below these windows cycles through the options. The better the equipment, the more expensive it is   and the more men you have in a Platoon the bigger the total equipment bill will be. You'll notice that the total cost of equipping the current Platoon with the current armor and weapon is shown in a window above the running man.

In a real war, strategic decisions have to be taken about how many men you want in a Platoon, how much training you want them to have before they are moved into the army, and how much you can afford when it comes to equipping them. A Platoon of 200 men can cost between 20,000 and 109,000 Credits to equip with suits and weapons -the choice is yours.

When you click on the icon that shows civilians turning into soldiers (the Platoon Commission Icon) the current Platoon is commissioned at the current training level with the current equipment - providing you have enough Credits on Starbase to afford it!
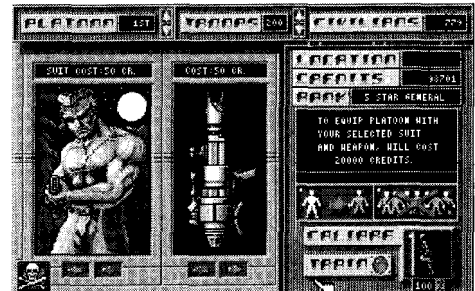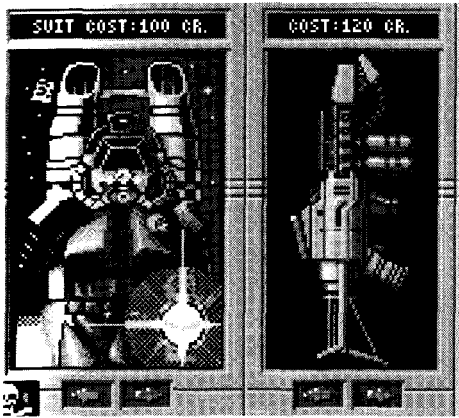
For the purposes of this whistle-stop tour round Overlord, it's not too important how well-trained or well-equipped your first Platoons are. Check how many Credits you have available to spend - the total appears in a window towards the top right of the screen, beneath the window that shows the level of the civilian population. Experiment with the suit and weapons selection mechanism and work out what you can afford to buy, bearing in mind that you want to commission four Platoons. Don't spend all your money equipping one Platoon, or you'll have to raise more cash before continuing.

You may want to wait a while so that extra funds can be raised from taxes, or you may decide to go to the Government Screen and bump up the tax rate temporarily to raise extra money quickly while you wait for the recruits to attain a higher level of training.

The 1st Platoon has been in training longest, so start by commissioning that Platoon - keep clicking on the down arrow next to the Platoon Identity Window until '1st' appears.

Click on the Platoon Commission icon. Providing you had the Credits to buy your selected equipment, the 1st is now part of your army. Click on the up-arrow next to the window that identifies the current Platoon, and it displays '2nd'. Click on the Platoon Commission Icon, and the 2nd is now operational. Repeat the process for the 3rd and the 4th Platoons.

Congratulations, you now have an army. Turn the page to discover how to deploy your Platoons...

Don't click on the Platoon Decommission Icon now - you'll disband your newly-commissioned 4th Platoon which would be silly. This icon, like the Platoon Commission Icon, only affects Platoons and trainees on Starbase.

Deploying Platoons

Once Platoons have been commissioned, you control them via the Combat Control Screen which allows Platoons to be moved from the garrison on a planet into a Battle Cruiser that is sitting in a Docking Bay on that planet, or unloaded from a Battle Cruiser and placed on the surface of a planet.

Click on the Combat Control icon. Notice how your Platoons - 1st through 4th - appear in the large grid to the left of the Combat Control Screen. The number of men each Platoon contains appears next to its name. All four Platoons are currently on the surface of Starbase; a vertical green bar gives a visual representation of your overall military strength on the current planet. (A digital readout to the right shows how many men you have on the current planet, and reveals your total Military Strength there.)

We're going to ship the 1st and the 2nd Platoons to your new colony once it has been set up by the Atmosphere Processor. Platoons can only be transported in Battle Cruisers, so now would be a good time to buy one. Click on the right mouse button to return to the Main Screen.

Buying A Battle Cruiser

Click on the Buy Icon to call up the catalogue of items you can purchase. Flip through the pages of the on-screen catalogue by clicking on the left or right arrows until you find the Battle Cruiser, then buy it. 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. (Make sure you reset the tax rate again if you do this, as it is easy to forget, and end up taxing your population so heavily that people stop breeding.)

Return to the Main Screen by clicking on the right mouse button, then click on the Cargo Bay Icon to call up the Cargo Bay Screen. Click on Battle I's name to make it the current ship for Cargo Bay operations. You're now in a position to crew Battle 1, and it also needs to be fuelled as it is going to be used to take two Platoons to your first colony.

Click on the up-arrow in the icon that contains a picture of a fuel filler nozzle and hold down the mouse button to pump Fuel from Starbase's reserves into Battle I's tanks. Notice how the green bar-readout marked 'Fuel' in the large panel to the right decreases as the number in the fuelling icon increases - the four vertical green displays on the right of the screen show how much Fuel, Minerals, Energy and Food are held in reserve on the

current planet. This area, as you will see later, is also used when Resources are moved around as cargo - we'll return to the subject later. For the time being, just transfer Fuel from Starbase to the tanks of Battle 1.

When Battle I's tanks are full, click on the Crew Icon to assign a crew, then click on the right mouse button to return to the Main Screen.

As the Battle Cruiser is now fully commissioned and waiting in one of the Docking Bays on Starbase, you can load Platoons onto it. Click on the Combat Control Icon. Battle I's name appears in one of the Docking Bays shown at the top left of the Combat Control Screen, and as it is the only craft in a Docking Bay, it is automatically selected as the current craft. (If there's more than one Docking Bay occupied, click on Battle I's name.)

The plan is to send the 1st and 2nd Platoons to your new colony - so they have to be moved on board Battle 1. Click on '1st' in the large grid to the left, and you'll notice that the identifying details of the 1st Platoon move into one of the four empty cells displayed to the right of the Docking Bay display. The 1st Platoon is now aboard Battle 1 - notice how the military strength readout and the vertical green bar in the centre of the screen reduces as you move the Platoon off the surface of Starbase. Click on '2nd' to load the 2nd Platoon, and notice the further depletion in Starbase's military might that takes place. Click on the right mouse button to return to the Main Screen.
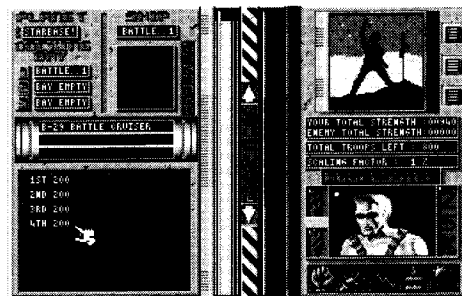
Reviewing Your Colony

 Click on the Atmosphere Processor Icon to check on the status of the planet you started formatting a little while ago. (It has probably already formatted by now, as the Message Window will have pointed out, but if it hasn't, wait until you get the message that Planet 1 is now formatted.)

Click on the up-arrow to the right of the Star Map to move the Planet Cursor to the planet just above Starbase. The Video Window will now display a view of your newly-formatted planet. There are four different types of planet that can be created by the Atmosphere Processor - Volcanic, Tropical, Metropolitan and Desert - and they each have different attributes. Now would be an opportune moment to use the pause facility while you check out what kind of planet you have just created.

 Click on the Pause Icon to suspend gametime while you turn to page 67 of this manual to discover more about planets... notice how the Pause Icon turns silver to show that the game is suspended. Return here once you have identified what type of planet Planet 1 is.

Click the left mouse button to de-activate the pause facility, so that you can resume play.

Now that Planet 1 has been established as a colony, you may wish to click on the Government Screen Icon to discover what you have in the way of population and Resources in the seed colony planted by the Atmosphere Processor. Clicking on the Government Screen Icon will call up the Government Screen with Planet 1 selected as the current planet - assuming you left the Planet Cursor on Planet 1.

   Notice that you have a little of everything. Start thinking what equipment you need to buy and send to Planet 1 in order to establish it as a colony, bearing in mind the type of planet it is.

   We have already bought a second Solar Satellite Generator for Planet 1, which is currently orbiting Starbase, and have commissioned a Battle Cruiser and loaded two Platoons onto it, ready for shipment to your new colony. Time to send the craft on their way. Click on the right mouse button to return to the Main Screen.

Click on the Navigation Screen icon. You will notice Planet 1 is the cur- rent planet - and its Docking Bays are empty, so there isn't a current craft selected for Navigational operations. Find Battle l's name in the central grid that displays the roster of the craft in your fleet, and click on it to select Battle 1 as the current ship for Navigation Screen operations.

 Battle 1 is in a Docking Bay on Starbase, so you need to click on the Launch Into Orbit Icon to get it into space.

 Then click on the Journey To Planet Icon to initiate the trip. The roster of craft in the central grid is now replaced by a list of the names of all the formatted planets in the planet system. Click on 'Planet 1' as the destination. Notice how details appear in the Journey Statistics panel to the bottom right of the Navigation Screen when you do this - you can see how much Fuel is needed to undertake the journey, and you are given the 'EDA' - Estimated Days to Arrival.

While you wait for Battle 1 to complete the journey, you might as well send one of the Solar Satellite Generators from orbit round Starbase to orbit round Planet 1. Click on either 'Solar 1' or 'Solar 2' in your craft roster to select a Solar Satellite as the current craft for Navigation Screen operations.

As the Solar Satellites are already in orbit, all you need to do is click on the Journey To Planet Icon and select Planet 1 as the destination. When your selected Solar Satellite arrives at Planet 1 it will stay in orbit and immediately begin beaming down Energy to the planet surface.

It's worth remembering you can change the current planet while you are using the Navigation Screen - if the last thing you do is click on a planet as a

destination, then that planet becomes the current planet within the game when you leave the Navigation Screen. Similarly, if the last thing you do on the Navigation Screen is click on a craft, then its location (or its destination) becomes the current planet.

Battle 1 will now be in orbit around Planet 1. Select it by clicking on its name in the central roster, then click on the Land On Planet icon to move it from orbit to a vacant Docking Bay on the surface of Planet 1. Click on the right mouse button to return to the Main Screen

Setting Up A Garrison

 Click on the Combat Control Icon to call up the Combat Control Screen. Planet 1 should still be the current planet. Battle 1 is in a Docking Bay, and it contains the 1st and 2nd Platoons; their names appear in the panel containing four grid cells that is located just to the right of the three Docking Bay windows, because Battle 1 is the current ship. The other displays on the Combat Control screen show that there is a military strength of zero on Planet 1.
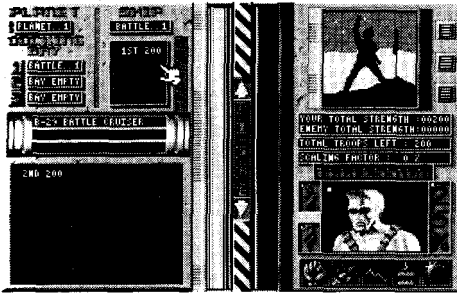
When you click on the name of one of your Platoons, it is moved to the surface of Planet 1 and a vertical green bar appears on the screen, indicating that you have established a military presence on the planet. Click on the name of the other Platoon that is still waiting aboard Battle 1 and notice how your have boosted your military presence on Planet 1 even more.

End Of The Tour

You have now got Starbase up and running efficiently and established a colony on Planet 1: the Quick Start Tour is now complete and you can begin to play in earnest. You may wish to save the game position again before continuing play, but from here on in its your skill against the skill of the enemy commander. Good luck - and don't forget that elsewhere in this manual there are helpful hints on managing Resources, developing strategies and going to war, along with more detailed descriptions of the primary Control Screens found in the game.

```
5/2010

>STARBASE!

CRC: 243
CROSS CHECKS ANALYSIS COMPLETED.

LOGGING ON ....
MIK SNAP-Y TERMINAL / NODE 74

    > S U P R E M A C Y <

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   LICENCE BY MELBOURNE HOUSE.

SYSTEM SOFTWARE .. DAVID PERRY
IMAGING .......... NICK BRUTY
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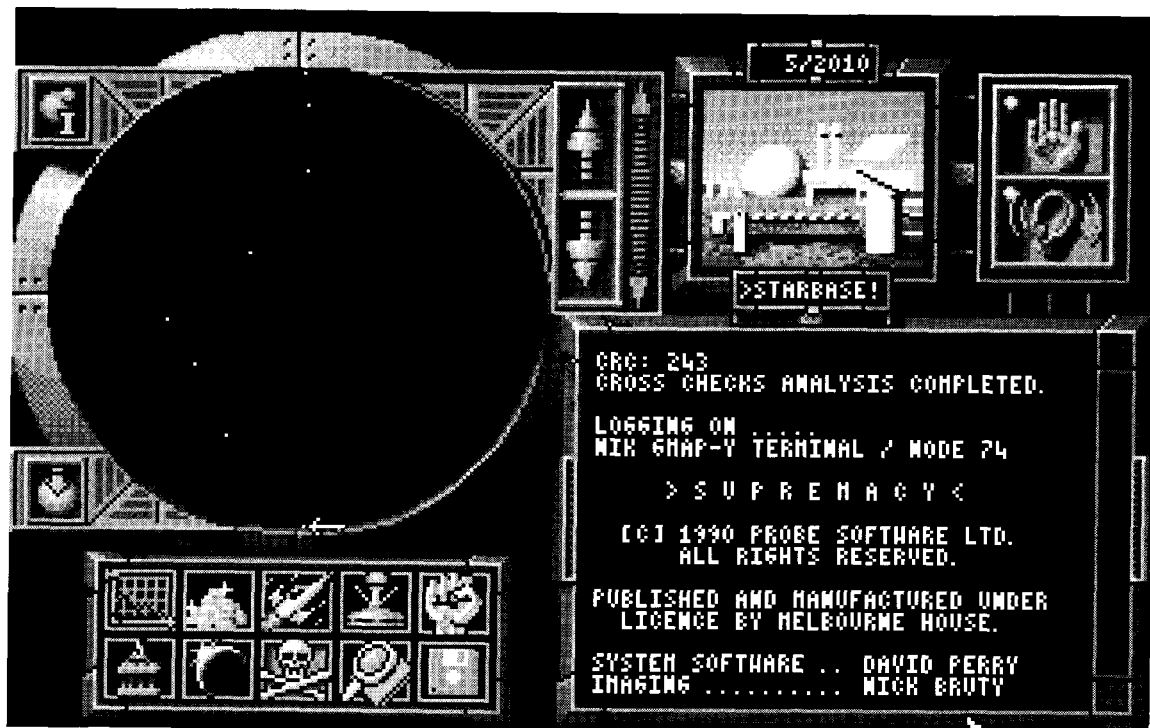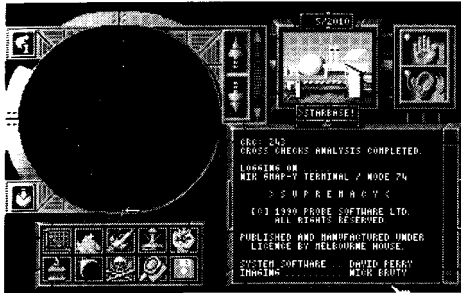
MAIN SCREEN

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.)
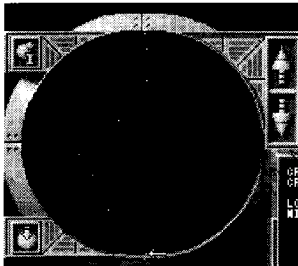
The System Map

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.
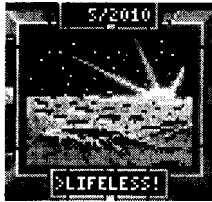
Video Window

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 techno-logical complexity, you cannot own more than one Atmosphere Processor at a time - and if you are attempting to gain control of the Hitotsu planet sys-tem, 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 dispatch 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.)
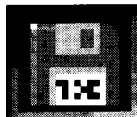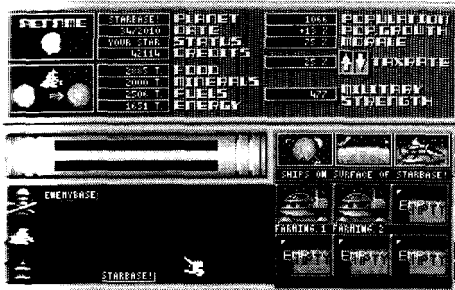
GOVERNMENT SCREEN

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.

Send Cash To Starbase

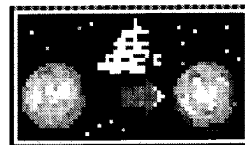Clicking on this animated icon sends all the credits that are in the treasuries of all your colonies back to Starbase almost instantaneously. If a war is raging, it's worth popping back to the Government Screen as often as you can, just to do this - if the enemy's army conquers one of your colonies you lose everything there: you might be able to rescue some cash!

Monitoring Resource Levels

The Resources Display reveals the current stocks of Food, Minerals, Fuel and Energy on the planet under examination. The displays update dynamically - that is, while you watch. The figure in the Food meter, for instance, jumps up once per day of Gametime if you have one or more active Horticultural Stations on the surface, then jumps down as the population removes its Food ration for the period. If levels get too low or drop to zero you need to take remedial action. Further details on managing Resources appear on page 87.

Population and Military Garrison

People are very useful. You can use them to crew ships and fight wars if you transport them back to Starbase, or you can raise money from a colony by taxing the population. The population display reveals the current number of people on a planet, the rate at which the population is growing, the morale of the people and the tax rate you have applied.
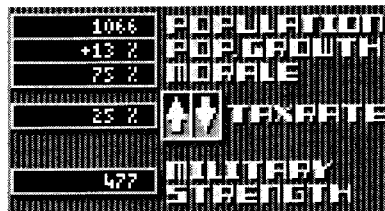
All other things being equal, population growth is a function of morale, which in turn is a function of the tax rate. Clicking on the up/down arrows next to the tax rate display allows you to set a tax rate, between 0% and 100%. Further details on managing population appear on page 87.

When a colony is established, it has a military strength rating of 0. Platoons can only be trained, equipped and commissioned on Starbase - but once that has been achieved, you can ship them out to garrison a colony or to attack a planet under enemy control. Once Platoons have disembarked from a Battle Cruiser, then their military strength is added to your military strength on that planet. Further details on the factors that affect the combat ability of your Platoons appears in the Mission Background section on page 82.

Locating Craft

Craft may be orbiting a planet, sitting on one of the six platforms on its surface, or be parked in one of its three docking bays. Clicking on the appropriate overview icon reveals what is currently where - unless you have more than six craft in orbit around the current planet, in which case the first six to arrive are shown in the display windows.

Shortcuts

These three icons offer a quick route to other Control Screens - use them to avoid returning to the Main Screen first.

BUY   SCREEN

Your one-stop-shop for ships and equipment. This is where you come to buy an Atmosphere Processor, a Solar Satellite Generator, a Battle Cruiser, a Mining Station, a Horticultural Station or a Cargo Cruiser. Flip through the screens by clicking on the left or right arrows until something catches your fancy... or return to the Main Screen by clicking on the right mouse button.

    The status panel at the foot of each of the six flip screens identifies the item on offer, shows its price and gives you a summary of the Resources you currently have on Starbase. Sufficient Credits are all you need to make a purchase if you are fighting in the Hitotsu system; Credits and Minerals are used to pay for goods you want in the Futatsu System; Credits, Minerals and Energy are required in Mittsu and Yottsu.

    Goods are not manufactured   they are sent from your home universe Epsilon the moment you return appropriate payment through the hyperspace gate by clicking on the 'BUY' button on a screen in the catalogue. You must have enough Resources in store on Starbase to make the payment in order to make a purchase. Delivery can only be made if you have a vacant Docking Bay on Starbase to receive a craft and the purchase must not take your fleet size over the 32-craft maximum. Click on 'Buy' if you want to purchase the piece of kit that is currently on display.

    Before confirming a purchase, by clicking the right mouse button, you have the opportunity to type in a new name for the piece of equipment by pressing BACKSPACE and entering the new name, which can contain up to eight characters. Press ENTER or the right mouse button to confirm the new name. The
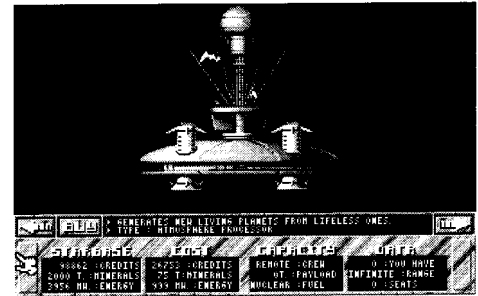
default name uses the class as the first part of an identifier, eg 'Farming', and a number. If you already have four Horticultural Stations and go to buy another, the default name will be 'Farming 5.'

You can only run one Atmosphere Processor at a time - you can only buy another one if the enemy captures your first unit.

During the course of play, technological advances will be made by your scientists and natural disasters will occur in the system. Both can affect the operational capabilities of the craft in your fleet, or affect the specifications of craft that will be shipped from Epsilon next time you make a purchase.

What Does What...
The **Atmosphere Processor** is a truly sophisticated piece of technology. It requires no crew, and runs on nuclear energy which it generates for itself. If you send it to a neutral, unformatted planet that is incapable of supporting life, the Atmosphere Processor can create population-friendly conditions on the planet surface. A newly-formatted planet will also be seeded with a quantity of Food, Minerals, Fuel, Energy and people as well as the basic installations such as Docking Bays needed to run a colony. For more details, see the Planet Formatting description page 66.

A **Solar Satellite Generator,** like the Atmosphere Processor, is nuclear powered and runs automatically. When it is orbiting a planet, it generates Energy which is beamed down to the planet surface and placed into storage.

A **Battle Cruiser** can carry limited amounts of cargo and a large number of civilian passengers, but its prime purpose is moving Platoons. Up to four Platoons can be accommodated in its on-board barracks. At the start of a game, Battle Cruisers require Fuel to travel between planets.

A **Horticultural Station,** like a **Mining Station,** has to be crewed, placed on the surface of a planet and activated before it serves its purpose. As might be expected, an operational Horticultural Station creates Food which is passed into the host planet's stores, while a Mining Station creates Minerals and Fuel. These Resource-generating Units can travel between planets, providing you supply them with Fuel, and they can carry small amounts of cargo on the journey.

A **Cargo Cruiser** is well-suited to deep space operations. It requires a crew and Fuel to become operational, and can lug large quantities of people, Fuel, Energy, Minerals and Food between planets. At the start of the game, Cargo Cruisers require Fuel to travel between planets.

Further details on the attributes and uses of each of the six craft appear in the Glossary on page 12.
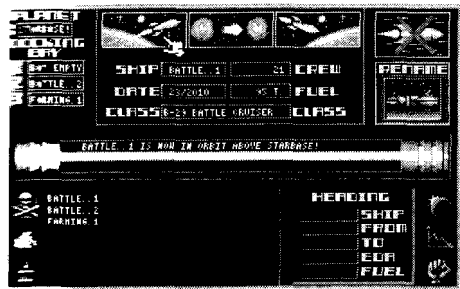
NAVIGATION SCREEN

This screen allows you to control the movement of craft in your fleet around the planet system. Only craft that have been crewed and are in orbit above planets, in transit between planets or waiting in a Docking Bay on a planet under your control can be accessed from this screen.

From the Navigation Screen, you can issue four orders to a captain who is in a position to accept them: launch from a Docking Bay into orbit; leave planetary orbit and travel to another planet assuming orbit on arrival; land from orbit and enter a vacant Docking Bay; or terminate space travel immediately and begin orbiting the nearest planet.

At the top left, you are shown the name of the current planet and the names of any craft that are in the three Docking Bays on the planet. To launch a ship from a Docking Bay, click on its name to alert its captain.

The names of all the craft in your fleet appear in the 32-cell grid at the bottom of the screen. To issue a command to the captain of one of your craft that is not in the Docking Bay of the current planet, click on its name in the main fleet list to alert the captain.

Once a captain has been alerted, his ship becomes the current ship to which you issue orders - providing it is available for service. The central readout will inform you if the ship is awaiting a crew, has insufficient Fuel to under-

take the voyage you have chosen for it, or is sitting on the surface of a planet
and cannot be launched. You may have to move to other Control Screens to
remedy these problems, and return here to re-issue your orders.

When you have alerted a captain by clicking on the name of the ship he
commands, details of his craft appear in the central control window, and in
the Heading panel once you have issued your order.

Launch Into Orbit If the craft is in a Docking Bay and has been selected as
the current craft, click here to launch it into orbit-the first stage in making a
journey through space.

Journey To Planet If the craft is currently in orbit and has been selected as
the current craft, click here to assign a destination. The fleet roster panel will
be replaced by a list of planet names - click on the name of the planet you
want to select as the destination.

Land From Orbit Click here to land a craft, bringing it down into a vacant
Docking Bay on the surface of the planet it is orbiting.

Abort Mission Click here to abort an interplanetary journey. The captain will
put his ship into orbit around the nearest planet.
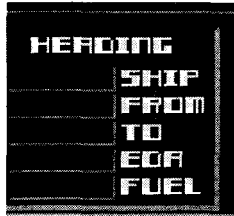
When you click on one of the Navigation Screen's command icons, the central message window gives you a report. If you want to know the whereabouts and EDA (Estimated Date of Arrival) of another craft, click on its name in the fleet roster and the details will appear here.

Once you have clicked on a ship's name to make it the current ship, you have the option to rename it. Click on the Rename Icon and you have the opportunity to type in a new name for the current craft by pressing BACKSPACE and entering the new name, which can contain up to eight characters. Press ENTER or the right mouse button to confirm your choice. This facility is useful in the more advanced games, where you can capture abandoned enemy craft which invariably have unintelligible names.
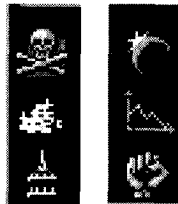
Shortcuts
These icons offer a quick route to other Control Screens - use them to avoid returning to the Main Screen first.

PLANET FORMATTING

When you enter a planet system for the first time, there are only two habitable planets - Starbase, and your enemy's base. All the other planets are neutral, and cannot support life. They are unformatted and 'Lifeless!' appears in the planet name panel on the Video Window when you move the Planet Cursor over an unformatted planet in the System Map.

Some very sophisticated equipment is available to remedy this situation - you can buy an Atmosphere Processor, which can be sent to an unformatted planet on autopilot and used to make conditions there amenable to sentient life. Unlike all your other craft, which are launched from the Navigation Screen, the Atmosphere Processor is launched from the Main Screen, and unlike the other craft it lands on and launches from the surface of a planet rather than from a Docking Bay. It will only do its job on an unformatted planet - so don't try re-formatting live colonies...

The Planet Cursor in the System Map is used to select a destination planet for the Atmosphere Processor - then clicking on the Planet Formatting Icon programs the unit to make the journey to that planet and start doing its job. A message to this effects appears in the Message Window; just click the right mouse button to confirm at this stage - you can rename a planet when it has formatted, by accessing the Government Screen and using the Rename Icon.

When a planet has completed formatting, an incoming message will advise you of the fact. If you return to the Main Screen and select the planet with the Planet Cursor, you can discover the nature of the new territory that has just been added to your empire by taking a look in the Video Window.
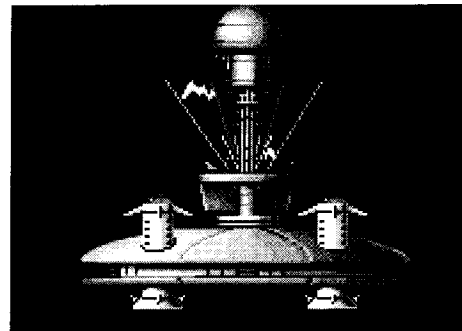
Planet Types

Volcanic Horticultural Stations and Solar Satellites work here, but the real gains are made if you set up mining operations. A basic Mining Station produces five times the yield of Minerals and three times the yield of Fuel on a volcanic planet as it does on any other planet type. Those yields may be further increased by technological breakthroughs.

Desert Farming and Mining operations proceed at normal, basic rates but the Energy yield from orbiting Solar Satellites is much increased owing to the thin atmosphere that cloaks Desert planets - very little Energy is lost when it is beamed down to the planets capacitor storage devices.

Tropical Normal, basic yields are obtained from Mining Stations and Solar Satellites, but as might be expected, you get significantly more Food from a Horticultural Station when it is installed on a Tropical planet as it utilizes some of the local flora and fauna in the production of Food. Yields from Horticultural Stations may be further increased by technological breakthroughs.


Metropolis Starbase is a Metropolis planet. These planets are good revenue earners - the quantity of Credits per unit of time you receive from setting a given tax rate on a given size of population is much higher on a Metropolis planet than on any other planet type.

Buying Weapons and Armor

Equipment - in the form of body armor and weaponry - affects the fighting strength of your soldiers. But the better equipment costs more money. You can flip through the options by clicking on the left/right arrows below the armor and weapon displays   the cost of equipping the current Platoon with your selection appears in a status window to the right.

Like craft, equipment can be delivered instantaneously to Starbase from your home system, Epsilon, but you must have enough credits on Starbase to fund your purchase.
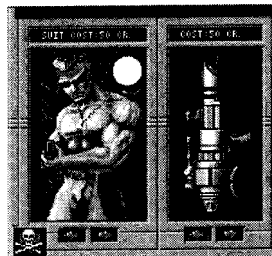
Commissioning Platoons

Providing you have sufficient funds, clicking on the Commission Icon equips the currently-selected Platoon with the current selection of body armor and weaponry, and the Platoon becomes available for active service at the level of training it had reached when it was commissioned.

Decommissioning Platoons

If you want to change your mind - or have brought a depleted Platoon back to Starbase in order to boost its numbers or re-equip, you must first decommission it by clicking on the Decommission Icon. This has a penalty in that you can't sell weapons back into stores, and new recruits seriously dilute the training level of the hardened squad. Sometimes, it's simpler to let a Platoon get wiped out, rather than bring the boys home.
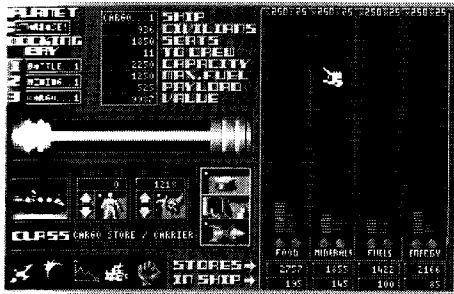
CARGO BAY

Each planet has three Docking Bays, which all incoming craft except the Atmosphere Processor use as landing and launching platforms. When you buy a new craft, it can only be shipped from your home system Epsilon into a vacant Docking Bay on Starbase.

A brand new Bathe Cruiser, Horticultural Station, Mining Station or Cargo Cruiser needs to be crewed with civilians before it can be used - and Fuel has to be loaded from Starbase stores if it is to journey to another planet. Craft that are up and running may need to have cargo or passengers loaded or unloaded, and additional Fuel may have to be taken on board or transferred from a craft's cargo hold to its fuel tanks for particularly long journeys.

All these operations take can place in the Cargo Bay, which is controlled from this screen - providing, of course, that the current planet has sufficient Resources in its stores for you to draw upon.

Docking Bay Operations

The Main Data Panel reveals data about the ship you are working on in the Cargo Bay, and is updated as you move stores and people around.

The name of the current planet, together with the occupants of its Docking Bays appears in the information panel at the top left of the screen. To begin Cargo Bay operations on a craft, click on its name to make it the current craft unless it is the only ship in the planets Docking Bays, in which case it is automatically selected as the current ship for Cargo Bay operations.

Loading and Unloading

The current ship appears, together with its class details, in the central Control Panel. If it has passenger-carrying capacity, clicking on the up/down arrows in the Passenger Embarkation Icon allows people to be taken on board from the current planet's population, or offloaded to join activities on the planet. Similarly, if the craft needs it to travel through space, Fuel can be pumped into the crafts tanks from the current planet's stores, or siphoned back out into stock.
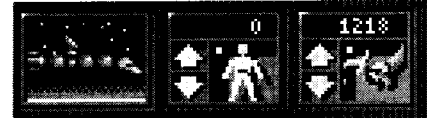
Clicking on the Crew Icon - represented by a Captain's hat - allows the full complement of crew to be recruited from the experienced pool of spaceflyers in the population, providing there are enough civilians in the population of the current planet.

Clicking on the Auto-unload Icon allows all the cargo on board to be moved into the planet's stores - Fuel in the tanks is not considered to be cargo for the purposes of this icon.

And it's possible to decommission a ship, selling it off for scrap. You don't get a brilliant price - as the Value window in the Main Data Panel reveals - but you may need to make room in your fleet roster for a different craft, you may have captured an enemy craft which you want to turn into ready Credits, or you may need the Minerals.
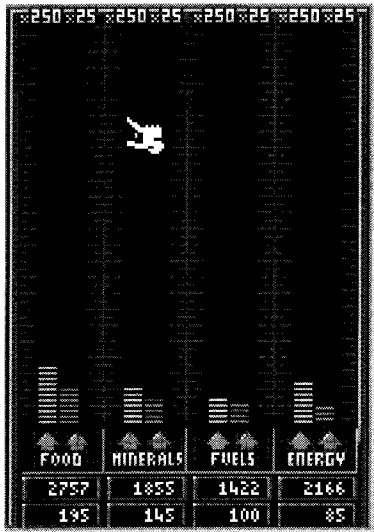
The Stores Display

The contents of the current planet's stores and of the current crafts cargo hold are displayed in the Stores Display panel. The vertical green bars represent Resources held on the planet, while the red bars represent Resources that are in the cargo hold of the currently-selected craft. Each green block in the bar readout represents 250 units; each red block represents 25 units. A numeric readout, in corresponding green and red windows, gives a more accurate indication of what's where.

Cargo can be loaded and unloaded manually, by clicking and holding on the red buttons to move resources onto the ship or clicking and holding the green buttons to move them into stores.

PLANET SURFACE

At any one time, a maximum of nine craft can be located on a given planet -
there are three spaces in the Docking Bays, and six platforms on the surface
of the planet itself.

In order to land a craft from orbit (or before you can buy a craft on
Starbase) there has to be a vacant Docking Bay available to receive it. This
may mean launching a craft and parking it in orbit - there's unlimited room in
the space lanes - or it may mean transferring something from a Docking Bay
out onto the surface of the planet to make room.

Remember: Horticultural and Mining Stations only produce Resources when
they have been moved out on the surface of a planet and activated.

The Planet Surface Screen allows you to move craft between the six plat-
forms on the planet and the three Docking Bays. To move a craft out, click on
its name in the Docking Bay panel. To move it back into a vacant Docking
Bay, click on the visual representation of the craft that appears when it occu-
pies a surface platform.

And to turn on a Mining or Horticultural Station, simply click once on the
the 'ON/OFF' toggle switch... you may need to check all your Mining and
Horticultural Stations after a cosmic storm or energy failure - they have a
nasty habit of switching themselves off and going unnoticed until stores have
dropped dangerously low.
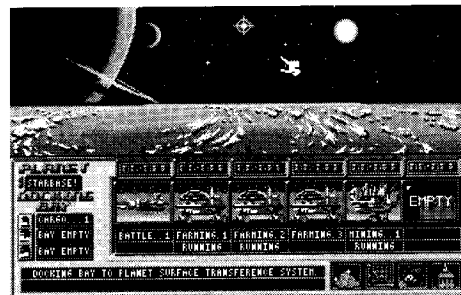
COMBAT CONTROL

This is the screen you need to access on Starbase once you have trained and equipped some Platoons and bought and commissioned a Battle Cruiser. It's the only way to get combat units off your base and on their way to garrison a colony or attack an enemy planet. As a game progresses, this screen is used to deploy forces.

And this is the only Control Screen that allows you to access a planet that is currently under the enemy's control. Providing you have landed a Battle Cruiser on an enemy planet, it is possible to go to the Main Screen, select that planet as the current planet and use the Combat Control Icon to call up this screen for the planet you are about to attack.

Platoons are displayed as pairs of numbers: the first number is the identifying Platoon number; the second number reveals how many soldiers are currently in that Platoon.

Using the Docking Bays

You can land up to three Battle Cruisers on an enemy planet at any one time. (And in case you were wondering, they blast their way in, vaporizing any craft the enemy may have parked in his Docking Bays.) Once you have landed a Battle Cruiser, click on its name to select it as the current ship for Combat Control operations, and the contents of its Platoon accommodation appear in the status window to the right of the three Docking Bay windows.

The   Planet   Surface

It would be possible (but not necessarily advisable) to move 24 Platoons onto a single planet - there's certainly room on the planet surface. Click on the identifying number-pair of a Platoon in the Battle Cruiser contents window to move it onto the planet, and the number-pair appears in the large grid. To embark a troop, make sure there's room in the current Battle Cruiser, then click on its number-pair in the large grid to move it aboard the ship.

The   Color   Of   War

Green identifies your forces and red is the enemy's color. When you first access the Combat Control Screen, the Video Window at the top right of the screen shows a short animated sequence of a soldier planting a flag in the ground. If this takes place against a green backdrop, then the current planet is under your control; if the background to the mini-movie is red, then the enemy has control of the planet.

The moment after you land forces, a green vertical bar readout appears in the center of the screen; the red and green bars reveal the comparative military strength of the opposing forces. Clicking on the Auto Scale button located between these two bars allows you take a more detailed view of the difference in fighting strength - the strength of the larger force is displayed as a full bar and the bar representing the smaller force is scaled to proportion. A numeric value for the scaling factor appears in a window to the right.

Battle then commences, and numeric readouts of your military strength and the enemy's military strength show the might of the two forces. Another readout gives a headcount, revealing how many soldiers remain on each side of the battle lines. As combat begins, the Video Window shows scenes from the conflict-click on it at any time to see the next sequence.

Finally, at the end of the battle the Video Window will repeat the clip of the soldier triumphantly planting his flag. A green background indicates that you have won, and have control the planet, while a red background reminds you that the enemy now controls this planet.
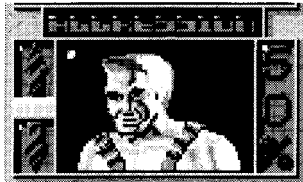
Altering   Aggression

Apart from strategic decisions - beating a hasty retreat or shipping in more Platoons - you can affect the way the battle progresses by adjusting the aggression factor of your soldiers. Clicking on the up/down arrow in this icon allows the aggression factor with which your soldiers fight to be altered.

Increasing aggression raises your military strength, but you loose troops more rapidly if the boys are fighting aggressively. The bigger the difference between your overall military strength and the enemy's, the more quickly the battle is over. Raising aggression increases your overall strength, but use the control wisely   when you already outnumber the enemy's forces and want a speedy conclusion to the battle so you can move the Platoons involved to another combat zone. Increasing aggression when the contest is quite close or when the enemy outnumbers you could have disastrous results. For advice on military strategy, see the Mission Background section on Page 82.

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.
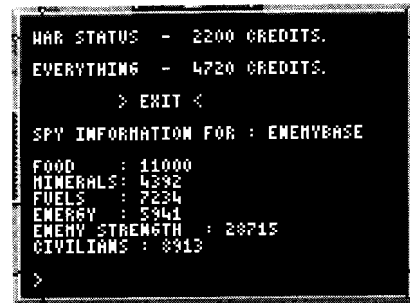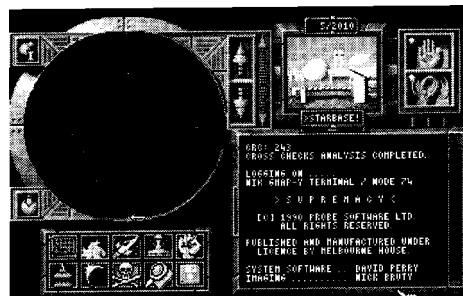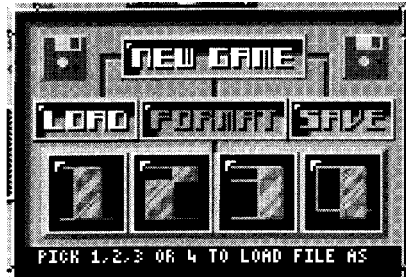
DISK MANAGEMENT

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 clean Message Window.

Clicking on the Disk Management Icon calls 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.

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 con solidating 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 a 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 bathe-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 its 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.

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.

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 planets 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.
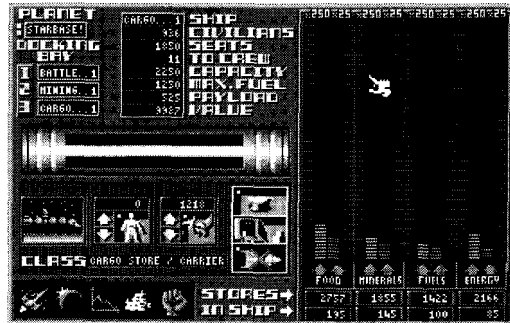
If capacity remains in the cargo hold of the current ship, clicking on the red buttons at the bottom of the display bars moves goods on board. Conversely, goods can be unloaded selectively by clicking and holding on the appropriate green button. Digital readouts at the base of each column reveal the 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 crafts 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.

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 planets 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

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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