

- [C] - Navigation Icon -> the actual menu which let's you send out ships, you may also set their destinations
- [D] - Government Icon -> gives you the ability to view the economic conditions of each planet. Let's you see the growth of your planet, along with resources, and the chance to set your flowing tax rate
- [E] - Spying Icon -> gives you the ability to spy on opposing planets once you've opted to war
- [F] - Commence Battle Icon -> your Battlecruiser (special craft) must be orbitting the targeted planet. Click this to start the attack on the opposing planet, and essentially go into combat
- [G] - War Buy Icon -> let's you purchase military equipment for defending/ attacking enemies. You can violate the federation's policy by purchasing these items, unless you're provoked into war
- [H] - Craft Buy Icon -> let's you purchase various craft, which each have useful purposes. Most craft are used to increase the production out of planets, while others might serve military purposes

/Planets & Systems/

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Most of Overlord is basically split into four different categories - better known as systems. Inside each system is a set of planets which you can use for expanding your own territory, gaining resources, or building up your supply lines. The more planets you conquer (and protect), the more power you receive in the long run. This section will describe the four primary systems in the game, along with individual characteristics of planets.

- After you press START at the main menu, you must select from four different systems. Each are basically a way of measuring difficulty (easy, normal, hard, very hard). The more planets - the tougher it shall be. Computer AI tends to be more aggressive on higher ones as well.

_____/#/ Hitotsu /#/ [8 Planets] = (Alien with a sword picture)
 /#/ /#/ - Very easy. Similar to training missions in most modern games. The CPU is fairly neutral, doesn't seem to be a powerhouse, and you'll have the upper hand in this match-up. You're limited to Class B ships (weaker).

_____/#/ Futatsu /#/ [16 Planets] = (Larger Alien with gun picture)
 /#/ /#/ - Tougher. The computer is actually fairly aggressive, can build military strongholds, and understands the game. You and the CPU have access to all ships except Class A's.

_____/#/ Mittsu /#/ [24 Planets] = (Alien's Face with gun picture)
 /#/ /#/ - The CPU is much tougher, and they act similar to a veteran of war. Resource management is much more critical, and you can purchase all ships except Mining Station A, and Battle Cruiser A.

/##/ Yottsu /##/ [32 Planets] = (Dark Red Skull Face picture)
/##/ /##/ - The ultimate difficulty for any player who dares the CPU.
The numerous amounts of planets means you'll have to do
lots of point-n-click managing, along with a plethora of
cargo transfers from Starbase. You can however purchase
any ship in the game, of course, you're taking on the
evil alien empire.

Near the beginning of the game, before you can take any planets, you have to "process" their atmospheres so it is suitable for life. To do so, you must first purchase an Atmosphere Processor from the Buy Craft screen. Refer to the above HUD layout to find where it is. Once there, purchase it for roughly around 27,000 credits. Then, go to the Docking Bay, prepare the ship with a crew, and now pick a target destination. I usually pick the nearest planet. From here on, you can send the ship out. Once it reaches the surface of the planet, it takes 15 days to process an atmosphere. This is basically HOW you colonize planets in the game.

- You only need ONE Atmosphere Processor throughout the game. You can just send it to the next planet after it's done.

When navigating through the list of planets on screen, you'll notice that the picture showing the planet's surface changes. Each screen has a specific meaning:

RED => Enemy colony presently here
GREEN => Friendly colony presently here
GRAY => No presence currently here
BLUE => Atmosphere Processor is currently here

There are also special screens which represent certain "qualities" that the planet represents. It is IMPERATIVE to understand what each of these stands for. You can greatly multiply the production of a certain resource by sending the right cultivation craft to the correct planets:

~STARBASE

[Picture of City near a water source]

"This is the key stronghold of your presence in the system. Do not let this location be caught at any circumstance, or it's game over."

~METROPOLIS

[Picture of City]

"This is an established city on one of the expanded planets in your system. These usually yield higher tax returns, which means you can net more credits out of them."

~UNFORMATTED

[Picture of barren gray moon surface]

"Nothing exists here. It must be processed with an Atmosphere Processor."

~DESERT

[Picture of dry desert]

"Particularly hotter environment than usual. Send out Solar Satellites to orbit the planet to yield more energy."

~FORMATTING

[Picture of moon surface with large rock]

"Atmosphere Processor is currently on the surface cultivating the environment."

However, you DO NOT know if it's yours, or the enemy's."

~TROPICAL

[Picture of forest]

"Farming Stations planted here will greatly increase food production."

~VOLCANIC

[Picture of lava surface]

"Mining Stations planted here will greatly increase fuel production."

~CLASSIFIED

[Picture of clenched fist]

"Your opponent has established a living colony here. It's nukem time."

Resources/

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Before you can exactly become leader of the universe, it's necessary to understand certain elements which let you create the all-powerful military, or dominate society. Resources are where governments get their sources for creating items, or paying for specific tasks. Resource management is a key tool in surviving through Overlord. Running out of food to feed your people during the middle of an invasion, will only hamper your capabilities in the long run. Resources are primarily split into several categories, of which planets produce, or your population themselves.

Type	Effect
CREDITS	basic monetary unit of the planets, this is a necessity as you must purchase crafts, and items to assist your colonies.

Each planet produces credits based on a tax rate which all citizens pay. You can increase the Tax Rate via the Government Screen, but it also penalizes you by denouncing reproduction, and growth.	
FOOD	this is necessary to feed the people of planet, each day you will lose food.

Each planet produces food at a fairly slow rate - usually less than your population's consumption rate. You can increase food production by putting Farming Stations on your planets. If you are running out of food, you can transport some from another planet via a Cargo Ship, or increase the tax rate to lessen your population growth (lower the population).	
PEOPLE	these are the citizens of your colonies that drive crafts, and pay tax rates.

Each planet has a Population Growth, which is a percent of the regular population that spawns each day. Since people provide you with credits, the more people means more money comes in. The disadvantage is that you have to get more food to combat the surge of population. The hardest part is finding a balance between the two.	
ENERGY	this is the basic "fuel" of your structures that thrive on the surface (mining, farming stations).

where you must nail down opponents (if on defense), or attack complexes (if on offense). You can take damage, which can be repaired by purchasing newer units. However, units may only be purchased when a Battle Cruiser is DOCKED at your STARBASE. This can be in a pain in the arse if you're assaulting force is crushed, and you're forced to retreat just to re-equip.

- On defense, you can build three different types of defenses. Each has their own advantages, and disadvantages. They will be listed a tad further on.

- To repair units (after they have suffered damage), simply buy a new one. The cost will be much less, and you'll only have to pay a fraction of the cost to repair (based on the % of damage).

OFFENSE:

- Once you get your Battle Cruiser hovering above the opposing planet, click the Attack Button to launch the attack. The game will move to combat mode. You have to guide several missiles past the enemy defenses and hit their targets on ground level. If you manage to destroy all targets on ground level before you run out of ammo, then you will be successful (and take control of the colony). Tap A to fire the thin missiles from the Battle Cruiser. Remember that you must purchase missiles seperately as a war unit, and you can stack them multiple times. If you fail, you will lose your Battle Cruiser along with all armaments in possession.

-> You may also guide the Hover Tank using the control pad, and pressing A to fire single bullets.

['\ HOVER TANKS /']

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Function: attack unit

Best used: versatile attacks

Cost: 15,000 credits

- These are one of the more critical offensive units you'll get in the game. Unfortunately, the useful mobileness of the Hover Tank is often canceled out because of how hard it is to control. This is basically a mobile vehicle (controlled by the control pad, A to fire tank shells) which can be used on attacks. You may only own one at a time. As I said before, it's hard to get use to controlling it, and probably not worth the high cost.

['\ HOMING MISSILES /']

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Function: attack projectile

Best used: targeted attacks

Cost: 6,000 credits (for 3)

- These are very useful on attacks. You can guide them in, then they'll seek to the closest building once in close proximity. Better as they don't rely upon human accuracy (despite a slightly higher cost). Can be steered manually.

['\ BALLISTIC MISSILES /']

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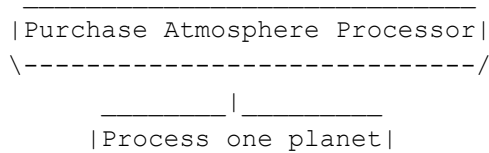
Function: attack projectile

Best used: general attacks

Cost: 4,000 credits (for 5)

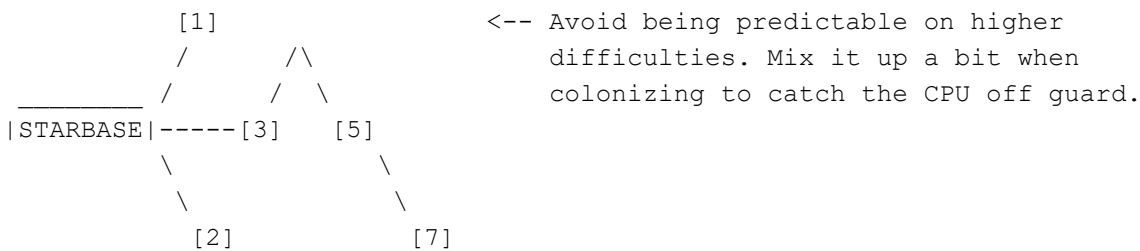
- Your typical missile. Fueled for propulsion, and capable of being directed at targets. They lack the mobility of homing missiles, but still pack a powerful punch upon touchdown. Stack up as many of these as possible. Moves in a straight path.

or the beginning of the game for that matter. Here's the best procedure:



- Once you've done that, check out the new terrain of the planet. Depending on what it is, build a station (or structure) appropriate to the setting. Let's say for example that you turn up a lava-filled planet. Immediately build a mining station, prepare the crew for the ship, then send it off to the colonized planet. Have it set down, and start reaping out benefits. For new planets, I usually lower the tax rate to 20%, wait till you get 5,000+ people, then quickly raise it to 35%. You DO NOT want your food consumption to be decreasing at a steady rate.

- From here on, I usually enjoy doing the "hip-skotch" procedure to colonize more planets. Basically, rather than colonizing planets 1, 2, & 3 - you would go 1, 2, then skip to 4, 6, and backtrack. The idea is to get some expansion towards the enemy, but fill in the gaps in between you. Remember that you don't have to go in order. You could invade the planet next to the opposing enemy. It's just that it would take awhile to send over military reinforcements.



/Resource Management/

Few key pointers:

- > New Colonies = set the Tax Rate to 20%
 - >> This will increase your population growth greatly, and pretty much give you a quick-growing colony.
- > Modest Colonies = set the Tax Rate to 35%
 - >> Now the income starts to roll in, and growth will even out. This will limit food consumption, and give you enough time to save up, build a cargo ship, and transfer food to the alternate planet.
- > Solar Energy = energy is very cheap to regenerate due to the low cost of solar satellites (975 credits, class B). Try to orbit them around as many planets as possible.
- > Food = try to build Farming Stations about halfway into the game. Establish them on EVERY planet so you don't have to worry about manually transmitting food between those foolish cargo crafts.
- > Fuel = about 30% of the planets you will encounter will have lava terrain. Right when you notice the lava, quickly build one, land it on the surface, reap up the fuel, and transfer it via a craft. Remember that fuel is necessary when launching military attacks,

- If you decide to purchase the cheap Pom-Pom cannons, always try to build two together. If purchasing the Plasma Cannon, simply buy one. Two Pom-Poms can have about the same efficiency as a Plasma.
- Remember that you will lose EVERYTHING stationed at an attacked planet. If you fear that you're going to lose a planet and its supplies, quickly ship out all crafts, as many resources as possible, and raise the tax rate extremely high. Scrap any ships if you have no where else to place them. The idea is to lower the amount of plunders that your opponent may sack.
- Note that if you build TOO many defensive structures inside a city, citizens will rebel against your colony. Be weary to not get too "military frenzied" when it comes to defense.
- If you desire, you can build a defense on a planet, then leave it alone for quite some time. With established defenses, there is no need to keep extra military units docked inside.

|-) Resource Problems (-|

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- While you may understand HOW to solve certain resource problems, it's usually easier said than done. The biggest resource flaw will be FOOD regardless of how well of a manager you are. Food is the only constant resource that is consumed, regardless of your population. I've found that the most efficient way to fix this is to purchase a Cargo Ship, establish a key planet for "food" production, and then ship out spare supplies to neighboring colonies. Do the following:
 - 1) Format nearby colonies UNTIL you find a tropical environment.
 - 2) Buy a Farming Station (preferably class A), and plant it onto the surface of the tropical environment.
 - 3) Purchase a Cargo Ship, and then send it off to the tropical planet. This will become your food planet, as I like to call it. Go to the Government Screen, and set the tax rate for the Tropical planet to somewhere high (50%+). The idea is to keep neutral population growth (so you have more spare food), then load the cargo ship, and send off the extra food to your neighboring colonies. This is a MUCH cheaper approach than attempting to build and plant Farming Stations on all of your colonies to improve food growth.
 - 4) Repeat the process, and keep controlling the food routes by manually sending out cargo ships. Rather than spending 15,000 credits x 4 (for multiple Stations), You can save money and let the planet stipulate the food consumption for the rest of your planetary system.
- Another easier method of earning more food is to simply "push" people out of your colony. Increase the Tax Rate via the Government Screen to an exceeding amount (60%+), and people will start to flock out of the city. This will lower your food consumption amount (although it will keep going down until you counteract it with a Farming Station). Great for a temporary solution to annoying problems.
- If slow money production seems to be a hampering problem, then perhaps

you're not expanding fast enough. Remember that you need to expand in a controlled manner, so that you can build up defenses without leaving an exposed colony. A general rule of thumb is to format a planet, build up 1-2 structures based on the additional income, then format another planet. In the meantime, focus on stabilizing the colony's population growth and food production. You'll be surprised at players who simply forget to alter the tax rate when starting a new colony. Most colonies start off with 6% growth. This is simply too much early on in the game. Increase the tax rate until you can effectively control your food production, THEN lower the tax rate so the flood gates open. Don't let the situation get out of control.

- Avoid Mining Stations until you have at least 5 crafts in your fleet. Fuel isn't a necessity until you get transit routes (shipping resources), and prepare for attacks with a Battle Cruiser. Each planet usually starts off with a decent amount of fuel anyway. There's no point in regenerating fuel if you're not using it at an expendable rate.

|-) Waging War (-|

- When waging war, there are a few key elements you must understand. First off, it's not necessary to simply rush the enemy's Starbase in a desperate plea to win the game. You have to understand some key combat strategies.
- CONCENTRATED ATTACKS: This type of attack works best with some extra credits. This late in the game, your opponent should have a few key colonies established within the region. Spy on one (besides the Starbase), and keep spying until you discover a town with Tropical terrain. Once you discover it, measure the amount of defenses, and mass up for an assault on this target. Try to invade it all costs. By knocking off key resource centers (lava/tropical regions), you can effectively shut down the computer's source of income. Without food, people will rebel, and the population will die off. This basically causes an internal conflict that the CPU must deal with.
- If the opportunity rises, feel free to attack the enemy's Starbase. The computer always places high priorities on defending the center, and usually has three defenses implanted near the beginning of the game. If you've weakened the structures during an attack, continue to pummel them down. Remember that your ultimate objective is to take their command center, not knock down all colonies.
- Too many people simply never build up defenses in their Starbase. This should be a priority once a military threat is present, and you have a Battle Cruiser. Otherwise, the enemy can sneak a spy in, learn of the weak defense, and take over your Starbase without any resistance.
- LINEAR FASHIONS DO NOT EXIST. Just because you have control of planets 1, 2, and 3 does not mean the enemy cannot strike your Starbase. This is a common misconception. As a matter of fact, you or the CPU can target any inhabited planet within the system. Make exclusive use of this feature. Mix your attacks up, but be weary to establish your own defenses in every location. Sometimes you will be uncovered in certain areas without any military support nearby.
- Keep stockpiling your rockets by bringing your Battle Cruiser back,

and purchasing War Goods as it is docked. Remember that you have limited missiles. Also note down the maximum capacity of your cruiser, depending on whether it is Class A or B.

/General Tips/

+ Randomness +

"Every surrounding planet, and the environment have random settings. After you select a specific system, random settings are generated per planet. Be weary of this as nothing will be the same each time you play the game."

+ Save often +

"This cannot be stressed enough. After accomplishing all of that work, it sucks to lose it all because you were too lazy to press START, then SELECT. The game keeps track of your completed campaigns as well."

+ Patience +

"Overlord was never designed to be a quick rush-rush game like Starcraft or Command & Conquer. You can (if you want) build a Battle Cruiser early on, and attempt to invade the enemy base right off the bat. However, the CPU always has built up defenses early on in the game. Also, don't rush to war. The enemy will launch its own attack if you initiate violence first (or both sides are provoked into war)."

+ Higher Difficulties +

"Sometimes the higher difficulties just rely upon pure luck. Depending on the terrains of your surrounding planets, this can decide whether or not you get decisive boosts in food, fuel, or energy. Focus more on defensive protection, rather than taking down your enemy. On higher difficulties, the CPU is quicker to building structures, already has a well-built military, and is established within the region."

+ Spying +

"You can spy on opposing cities during times of war, usually for the cost of at least 3,000 credits. I've never found it to be of much use as nearly half the time your message will be intercepted, and your spies caught. It's useful to see what's inside the enemy base, and what type of defenses are present. However, other than that, you can probably conquest them without this useless information."

/Build Orders/

AP = Atmosphere Processor
BC = Battle Cruiser

= AGGRESSIVE =

[AP] -> [BC] -> Format 3-4 Planets -> [Build Defenses] -> [Build Stations]

-> Stabilize Resources -> [Solar Satellites] -> [Military Units]

This tactic is useful for those who want to get a step in the galaxy early on. This gives you the military advantage early on, but you'll find credits hard to come by. However, each established town is like a deeper step into the ocean - you'll only strengthen your overall power. With established defenses,

trouble (coming from an eBay seller myself).

This is a list of the current known sites that host my FAQs:

- <http://www.gamefaqs.com/>
- <http://www.ign.com/>
- <https://www.neoseeker.com/>
- <http://www.cheatcc.com/>
- <http://www.cheatplanet.com/>

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- 7) Proper Credit          -
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I'd like to thank the following people for their help in making this FAQ possible:

)) CJayC ((for constantly updating GameFAQs, and dedicating his entire life to it. Takes a lot of effort to keep a site going this long.

)) Steve Begin ((for typing up an online text version of the instructions manual for this game.

)) Virgin Interactive ((for creating a fairly interesting strategy game. Too bad it doesn't appeal to the majority of people out there. At least it was fairly ahead of its time...

)) GameFAQs Bounty Contest ((for putting a bounty on this game. I have to admit it was fairly motivating in completing this guide.

"Some people make sacrifices to make other people happy." - Chris Zawada