Overlord FAQ/Strategy Guide

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Author's Note

Real-time strategy games were never a popular genre back in the day, heck, they barely existed. Not until games like Command & Conquer, or Starcraft, did we see a boost in popularity of this exciting genre. Overlord is actually one of the earlier games which resembles an RTS-type game quite exclusively, and it's on an older primitive system. Not only that, but the game is basically strategy elements molded together to form a fairly exciting title of managing planets, conquering fellow resources, and upkeeping your power across a planetary system. Never have we seen a game like this on the NES, or any older system for this matter. The following guide will provide you with a better understanding of the game, functions of certain items, and ways to complete the game.

Contributing/Feedback

If you have any contributions, feedback, or strategies you'd like to have added to the guide, contact me via e-mail or on GameFAQs. I'll be more than content to add your segment of information, and will also provide credit. If you have any questions you'd like added to the Common Questions section, ask. I simply don't have the time to sit around thinking of questions. Provide me with what you want to know!

Updates

=03/10/11= vFinal Final update.

=12/31/05= v Final Final update for this guide. Not much more I can add for this game. Most of the scenarios you were tossed into had random formalities and unpredictable events.

- > Controls
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- > Planets/Systems
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- 1) Introduction -

Real-time strategy games on primitive systems are like trying to eat bananas with their skin still on - NOT pleasing. There simply wasn't enough graphical power, the controls would be cramped (unlike the PC with its comfortable keyboard/mouse), and none of them were exciting. Until the innovations of Sim City, and games alike, the genre was pretty much in the dark age. Overlord is an RTS game, that enforces futuristic views of planetary colonization. You're basically warped off to a foreign solar system where various races are fighting for colonization of the universe. The enemy does not want you to advance any further, but it's your goal to conquer their base and the planet system. In doing so, your fleet will be able to reap benefits from each of the planets, provide greater living space for your people, and multiply your military power throughout the universe.

As for the actual game itself, Overlord is similar to a computer itself. Most of the game action takes place by clicking small buttons (with an interchangeable mouse icon). Each button usually serves a function, such as purchasing news ships, war-time devices, and transporting supplies. If you go to war with the enemy, you'll be warped to a special screen where you must nail down opposing rockets and oncoming ships. If your defense is too weak (or you don't have the firepower to retaliate), you'll easily be crushed, and it shall be game over. Surprisingly, Overlord is a decently great strategy game if you know what the heck you're doing. Most people don't, which is why it suffers in return.

Here's a brief excerpt from the instruction manual (credit to Virgin):

^*^ YOUR OBJECTIVE IN OVERLORD ^*^

Epsilon is a galaxy that contains four barren planet systems, called Hitotsu, Futatsu, Mittsu, and Yottsu. You have been sent by the leaders of the Galactic Federation to colonize these barren planets for the human race. After months of hard work, you have established a Starbase in each of the four planet systems. And so has Rorn, the overall leader of a merciless alien race.

Your ultimate objective is to become supreme ruler of each of the four planet systems, defeating Rorn's three allies and Rorn himself in the final showdown. Total victory will be yours if you gain control of the alien base located at the opposite end of each of the four planet systems found in Overlord. To win, you need to be an expert military commander, a brilliant manager of economic resources, and a player with fast reactions. To lose, you just have to allow your enemy to invade your Starbase...

GAME INFO

- 2) Game Basics -

The NES controller isn't exactly the perfect match when it comes to strategy games. Thankfully, Virgin designed the game so that you really don't have to control a lone mouse around the screen. Instead, by simply pressing directions, the mouse icon will scroll to the closest available logo/selection. Combine this with a simple confirm/reject scheme (A or B), and you've got yourself a fairly easy game to control. The only problem is actually understanding the game.

KEY representation for each button:

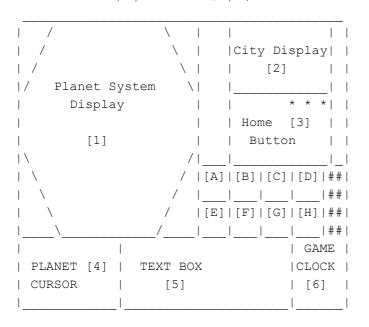
A = A button (red) B = B button (red) Control Pad = control pad (black, left) START = start button (black, center) SELECT = select button (black, center)

/Game Controls/	
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START -	pauses game, press SELECT to save
SELECT -	alternates between difficulties on main screen
A -	· confirms selection
в –	\cdot rejects selection, goes back to previous selection from
	main menu
Control Pad -	· navigates through menus

/Game HUD/

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One of the most difficult problems with Overlord is getting use to the interace and their functions. The following section will briefly picture out the function of each icon on the screen, and will go into slight detail. The powers of each are discussed in later sections.



/+| MAIN MENU $|+\rangle$

- [1] This shows the entire Planet System, with your home Starbase at the bottom, neutral planets rotating in the center, and your opponent's planet up top (red). You may select this screen, and scroll through each of the planets by pressing A + direction.
- [2] Shows a picture status of what is happening upon the selected planet. Different pictures represent acute meanings. They're described later.
- [3] Allows you to quickly bring your selected planet cursor back to the home Starbase, rather than manually shifting it yourself.
- [4] Shows which numbered planet in the system is currently selected.
- [5] Displays most default text messages, commands, and in-game prompts. Read it for important information relating to statistics, accepting/ rejecting commands, and so on.
- [6] Shows the current game time of your game. The number on the right is the year, with the number on the left representing a certain day. Time rolls by fast, with usually five seconds to a day.
- [A] Atmosphere Processor Icon -> let's you send an AP to the selected planet, allows you to form a suitable atmosphere for your humans to live on, necessary to use to colonize a planet
- [B] Cargo Bay Icon -> let's you load up ships, refuel, or prepare ships with a crew, all ships must be prepped with human crews, otherwise they will not launch, some will require refuelings to be used again

- [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).

/#/ 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
=====================================	basic monetary unit of the planets, this is a necessity as you must purchase crafts, and items to assist your colonies.
citizens pay. You	ces credits based on a tax rate which all can increase the Tax Rate via the Government so penalizes you by denouncing reproduction,
	this is necessary to feed the people of planet, each day you will lose food.
<pre>1 than your populati 1 production by putt 1 are running out of 1 planet via a Cargo 1 your population gr</pre>	ces food at a fairly slow rate - usually less on's consumption rate. You can increase food ting Farming Stations on your planets. If you food, you can transport some from another o Ship, or increase the tax rate to lessen cowth (lower the population).
=====================================	these are the citizens of your colonies that drive crafts, and pay tax rates.
<pre> regular population you with credits, The disadvantage i</pre>	Population Growth, which is a percent of the that spawns each day. Since people provide the more people means more money comes in. Is that you have to get more food to combat ation. The hardest part is finding a balance
ENERGY 	this is the basic "fuel" of your structures that thrive on the surface (mining, farming stations).

|-----| | The only way to generate energy is to place Solar Satellites | | in orbit around each planet. Since energy is used for land | structures, this becomes one of the most important resources | | later in the game, when you're trying to maximize your overall| | production/population. - 1 FUEL | this is the primary energy that your crafts| | need to fly in the skies. | |-----|----| | Ship crafts eventually run out of fuel when used so many | times. Fuel is used to replenish their supply. Fuel can only | | be generated via Mining Stations. Fuel is not needed for solar| | satellites, or Atmosphere Processors. 1

- The tax rate is a percentage of which your people must pay tribute to your government via credits. Higher tax rates means people will despise you more, and population growth will decrease. Rebellions are also possible, so be careful. However, it means more money will come in. Lower tax rates promote growth, but also yield less credits. The default tax rate is 25%. It can be altered via the Government Screen.

/Crafts/

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Before you can go out colonizing the universe, another key element comes into play. Crafts are vehicles, special structures, and practically your accessories in Overlord which make everything possible. Crafts allow you to build military units to combat your enemy, buildings to utilize resources on a planet, and ways of keeping everything mobile. The only unfortunate disadvantage to crafts is that they require credits to be produced. Some crafts require fuel, along with energy to serve their useful purpose. You are limited to 32 units of each craft in the game, with the exception of the Atmosphere Processor, in which you only need one. The following section will describe crafts and their details.

Cost: Version A (1,550 credits)

Fuel: no consumption Crew: none

Version B (975 credits, half as powerful)

- Basically generates energy to the planet's storehouse (depending on which one it is orbitting). Does not require a docking bay to be produced, but is automatically shot into orbit.

|========| Function: generates food Fuel: necessary Best used: Tropical Terrain Crew: necessary Cost: Version A (22,000 credits) Version B (13,000 credits, less powerful) - Basically generates food to the planet's storehouse of which one it is on the surface of. It is automatically shipped to the Starbase Docking Bay. You'll find these useful later on as you try to increase your overall populations. ['\ MINING STATIONS /'] |==========| Function: generates fuel Fuel: necessary Best used: Lava Terrain Crew: necessary Cost: Version A (26,000 credits) Version B (17,000 credits, less powerful) - Basically generates fuel to the planet's storehouse. It is automatically shipped to your Starbase Docking Bay, and must be moved manually to the surface of a planet. These are useful early on in the game, and necessary for military invasions when you need fuel on certain colonies. ['\ CARGO CRUISERS /'] |======| Fuel: necessary Function: transport resources Best used: transportation Crew: necessary Cost: Version A (27,000 credits) Version B (15,500 credits, less room) - These are critical to the success of resource management. You'll find it extremely useful to travel these ships to planets that produce specialty goods (fuel or excessive food), then move the resource to a planet in need of it. This way, you can balance resources out. It also requires a lot of manual work. ['\ BATTLE CRUISERS /'] |========================= Function: transports war equipment Fuel: very necessary Best used: military invasion Crew: necessary Cost: Version A (30,000 credits) Version B (20,000 credits, less capacity) - This permits you to use the "military" techniques of the game, and also to ship your war equipment out. Pretty much you're only way of gaining any military capabilities in the game. You place war-purchased units inside the Battlecruiser at your Starbase, then ship them off all together. /War/ -=-=-=-=-=-=-=-=-=-=-=-= This is probably the most exciting aspect of Overlord, as energetic as it may sound. The only way to actually win the game is to take over your opponent's enemy base, which can only be accomplished by building a Battle Cruier, and military force. Thus, war is absolutely necessary if you want to win the game.

necessary unit descriptions.

- To go to war, you must first purchase a Battle Cruier spacecraft. This will carry all of your war equipment to the noted destination. When you arrive at that planet (with your loaded equipment), you may hit an Attack button that shifts to combat mode. Combat mode is basically similar to arcade shooters

The following section will briefly describe how war works, along with

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 Cruier 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.

- 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 /']

|======| 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 /']

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.

DEFENSE:

- Once you're BC is built, you may then start to build defensive units for each planet. There are three different types. Each of them have distinct advantages, such as wider firing ranges, but they also suffer from time gaps between shots, or costy repairs. Up to 3 may be built on each planet, but of only one type.

- This is pretty much the backbone of every strong defense throughout the planetary systems. Lightning Bases send out a large blue cloud of electric charges which destroy any projectiles that come within range. The great thing is that the cloud gets a nice chunky radius, which means most of your opponents will rarely get a chance to hit the base. The only problem is that there's a timed interval between attacks, as it recharges.

['\ POM-POM CANNONS /']

Everything about real-time strategy games is...Strategy. It's an essential ability which must be mastered to full potential if you plan on defeating the opponent. Before you can perform all of the master tactics in Overlord, it's best to understand an order of operations as to how the game works. The following section will describe some brief strategies to mastering your gameplay abilities.

/Starting Off/

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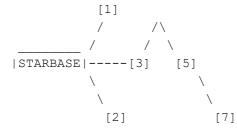
Most people tend to have trouble when it comes to starting off their colonies,

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

|Purchase Atmosphere Processor| \-----/ _____| ____|Process one planet|

- 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.



<-- Avoid being predictable on higher difficulties. Mix it up a bit when colonizing to catch the CPU off guard.

/Resource Management/

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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,

so try to get a mining station on your farthest outpost if possible.

-> Credits = if you're in desperate need of money, raise the tax rates. If you're struggling with low populations, scrap some spare ships IF absolutely necessary.

/Attacking Colonies/

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The most effective strategy I've seen is to basically perform a trap missile. Here's how it works:

- Load up on several Homing Missiles, and plenty of Ballistic Missiles before launching off for the attack. Once you're equipped, head off to orbit the target planet. Once you're in orbit, launch the attack.

Here comes the tricky part. The idea is to fire a single ballistic missile to lure your enemy to fire their defenses, then QUICKLY fire a homing missile (by switching weapons), and watching it zoom through the time interval defenses. Let me put it in simpler terms:

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Installations	
	1
	Ì
/ ^ < Ballistic	ŀ
* < Homing	
	I
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- Lure the enemy defenses into firing by launching a single ballistic missile.
- The enemy will then retaliate with a series of countermeasures.
- Quickly follow-up with the homing missile by tapping B (to switch weapons), then A. This has to be a quick alternate attack (preferably one second).

/Late Game Problems/

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Once you have a firm grasp of how Overlord works, the late-game difficulties start to kick in. Two key conflicts stand within your way. The first problem is that eventually military support will be necessary to defend your colonies. Secondly, resource management will become a hassling problem that can only be fixed by manual controls. First things first.

- |-) Defending Colonies (-|
 - .
 - It's best to build a Battle Cruiser about ten minutes into the game. There's no need to quickly rush in, as military force is not necessary until you attack first, or the enemy decides to. Wait a bit, and build up your resources. Remember that you cannot build any defense or offense units until you have a Battle Cruiser. Getting caught in the middle of a war with no defenses can prove to be a hardening problem.
 - If possible, try to build up at least one defensive measure on colonies. If the colony is weak with no true financial benefit (aka desert), then simply build a cheap defense. However, for your tropical jungles, and metropolises, stack up several defensive units to counteract any attack.

- 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 (-|

- 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 (-|

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- 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/

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+ 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, and a slow (but progressive) approach, you should be able to overwhelm the CPU within an hour at minimum.

= CONSERVATIVE =

[AP] -> Format 2-3 Planets -> [Build Stations] -> [Build Cargo Ship]

-> Transports Resources -> [BC] -> [Build Defenses] -> [Military Units]

-> Maximize military power -> [Attack Starbase]

This tactic is useful for those who want to become an economic power, then build their way up. This is my preferred approach as it gives you plenty of money early on, allows you to establish resource routes, and eventually become a military superpower. The only weakness is that you are VERY susceptible to losing the game early on. With no military units for the first 15 minutes, provoking the enemy to war is NOT a good idea.

- 4) Codes -

Believe it or not, there are no official codes for this old-time strategy game. Why would I include a section in the guide? Just in case. As far as I know, there are no Game Genie, or input codes released by Virgin Interactive. If there are any released though, I'll make sure to update them into the guide in the future.

- 5) Common Questions -

)) Gameplay ((

<< How come I cannot find the PC version of this game? >>

- You're probably looking for the wrong title. The PC version of this game is actually entitled, "Supremacy", and is slightly different than the NES version. I've personally never played the PC version, but from what I hear, the NES version was just an exact port.

<< Are there any tidbit variables I can alter in the game? >>

- Yes, you can do several actions to actually alter the way your colonies live. If you need a temporary solution to halting food consumption, raise the tax rate high enough to cause for negative population growth. People will leave your colony, which means less food is consumed. This also lowers your credit production as well. Don't forget to use the "SEND ALL" function in the government screen to relocate all credits back to the Starbase. Money is not automatically stored in one vault, but rather via your seperate colonies. Make sure you do this often so you can make much needed purchases. Note down that crafts have to be prepared with crews each time you order them. Building defensive weapons before going to war will break you off from the Alliance, and also provokes your opponent to war. << The CPU spawns too fast. How do I prevent this? >>

- Spawn quicker. If you notice that the CPU out expands you, then chances are you aren't going to win the game. Overlord relies heavily upon resources, as everything is controlled by credits. You can gain credits at a faster rate by owning more colonies, and controlling more planets. However, you have to defend each city to prevent your enemy from taking them, along with managing supplies on each. Use your atmosphere processor, and keep formatting planets. Whatever you do though, don't format planets right into the enemy's hand. Try to build one defensive structure per planet before moving onward.

<< How does this compare to other strategy games on the NES? >>

- As much as I'd like to say it absolutely rocks, it quite frankly doesn't. Overlord, despite being a great attempt for a real-time strategy game, simply suffers from a lack of action. Most gamers simply don't take great pride into the entire theme of resource management, and constant colonization. Instead, they'd rather for some booming military action, which happens to be a rarity in the game. Most of the combat is very primitive, lacking any extreme detail whatsoever. Not to mention that you usually have to spend at least one hour for each campaign, before the gameplay time increases. With the lackluster NES controller (despite simple controls), and the cramped interface, most gamers will simply never enjoy Overlord to its full potential. Some better choices for strategy games might be Nobunaga's Ambition and Pirates!

<< Is this game fairly rare? >>

- Actually, it's quite rare and hard to come by. It was released in 1992, near the climax of the NES's success. Pile that with the fact that it was released by Virgin (who was rarely known back in the day), and you've got yourself an uncommon strategy game. Kind of hard to locate anywhere, except on eBay.

<< Is this really that much of a difficult game? >>

- It's probably one of the most unfriendly-interface games available on the NES. While they did create a decent strategy game, their key mistake was that they threw the player in unfamiliar territory. If you had not gone through the instruction manual thoroughly before playing this game, you would have no idea on how anything operates, or what to do.

<< Are there any other versions of this game? >>

- There's also a Commodore 64 version, and PC version (title is called Supremacy). The PC versions are better since the whole mouse interface makes it easier to control items.

- 6) Copyright/Distribution/Reproduction Guidelines -

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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/ _____ - 7) Proper Credit _____ 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

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