



XBOX 360.

XBOX
LIVE



OVERLORD™

GUIDE TO
WORLD DOMINATION



codemasters™

! WARNING

Before playing this game, read the Xbox 360™ Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see www.xbox.com/support or call Xbox Customer Support (see inside of back cover).

Important Health Warning About Playing Video Games

Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions:

- Sit farther from the television screen.
- Use a smaller television screen.
- Play in a well-lit room.
- Do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing

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GNARL'S WELCOME

Dear Dark Lord,

Welcome to your first day of Evil domination!

I hope you have fully recovered after your long sleep. We have been awaiting your arrival for some time now.

Alas, one cannot be a bastion of Evil these days without wretched do-gooders lining up to prove themselves! The last of these so-called heroes were particularly bothersome. They killed your predecessor and wrecked the Dark Tower! Still, you're here now.

Now, I'm sure you are raring to get your teeth into some serious smiting, and perhaps a little light pillaging, but take heed of the words within these pages for they will help you fully embrace your new position.

You should be aware Master, that being Overlord is not just about looting, and causing mayhem. Proper Evil takes practice and cunning, qualities which I'm confident that you possess.

There is no time to waste, Sire, the Tower needs rebuilding, the heroes need punishing and you are the Overlord to do it!

Your humble and loyal servant in Evil

GNARL

Minion Master



USING THE MENUS

MENU CONTROLS

Use **○** or **○** to view and cycle through the different menu items.

Use **A** to select something, accept changes to an option setting or progress to the next screen.

Use **B** within a sub-menu to return to the previous menu.

Language Selection

Choose the language you require by setting the option in the Xbox 360 Dashboard.

Saving the Game

Overlord automatically saves your progress as you play the game. You will always restart the game from your Tower and can then enter the lands and carry on with world domination where you left off. You have multiple "Autosave Slots" which enable you to start different games without deleting your previous progress. See below for more information.

MAIN MENU

Continue

Return to the Tower, and continue playing from where you left off the last time you played.

New Game

Select this option to start a new game.

Note: If you already have an active save game, you will be asked to select an Autosave Slot to use.

Load Game

Choose a different Autosave slot to Continue playing from.

Note: Your game will be saved to the slot you choose. This option is only available if you have more than one active Autosave slot.

Xbox LIVE

Select this option to start a multiplayer game. See page 27 for the different options.

Options

You can make the following adjustments to the game:

- **Audio**
 - Sound Volume - Move the slider to set the volume of the sound effects.
 - Music Volume - Move the slider to set the volume of the in-game music.
 - Speech Volume - Move the slider to set the volume of the in-game speech.
- **Game & Display**
 - Brightness - Move the slider to set the screen brightness.
 - Subtitles - Turn Subtitles On/Off.
 - Vibration - Turn Vibration On/Off.
- **Change Autosave Slot**
 - Change where your Autosave is stored - perhaps before that big battle so you can relive it again.
 - Note:** This option is only available when playing the game.
- **Change Save Device**
 - Change the device to which your Autosave is stored.
 - Note:** This option is only available when playing the game.

Credits

See who made Overlord.

GNARL'S HINTS 'N' TIPS FOR THE EVIL AMATEUR

If you are struggling to recall your Evil duties, Sire, then let me remind you. As Minion Master it is my job to make sure you are properly prepared for the tasks that lay before you.

These are the heroes, Dark One. These individuals are not as pure and chaste as they once were. Fame, wealth and adulation have rather gone to their heads. Although their actions may appear Evil, do not be fooled. Those that do Evil acts in the name of Good are far more dangerous than those who openly follow the darker path. Make no mistake, these are your enemies and they must be wiped out at all costs.



THIS IS ME!!

Your Tower is the centre of your Evil operations, Lord. I must confess, it has seen considerably better days. During your absence we lost many important Tower Objects to vile looters. You must find them and return the Dark Tower to its former glory.



MY ROOM

This is you, Sire, don't you look imposing. As you rebuild your Tower it will start to bolster your powers. It will allow you to gain access to magical Spells, more powerful Weapons and Armour, extend your Health and Mana reserves – and most importantly increase the power and strength of your Minion Horde. It'll be just like the old days again.



I AM THE OVERLORD

Individually Minions are quite strong, but use them as a Horde and they are formidable weapons. They are very loyal and will follow your every command no matter how fatal that might be. I am afraid we only have the Browns, the warriors, available to us at the moment. It will be up to you Lord to locate the other lost Minion tribes and bring their Hives back to the Tower. Once you have a Minion Hive in your possession you can summon more Minions and grow your Horde for maximum carnage!



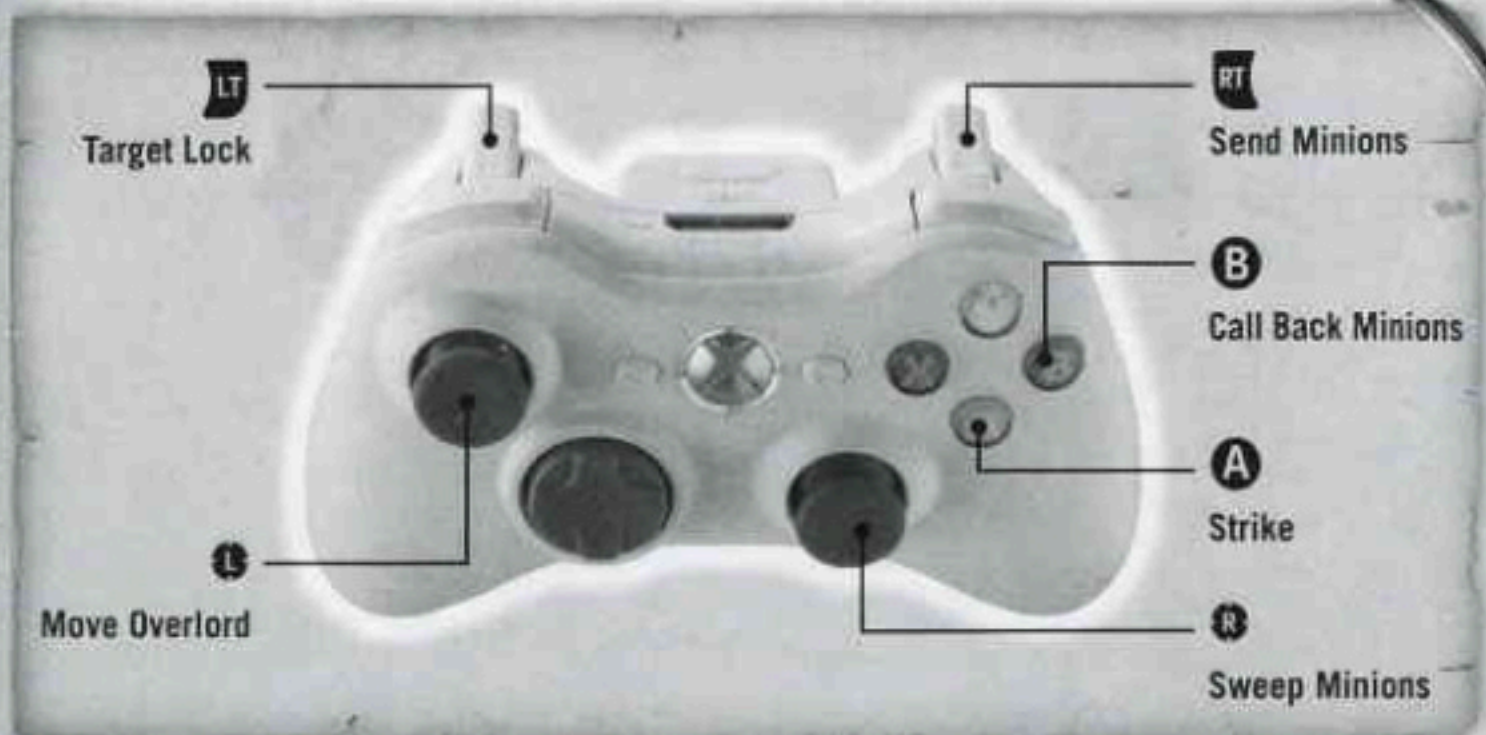
The Tower Gates (and the lesser Waypoint Gates) are ancient arcane links between your Tower and the Domains around it. You must find and activate these Gates to spread your Evil influence far and wide across this land.



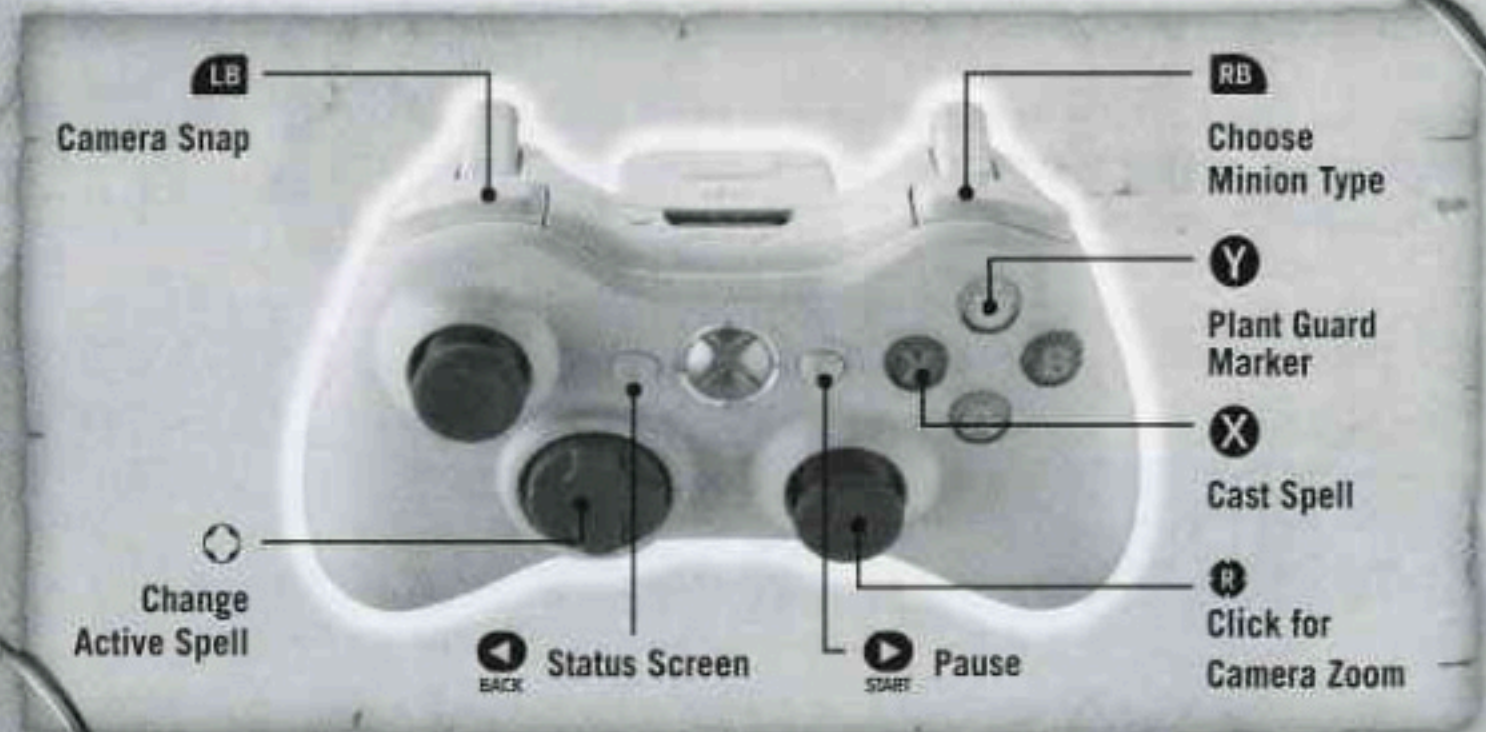
P.S. Apologies for the corruption of these notes, Sire. Minion Giblet was found with inky claws and will be suitably punished.

THE CONTROLS

BASIC CONTROLS



COMMANDS LEARNT DURING THE GAME



MOVE THE OVERLORD

Sadly the Minions aren't strong enough to carry you around. You'll need to use **○** to move around, your speed varying with how far you push.

STRIKE

Launch a mighty strike with your weapon of choice with **A**.

Successive blows to an enemy will trigger a more powerful strike that deals additional damage. Ensure you aren't hit between blows or the power strike will be cancelled.

If you strike a friendly character you'll just knock them over. If you want to be nastier, see Target Locking on the next page.

For more information on Weapons see The Forge.

SWEEPING MINIONS

You can move your Minion Horde by using **○** - they'll automatically do what you'd expect when they run into things - like beat enemies up, or trash buildings.



SENDING MINIONS

To Send an individual Minion, use **RT**. One Minion from your Horde will sprint away in the direction you're facing (or, more likely, straight toward the interesting thing to destroy / beat up / pick-up roughly in that direction!).

If you hold **RT**, more Minions will follow him until there are no more left.

CALLING BACK MINIONS

Having sent Minions away, you may find yourself wanting to call them back from whatever is keeping them busy. To do this use the **B** button.

- Tap to call back one Minion in the direction you're facing.
- Hold to call back all Minions.

*TIP: Some Minions think what they're doing is too important to come back to you straight away, or that you don't mean them (see Using the Right Minion Type, Retrieving Tower Objects, & Guard Markers). But if you really mean come back NOW, just keep **B** held down even longer and they will all get the message.*

TARGET LOCKING

Target Lock works with all the other controls in the game and helps you give your Minions clear orders. It's also essential for some actions in the game.

Hold **L** to lock your attention on an enemy or object in the direction you are facing.

You can tell which object is Targeted by the glowing "Task Icon" above it.

If you get the wrong Target you can release and pull again **L** to select a different Target. You can do this repeatedly, or move and face towards the object you want to Target.

Target Locking and Other Controls While Target Locked:

- The camera will look at the Target, and by using **O** you will 'strafe' around it.
- Minions you Send will go straight after your Target, and Minions you Sweep will ignore everything except your Target.
- Where you might have kicked a peasant or friendly character, you'll now swing your weapon, hurting & killing them.
- You can also use Target Locking to move objects, target Spells, interact with Minion Gates, Blood and Mana Pits – but more of that later.



CORRUPTION - ARE YOU EVIL OR REALLY EVIL?

Some say power corrupts and absolute power corrupts absolutely.

During your adventures your choices and actions are reflected in how your Tower appears and how people react to you. It will also dictate which of the most powerful Spells you will gain access to.

Gathering Lifeforce from enemies you meet and other beasts like sheep or beetles is just part of everyday life for an Overlord. But friendly creatures such as peasants also drop Lifeforce when they die. So do you kill them for Lifeforce or leave them alive to worship and adore you?

Whenever you commit a particularly Evil act you will hear and see your Overlord become darker. There are also some nicer acts you can commit, which will redeem any little accidental acts of carnage you may have caused.

Can you withstand the call of Darkness, or will you try and commit every Corrupt act available to you?

How Evil are you going to be? The choice is yours...



We are in the business of Evil here, Sire. However that does not mean slaughtering everyone and everything you see, although that can certainly be a giggle. Killing innocents, and i use the term loosely is rarely suitable for establishing a long-term Evil plan. That requires people, living people. Gratitude can come with its own rewards.

MORE ABOUT YOUR MINIONS AND HOW TO CONTROL THEM

Minions are quite smart. Once you have called Minions from their Gates they will automatically follow you around, doing their best to avoid hazards. If they see their Overlord at risk they'll do their best to protect him and if they're given an order (sent or swept) they'll do their best to figure out what you mean.

If they see an Enemy...	...they'll attack until it, or they, are dead
If they see something they can move or turn...	...they'll try to move it (but it might take more Minions)
If they see something they can carry...	...they'll try to pick it up (but it might take more Minions – or you to take direct command)
If they see something smashable...	...they'll smash it up
If they see Lifeforce, treasure, or a potion...	...they'll pick it up and bring it to you
If they see a Guard Marker...	...they'll wait at it, until called back
If they see something they can wear...	...they'll pick it up & wear it

To make sure a Minion does what you want you can often use Target Lock.

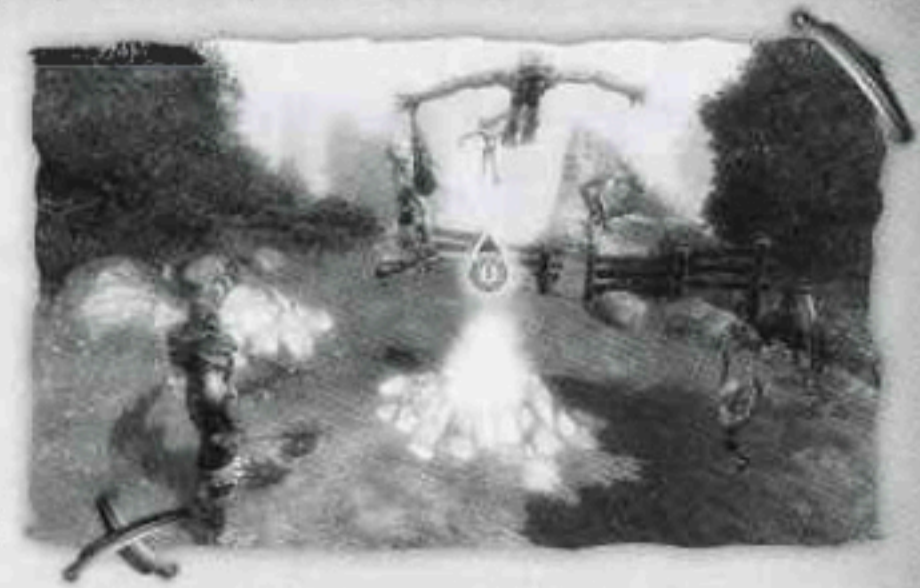
Minions won't sacrifice themselves, or go back to the Tower unless you give them a really clear command. So, with Mana Pits, Blood Pits & Minion Gates you MUST target lock them.

And, some objects – like bombs - need to be used cleverly, so they'll await your direct commands before acting.

NOTE: Minions are pretty tough. After a battle they'll heal quickly, so it takes sustained or massive damage to take a Minion out.

CALLING MINIONS TO YOUR SIDE - MINION GATES

Minions are born and live in the Spawning Pit in your Tower. You can command them to wherever you are by calling them through Minion Gates. These are found at the main Tower Gate of a Domain, and dotted throughout the Domains too!



Target Lock the Minion Gate by holding **LT**, Then press **B**.

Hold **B** to call more Minions from the Gate.

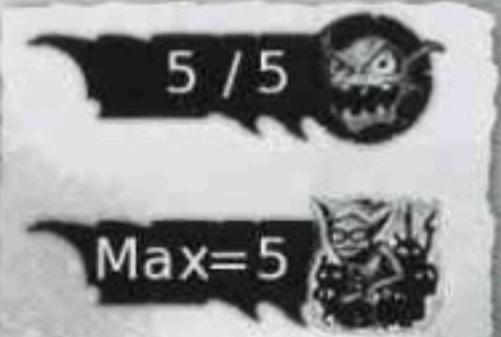
To send them back, just Target Lock the Minion Gate by holding **LT**, then pull **RT**.

Tip: There are different types of Minions, and different types of Minion Gates. Make sure you use the right Gate for the right Minion type.

MAXIMUM HORDE SIZE

Unfortunately you cannot control an infinite amount of Minions. There is a limit to the number of Minions you can have in your Horde, rampaging across the land.

If you try to pull more Minions from a Minion Gate than your Horde Max allows, you will receive an on-screen message.



GETTING NEW MINIONS - LIFEFORCE

You can only spawn as many Minions as you have Lifeforce to support them – and you start with very little. To collect more Lifeforce you must kill living creatures such as sheep or enemies – or even peasants.

Different creatures drop different coloured Lifeforce, and this colour tells you which type of Minion you can spawn – but you'll need the right Minion Hive as well to summon them (see Spawning Pits).



Tip: If you are running short, make raids through earlier Domains to gather Lifeforce and equip your Minions!



RETRIEVING TOWER OBJECTS

Just Send with **RT** or Sweep with **LB** to attach Minions to a Tower Object, and watch them pick it up and return it to the Tower Gate. You'll need a certain number of Minions to be able to lift it (see On Screen Information).

If your Minions reach an obstacle they can't get past, they'll wait for you to clear the path for them. You can always call them back from the Tower Object to help you, and then get them to pick it up again when the path is clear.

MOVING OBSTRUCTIONS

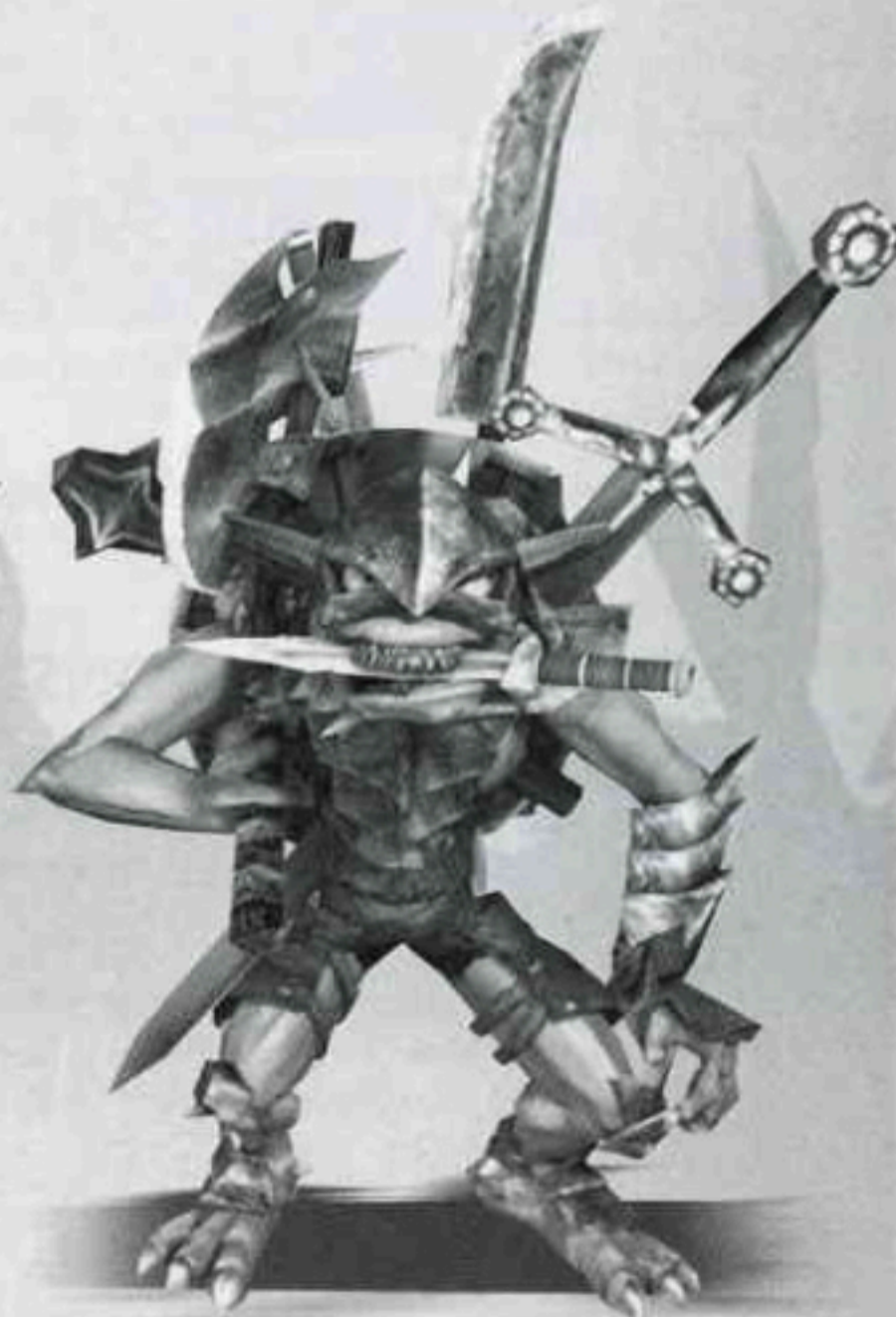
Just Send with **RT** or Sweep with **LB** to attach Minions to obstructions and watch as they smash them up. Be careful as some obstructions (like fire), are dangerous to all but the right Minion type.

Some obstructions can't be broken, but need to be pushed, or in the case of wheels turned. These work in exactly the same way, except you'll need a certain number of Minions to get them moving (see On Screen Information).

HORDE POWER - TOOLING UP YOUR MINIONS

Minions are born nasty and the cunning creatures are also smart enough to pick-up objects from the world and use them as weapons and armour. As they do this the power of your Horde increases and as you progress you'll find better kit for your Minions to use.

A tooled up Minion is much stronger than a newborn so they'll be first into battle (but last when death is guaranteed as with a Blood Pit sacrifice).



MINIONS RESTORING THE OVERLORD - BLOOD & MANA PITS

Just like Minion Gates, you must Target Lock Blood & Mana Pits with **LT** then send with **RT**.

Your Minions will loyally leap to their certain death so you can get a bit of your power back. Use Blood Pits to restore Health, and Mana Pits to provide Mana which enables you to cast more Spells.



PICKING UP DANGEROUS ITEMS

Some dangerous items within the game can be picked up and moved by a single Minion.

Target the item by holding **LT**.

Send a Minion to it by pulling **RT**. Then sweep the Minion whilst he's holding the item using **LB**.

To call the Minion back and drop the item release **LT**.



USING THE RIGHT MINION TYPE - MINION SELECT

While you start with Brown Minions you'll soon find different Minion types to call upon.

Each Minion type has their own special skills and abilities (see The Minion Types). It's important to play to their strengths.

To Select a Minion type hold **RB** and select the matching coloured button **A B X Y**.

From now on any of the Minion commands you give will only relate to the selected Minion type.

To select all Minions, just tap **RB**.



ON SCREEN INFORMATION



The Health Bar

This shows how much Health you have left. If an enemy hits you, your Health bar decreases. If your Health reaches zero you are dragged back to the Tower (or you may choose to re-emerge at the last Waypoint Gate).

Mana Bar

This shows how much Mana you have left. Mana depletes when you use your magical powers. No Mana, no Spells.

Gold Notification

The Gold notification appears momentarily to indicate how much Gold you have as well as how much you have just gained or lost.

Minion Counter

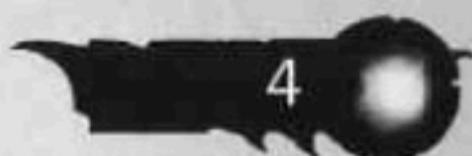
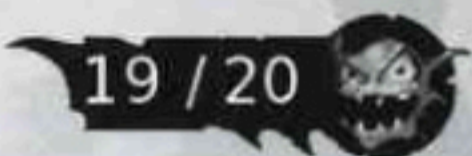
The right hand figure is the total number of Minions in your current Horde. The left hand figure shows how many of those are free for duty - the rest are, presumably, busy carrying out your dark will.

NOTE: These numbers will only refer to available & total Minions of the type of Minion you have selected.

Lifeforce Notification

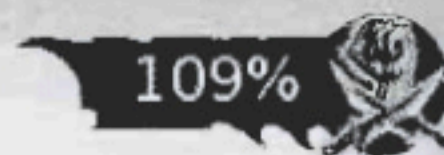
Whenever you collect a piece of Lifeforce this indicator will appear to tell you how many pieces of that colour you have available to call upon from the Minion Gates.

Remember, there's a limit to the number of Minions you can command - but there's no limit to the amount of Lifeforce you can gather! A wise Overlord keeps a hefty stock, just in case!



Horde Power Notification

Displays the power of your whole Horde when a change occurs, such as picking up a new weapon, or diluting the Horde Power with new Minions. Newborn Minions have 100% power, so the only way is up!



TASK ICONS AND OBJECTS

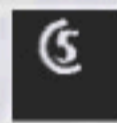
Task icons appear above objects your Minions can interact with:



An object that can be moved or operated by your Minions.



An object that needs at least this number of Minions to move or operate.



The number shows how many minions are attached to the object:

- Grey: Your minions are bashing the object. The outer circle indicates how much more punishment it can take.
- Red: You need more Minions to operate it - the outer circle indicates how many more are needed.
- Blue: Your minions are operating the object. If the outer circle isn't full you can assign more to speed things up!

NOTE: The arrow indicates that the object is Target Locked.



An object you MUST Target Lock to interact with.

TASK ICONS AND THINGS YOU DESTROY

Task Icons will appear when you Target Lock something that can be destroyed (e.g. a peasant).



Bright Red: An enemy being attacked by Minions. The number is how many Minions are attacking and the outer circle indicates how much health the enemy has left.



Bright Green: Indicates a friendly creature that could, should you attack, raise your corruption.

CASTING SPELLS

You'll have to wait a little while before your powers recover enough to get access to your first Spell, but once you do...

Press the **X** button to cast a Spell.

As you progress through the game you will discover and be able to retrieve more Tower Objects, which will give you access to a variety of powerful Spells.

When you have more than one type available, you'll need to choose it...

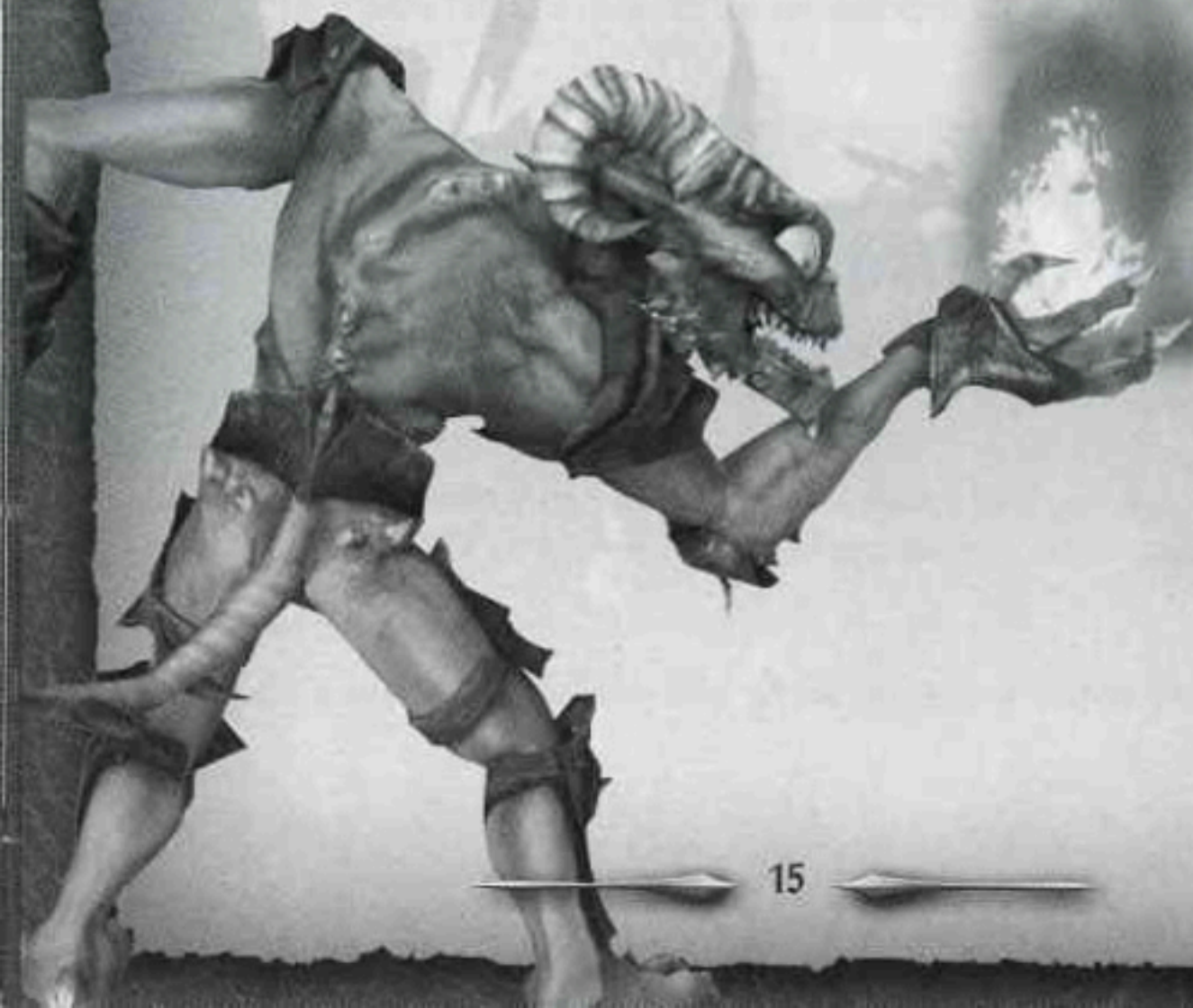
CHANGING SPELLS

When you have more than one type available, select the Spell type you want using the **○** Directional pad:

- Up: Fire Spells
- Down: Shield Spells
- Left: Minion Spells
- Right: Domination Spells



If you have more than one Spell of any type, press the same direction multiple times to cycle through them. See "The Spells" for more information.



THE GUARD MARKER

For Advanced Overlords there is the mighty Guard Marker. The Guard Marker gives you a way to separate up your Minions, put them in important locations, launch ambushes and otherwise do clever Overlordly things.

NOTE: This does not become available until you have recovered the Red Minions.



CONTROLLING THE GUARD MARKER

To place a Guard Marker, press the **Y** button.

This will cause your active Minions (those you are Sweeping, or those following you) to gather around the Guard Marker. The number guarding is shown above the Guard Marker. Use the Minion Select (**RB**) plus **ABXY** to change which Minions are affected.

Use **RT** to send Minions to a Guard Marker. To call them back use **B** whilst facing it, or whilst Target Locking it.

By Target Locking (holding **LT**) you can move the Guard Marker using **○**.

NOTE: Hold **B** for several seconds so ALL Minions get the message to come back.

MINIONS & THE GUARD MARKER

A bit of organization can do wonders for Minions. If there are multiple types of Minions they will adopt a formation with the weaker ones at the centre.

Additionally:

- Brown Minions will stay where they are, but attack enemies who come too close.
- Reds will stay where they are, but will throw Fireballs at anyone in range.
- Greens will enter "stealth" mode, becoming nearly invisible, and wait until they can get an attack in on an enemy (ideally from behind!).
- Blue Minions will run out and bring back dead Minions to the Guard Marker to resurrect them.

Tip: Position your Guard Markers wisely. Place Browns in bottlenecks, Reds on higher ground and Blues at spots where they can easily reach fallen Minions!

CAMERA CONTROLS

To centre the camera behind you tap **LB**.

You can switch from top-down to over-shoulder cameras by clicking **Q**.

To manually Rotate and Zoom the camera hold **LB** and move **D** up/down to Zoom in and out, left/right to look around.

PAUSE GAME

Pause the game by pressing **ESC** during play.

Select "Resume" to continue playing.

Select "Return to Tower" – to travel instantly back to your Tower. Careful though, all the Minions you have with you will be stranded and lost to you.

NOTE: This option isn't available until you have retrieved the Tower Heart, or if you're already in the Tower!

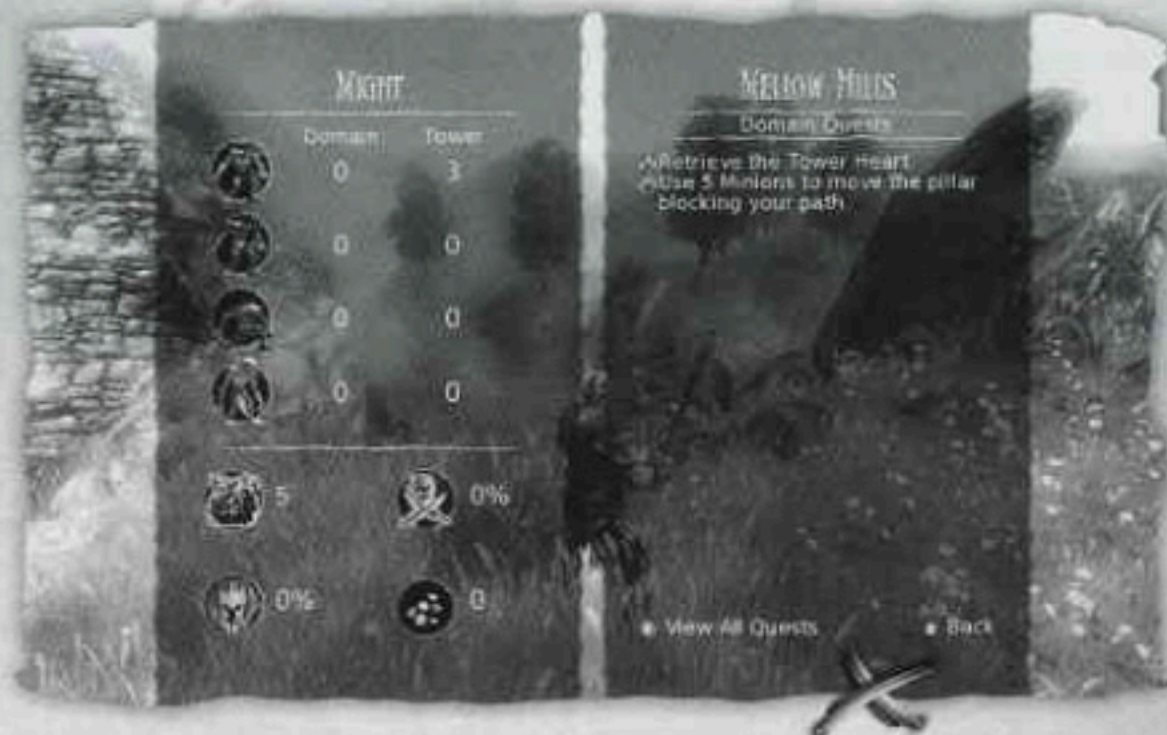
Select "Options" to change the game settings (see page 2 for details).

Select "Exit Game" to return to the main menu.

NOTE: You may lose any progress since the last Autosave.

STATUS SCREEN

You can bring up the Status Screen at any point during play by pressing the **BACK** button.



MIGHT

Corruption

If the dark lights, spikes and Evil haze aren't enough to tell you, you can see your Corruption percentage here.

Horde Power

How tooled up your current Horde is.

Treasury

How much Gold you have back at the Tower.

Maximum Horde Size

The maximum number of Minions you can have in your Horde at once.

Minion Report

What Minion types you have, how many Minions you have with you, and how many you have in the Tower waiting to be called upon.

QUESTS

Quests track those deeds you should be getting on with – and those you've got on with. This screen will show you those Quests that are outstanding in the Domain you are currently in.

Press **X** to cycle through Quests available in the current domain, all available quests, and the history of your completed Quests.

Whenever you get a new Quest it will appear briefly on-screen and then become available for review on the Status Screen.



A Minion quest. Small quests you should complete to achieve your bigger goals.
NOTE: The completion of these quests isn't shown in your History.



An Overlord quest. An important quest you should complete to be all-powerful.



A completed Quest.



A Quest completed choosing the corrupted route, increasing your Corruption.



A Quest completed choosing the uncorrupted route, decreasing your Corruption.

YOUR DARK TOWER & THE LANDS BEYOND

Next to achieving World Domination; your primary goal is to retrieve your lost Tower Objects and rebuild the Tower. Your Tower contains many useful rooms that you can gain access to. However the most important facility of the Tower is that it allows teleportation between Domains.

TOWER OBJECTS

Your Tower starts as a ruin with little of its magic left within. Fragments from the Tower - the Tower Objects - have been scattered across the lands and you must find them to regain all your powers. Send your Minions to the Tower Objects, clear a path and they will automatically retrieve it for you.

As you collect these Tower Objects you will see your Tower change with new areas becoming available to explore and interact with.

It is also through Tower Objects that you gain new Spells, command more Minions, gain new Minion types, increase your Health and Mana and otherwise fulfil your potential.



THE TOWER PORTAL

The one remnant of the Tower's former glory is the Tower Portal.

Stepping into the Tower Portal will transport you into the lands and enable your conquest to start. Once you have retrieved the Tower Heart, you will be able to choose your destination on the Tower Portal screen.

Use **L** to select any Tower Gate that you have access to, and press **A** to teleport there. Press **X** to view all Active and Completed Quests.



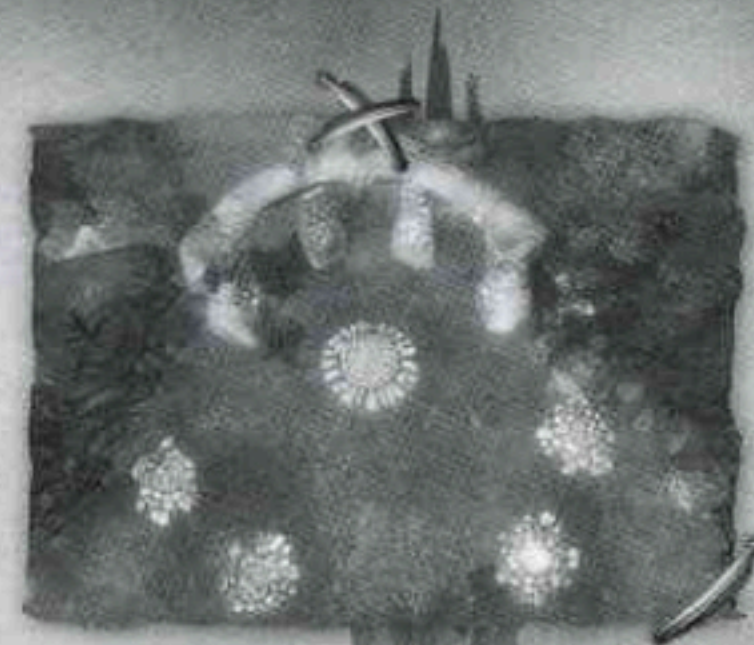
Tip: When running out of Lifeforce go back to the Tower. Creatures will repopulate the lands you have been to making them ripe for Lifeforce harvesting and collection of goodies for your Minions.

TOWER GATES

Tower Gates are your Tower's link into the lands beyond. It is through these Gates that the Overlord emerges, and through these Gates that Tower Objects, and the Overlord can return back to the Tower.

Tower Gates also attract Minion Gates, and so always give you access to your loyal servants.

In order to travel to a Tower Gate you must first discover it.



WAYPOINT GATES

These lesser versions of Tower Gates will appear in reaction to your presence. As with Tower Gates they enable you to return Tower Objects (and yourself) back to the Tower. However the Tower Portal can only transport you to the most active of the Waypoint Gates -- that is, the last one you triggered.



TOWER ROOMS - THE THRONE ROOM



The Throne Room is the centre of your Tower, and where you can find the Tower Portal. From the Throne Room you can reach all the other areas of your Tower.

TOWER ROOMS - THE ARMOURY & FORGE



You would never be seen using second-hand items, so your Armour and Weapons are custom crafted at the Tower's Forge (that is, if you happen to find the Smelters that were stolen from the Forge).

First choose which piece of Armour or Weapon you would like to forge – see “The Weapon & Armour Types” for more information.

Then choose the type of metal you would like to use (you must have found and retrieved the relevant Smelter).

Now you can choose to imbue the lives of your loyal Minions into the weapon or armour. Each type will bestow unique powers on the item and the more you imbue the more powerful it will become.

Finally, select “Forge” to create the new weapon or armour piece.

You can also upgrade existing weapons and armour by imbuing more Minions into them – but remember you can't take out the Minions you have already sacrificed.

Tip: Don't forget to regularly forge items as new resources become available.

Once you've forged weapons & armour, you can always swap them out by visiting the Armoury. Follow the on screen instructions and you won't go far wrong.



TOWER ROOMS - THE DUNGEON

This is the place where your Tower can recreate many of the creatures you've vanquished allowing you to kill them again, at your leisure. When you visit the Dungeon, you may select from these enemies and practice your fighting skills against them. Fighting against weaker opponents is just fun, but stronger enemies provide the opportunity to gain experience or try out different tactics – it's always best to have a few tricks up your sleeve!



Tip: Practice your skills in the Dungeon to learn the strengths (and weaknesses) of both your Minions and your enemies! They might even drop some kit you can pick up. Any Upgrades or Minion deaths are permanent!

TOWER ROOMS - SPAWNING PIT

Deep under your Dark Tower lays the Spawning Pit, where Minions born from Lifeorce wait to serve you. It is here that the ancient Minion Hives will be placed when you discover them, giving you access to all the Minion types.

After retrieving the Tower Heart you will be able to ask it how many Minions you have spawned, how many you have killed, and how many are left in the Tower ready to serve you.



TOWER ROOMS - THE PRIVATE QUARTERS

This area is empty to begin with. It's the ideal location for a Mistress, should you find one, to help you spend your hard-stolen gold.

CONNECT TO XBOX LIVE

Play anyone and everyone, anytime, anywhere on Xbox LIVE®. Build your profile (your gamer card). Chat with your friends. Download content at Xbox LIVE Marketplace. Send and receive voice and video messages. Get connected and join the revolution.

CONNECTING

Before you can use Xbox LIVE, connect your Xbox console to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to www.xbox.com/live

FAMILY SETTINGS

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. For more information, go to www.xbox.com/familysettings

OVERLORD ON XBOX LIVE

Overlord is only available through the Xbox LIVE network and comes in two modes: competitive Versus and co-operative Survival. Make your choice on the Xbox LIVE Screen.

NOTE: In Multiplayer, Minions carrying Tower Objects will follow the Overlord until they are close to the Tower Gate.

Versus - Slaughter

In Slaughter the Overlord with the highest number of point is victorious. You score points by killing the creatures within the level, or by taking down the opposing Overlord. The game ends when one of you achieves a pre-selected score, or the time runs out.

Versus - Pillage

This time its all about gold. Get gold from enemies, houses, retrieving tower objects, or by making your opponent drop gold by killing them. The winner is whoever achieves the pre-selected gold amount first, or who has the most gold when the time runs out.

Co-Op Survival

Are two Overlords better than one? Team up and play unique survival maps together. Even mighty Overlords fall eventually – but how long will you last?

While Survival maps aren't ranked and don't have Leaderboards, they do have Achievements for you to earn and show off.

Invite Friends to join in, or try your luck teaming up with other Overlord players on the Xbox LIVE Network.

Ranked or Player Matches

Only available in Versus modes, Ranked matches track the performance and score of the game. You can review the ranked scores by selecting Leaderboards on the Versus screen.

Quick Match

Quickly joins a match of the multiplayer mode you have selected.

Custom Match

Like Quick Match only now you are able to select the game type and map.

Create Match

Lets you create and host your own match. You will be able to choose the maps and settings for the match.

Choose which Map you want to play on. In Versus, you can also choose between Pillage or Slaughter. In non-Ranked matches you can also choose, depending on the Map,

- Score needed to Win
- Gold needed to Win

Additionally, in all unranked modes, "Private session" blocks every player except invited players / friends.

LOBBY SCREEN

When you have chosen your game, whether Versus or Survival you will end up on the Lobby Screen.

The Lobby shows the progress of the Xbox LIVE session, displaying all connected players. You can highlight other players on screen and view their Gamer Profiles.

You will also see the summary of the match that's about to be played.

When there are enough players in the lobby to start the game, a countdown timer will start. If a player quits the session during this countdown the timer will be stopped until a new player enters the session. When the timer reaches 0 the game will start automatically.

When Your Game Ends

When the multiplayer session is finished all the players will return to the Lobby screen where the statistics of the game just played are shown.

THE MINION TYPES

The Minion race is split into 4 different types, each with a unique colour and collection of skills:



Brown – The Fighters!

The Brown Minions are the strongest and most common type of Minion. They are your all-round fighters; and are able to take the most damage.

Browns have the special ability to wear a wide variety of items on the battlefield. They'll utilise anything, from nearly useless items such as pumpkins and pitchforks to powerful swords they steal from their enemies!



Reds – The Archers!

Reds are imps linked to the Plane of Fire and can throw bolts of fire over distance. They are obviously immune to fire damage and are known to quench flames.

Keep Reds out of melees, as they are unskilled in hand-to-hand combat. Position them carefully, Sire!



Greens – The Assassins!

Green Minions may render poison harmless. As assassins, they like to sneak up on their opponent and strike from behind, unnoticed, with their razor sharp claws! Green Minions are not as tough as Browns, but their strike can do a lot more damage. They are very useful against big and strong enemies, but only if you manage to attach them to the back of your opponent!



Blues – The Healers!

The amphibian Blues are the most mysterious of the Minions. Although they are not fighters, they can turn the tide of battle using their 3 unique skills. First; Blues can deal magical damage, allowing them to hurt ethereal enemies. Second; they are able to swim; while water proves fatal for all other Minion types. And last but not least; Blues are able to resurrect fallen Minions.

THE SPELLS

At the start of your adventures you do not possess any magical skills – but that will soon change. By retrieving special Tower Objects (the Spell Pillars) you will unlock all of your magical potential.

The Spells fall into four types: Fire, Domination, Shield & Minion, and each pillar of the appropriate type will give you access to a higher level Spell. The most powerful Spell you get comes in two varieties depending upon how Corrupt you are.

With all of the Spells your Mana will drain whilst the Spell is active and stop when your Mana runs out.

NOTE: Your Minions are unaffected by Fire, Domination & Shield Spells

FIRE SPELLS

Press **X** to trigger and hold it down to maintain. You cannot move whilst casting these Spells.



Level 1: Fireball

Sends a Fireball towards the target. Damages anything it hits, and can set it on fire. You'll need to keep pressing **X** to keep firing.



Level 2: Flamethrower

A continuous burst of flame; with a more limited range than Fireball, but capable of much greater carnage.



Level 3 – Corrupted: Inferno

Huge damage to a large area around the target, incinerating anything within range.



Level 3 – Uncorrupted: Combustion

Singles out all enemies within range of the target and causes massive damage. This magical flame will not set anything else on fire and so won't tarnish your image.

Domination Spells

Dominate the minds of your enemies and have them succumb to your will. Domination Spells are turned on and off by pressing **X**.



Level 1: Slow

Slow interrupts an enemy's action and slows them down.



Level 2: Confusion

Adds the minds of all creatures within range of the target causing them to do random things – like attack each other – or attack you!



Level 3 - Corrupted: Betrayal

Causes all creatures within a large range of the target to attack each other.



Level 3 - Uncorrupted: Submission

Stops all enemies within a large range from attacking you, or your Minions.

SHIELD SPELLS

Protect yourself (and maybe damage your enemies in the process). Shield Spells are turned on and off by pressing **X**.



Level 1: Shield

Pushes back all characters who come too close to the Overlord.



Level 2: Shock Shield

Like Shield, however this causes damage to those who come too close.



Level 3 - Corrupted: Infernal Shield

All but the toughest of enemies who come close to this shield will be knocked back, paralysed, electrocuted & disintegrated (as so long as your Mana holds out!).



Level 3 - Uncorrupted: Sanctuary

No enemy can penetrate this shield, but then, it wouldn't damage a blade of grass either.

MINION SPELLS

Imbue your Minions with some of your power & rage – at the cost of losing control over them briefly. Minion Spells are turned on and off by pressing **X**.



Level 1: Anger

Increases the strength and resilience of all your Minions.



Level 2: Berserk

As Anger, except your Minions will immediately run off to beat up anything they can find nearby.



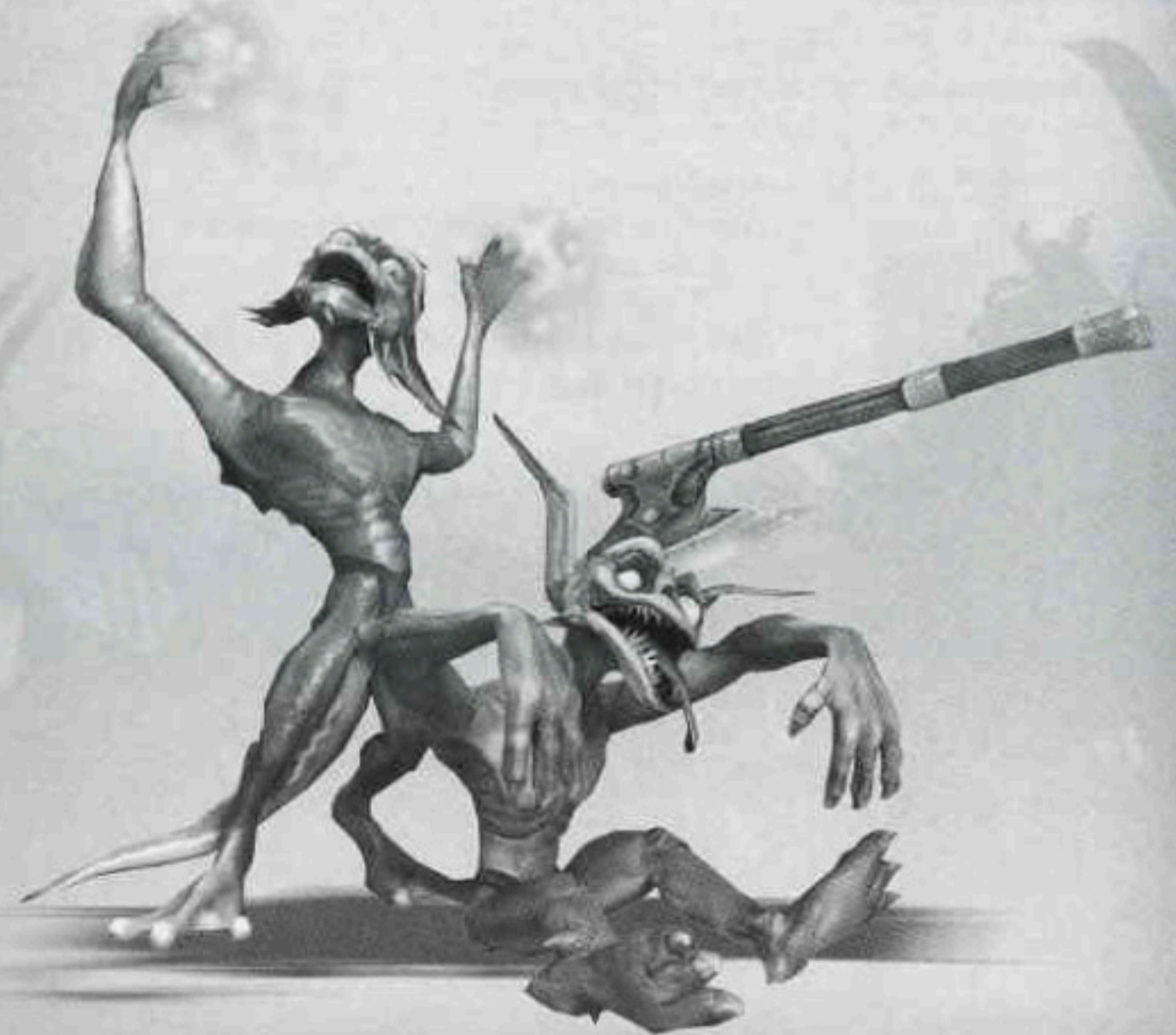
Level 3 - Corrupted: Legion of Terror

The pimped up version of Berserk. All will run in terror from your Minions now!



Level 3 - Uncorrupted: Legion of Honour

Some of your discipline rubs off, so your Minions, whilst as powered up as they can be will only attack your enemies.



THE WEAPON & ARMOUR TYPES



Helmet

Mostly it's for the image, but as you imbue it with Minions it enables more to fall under your command – increasing your Maximum Horde Size.



Armour

This makes you more resilient to damage. It can be imbued with Minions to make you even more resilient, give you more Health, more Mana or even the chance to regenerate your Health slowly.



Weapons

Great for beating things up. You can also imbue them with Minions to make them more damaging, cause fire damage, more likely to cause critical damage or send your enemies flying further.

There are three weapon types, each with their different benefits:

Axe – The fledgling Overlord's weapon of choice.

Sword – Faster than the Axe, it causes less damage and is less likely to send enemies flying.

Mace – Slower than the Axe, it causes even more damage, and is more likely to send your enemies flying.



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