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OVERLORD II

TRIUMPH STUDIOS

codemasters®

TABLE OF CONTENTS

GNARL'S WELCOME

Dear Dark Lord,

Welcome to your first day of Overlording! We'd almost given up hope of finding you. But now the evil within has surfaced, we're overjoyed to return you to the dark and slightly scabby depths of your true family. True evil can never be held back. It's in the blood.

We hope you will be very happy in the Netherworld. It's a little upside down and rather on the cavernous side, but home to us. Add a few evil touches here and there, private Quarters, maybe a couple of Mistresses and you'll soon be calling it home too.

There is much Overlord work to be done. You must impose your tyranny, through domination or destruction, on the lands above. They've not had a decent smiting in a very long time.

The so called Glorious Empire and its legions have made the population fearful of magic and all those who use it. But it has also made its peons fat, lazy and ripe for a good old loot and pillage!

Time to get this carnage started, Lord!

Your humble servant

GNARL

Minion Master

— Overlad —

USING THE MENUS

MENU CONTROLS

Use Ⓛ or Ⓡ to view and cycle through the different menu items.

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

Use Ⓑ 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 Netherworld 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 Netherworld, 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.

Multiplayer
Select this option to start a multiplayer game. See page 31 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.

Credits
See who made Overlord II.

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

Being Overlord is not as easy as it may first appear. Proper evil takes practice and dedication. These are my top tips for creating carnage and mayhem where ever you go, without having to die horribly in the process.

Tips

- You can control both the Minions and the camera with Right Stick. To control the Minions first push forward, and then sweep them in the direction you want. Push Right Stick left or right without first sweeping the Minions to rotate the camera. You can even do this whilst moving the Overlord.

- Revisit conquered areas to harvest Lifeforce and treasure.

- Don't worry about lost Minions, they will automatically return to their Minion Gate.

- Browns are melee fighters. Their policy is bash first, jump up and down on the carcass, later.

- Use Browns to pin down quick moving enemies and fleeing peasants.

- Reds are fiery little blighters. Always handy if you fancy something roasted.

- The more Fire damage enemies take at once; the higher the chance they'll catch fire!

- Greens are stealthy types. What they lack in hygiene they make up for in sneakiness.

- Green Minions on a Guard Marker will cloak; making them invisible to enemies.

- Blues can swim and resurrect, but they're less durable, so only order them to do bashing as a last resort.

- Blues can swim. Conquered levels might contain water-bound goodies that you weren't able to get with your other Minions.

- Sweeping wolves gives them a temporary boost and is useful for breaking through Legion Formations.

- Spiders can be placed on walls using a Guard Marker. These ambush points are impossible to reach for most enemies.

- Salamanders enable Reds to fire whilst moving; so keep them rolling!

- Walking up to a Netherworld Gate will restore your Health and Mana.

- Observe enemies carefully. Often they will signal before an attack. Call your Minions back in time to avoid damage and follow up if the enemy has a weak spot.

- Empire units in formation receive a defensive bonus and can't be targeted individually.

- Take out Centurions first to lower the morale of their formations. If their morale drops too low the formation will break up and the individual units will rout.

- Tyranny affects how your spells work. Destruction Overlords become better at destroying things. Domination Overlords get better at dominating weak minded individuals.

- Peasants under domination will slavishly follow you around and attack any hostile targets. Why waste Minions when plebs are available?

- Try resurrecting your favorite Minions at the Graveyard. You will need to pay the price in blood of lesser Minions however.

- Explore the Netherworld. You might find some lost treasures the Minions have forgotten about.

- Be good to your Mistress, even if you have more than one, and she'll be good to you.

- Collect plenty of Lifeforce! You don't want to use your best and most tooled up Minions as weapon ingredients.

GNARL
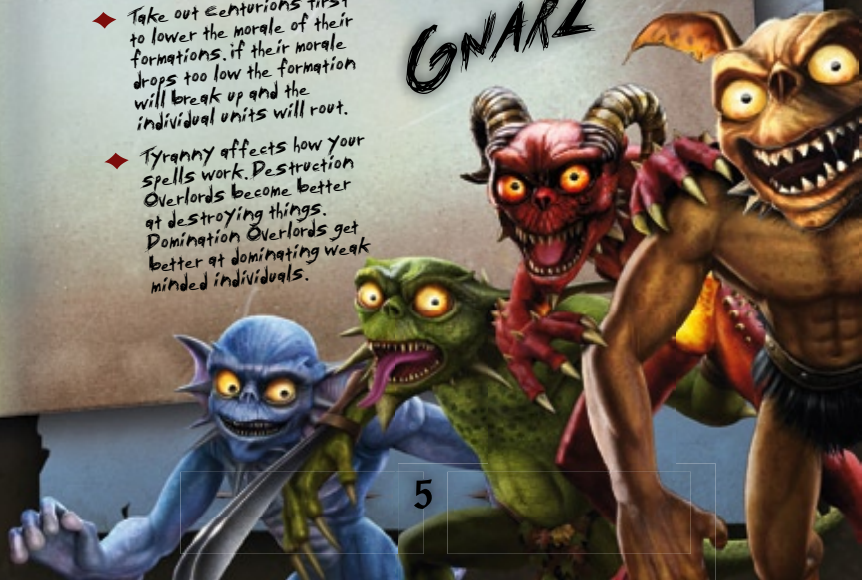
CONTROLS

BASIC CONTROLS

LT — Target Lock

LB — Centre Camera
LB + **R** — Activate manual camera

L — Move Overlord

BACK — Status Screen/ Quest Screen

▶ — Pause

RT — Send Minions

RB + **A B X or Y** — Select Minions

Y — Plant Guard Marker

B — Call Back Minions

A — Strike

X — Cast Magic

R — Sweep Minions / Camera

MOVE THE OVERLORD

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

STRIKE

Press **A** to launch a mighty strike with your weapon of choice. You can direct attacks using **L**. Successive melee strikes add to the combo; on the third successful swing you'll initiate a Power Strike. This causes considerable damage and can finish off enemies.

Pull back with **L** and press **A** to perform a 180° Strike, hitting enemies behind you with a mighty overhead swing. This attack does more damage than directional strikes.

If you press **A** + **X** at the same time you will perform a 360° Spin Strike that hits all enemies surrounding the Overlord that are in range.

CAST MAGIC

Harnessing dark magical forces goes with the territory of being the Overlord. These powers will awaken in you as you play the game. See Casting Spells for a full description of all magic and how to wield it.

CONTROL CAMERA

Move **R** left and right to rotate the camera. Press **R** to switch between default zoom settings
NOTE: These may change depending on where you are in a level.

To center the camera behind you tap **LB**. To look around freely and set the zoom level manually hold **LB** and move **R** up and down to zoom in and out, and left and right to look around.

SELECT MINIONS

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) and it's important to play to their strengths.

Holding **RB** brings up the Minion Select Panel. You can then press one of the face buttons **A**, **B**, **X**, or **Y** to select the corresponding Minion type of just that color. Further presses of **A**, **B**, **X**, or **Y** offer different selections:

- *First press – all Minions of that type selected*
- *Second press – only mounted Minions of that type are selected*
- *Third press – only non mounted Minions of that type are selected*

From now on any of the Minion commands you give will only relate to the selected Minion type. To quickly select all Minion types simply tap **RB**.

(BROWN)

(BLUE)

(RED)

(GREEN)

SWEEP MINIONS

Move your Minion Horde by first pushing forward with 🅑 and then in any direction you like. The camera will automatically track the Minions whilst sweeping. Let go of 🅑 momentarily to regain direct control over the camera.

Minions are pretty smart and will automatically do what you'd expect when they are swept into things; like beating up enemies, pulling levers, smashing things, stealing useful items, smashing things up a bit more…

SEND MINIONS

To Send an individual Minion, use 🆁🆃. 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 🆁🆃, more Minions will follow him until there are no more left.

CALL BACK MINIONS

Having sent your Minions away, you may find yourself wanting to call them back from whatever it is that's keeping them busy. To do this use 🅑:

- *Tap 🅑 to call back one Minion in the direction you're facing or from the currently selected target (targets are locked on to by holding 🆻🆃).*
- *Hold 🅑 a little longer to call back all Minions, except those that think what they're doing is too important, such as waiting on a Guard Marker*
- *If you want all Minions to return to you immediately hold 🅑 even longer. They'll drop whatever it is they're doing and come scurrying back.*

NOTE: If Minions don't come back to you right away, check which Minion color you currently have selected.

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 🆻🆃 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 lock onto the wrong target you can release and pull 🆻🆃 again to select a different target. To manually change target selection keep 🆻🆃 held down and flick either left or right with 🅑 to cycle through the available targets.
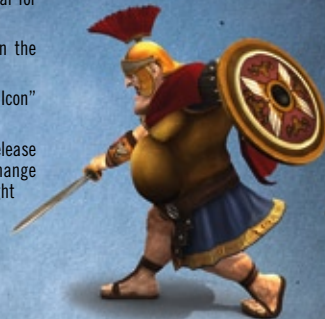
Target Locking and Other Controls While Target Locked:

- The camera will look at the Target, and by using 🅛 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 and killing them.
- You can also use target locking to move objects, target spells, interact with Minion Gates, Tents, and Possession Stones – but more of that later.

PLANT GUARD MARKER

Ordering Minions to hold certain positions greatly increases the tactical options available to you. See Guard Markers for the full low-down.

ADVANCED CONTROLS

(L)	Move Overlord
(R)	Sweep Minions (push forward) / Rotate camera (left/right)
(R) (click)	Toggle overhead and third-person camera presets
LB + (R)	Control camera and set manual zoom level
LB (tap)	Centre camera in direction Overlord is facing / Previous Status Screen
RB (tap)	Select all Minions and mounts / Next Status Screen
RB + (A) (B) (X) or (Y)	Open Minion Select Panel and select Minion type.
RT	Send one Minion from the current selection
RT (hold)	Continuously send Minions from the current selection
LT (hold)	Target lock
LT (hold) (R) (tap right / tap left)	Cycle next / previous targets
(A)	Overlord Attack (time strikes for a combo string of attacks)
(A) + (X)	Activate the Overlord's 360° attack
(A) + (L)	Make the Overlord strike in that direction (including a 180° attack dealing bonus damage)
(B) (tap)	Call back a single Minion (from a Guard Marker, for instance)
(B) (short hold)	Call back Minions that aren't placed on a Guard Marker (or carrying an object)
(B) (short hold) + LT (hold)	Call back all Minions placed on the targeted Guard Marker
(B) (long hold)	Call back all Minions

(X)	Lighting Whip Spell
(X) (hold)	Cancel Minion Possession
LT (hold target lock) + (X) (hold)	Begin Minion Possession (when Target Locking a Possession Stone) Target Spell: Dominate target (if released in time); Destroy target (if held continuously)
(X) (hold) + RT (hold)	Minion Spell: Sacrifice (if held continuously); Minion Missile (upon releasing [RT])
(X) (hold) + LT (hold)	Halo Spell: Boost Minions (if released in time); Shockwave (if held until full charge)
(Y)	Place a Guard Marker at the feet of the Overlord.
(Y) + (R)	Place a Guard Marker at the current sweep point

CONTROLLING WAR MACHINES & SHIPS

(L)	Rotate War Machine / Steer Ship
RT (hold)	Fire War Machine / Move Ship forward
LT (hold)	Move Ship backwards
(A)	Activate War Machines and Ships / Press repeatedly to boost a Ship's speed once underway
(B)	Deactivate War Machine or Ship / Dock Ship (when in position)

MINION TYPES

BROWNS
THE FIGHTERS

The Brown Minions are your all-round fighters; and are able to take the most damage, but deal only a moderate amount of damage. As frontline fighters they're good at holding up enemies and blocking them in bottlenecks.

Browns have the special ability to wear a wide variety of items on the battlefield. They'll utilize anything, from nearly useless items such as hats and ear warmers 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 melee, as they are barely skilled in hand-to-hand combat. Position them carefully, Sire!

GREENS
THE ASSASSINS

Green Minions may render poison harmless. As assassins, they cloak when placed on a Guard Marker; and they like to strike their opponent 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!
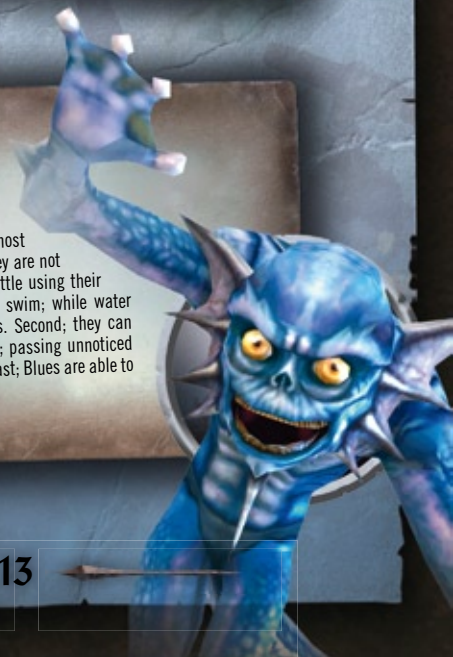
BLUES
THE HEALERS

The amphibian Blues are the most mysterious of the Minions. Although they are not fighters, they can turn the tide of a battle using their unique skills. First; Blues are able to swim; while water proves fatal for all other Minion types. Second; they can Blink through enemy ranks like ghosts; passing unnoticed and free from harm. And last but not least; Blues are able to resurrect fallen Minions.

MORE ABOUT YOUR MINIONS & 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 (Send or Sweep) 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 and wear it
If they get lost…	…they'll automatically teleport back to their Minion gate.

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 Netherworld unless you give them a really clear command. So, with Bombs and 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 Minion Burrows in the Netherworld. You can command them to wherever you are by calling them through Minion Gates. These are created as Minions tunnel to the surface. They are found at the main Netherworld Gates and dotted throughout the domains.

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

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 Gnomes, Seals or enemies – or even peasants.

Different creatures drop different colored Lifeforce, and this color tells you which type of Minion you can spawn.

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

HORDE POWER
– TOOLING UP 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 armor. 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, such as sacrificing in the Graveyard).

Tip: It's possible to find rare upgrades for the Minions; often dropped by important characters.
Some are even rumoured to offer secret bonuses.

RETRIEVING
NETHERWORLD OBJECTS

Just Send with RT or Sweep with R to attach Minions to a Netherworld Object, and watch them pick it up and return it to the Netherworld Gate. For greater accuracy you can also lock on to a Netherworld Object with LT and send with RT. Some objects such as Key Stones are not carried to Netherworld Gates but are instead placed on Key Holders. 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 Netherworld 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 R 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).

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 R.

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

POSSESSION

Your dominant presence can enter the minds of Minions, taking direct control of them. To do this you'll need to find a Possession Stone.

Select the Possession Stone with LT and use RT to send in your Minions. While still holding LT, press and hold X to transfer your spirit into the body of the strongest Minion. Be mindful however, as the range is limited and your own body is quite helpless while the effect lasts. To cancel Possession hold X.

MOUNT BASICS

Some Minions can tame and use dark creatures as mounts. Keep an eye out on your travels for wolves, spiders, and salamanders. Mounts enhance the combat abilities of the Minions in addition to offering other benefits.

- *Wolves – make Browns into more effective fighters allowing them to break up enemy formations more easily. Wolves can also jump gaps that would normally prevent the Minions from crossing.*
- *Spiders – can web enemies slowing them down. They allow Greens to scale webbed walls and launch stealth attacks from above.*
- *Salamanders – are good at rooting out troublesome Gnomes from their holes, and allow Reds to fire whilst moving enabling hit and run tactics.*

WAR MACHINE BASICS

Minions can commandeer enemy War Machines. There's nothing more they like than using the enemy's own contraptions against himself. Once a War Machine is freed from enemy troops, simply Sweep your Minions into it with ⊕. Alternatively, target lock with LT and send in your Minions with RT.

Once you've placed enough Minions in the machine to operate it you need to activate it with Ⓐ. To deactivate a machine press Ⓑ. ⊕ steers the machine and RT and LT will operate its functions.

- *Catapults – use catapults to fire boulders at buildings and other structures to destroy them, you can also fire at large formations of soldiers.*
- *Ballistas – ballista's can be used to fire enormous arrows at your enemies, spearing more than one enemy in one go.*
- *Ships – use ships to cross vast areas of water, transport Netherworld Objects or hunt down enemy ships! They can also be used to ram objects and other ships, hit the Drummer by pressing Ⓐ to make the ship reach ramming speed!*

THE GUARD MARKER

For advanced Overlords there is the Guard Marker. This gives you a way to separate your Minions, put them in important locations, launch ambushes and otherwise do clever Overlordy things. Minions will behave differently when placed on a Guard Marker; they will stand their ground no matter what.

CONTROLLING THE GUARD MARKER

To place a Guard Marker, press the Ⓨ 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 Ⓐ, Ⓑ, Ⓧ or Ⓨ to change which Minions are affected.

To change the number of Minions at a Guard Marker, target lock it by holding LT and use RT to add Minions, and Ⓑ to remove Minions. Pressing Ⓑ once calls back one Minion of the selected type. Holding Ⓑ momentarily calls back all Minions of the selected type. If no Minions remain at a Guard Marker it is disbanded.

To reposition a Guard Marker target lock it with LT and use ⊕. If whilst moving a Guard Marker you release LT its disbanded and the Minions become a sweep group.

MINIONS AND 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. Their behavior will change somewhat from what they normally do.

- **Brown Minions on a Guard Marker gain increased toughness. Use Browns to block narrow passages; stopping enemies getting through – and in general to distract and hold up enemies; giving you more time to react.**
- **Red Minions on a Guard Marker send volleys of fireballs towards hostile targets. For this reason they are best placed on high ground and out of reach. Additionally you can use Reds to target specific objects, such as explosive barrels.**
- **Green Minions on a Guard Marker gain stealth and will attempt to ambush enemies by leaping onto their backs and doing critical damage. Try placing them on high ground and Minion only paths.**
- **Blue Minions will bring any resurrected Minions back to life at the Guard Marker. For this reason they are best placed in safe areas and not on the front lines.**

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 will have the option ot exit or retry back at the last save stone. However, your progress up till that point is lost.

Treasure Notification
A notification icon appears momentarily to indicate how much Gold, Fairy Gems, and Dark Crystals you have.

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 and total Minions of the type of Minion you have selected.

HEALTH (RED)

MANA (BLUE)

Life Notification
Whenever you collect a piece of Lifeforce this indicator will appear to tell you how many pieces of that color 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!

NOTE: Excess Lifeforce can be spent on upgrades and to resurrect your favourite Minions. See Netherworld section for more information.

Mini Map
The minimap gives you a view of your surroundings, as well showing you where nearby minion gates and tower gates are.

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 target that could, should you kill it, raise your destruction. If you subdue the target you will increase your domination.

PAUSE GAME

Pause the game by pressing ▶ during play.

Select "Resume" to continue playing.

Select "Options" to change the game settings (see page 3 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 ⏺ button.

TYRANNY: DOMINATION OR DESTRUCTION

**Some say power corrupts
and absolute power corrupts absolutely:**

As the Overlord your choice is simple; do you want to enslave and Dominate the world; or raze it to hell and Destroy everything? During your adventures your choices and actions affect the world and are reflected back at the Netherworld and how people react towards you. Are you Evil or Really Evil?

Gathering Lifeforce from enemies you meet and other creatures like Gnomes is just part of everyday life for an Overlord. But friendly creatures, such as peasants, also drop Lifeforce when they die. Do you kill them immediately, or leave them alive to worship and work for you? If you do attack innocents don't be surprised if their friends get a bit miffed at this and turn on you!

At various points in the game you will get to decide the fate of towns and villages. Which kind of evil will you be? The choice is yours...

- *Playing as a Domination Overlord: You are a cold-hearted slaver. You think people are more useful to you as mindless thralls. Enslaved people do your bidding and follow you around, helping you attack enemies. Dominated towns and villagers under your control provide sustained resources gradually over time.*
- *Playing as a Destruction Overlord: You are a demon of death and destruction. You kill creatures you encounter so they drop Lifeforce and other useful resources. Destroying towns and villagers offers immediate gains for impatient Overlords.*

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. Remember that you can still subdue people with your Evil Presence if the circumstances call for it, my Lord. You can always kill them later!

DARK MAGIC & SPELL CASTING

You have a great power residing within yourself just waiting to be unleashed. At the start of the game your powers have not yet fully awoken, but as time goes on you'll become a paragon of dark magic.

CHANGING SPELLS

As the Overlord you have an inherently Evil Presence – your will and mind is stronger than that of others; and you can use your powers to manipulate others to do your bidding, or to destroy them utterly.

Lighting Whip Spell
The Lighting Whip Spell is available from the start of the game. To activate it simply tap ⊗. *It's useful for putting pesky villagers in their place, breaking small objects, and setting fire to flammable materials such as fireworks.*

The following powers are learnt as you progress through the game. Each has a Domination and Destruction side (see Tyranny: Domination or Destruction). As you lean towards one type of evil or the other, your spells become more powerful and easier to cast within each type of Tyranny aspect.

Target Spell
The Target Spell discovered early into your Overlord career. To activate it target lock your victim with ⦸ *and keep* ⊗ *held down. Initially the spell is useful for slowing down targets, but as you become more powerful the spell leans more towards your chosen Tyranny aspect.*

- The Domination aspect spreads the spell's energy over multiple targets; making it easier to slow enemies and subdue the masses. When dominating friendly targets make sure you stop casting before they are fully overcome with your Evil Presence and die. You'll know when you have successfully dominated a target when they drop to their knees. Alternatively, keep ⊗ held down and watch them be destroyed!
- The Destruction aspect focuses the spell's energy on a single target; making it more deadly and possible to kill targets quickly.

Minion Spell
The Minion Spell is gained later in the game. To activate it hold ⊗ *and then press and hold* ⟨RT⟩. *You'll grab the closest Minion to you and the spell will begin to charge:*

- The Domination aspect channels the spell's power into a single Minion imbuing it with dark energy. Releasing ⊗ before the Minion is overcome with power turns it into a Minion missile! The Minion will gain a speed bonus as it shoots towards the nearest target and explodes. The type of explosion depends on the type of Minion used:
  - Brown – area of affect knock back
  - Green – area of affect poison damage
  - Red – area of affect fire damage
  - Blue – area of affect magical stun
- The Destruction aspect channels the spell's power into a single Minion eventually destroying it. Keep ⊗ held until the Minion explodes. Sacrificing a Minion in this way transfers some of its life energy to the Overlord's own health pool; in addition to enveloping the Overlord in a damage reducing shield.

Halo Spell
The Halo Spell gained later in the game. To activate it hold ⊗ *and then press and hold* ⟨LT⟩. *The spell will begin to charge:*

- The Domination aspect boosts all Minions with an offensive and protective enchantment; to charge your Minions with this power simply release ⟨LT⟩ before the Halo Spell is fully charged.
- The Destruction aspect unleashes a mighty earth-shattering shockwave which damages nearby enemies and knocks them back. Keep holding ⊗ and ⟨LT⟩ to unleash this power.

NOTE: You can upgrade spells with Catalysts in the Magic Room of the Netherworld (see Netherworld section for more information).

THE NETHERWORLD

Next to achieving world domination, your main focus is to grow the Netherworld and build your Tower. The Netherworld also contains many useful areas, so make sure to take the time to explore it fully.

NETHERWORLD OBJECTS

When the game begins the Minions have only just started work on the Netherworld. It has yet to fully awaken to your Evil Presence and has untapped potential. Throughout the world you'll discover Netherworld Objects. Collecting and returning these to Netherworld Gates ensures the Netherworld becomes a magnificent domain that's truly seething with dark power.

Send your Minions to Netherworld Objects, clear a path and they will automatically retrieve them for you. As you collect Netherworld Objects you will see the Netherworld change with new areas becoming available to explore and interact with. It is also through Netherworld Objects that you gain new Spells, command more Minions, gain new Minion types, increase your Health and otherwise fulfil your true evil potential.

NETHERWORLD GATES

Netherworld Gates are your link into the lands above. It is through these Gates that the Overlord emerges, and through these Gates that Netherworld Objects and the Overlord return to the Netherworld. Approaching one of these gates also recharges your current health and mana pools.

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

In order to travel to a Netherworld Gate from the Throne Room you must first discover it.

WAYPOINT GATES

This is a smaller version of the Netherworld Gate. It enables your Minions to commit Netherworld Objects, and is also used for saving and returning to the Netherworld.

THRONE ROOM

The Throne Room is the heart of your Tower. Press Ⓐ to sit on your throne. From here you can teleport to any location within the domains you've discovered; review your current quests; and receive audiences from petitioners.

FOUNDATIONS

Here you can set your Minions to work on large Netherworld construction projects; such as upgrading their Barracks. You can also forge new armor and weapons for the Overlord here. You may need a Minion or two to get the flames really hot! And no Overlord worth his basalt makes do without an Armoury to get dressed in the morning.

MINION BURROWS AND GRAVEYARD

This is where your Minions hang out – well you wouldn't want them back at the Tower; just think of the smell! Here you can check up on your Minions and even resurrect your favourites in the Graveyard. Of course, you'll have to make a small token sacrifice in order to do so.

PRIVATE QUARTERS

This is the place where you can relax after a long day of destroying, pillaging and looting. Here your wealth and power are displayed, and it is a perfect home for a mistress, if you acquire one... or more.

WEAPON & ARMOR TYPES

Once the forge is up and running you can start building your first weapons and armour. Seek out Forge Stones in the world to reveal ancient techniques and secret knowledge. Forging items cost resources; Gold, Fairy Gems, rare Dark Crystals and even Minion Lifeforce! The rarer the item the more resources it costs to forge it.

WEAPONS

- Great for beating things up. You can also imbue newly forged weapons with Minions and other rare objects to enhance their powers. See the individual weapon recipes available by collecting Forge Stones.

ARMOR

- Great for protecting your evil features. Imbued armor increases your defence and resistances. See the individual armor recipes available by collecting Forge Stones.
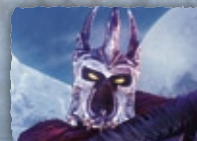
HELMETS

- Great for creating that infamous, ominous, imposing stare. Not only do helmets make you look cool, they also provide you with special abilities. See the individual helmet recipes available by collecting Forge Stones.

MULTIPLAYER

Engage in multiplayer mayhem on the same console using Split Screen Mode, or over the internet with Xbox LIVE® (see Xbox LIVE section for more information).

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 (TV shows, trailers, HD movies, game demos, exclusive game content, and Arcade games) at Xbox LIVE Marketplace. Send and receive voice and video messages. Use LIVE with both Xbox 360 and Windows®. Play, chat, and download on both your PC and your Xbox 360. LIVE gives you ultimate access to the things you want and the people you know, on both your PC and your TV. Get connected and join the revolution!

CONNECTING

Before you can use Xbox LIVE, connect your Xbox 360 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/countries**.

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. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the Xbox LIVE service. And set time limits on how long they can play. For more information, go to **www.xbox.com/familysettings**.

MULTIPLAYER MODES

Split Screen

Select this option to play multiplayer on the same console and prove you're the Overlord to someone sat right next to you!

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 II players on the Xbox LIVE Network.

Co-Op - Invasion

In this mode two Overlords must team up to defeat a powerful centurion in the quickest time possible. There are several routes through the level and resources that can be sort out, but should you play it safe and gather as much as you can; or play it risky and try to complete the level as quickly as possible?

Versus - Dominate

In this mode two Overlords compete with each other to dominate the map and score the most points. Capture zones with your Minions to score points, and try to capture more than the other player; but don't forget to leave some reserve Minions behind to defend. Minions defending a zone receive a bonus making them quite tough, but not unstoppable.

Versus - Pillage

The main goal of Pillage is to hoard more gold that the other player. Use War Machines and Ships to seek out treasures and defeat the opposing Overlord. The first player to amass the gold quota wins.

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.
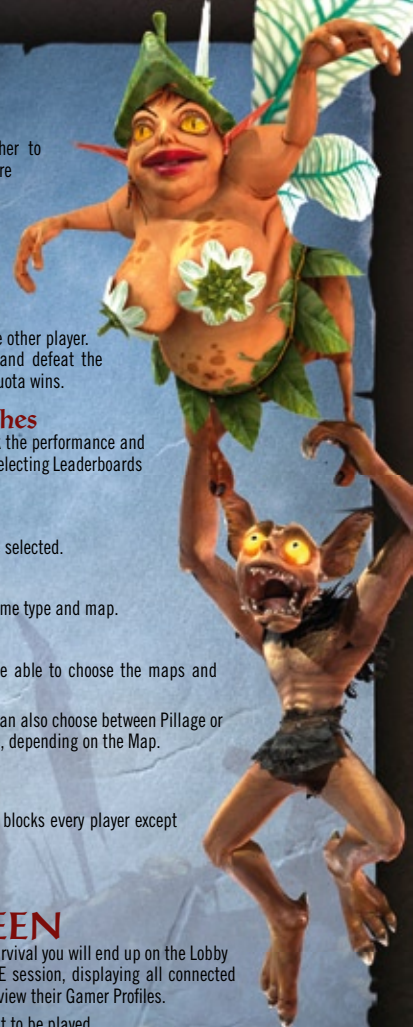
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Triumph Studios would especially like to thank:
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Tatiana Kruse
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Mike Hendrixen
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Peter Venis
Niels de Wit
Rice & Pasta
Il Tartufo
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Kwaliteitsslagerij Leo
van Vliet

All the people we worked
with in the past.

Our significant other halves
for bearing with us.

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Very Special Thanks
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