

OVERLORD II

PRIMA Official Game Guide

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Table of Contents

How to Use This Guide.....4

Chapter 1: Essentials of Evil.....5

Taking Control.....5

The World Around You8

Tyranny11

Chapter 2: Meet the Minions.....12

Browns.....12

Reds.....12

Greens13

Blues.....13

Commanding Minions.....14

Minion Army Tactics.....15

Chapter 3: Home Gloomy Home— The Netherworld.....18

Throne Room18

The Foundations.....18

The Minion Burrows20

The Private Quarters.....21

Chapter 4: The Beginning in Nordberg.....22

A New Overlord?23

Chapter 5: The Witch Boy Becomes the Overlord.....30

The Hunting Grounds30

Nordberg Sanctuary38

Nordberg.....40

Chapter 6: Finding the Reds.....42

The Netherworld Tower.....42

Return to Nordberg.....45

The Nordberg Sanctuary.....47

Back in the Netherworld56

Chapter 7: Conquering Nordberg.....58

Getting into the Town58

Taking Control of Nordberg
Town67

The Tyranny of Destruction or
Domination69

The Spoils of Conquest.....69

Chapter 8: To the Sea72

Getting the Ship.....72

On to the Sea78

Chapter 9: Everlight Reef.....80

Chapter 10: Into the Everlight Jungle.....90

Shipwreck.....90

Going for the Greens.....94

Chapter 11: The Everlight Facility.....99

Finding the Green Hive.....99

Clearing Out the Fortress.....102

Table of Contents

Chapter 12: The Conquest of Everlight Town..... 109

The Outskirts of Everlight.....	109
Return to the Netherworld.....	110
Escape from the Temple.....	114
Approach to the Town	119
Clearing Out the Town.....	122

Chapter 13: The Nordberg Commune..... 128

Putting Down Dissension	128
Return to Nordberg Town	132
Mistresses	133
The Mysterious Lady	134

Chapter 14: In Search of the Blue Minions..... 135

Empire Harbor.....	135
Empire Heartlands	140
Empire Sewers.....	144
The Imperial Palace	149
The Empire Arena.....	150

Chapter 15: The Wastelands..... 155

Magic Gone Wild.....	155
The Wastelands Sanctuary	162
The Sanctuary Depths.....	162
Sanctuary Town.....	167

Chapter 16: Rebellion in Everlight 170

The Elf Village.....	170
Finishing Up in Nordberg	173
Return Trips	174

Chapter 17: Assault on the Empire 176

Empire Hills	176
Into the City	186
Going after the Emperor	192
The Finale	195

Chapter 18: Who's Your Overlord—Multiplayer..... 201

Co-op Games	201
Versus Games.....	203

Chapter 19: Entrails..... 205

Xbox 360™ Achievements.....	205
PLAYSTATION® 3 Trophies	207

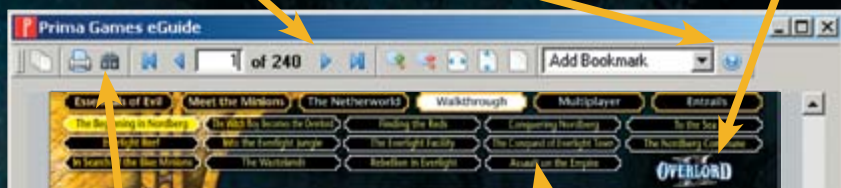
How to Use This Guide

This eGuide has a custom navigation system to allow you to easily find content within the eGuide and move between sections as you choose.

Of course, you can also use the "page forward" and "return to beginning" icons to navigate through the eGuide.

For any other questions about your eGuide, check out the help button.

The main menu puts all of the eGuide sections for *Overlord II* at your fingertips. You can select the Menu button from any eGuide page to return to the main menu at any time.



Enter keywords to find a specific word or phrase.

Within each eGuide section, all sub-sections are displayed for easy navigation.

Overlord 2 places you in command of a horde of minions as you spread your evil throughout the land and work towards conquering the people. This is not an easy task. Our guide will help you learn how to control your minions and progress through the campaign to dominate or destroy the lands of your realm. Here's how we have organized all of the information in this guide for easy reference.

Essentials of Evil covers the basics of how to control the *Overlord* as well as the various aspects of the world. It contains information on the spells you can cast, the objects you can find, and what is life force used for.



Meet the Minions introduces the four types of minions you can command. You will also learn how to use each of the minions as well as battle-tested tactics for beating your enemies..



Home Gloomy Home takes you on a tour of the Netherworld. See where you can forge new weapons, learn about the homes of the minions, and also gain tips on how best to keep your mistress—or mistresses—happy.



Conquering the World features a step-by-step walkthrough of the entire campaign. This takes you from your early beginnings as just a witch boy and shows you how to conquer the humans of Nordberg, the elves of Everlight, and eventually defeat the all-powerful Empire.



Whose Your Overlord provides some quick tips and tactics for tackling the multi-player games. Not only do you get the goods on how to work with other players during co-op games, this chapter also shares the secrets of defeating the opposing *Overlord* in the versus games.



Entrails lists all of the achievements for the Xbox 360 game and every single trophy for the PlayStation 3 game because there is more to life than just conquering the world. You need those Gamerpoints and trophies.



Essentials of Evil

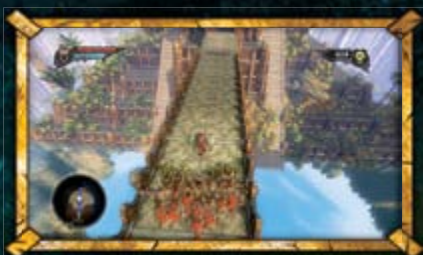
Essentials of Evil

As a prospective Overlord, it is important to know everything there is about being evil. Evil is not something that just happens. It takes a lot of practice and knowledge. Having served under and advised several previous Overlords, I consider myself an expert on evil and feel it is my duty to pass on what I have learned. To assist you, I have organized some of the essentials you need to know to get started as the next Overlord. Take heed and learn well, and you might just do better than your predecessors—who all eventually came to an ignominious end.

Taking Control

Getting Around

Unlike the lazy rich and powerful in the Empire who ride around in sedan chairs carried by their servants, an Overlord must instill confidence in his minions by getting around on foot. It is also much easier to fight while on foot. Just use the directional controls to move in the direction you want to walk. The camera slowly pans to look in the direction you are walking. However, you can use the camera controls to look left and right if you want to look in a different direction.



Attacking



Although it can be easier to let your minions do all your fighting for you, at times they need your help or you may need to engage in combat on your own. Fighting can be rewarding in its own right, and you can also earn rewards for killing enemies on your own. To swing your weapon, just press the Strike button. You can up the damage by executing a combo of three

successive strikes: As you are completing one swing, press the button again to complete a second, and then press the button once more to complete the combo with a power strike that inflicts even more damage than the previous two swings. This combo is great for attacking more powerful enemies that take multiple hits to kill.

PRIMA Official Game Guide

Your skills include a couple of special attacks. If you want to strike at someone coming at you from behind, move back while at the same time pressing the Strike button. This results in an overhand swing that causes more damage than a regular strike—it is similar to a power strike without requiring the additional two swings. At other times, you may be surrounded by enemies. Press the Strike and Magic buttons at the same time to perform a 360-degree spin strike that hits all enemies near you.

Tip

Experiment with the different attacks against the various enemies you face. For example, when fighting a gargantuan, if you use the 360-degree spin strike right when he is about to charge, it knocks the gargantuan down to the ground and stops his charge.

Locking onto a Target

In addition to fighting on your own, you need to give orders to your minions. To help them know what to do, as the Overlord you must select or designate targets. These can be creatures, enemies, objects, or other things. You must also target something for some spells. Targeting is very easy. Face in the direction of the target and then hold down the Target Lock button. If the wrong item is targeted, release and hold down the button again to switch to the next nearest target. If there are several possible targets, you may have to release and press the Target Lock button several times to select the one you want. When you target something, a circle with a 0 in it appears over the target. This number refers to how many minions you have assigned to that target. In the next chapter, which covers the minions, you will learn how to give orders to minions. For now, you know how to select and lock onto a target.



Casting Magic and Spells

An Overlord is classified as a magical creature. Besides being evil, magic is what sets you apart from most other people. You start out with very basic magical abilities. Press the Magic button to cast the magical whip spell. This can be used to break objects, set fire to flammable or explosive items, and even to stun or zap an enemy. It does not do a lot of damage, but it can come in handy at times.

Essentials of Evil



As you explore the world, you come across spell stones. After taking these back to your Netherworld Tower, you can cast new spells. When you return to Nordberg Town as an adult, you can find the first spell stone. The new spell you get is the target spell. To cast it, lock onto a target and then press the Magic button. The border of the target circle begins to count down.

If the border completely disappears, you have killed the target. However, if the target is an elf or human and not an enemy, by releasing the Magic button when the border is only about 25 percent of whole, you instead subdue or enslave the person. If inside a conquered town, the slave goes to work for you within the town. However, outside of such a town, enslaved persons will follow you around and attack any nearby enemies. Some Overlords like to have a small horde of humans or elves follow them around to do their fighting—and dying—for them.

The second new spell you gain is the halo spell. You find the spell stone for this spell in the Everlight Jungle. Follow the instructions in the manual for the controls to cast this spell. As with all spells, the longer you hold down the Magic button, the more it charges. Release the button before it is fully charged and you will give your minions an enchantment that increases both their attack and defense. However, if you let this spell fully charge, it creates a shockwave that not only knocks back nearby enemies in all directions, but also inflicts some damage on them.




The minion spell is the final spell you can cast; it is not available until later in the game when you visit the Wastelands. When you first cast the minion spell, you pick up a minion of the type you currently have selected and begin charging. Once the spell fully charges, the minion is sacrificed to provide health to you and a temporary shield that reduces the damage you


take. This is useful when you are low on health and don't want to die. If you release the Magic button before the minion spell is fully charged, you throw the minion in the direction you are facing and it acts as a minion missile. The effect depends on the type of minion selected. Browns knock back enemies in the area of impact. Reds and Greens inflict fire or poison damage, respectively, in the area of effect. Finally, Blue minion missiles magically stun enemies in their area of effect. After flying through the air, the thrown minion returns to you unharmed. This spell is useful when dealing with groups of enemies.

TIP

Each of the three spells related to spell stones can be upgraded with spell catalysts. The higher the level of the spell, the more powerful and damaging it is or the more people it can effect, as in the case of the target spell.



Health and Mana



Health and mana are the two elements that allow you to do all these wonderfully evil things. Health is represented in the top left corner of the screen by a red bar. As you take damage, this red bar decreases. When it is completely gone, you die. No more overlording for you. Health can be restored by picking up red bottles of health potion, returning to the Netherworld or a Netherworld gate, or by sacrificing minions with the minion spell.


Mana is what enables you to use magic and is represented by a blue bar right below your health bar. As you cast spells, your mana supply decreases. It can be restored by picking up blue mana potions or by returning to the Netherworld or a Netherworld gate. It is important to keep track of both your health and mana, especially during a battle, so you have enough of each to survive and emerge victorious.




The World Around You



Now that you have an idea of the types of things you can do as an Overlord, it is time to discuss what to do with your power. It is purpose and focus that set an Overlord apart from just a common magical being that is mean.



Lifeforce



Whenever you or your minions kill something of moderate size, an orb of lifeforce is released. These can be picked up by your minions or yourself. Lifeforce is the currency you spend for summoning minions. Each orb adds one point of lifeforce to your supply. Lifeforce comes in four different colors, and each color can be used for summoning a specific type of minion. Golden lifeforce is for Brown

minions. Red, green, and blue lifeforce orbs are used for Red, Green, and Blue minions. Every time you summon a minion, one lifeforce is deducted from your supply. However, when a minion returns to the Netherworld, a lifeforce is returned to your supply. In addition to summoning minions, lifeforce can also be used in forging weapons and armor, and for resurrecting dead minions. Both of these will be discussed in the chapter

Essentials of Evil

on the Netherworld. Lifeforce should be harvested on a regular basis. Kill all types of creatures to collect their lifeforce orbs. Enemies also release lifeforce when they die. Larger creatures may even release more than one orb of lifeforce.

Chests of Gold



While lifeforce is a form of currency, gold is just as important for the successful Overlord. As you travel through the world spreading evil, be on the lookout for locked chests. Break these open with your weapon—or have your minions do it for you—to release sacks of gold. Pick up the sacks to add them to your treasury. Gold is used to build structures in the Netherworld, for

forging armor and weapons, and for purchasing gifts for your mistresses. Chests of gold are rarely just out in the open. Instead, look for them in alcoves or off to the side. Some can be hidden and hard to see. So keep a greedy eye open for treasure while your other eye focuses on looking for enemies.

Quests

There are many different things you can do as an Overlord. However, if you want to become the ruler of all the lands, you must go about it systematically. Therefore, I have provided you with a series of quests. A quest is an overall objective, such as conquering a town or even just becoming the Overlord. Each quest then has one or more subquests, which are specific actions that must be accomplished to complete the quest. To check on current and completed quests, go to the status screen. Some quests are necessary to complete the game, while others are optional. However, all quests offer rewards.



Netherworld Gates



The only way to get to the Netherworld, which is your home, is through Netherworld gates. Grubby, the minion in charge of construction, digs these gates into the various lands of the world. Walk onto one and you can teleport back to the Netherworld or to any other Netherworld gate. Standing near

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these gates restores both your health and mana, so if you get low on either, head towards a Netherworld gate. Waypoint gates are smaller than Netherworld gates but function similarly. Most lands only have one Netherworld gate, but some lands also have one or more waypoint gates. Remember that you don't have to return to the Netherworld from these gates. You can teleport directly from one land to another, or even from one gate to another in the same land. These gates allow you to get where you need to go quickly. Also, when going from one land to the next, you can take along the minions you have in your current horde.

Tip

Minion gates, where you can summon minions, are typically found near Netherworld gates. Grubby has arranged this so you can teleport to an area and then get what you need. Also, Netherworld gates are there to resupply your needs while in a land.

Netherworld Objects



While exploring the various lands, you come across objects that belong in the Netherworld. Send your minions to pick them up and carry them to Netherworld or waypoint gates to be teleported back to the Netherworld. There are several different objects you can find, and each provides a benefit to you. Spell stones and catalysts have already been mentioned.

These add new spells to your repertoire and allow you to upgrade those spells. Minion idols, which look like reddish creatures, increase the maximum number of minions you can command by five minions for each idol you return to the Netherworld. Reddish Overlord heads are health idols, which increase your maximum health, increasing the size of your health bar. Blue Overlord heads are mana idols, which increase your maximum amount of mana. Pyramid-shaped objects are forge stones, which allow you to forge new types of weapons and armor. Finally, during the course of your conquests, you will find minion hives for each type of minion. Return these to the Netherworld and then you can summon minions from their respective minion gates.

Essentials of Evil

Tyranny



The Overlord, by definition, is evil. However, there are different types of evil and I am not going to go into a lecture on which might be more evil than the other. Let it just stand that evil can vary. So it is with you. As you conquer lands, you have the choice to exercise your tyranny in two different ways—domination or destruction.

Domination focuses on enslaving people and using them for your own purposes. During your quests, you have the option to either subdue or kill leaders and common people. Subduing them makes them into your slaves. As such, they will work for you. In conquered towns, slaves mine gold, make weapons for your minions, and even provide lifeforce for you. Return to these towns to pick up the tribute the slaves have toiled over for you. Domination provides long-term benefits.

Destruction, on the other hand, requires you to kill leaders and the common people. By doing this, you get more lifeforce and gold right away. However, once the people are dead, they can't mine gold or do other jobs for you. Destruction is for those Overlords who want it all right now and don't want to be bothered with returning to their conquered towns to pick up their gold at a later date.

Tyranny is shown on the status screen, with blue representing domination and red representing destruction. Notice that the two colors are on one bar, so as you increase one type of tyranny, the other decreases. Tyranny also affects your spells. Domination Overlords can subdue more people and at longer range, give more power to their minions, and cause more damage with their minion missiles. On the other hand, destruction Overlords can kill with their target spell faster and from farther away, their shockwaves are more powerful, and they get a lot more health out of their minion sacrifices. All of these effects on spells depend on which type of tyranny is in the majority.

TIP

When it comes to tyranny, it is best to go all the way for one or the other. Extremes give you benefits. Staying in the middle leaves you weaker, and there are achievements and awards for being 100 percent domination or destruction. Don't be a middle-of-the-road Overlord.

Meet the Minions

As the Overlord, you are a powerful warrior in your own right. However, part of leadership is delegating jobs to those under you. Though you will still have opportunities to fight, much of your responsibility lies in controlling your minions and using them to accomplish your quests. There are four types of minions, though you begin with only one type. Each minion type has its own strengths and abilities. Keep this in mind and use your minions for the tasks for which they are intended to get the most out of them.

Browns



Browns are the minions with which you start. They are your all-around warriors and excel at direct attacks. Browns have the highest defensive abilities, but only moderate attacking strength. However, they like to scrounge. They pick up items they find lying around after looting crates or even after defeating enemies. Browns actually increase their abilities as they pick up

helmets (or other types of hats), armor, and weapons. While minions always start out at 100 percent strength, by picking up items their strength can increase up to a maximum of 400 percent as they gain the best helmets, armor, and weapons. Fully outfitted Browns are extremely deadly to the enemy and can dominate the battlefield. Browns are good for holding a chokepoint. Place them on a guard marker and they will attack any enemies that get close to them. Your horde should always have some Browns, and often they should make up the bulk of your horde. Browns can ride wolves. While mounted, Browns can leap across gaps to get to areas they normally could not reach. In addition, sweeping wolf-riding Browns into formations of enemies can help break up the formation.

Reds



Reds function like archers in that they have a ranged attack. Although they can hit enemies from a distance, Reds have very poor defensive values and are often the first killed when faced with hand-to-claw combat. Therefore, keep them out of the fight and behind lines of other types of minions. Since Reds are friends with fire, they can move through fiery areas and even

put out flames on barricades so that the rest of your horde may pass. On the other hand, Reds can start fires, and their ability to set fire to enemies can cause your foes damage before they even get in range to hurt you. When placed on a

Meet the Minions

guard marker, Reds will throw fireballs at any enemies within range. Therefore, it is a good idea to keep them on a marker when you are under attack. If they are threatened, move them to a safe location. Reds can ride salamanders. While mounted, Reds throw fireballs while they are moving. A good combat tactic is to sweep a group of mounted Reds around an enemy. They are faster than most enemies, and these hit-and-run raids can soften up an opposing force before the main attack by other minions. Try to find elevated positions for your Reds where they can fire down on the enemy while the enemy is unable to get to them.

Greens



Though they smell bad and are nauseatingly disgusting, Greens are your assassins. They can also move through poison and remove poison from some barriers. While you can send Greens to directly attack just like Browns, they lack the attack and defensive abilities and are more easily killed. Instead, sweep Greens to attack enemies from behind. They will jump up on their backs and dig in with

their long, sharp claws. Greens are even better when used with a guard marker. While waiting, they turn invisible to the enemy. Therefore, if there are only Greens on a guard marker, the enemy will not even know they are there. Try to position Greens on ledges off to the side of the enemy so they can jump down on them. You can also sweep their marker around to a spot behind the enemy so they can create their own ambush rather than waiting for the enemy to approach. Greens can ride spiders. While mounted, Greens can climb up walls with webs on them and reach areas no other minions can get to. Mounted Greens are also good for ambushes when placed on guard markers. Greens can be one of the toughest minions to use correctly. However, once you have some experience with these smelly beasts, they can do a lot for you.

Blues



Blues are the last minions you find and take control of. The first thing you need to realize about Blues is that they are not fighters. However, they can be just as important in a horde as those who do the fighting. Blues are the healers. They can move in and resurrect a dead minion that is on the ground and about to disappear back to the graveyard.

When sent, swept, or placed on a guard marker, Blues will move to dead minions and carry them back to bring them to full health. With some Blues in your horde, you can keep going with few if any deaths. This is very important once you get some high-level minions with lots of weapons and armor on them or if you are nowhere near a minion gate. In addition to healing,

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Blues are the only minions that can swim. This allows them to cross bodies of water to get at some things no one else can. Blues have weak attack and defensive values, so keep them away from the front line during an attack. Place them on a guard marker by themselves behind the main line, or even on the same guard marker as other minions so they are close enough to heal. Blues and Reds make great partners on a marker behind a guard marker of Browns.

Commanding Minions**Sending and Sweeping**

There are two main ways to control your minions. The first is to send them. Pressing the Send button orders a minion to run out in front of you. On its own, the minion will first attack any enemies or creatures it comes near; next it will loot crates, barrels, and chests. If there is a large object it can interact with, the minion will turn wheels or pick up Netherworld objects and carry them back to a Netherworld gate. To be more specific about where you send a minion, lock an enemy or object as a target and, while keeping it targeted, send the minions. They will move directly to the target and either attack or interact.



In addition to sending, you can sweep minions. This gives you direct control of where they go. As you sweep them over enemies, they attack. Sweeping a group of minions over other objects causes them to interact with them just as if you had sent them.

Guard Markers

Guard markers are a great way to keep minions in one place and allow them to use their unique abilities. Pressing the Guard Marker button creates a marker, and all currently selected minions will go to that marker. You can add minions to a guard marker by targeting the marker and sending minions to it. You can also pull minions away by targeting the marker again and then pressing

Meet the Minions

the Call Back button. Once they're placed, you can also sweep guard markers to different locations, which can be useful during a battle or when you want to position it in an exact spot at a distance. Just target the marker and, while holding down the Lock Target button, sweep the marker where you want it to go. Each type of minion reacts differently while on a guard marker. You can also put all four types of minions on a single guard marker. The Browns will take the outside perimeter to protect the others while the Blues and Reds stay in the middle.

Possession



At times it is necessary to put yourself into the body of a minion. Minions can get through smaller openings than a full-size Overlord can. At a possession stone, you can possess a minion. Send the minion you want to possess to the stone. Then send more minions to dance around the stone. While you are near the stone, press the Magic button to complete the ceremony.

You are now in the body of a minion. Possessed minions have a limited range and can't travel too far from your Overlord body. As a minion, you have very decreased attack and defensive abilities, so let your horde do most of the fighting while you stay safe. When you are ready to return to your Overlord body, hold down the Magic button.

Minion Army Tactics

As you take on the Empire and other enemies, you will fight against individuals as well as entire armies. Therefore, it is important to know how best to use your minions to achieve victory. Here are some tactics that will make you an Overlord to be feared.

Use the Terrain



Any successful general knows that the key to victory is to use the terrain of the battlefield to your advantage. When you are outnumbered, look for chokepoints to reduce the number of enemies that can attack your horde at one time. Position Browns on a guard marker right at the chokepoint to prevent enemies from passing, and then put your other minions in guard

markers behind them so Reds can use their fireballs to attack while Greens try to ambush and Blues resurrect the dead.

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Another tactic is to look for ledges or high spots where you can position your Reds and Greens so the enemy can't easily get to them. These two types of minions really use a height advantage and can cause some serious damage to enemies while remaining safe themselves. These minions can also use alcoves or areas off to the side of a trail.

Maneuver

Another important tactic is maneuvering. If you don't have a chokepoint or height advantage, keep your horde moving around. This is especially true if the enemy has catapults or a ballista. There are two main ways you can maneuver. The easiest is just to have your horde follow you. Then send them out to attack individuals or small groups of enemies. Another way to maneuver is to group your entire horde into one guard marker and then sweep it around. You can sweep while you are moving around. Position the guard marker near the enemies so the Reds can throw fireballs. Then when the enemy gets in too close, sweep the marker back or even around to a side. If you sweep it behind the enemy, the Greens will ambush them.



As you gain experience in maneuvering, you can have some minions follow you, such as Browns or mounted minions, while sweeping a guard marker around. This can allow you to hit enemies from two different directions as you position the guard marker behind them and then send your other group charging right into them. When things get a bit hairy, just remember to hold down the Call Back button to have all minions return to your side. Then you can set up for another attack after regrouping.

Formations of Soldiers

The Empire likes to send its legions out in formations. These are often led by a centurion. While they're in a formation, you can't attack the soldiers individually. Instead, you must find a way to break up the formation before the real killing can begin. When facing a formation, the first thing you should do is look for the centurion. This large soldier in golden armor helps keep

the soldiers within a formation. Send your horde to attack the centurion. If he is behind the formation, use ranged attacks or maneuver a group around to get to the centurion. Once the centurion is dead, the formation is easier to break up.

Meet the Minions

Fireballs from the Reds can also break up some formations early in the game. Position Reds off to the side or up where the soldiers can't get to them. Later, as you face the Empire's best, the soldiers will use their shields to protect themselves from the fireballs. Once you have the halo spell, you can use a shockwave to knock down a formation of soldiers. While they are down, send in your minions to attack them. Then be ready to pull them back as the soldiers resume their formation.

Mounted minions are also good for breaking up formations. If you have wolves, sweep them into a formation. If possible, try to hit the formation from the side or rear, but at times you have to charge head on. Try to break through the formation rather than staying to fight. Then come charging back through from the opposite direction. These constant charges will break up the formation. Once that happens, send in your horde to finish off the individual soldiers.

Hit and Run



At times you face large enemies with powerful attacks. Almost all of these attacks have a windup that lets you know they are coming and a cooldown when they are done. For these enemies, you need to stay mobile. Watch for the windup. When you see it, call back all your minions to you and then move out of the way. Then while the enemy is cooling down, send your minions to

attack. Pull back for the windup and attack again during the cooldown. Hit-and-run attacks work well against ogres, gargantuans, sappers (who throw bombs), and even unicorns. Hit-and-run attacks also work well against archers—though you don't have to run. Just send some minions to attack and kill the archers so they will stop firing arrows at you.

TIP

Once you have the target spell, you can subdue citizens and add them to your horde. Though you do not have direct control of them as you do your minions, they will follow you and attack nearby enemies. While they don't do a lot of damage, they can tie up enemies that would be attacking you and your minions. Try enslaving some humans or elves.

PRIMA Official Game Guide

Home Gloomy Home— The Netherworld

The Netherworld is below the surface of the earth in a vast subterranean cavern. You and your minions call the Netherworld home. While out and about in the world, you can return to the Netherworld by using a Netherworld gate or waypoint gate. Your Tower in the Netherworld features many different rooms and areas where you can accomplish tasks to help you become a more powerful Overlord.



Throne Room



The throne room is the center of the Netherworld. You transport between this room and the rest of the world. You can also access the rest of the Netherworld from this location. The main function of the Netherworld is to review your quests and then teleport where you need to go. Take a seat on the throne to bring up a map of the world. This map shows you quests

you still need to complete and a list of the locations of all Netherworld gates and waypoint gates you have already visited.

The Foundations

The foundations are a level below the throne room. Exit the throne room through the main doorway and step on the glowing circle on the left side. A stone platform appears. Step onto it to be taken to the foundations. The forge is where you can create new weapons and armor. As you are out in the world, you will find forge stones. Bring these back to the Netherworld—each stone contains recipes for creating new items. As you begin to take control of the world, you face tougher enemies. Be sure to visit the forge so you are not at a disadvantage.



Home Gloomy Home—The Netherworld



The armory is also down in the foundations. Here you can select between the weapons and armor you already have and equip yourself accordingly. You can forge and store these items in your armory:

Helmets

Name	Description
Minion Helmet	Protects the head and brings out the glow in your eyes.
The Evil Eye	Each life force absorbed counts as two while this helm protects the brain.
The Infernal Commander	Increases your horde size and your defense. And I bet you thought it was just a hat!

Armor

Name	Description
Minion Armor	An Overlord classic that never goes out of style.
Elemental Armor	This practical yet elegant armor provides elemental resistance.
Infernal Armor	What any self-respecting Overlord should be wearing in the middle of an apocalyptic showdown.

Weapons

Name	Description
Minion Axe	A well-balanced weapon for well-balanced carnage.
The Mad Batter	You'll be knocking them senseless with this little evil beauty.
The Executioner	With extra damage on both prone and power strikes, this is an axe so good that it practically does the smiting for you.
The Smooth Slicer	This extra-sharp blade cuts through enemies as if they were butter and is great for circular strikes.
The Scorcher	Forged with the entrails of an unlucky dragon, this sword is swift, with bonus fire damage.
The Berserker	For the Overlord who wants to be at the center of a whirlwind of destruction.

PRIMA Official Game Guide

Name	Description
The Warlock	This sinister and most bloodthirsty sword restores mana on a successful kill.
The Beast Master	With a poisonous sting in the tail this mace will have you unleashing the beast within.
The Reaper	Don't fear it, although your enemies will—this beast of an axe steals health.
The Apocalyptor	Unleash hell.



At the crane, you can build upgrades for your minions. Each minion hive starts at level 1. You can upgrade each of the four minion types to level 4. This makes all of your minions of the upgraded type more powerful and deadly.

The Minion Burrows

Upon returning to the throne room, select the glowing circle in the center to summon a platform that takes you down to the minion burrows. These burrows are where the minions make their homes. As you upgrade the minions, their burrows increase in size. Visit each of the burrows to see the minions you can summon. Here you can find out what level each minion is and see how they are equipped.



The graveyard is also down in the minion burrows. Here you can resurrect dead minions. This costs lifeforce, and the higher the level of the minion, the more it will cost. However, by resurrecting your highest-level minions, you can summon in a veteran force to fight against your enemies.

Home Gloomy Home—The Netherworld

The Private Quarters



From the throne room, head up the stairs behind the throne to retire to the private quarters. Once you have acquired a mistress, or two, or three, you can find them here. To choose one of these women as your first mistress, head into the small antechamber in the northeast, where you can select which mistress will take the lead.



Once you have a first mistress, you can purchase gifts for her. Come to this table in the eastern part of the private quarters to spend your gold on furniture and other furnishings for your mistress. If you purchase all of the items for a mistress, she will reward you and become your “special” friend. Be sure to give all three mistresses the opportunity of “special” friendship.

Finally, the western chamber of the private quarters is where you can upgrade your spells. All spell stones are brought here. As you find spell catalysts, you can use them to upgrade your spells to make them more effective.



The Beginning in Nordberg



Once upon a time there was an ending, and we minions searched high and low for a new Overlord. We were like fleas without a dog, maggots without a carcass, dimples without a face. And on Midwinter's Eve, in the town of Nordberg...we found a beginning.



The Beginning in Nordberg

A New Overlord?



The minions have found a possible Overlord. However, this youngster the local youth refer to as the “witch boy” needs to prove he has what it takes to become a leader of evil.

Demonstrate Your Overlording Skills

1 Chase the children away.

There are children throwing snowballs at you, so fight back. Follow the snowy path around to the right and start hitting the large snowmen with your club. They break apart, and the pieces go rolling down the hill towards the children. Continue destroying all the snowmen as you head down the hill.



2 Show the minions some magic.



At the bottom of the hill, walk up next to the back of one of the two rockets and press the Magic button. Sparks fly from your hands and ignite a rocket. It flies into the air and crashes into a house, damaging it. Ignite the second rocket to completely destroy the building. Head down the stairs to the right and use magic to light the baskets of fireworks to blow through some crates. Continue around to the left where several minions are waiting for you to lead them.

PRIMA Official Game Guide



3 Control the minions.

Five Browns are now under your control. Lead them around a corner to the right and then press and hold down the Send Minions button. They will all move in the direction you are facing. If there are children, your minions will attack them. They will also

break up any crates, baskets, and other objects and collect treasure. Some they will keep for themselves, while others they will bring to you. Although there is not much right at the start, it is a good idea to get in the habit of breaking open everything to see what's inside. Make your way through the village attacking children and breaking things.

4 Wreak mayhem and destruction.

When you come across a couple of large snowmen, send your minions to break them up. A few keep the snowmen heads for souvenirs and put them on their own heads. Be sure to break everything around here and even send minions into the barn with the fireworks outside to smash a crate. Here the Browns will pick up objects, such as gloves that increase their horde power, allowing them to inflict more damage when they attack.



Follow the children towards Nordberg's town square. They move through a barn to the left of the path and shut the door behind them. Continue to the town gates, where the villager there lets you know that witch boys and demons are not welcome.

Find a Way into the Town Square

1 Follow Kelda.

The Beginning in Nordberg

One of the girls has taken a fancy to the witch boy. Kelda happily shows you another way to get through the barn to continue following the children. Follow her through an opening in the side of the barn. Before exiting, send your minions to open all the chests inside, where they find some gold for you. Send them to pick it up; they automatically bring it back to you. Exit the barn and continue following Kelda.



2 Find the children's secret hideout.

Advance towards a large rocket. It would blow a hole in the snow fort that is blocking your way, but unfortunately, every time you try to light the rocket with your magic, the children throw snowballs that put out the flames. You are too big to go after them. However, sweep your minions around the left side of the area and then up onto the wall of the snow fort. Continue sweeping them right up onto the turret where the children are standing to scare them away.



Once the children have fled, press the Call Back button to bring back one minion. Then hold down the Call Back button to bring them all back to you. Light the rocket and watch as it blasts a hole through which you can continue your pursuit of those rotten children. Continue along the path to find the secret hideout.

3 Steal the children's clothes.



Hold down the Target Lock button to select the hideout, and then hold down the Send button to send the minions into the hut. They steal the children's clothes and put them on as a disguise.

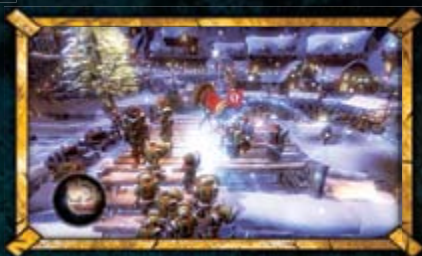
4 Fool the drunken villager.

PRIMA Official Game Guide



Now lead your minions back through the barn to the gate of Nordberg. The drunken villager thinks you are with the children and lets you inside the town, where you can complete your subquest of wreaking mayhem and destruction.

Once inside Nordberg, head to the town square. Although you could have your minions ransack the booths, all you really need to do is cross to the opposite side, where a large rocket is located. Use your magic to ignite the baskets of fireworks; they set off the rocket, which crashes into the Midwinter tree and ruins the festivities.



Find Out What's Going On

1 Follow Kelda to the village wall.

After the festival is over, town bells ring out a warning. Follow Kelda towards the main gate of the town and climb up the stairs onto the town wall.

The Empire has arrived and is threatening to cleanse Nordberg unless the people give up all their magic users. Since you are the only one, over the wall goes the witch boy.



Head into the Wilderness

1 Follow the minions.

The soldiers of the Empire are trying to capture you. Run away along the path. Minions show you the way and join you as you go. When soldiers block your way, send the minions ahead to clear the path. Just keep running. Eventually your way is blocked by boulders. Turn to the right and look for a way to break through.



The Beginning in Nordberg

TIP

Rather than running away, once you have several minions under your command use them to attack the enemy. By the time you get to the area where there are some tents, send your minions to attack the soldiers and archers, then ransack the tents and crates to find weapons to increase your minions' power. This will make them more powerful when they have to fight the Empire's soldiers.

2 Capture the catapult.

Continue until you come to a catapult. Several soldiers guard it. Send your minions to attack them and then to knock down the tents, from which more soldiers appear.



Now lock onto the catapult and send 10 minions up onto it. Then walk up onto the steering platform and get ready to fire.

3 Shoot the barrier with the catapult.



Turn the catapult to the right and take aim at the boulders. Press the Send button to pull back the catapult arms. When you release the button, the catapult fires. The longer you hold down the button, the more the arms are pulled back and the farther the catapult shot will fly. Aim short of the barrier so your shot will take out a legion of soldiers as well as the barrier.

4 Escape across the ice floes to the minion burrows.

PRIMA Official Game Guide



Climb down from the catapult and lead your minions towards the now broken barrier. When you knocked it down, you also released some wolves, which your Browns can ride as mounts. Sweep the minions onto the wolves and then send them to attack the soldiers headed your way.

Continue through the barrier's rubble and look for enemies up ahead. Formations of soldiers block your path, along with archers off to the sides. Focus on the archers first. A group is off to the left. They think they are safe because there is a gap between you and them. Send your minions to attack. Those on the wolves can jump across the gap and kill the archers.



Sweep your minions right into the first formation of soldiers to eliminate them, and then use the same tactic as before to get the archers on the right.



Keep fighting your way towards the ice floe. Another barrier blocks your way, so move to the storage area, where the Empire has lots of cages. Send your minions to smash them all, including the big cage with a yeti inside. After he is free, the yeti follows you. Lead him to the barrier so he can break it down.

Advance and send your minions ahead to kill the soldiers as well as some archers across a gap in the ice. Be sure to eliminate all enemies and then continue around to the right.



The Beginning in Nordberg



The yeti breaks through another barrier for you. Follow him out onto the ice floe, which is too thin for him. As he breaks through the ice, you climb up onto the yeti and sink into the frigid water along with him. However, your icy prison will not hold you for long.



PRIMA Official Game Guide

The Witch Boy Becomes the Overlord

The Hunting Grounds

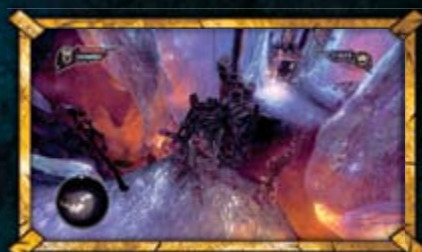


The minions bring the frozen witch boy back to the Netherworld to present to Gnarl—the head minion. Although Gnarl is not impressed by the witch boy’s small stature, he sees potential, especially since the boy has taken on a legion of the Empire. Maybe when the witch boy grows up, evil will have a new Overlord.



The Witch Boy Becomes the Overlord

Become the Overlord

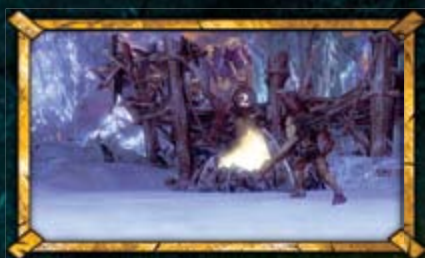


1 Combat training.

Before you are accepted as the new Overlord, you must pass a series of tests. The first is for combat fitness. Follow the minions along the path until you come to a deep chasm. The minions walk across a couple of pieces of lumber. However, you are too large

for this route. Instead, you must cross on the bridge to the left. The only problem is that it is blocked by barrels. That axe you are carrying is not just for looks. Press the Strike button to swing the axe and smash the barrels into splinters. Cross the bridge to the other side and continue to follow the minions.

Next you need to free your yeti buddy from the ice. Once again, use that axe of yours. A few swings and the yeti will be free. As you follow the yeti, you come across a minion gate. This is a direct link to the Brown minions' spawning pit in the Netherworld. Use these minion gates to summon minions to you. The minions you were following all jump into the gate. Now face the minion gate, hold down the Target Lock button to lock onto the gate, and then hold down the Call Back button to summon Browns to you. Since you only have 5 lifeforce currently, you can summon only 5 Browns.



Use your minions to attack the yeti. Lock the yeti as your target and then send the minions to attack. While the minions will not hurt the yeti, notice how they surround the yeti and hold him in place. You can use Browns to keep enemies from running away so you can move in to attack. Move in and hit the yeti with your axe to knock the last of the ice off of him.

PRIMA Official Game Guide



The yeti jumps across a chasm to get out of range of attack of both your minions and you. Send your minions to this wooden structure to the left. They knock it apart so that it forms a narrow bridge across the chasm.

Sweep your minions across the lumber to the other side of the chasm and right onto the yeti. They attack the large beast and eventually force him to flee. Once he is gone, your minions return to your side. You have proven yourself combat ready.



2 Gather 30 lifeforce for Netherworld minions.



Follow the pathway out of the icy cavern. When you get to this wooden structure off to your right, look for a chest behind it. You can't reach it; however, your minions can. Send them to crack open the chest and bring all the gold to you.

Exit the cavern and follow the yeti down the side of the mountain to the ice floes below. Be sure to send your minions to smash any crates along the way so they can pick up items to increase their power.



The Witch Boy Becomes the Overlord



There are lots of white, fluffy seals on the ice. Send your minions to attack them. Killing creatures such as the seals leaves behind lifeforce. Send your minions to pick up the golden units of lifeforce. You use lifeforce to summon Browns from the Netherworld.

As you advance along the ice floe to hunt seals, a minion from the Netherworld opens up a minion gate. You only have lifeforce you have harvested to summon five more Browns to your side.

10 minions, but you can control a maximum of 15 at this time, so spend some of the lifeforce you have harvested to summon five more Browns to your side.

Continue the hunt. The yeti does not approve of your minions hurting seals and attacks. Clear out all the seals in this area, then pull back past the minion gate. The yeti eventually breaks through a wall of ice. After dealing with a hunter from Nordberg, the yeti continues on his way. Follow him towards the hunters' camps. However, stop off at these docks. Send your minions to pick up weapons and gold from the crates and chests here.



Continue towards the hunters' camps. There are lots of small white seals on the ice floes to your right, but icy water separates their floe from your location. Watch out for some large seals that will attack your minions and you. Lock them as a target and send your minions to attack. Be sure to have your Browns pick up the lifeforce left behind.

3 Tame wolves to create minion mounts.

As you advance towards the hunters' camps, you see a wolf attack one of the hunters. Your minions can use wolves as mounts to move faster, jump across gaps, and increase the damage they inflict since they have a mouthful of teeth and sharp claws to add to the attacks by your mounted minions. Lock onto the wolf by holding the Target Lock button, then press the Send button to send a single Brown to tame the wolf and climb on its back. Where there is one wolf, you can be assured there will be more for the rest of your minions to ride.



PRIMA Official Game Guide



Advance to the first hunters' camp. Send your minions to attack the hunters first since they will fight back and could kill your minions. Be sure to order the minions to destroy the igloos. These spawn more hunters, so the sooner they are destroyed, the fewer hunters you have to fight.



TIP

You could watch your minions do all the fighting, but go ahead and get into the fray yourself. You can cause a lot more damage than several Browns combined, and this will help prevent your minions from getting killed during combat.

Across from the entrance to the first camp are several cages holding wolves captive. Send your Browns to release and tame these wolves into mounts. Destroy the igloo to reveal a wheel.

Send the Browns to turn the wheel to lower a wooden bridge that allows you to cross over to other ice floes. Lead your minions to find some more lifeforce.



Elves from a nearby ship are not happy with your seal slaying and want you to stop. Overlords give orders—they don't take them. So order your minions to attack the elves. After they kill a few, the rest will sail away. Don't forget to pick up the lifeforce left behind.

The Witch Boy Becomes the Overlord

Now that those goody-goody elves are gone, send the minions to smash the seals and collect the lifeforce. Watch out for the larger seals since they will fight back. Collect all the lifeforce you can. You can get the 30 you need and then some.



4 Enter the Sanctuary Cave.

Since you need some more magic, and the elves seem to have it, follow them. You don't have a ship, so you must travel on foot. You heard them mention returning to the Sanctuary Cave. So that is where you need to go. Lead your band of minions back to the

first camp and then on through the wooden gate the yeti has opened for you. Stop by the minion gate near the wheel to pick up some new minions if some in your group have been killed.

Stop by the stashes of crates and barrels along the way to the second camp. Here you can find weapons for your minions as well as life potions, which they will bring to you to restore any health that might have been lost while fighting hunters or elves.

The second camp is your next stop. Kill all the hunters, destroy the igloos, and raid all the crates. Pillaging and plundering are such fun when you have minions to do all the work.



Continue north from the camp. To the northeast, follow a side trail to another minion gate and a stash of crates. Load up and then head north along the main path.

When you get to the top of the trail, you can see Nordberg down below. Smash the barrels to get what is inside, and then head down the trail to the west.

PRIMA Official Game Guide



The drawbridge leading to Nordberg is raised, so your way is blocked. However, get the gold and other goodies from the chests and crates at the end of the trail.

Now follow the path to the east. After passing the summit and beginning to head back down you come across a hunter who throws spears. Kill him and head down to a clearing below. More of these spear hunters lurk on a wooden platform to the left. Sweep your minions up the narrow boards and onto the platform to kill these hunters. Then get the goodies from the crates below.



Now rush into the third camp and raze it to the ground. Be sure to get the stash of goodies on the dock to the south. There is also a minion gate here if you need reinforcements.



The yeti is out on the docks to the east of the camp. The elves want to take him with them. Send your minions to attack the yeti to keep him from escaping. The elves are behind magical protections at the start. Be ready to summon the minions back to you when the yeti starts trying to smash them.

TIP

The camp has a minion gate for replacing lost minions as well as lots of life potions to restore your health. The crates on the dock also contain life potions.

The Witch Boy Becomes the Overlord



After taking some damage, the yeti jumps onto a hanging boat and a couple of elves come down to fight. Use your minions to kill the elves, and then sweep them up the steps on either side of the yeti to break down the posts holding the boat.



Repeat the process again as the yeti heads across the docks to the boat on the other side. Get rid of the elves and then the posts.

Now go after the yeti since he is back on the docks. Eventually, the yeti runs away and jumps onto the elven ship to escape. Take some time to pick up all the life potions you need and replace your losses at the minion gate.



Move to the eastern edge of the docks and then head north. Stop to pick up goodies you find along the way.



As you advance towards the entrance to the Sanctuary Cave, you see Imperial soldiers as well as hunters guarding the way. Move around to the east to find a stash to increase the strength of your minions before the upcoming fight.

PRIMA Official Game Guide



Send your minions to attack the enemies on the ground.



Meanwhile, there are some spear hunters up on a wooden platform. Use your axe to hew down the platform so you can get to and kill the hunters. Finish off any remaining enemies and scour the area for goodies.

Head towards the entrance to the cave. You have to leave the wolves behind. They will still be there when you return, and your minions automatically dismount to follow you. Enter the cave to continue to the sanctuary.



Nordberg Sanctuary

See map on next page

- 5 Find a spell stone to pep up the Netherworld.



After entering the sanctuary, you see that the Empire has already found the spell stone. You will just have to take it away from them. Send your minions down the hill to eliminate the soldiers left behind. Be sure to ransack the stash for some goodies.

The Witch Boy Becomes the Overlord



a bit of destruction with your axe if you would like some exercise.



As you cross over the wooden bridge, the dryad summons thorns and briars to block your path. You can't get through now, so continue towards the exit to the north.



carrying it are all dead. That just saves you the trouble. Send 10 minions to pick up and carry the spell stone, then lead them through the northern exit to Nordberg.

Follow the cavern to the north. The Empire has left behind a wooden barrier. Send your minions to break it down. You can add

LEGEND

(\$) Stash



As you emerge into the large main area, you see the actual entrance to the sanctuary. It is guarded by a dryad. The elves you met earlier warn the dryad that you are not friendly.



A minion gate is near the exit. If necessary, summon some Browns here to max out your horde. To the other side of the exit is some type of stone shard. It seems to have some type of magical power. However, it does not recognize you as an Overlord yet. Maybe it will react differently to you later. Just past the minion gate, you see the spell stone. The soldiers who were

PRIMA Official Game Guide

Nordberg



6 Carry the spell stone to Nordberg.

7 Find a Netherworld gate to commit the spell stone.



Ten of your minions are carrying the spell stone. That leaves you five for fighting. When you exit the Sanctuary Cave, gnomes attack. Order your Browns to go after these pests. You also get a new quest, which will be ongoing as you tackle future quests.

Kill a Thousand Gnomes



Make your way to the east, killing gnomes as you go. As you leave the forest behind, you come across some soldiers. It looks like the Empire is still around Nordberg. Kill the soldiers and then lead your group of minions across the wooden bridge.

The Witch Boy Becomes the Overlord



As you continue, a Netherworld gate appears. Your minions automatically carry the spell stone to the gate. Once it teleports back to the Netherworld, you gain the ability to use a spell.

8 Use your spell to kill three villagers.

9 Use your spell to subdue three villagers.



Now to try out your new spell. There are several villagers around here. Lock onto one as a target and send several minions to surround the person. Then move close and press the Spell button. Hold it down until the villager is dead. Practice this tactic two more times.

You can also subdue a villager using the same spell. However, once the life circle has only 25 percent left, release the Spell button. The villager is not killed but is now under your control. He or she will follow you around. Practice this two more times.



TIP

If you start running low on mana, look for blue mana potions in some of the crates or just walk onto the Netherworld gate to recharge both your mana and your health. Netherworld gates also allow you to save your game.



10 Travel back to the Netherworld.

There is only one more subquest to complete to become the Overlord. Just walk back onto the Netherworld gate to teleport back to the Netherworld.

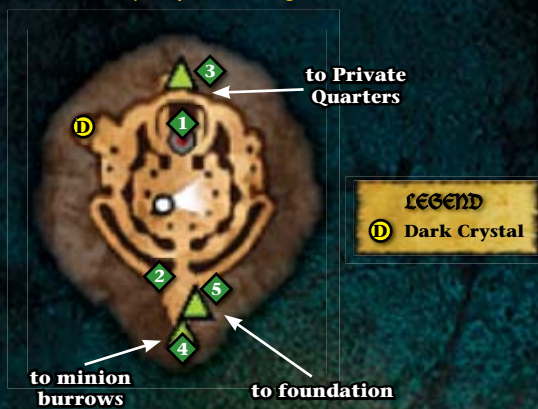
PRIMA Official Game Guide

Finding the Reds

The Netherworld Tower



Welcome to the Netherworld. This is your base of power. Think of Gnarl as your advisor as you increase your power throughout the world.



Netherworld Tour



1 All about your throne.

The throne is not only your seat, but also the place where you can get information about the world around you as well as teleport to certain locations. Go ahead and give it a try. Walk up to the throne and have a seat by pressing the Strike button.

Finding the Reds



Once seated, you are shown a map. From this, you can teleport either to regions or to locations of quests. Only four quests are available at this time. Skip this for now and exit the throne to do some exploring.

2 Getting around the Netherworld.

Take a walk around the main level of the Netherworld. Look for these vases, which contain dark crystals. Break them to collect the crystals. You can use them to upgrade your Tower and become more powerful.



3 Visit the private quarters.

4 Visit the minion burrows.

5 Visit the Foundations.



At the south end of this area a couple of minions wait to take you to other parts of the Tower. To go to one of these, just step on the lit circles to call a stone platform to you. Then walk out onto the platform to be carried to the specific level.

PRIMA Official Game Guide



Let's visit the minion burrows first. You get there by taking the stone platform or teleporting from the throne. Walk around and pick up a couple of dark crystals. Also stop by the graveyard. Here you can resurrect some of the minions who have died under your command. While it costs lifeforce of the same color as the minion, it is a good way to bring back more powerful and experienced minions. The higher their level, the more it costs to resurrect them. Also stop by the Brown hive. Here you can take a look at the Browns you have available to you. The burrows contain only the Brown hive now. However, after you find the other three hives, they can be brought back to the Netherworld and placed here, thus allowing you to spawn minions of these different types.

Return to the main level and then go to the foundations. Here you can stop by the armory. Once you have Red minions, you can forge new armor and weapons. The armory is where you can select these items once you have them.



Finding the Reds



The foundations area also has the tower construction area, where you can upgrade your Tower. If you have enough gold and dark crystals, you could upgrade your Browns to level 1. However, since you probably don't have enough gold yet, hold off on that. Be sure to pick up the dark crystal in this area.

Finally, head to the private quarters by either teleporting there from the throne or heading up the stairs in the north. Once you have a mistress—or two or three—she will spruce up this place. Until then, stop by this location, where the spell stone has been brought. As you collect more of these, you can upgrade your spells here.



Now head back to the throne and grant a request of your audience for a Nordbergian. He informs you that the Empire is drilling down to the Netherworld and has taken over Nordberg. It seems like you need to visit Nordberg to see what is taking place there.

Return to Nordberg



PRIMA Official Game Guide

Conquer Nordberg Town

1 Return to Nordberg.

2 Find out what's going on in Nordberg.

3 Remove the fire barriers.



Upon returning to Nordberg, you see that Governor Borius has begun mining operations in the area. You have to do something about this. Fire barriers have been set up to block your way to Nordberg. The only way to get rid of those is with Red minions.

Find the Red Minions

1 Go back to the Sanctuary Cave.



Before you leave this area, go to the minion gates and summon 15 Browns. Lead them to the east to break through a wooden barrier to find a red health idol. Send several minions to pick it up and carry it back to the tower gate. Once it arrives, your maximum health is increased.

TIP

Remember to send your minions to smash all the crates in the area as you walk past them. They can find some weapons and other equipment to make themselves more powerful. Now head to the west. As you approach a bridge, an elf warns the Imperials below that you are around. They have a ballista, so you now know what you are up against when you move in to conquer Nordberg.

Finding the Reds



Continue west to find a minion idol. Send minions to carry it back to the tower gate. While they do that on their own, use your other minions to kill the nearby gnomes. The minion idol allows you to command 20 minions at one time.

Continue to the entrance to the Sanctuary Cave. Along the way, kill more gnomes and summon five more Browns at the minion gate by the cave. Enter the cave to continue.



The Nordberg Sanctuary



Start

Tower
Gates

Statue

Harp

PRIMA Official Game Guide

- 2 Explore the Sanctuary Cave to find the Red minions.



Upon entering the sanctuary, you see the Netherworld shard you saw earlier. However, now that you are the Overlord, it is reacting to you.

Open the Sanctuary

- 1 Examine the Netherworld shard.



Target the shard and send all of your minions over to it. One Brown climbs on top while the others dance around it. Move close to the shard and then press the Magic button.

- 2 Find a way in with your possessed minion.



The shard has allowed you to possess one of your minions. You leave your Overlord body behind while you take direct control of a minion. Lead them all to the bridge over the water.



However, instead of stopping at the barrier of roots, lead your minions along the narrow branch to the right. This lets you enter the sanctuary and bypass the root barrier.

Finding the Reds

3 Destroy the pod to remove the roots.



Once the dryad is down, quickly send your minions to attack the pod. When it is destroyed, the root barrier withers away.



TIP

Dryads and pods have a symbiotic relationship. As long as the dryad is active, it exerts protection over the pod so it can't be destroyed. In return, while the pod is alive, the dryad can't be killed. Attacking the dryad knocks it out for a short time while the pod restores its health. Therefore, when facing a dryad, knock it out first, and then destroy the nearby pod to completely eliminate this threat.



Continue west and take a detour south to find a stash with some crates and other goodies. Also send your minions to attack the pink crystals. Sometimes when they break apart, they leave behind a fairy gem you can collect.

To clear a path into the sanctuary for your Overlord body, you have to get rid of the root barrier. To do this, you have to destroy the pod from which the roots come. However, the dryad is protecting the pod, so order all of your minions to attack the dryad.



Hold down the Magic button to end the possession, then head across the bridge and into the sanctuary. As you advance, you run into a couple of fairies. These flying females don't seem to like minions. While they won't bother you now, they can cause trouble later. They will attract your minions and lead them around, preventing them from following your commands.



PRIMA Official Game Guide



Keep moving west. Watch out for the Venus flytraps, which rise up from underground to attack. You can see where they are located by looking for small rings of flowers. When they appear, send your minions to attack, and join in with your axe to kill them. After you get to the bottom of a hill, you find a tower gate and a minion gate. Replace your lost minions as

needed. The tower gate allows you to teleport back to the Tower or any other tower gate you have already discovered. These are great ways to get to places where you have already been.



While you are building your horde back up, an elf appears and brings a couple of dryads to block your way. Don't worry about taking on the dryads right now. One dryad is behind a barrier along with the pod, so there is no way you can get rid of either dryad permanently.

Instead, lead your minions north and away from the dryads. Some fairies will lead your Browns astray, so attack and kill the fairies with your axe, along with any Venus flytraps that pop up.



Get your minions back to you and then slide down a slope to a lower level where some gnomes live. Send your minions to kill the gnomes and collect all the goodies in this area.



Finding the Reds

After all the treasure and potions are taken, sweep your minions across the branch over the water. Browns drown in water, so make sure they stay on the branch. When they are across, press the Guard Marker button to keep them in place while you walk across the stream.



You must cross another stream. However, since the minions can't follow you this time, target the minion gate located here and send them all back to the Netherworld. You can summon them again later. Cross the next stream and kill gnomes as you look to the south for this container with a dark crystal inside.



Continue to the reddish thorn barrier. You can't destroy it with your axe. However, some Red minions appear and throw fireballs at the barrier to destroy it.

Follow the Reds into a cavern. You have found the Red minions, and now 10 of them will follow you around.



Find the Red hive.



Exit the cavern and send the Reds to destroy the barrier to the right. Send them to destroy another barrier down the path and to the right. Enter this small area. After killing a couple of Venus flytraps, send your Reds to loot this area.

PRIMA Official Game Guide



Continue south down the path, destroying another barrier as you go. Send the Reds to kill the gnomes in this area since you still have the quest to kill 1,000 of them. As you follow the path around to the east, you can see the Red hive across the river. Now you just need to get to it.

4 Find a way to the Red Hive.

Some fairies in this area attract your minions. Kill them and then lead the minions onto the elevator platform, which will take you back to a higher level.



At the top, be ready to deal with a couple of Venus flytraps. Then smash the containers to get a fairy gem. Slide down the slope to get back to the point where you left the dryads. Don't fight yet. Instead, rush across to the minion gate and summon a horde of Browns.



Press the Select Minion Type button and select the Reds. Move them onto the wooden platform by the dryads and then press the Guard Marker button. They will throw fireballs at the dryad on the other side of the barrier. Now select your Browns and send them to attack the closest dryad. Once both dryads are down, send the Browns to attack the pod. This will kill the dryads

and clear out the barrier. Press the Select Minion Type button to quickly select all of your minions. Then hold down the Call Back button until all of them come back to you.

Finding the Reds



Lead your horde south across the bridge towards another minion gate. There are lots of things to loot near here, so send your minions to grab all they can.

Some elves guard an elevator platform leading to a lower level. Select your Browns and send them towards the elves. Keep the Reds near you and move forward until they start throwing fireballs. Reds are not as tough as Browns when it comes to combat. Therefore, keep them a safe distance away from the enemy so they are not killed. Once the elves are dead, move onto the platform for a ride down.



The area where you are now is a series of large wooden platforms up in the trees. They are filled with goodies as well as elves. Loot the first platform and then head down the stairs to the next one. Position your Reds near an edge and order them to stay put with a guard marker. Now take control of the Browns and attack the elves in the area and begin looting. Your Reds will throw fireballs down on enemies below.

There are a lot of civilian elves in this area. You can try killing them or controlling them with your spell; however, that is not really necessary. After the fighting elves have been defeated, order your Reds to rejoin you and continue pillaging the elven platforms.



Eventually you get to the last platform, where you find a harp. Send some minions to pick it up and carry it.

PRIMA Official Game Guide



A minion gate is nearby. It is guarded by a few Imperial soldiers. Send your minions to kill them. As you approach, a tower gate appears as well. Your minions automatically take the harp to the gate, where it will be transported to the Tower.



Lead your minions down the path to another possession shard. You can go no farther from here since the only way is too small for you. Therefore, possess a minion.

As a minion, lead your horde down a slope between the shard and the tower gate. Loot any stashes you find, then approach an elevator platform. You will need to kill the elves guarding it. Then take the elevator back up to where you left your body.



End the possession. As the Overlord again, lead your horde back onto the elevator platform and return to the lower level. There are three dryads in a field of high, dry grass. Send your Browns to attack them first while you keep the Reds at a distance.



Get the Reds to attack the dryads while the enemy is in the grass. The fireballs will set fire to the grass and cause additional damage to the dryads.

Finding the Reds



The statue of Queen Fay, the leader of the elves, is across a bridge. Send your Reds to destroy the barrier and then have all of your minions attack the statue to bring it down.

Break up the crystals to add some to your collection. The large blue crystal reveals a mana idol. Send some minions to carry it. Fay herself appears. She is not happy with the destruction you have rent upon the sanctuary. Therefore, she causes stones to fall from the roof of the cavern. If they hit you, they will cause some damage, so keep moving.



Use the toppled statue to get across the river, and send some minions to loot the nearby crates to find you some health potion.



Follow the path around to the Red hive. Send your minions to attack the elves guarding the hive. Once they are dead, send minions to pick up the hive.

PRIMA Official Game Guide

5 Return the Red hive to the Netherworld.



A final barrier blocks your path. Send some Reds to take it out. Then lead your horde to a tower gate where they can teleport the idol and the hive back to the Netherworld. Since rocks are still falling, teleport yourself back to the Tower as well.

Back in the Netherworld



Upon returning to the Netherworld Tower, you see that Quaver, the jester minion, has put the harp to good use. Walk over to it and a couple of minions will play the harp and drum while Quaver sings of your exploits.

6 Visit the forge in the Foundations.

Since the Reds have returned, the forge is up and running again. Head to this spot and take the stone platform to the foundations.



At the forge, you can create new weapons. They usually cost lifeforce, gold, and sometimes crystals. You also have enough gold and crystals to upgrade your Tower. Your two options are upgrading your Browns or your Reds to level 1. This will make them more powerful.

Finding the Reds

TIP

If you pillaged and looted all you could find, you should have enough to upgrade both types of minions. However, if you are one who likes to get into the action yourself, consider spending the gold on a weapon.



In addition, resurrected minions come with the weapons they had when they died, making them even more deadly.

Return to your throne. Now that you have the Red minions, you can break through those fire barriers and begin your conquest of Nordberg Town.



PRIMA Official Game Guide

Conquering Nordberg

Getting into the Town



When you return to Nordberg, Governor Borius and his Imperial army are waiting for you. In addition to lots of soldiers, they have brought in the heavy artillery.



LEGEND
 (D) Dark Crystal
 (W) Wheel
 (C) Chest

Conquering Nordberg

Conquer Nordberg Town

3 Remove the fire barriers.



Start off by summoning some minions from the minion gates. A good mix is 8 Reds and 12 Browns. Don't worry about the fire barrier right near the minion gates. If you go through that way, the ballista will attack you. Instead, head towards the other fire barrier to the east. A legion of soldiers stands in your way.



Legions are hard to take on while they are in formation. The key is to kill the leader first—the centurion in the golden armor. Target the centurion and then send all of your minions to attack. Move in to get some hits of your own.

After their leader is dead, send your minions to attack the soldiers. Without leadership, they won't be able to maintain their cohesion and will be easier individual targets for your attacks. Be sure to destroy the nearby tent to prevent any reinforcements from appearing.



Select the Reds and send them to the eastern fire barrier to put out the flames. Then select all minions and order them to break down the barrier to complete a subquest.

PRIMA Official Game Guide

4 Find a way to flank the ballista.



Just past the barrier, down a pathway to the right, you find a forge stone. Send some minions to pick up the forge stone. They will carry it back to the tower gate. When you return to the forge, you can forge a new axe, a new sword, new armor, and a new helmet. However, these items are quite expensive, so don't rush back to the forge just yet.

Continue down the trail until you run into another legion. The centurion is off to one side, so send your minions to kill him first.



Now, make sure all of your minions are selected and then place a guard marker near you. The Reds move next to the marker with the Browns surrounding them. As the Reds throw fireballs at nearby enemies, the Browns attack any soldiers who get too close. Hold down the Target Lock button to lock onto the guard marker, and then sweep it closer to the enemy as needed to keep them in fireball range.



Advance along the path to the north until you come across another legion. Move your Reds onto the ledge overlooking the soldiers and place a guard marker for them. They will throw fireballs down on the enemy. Keep the Browns with you and wait for the soldiers' formation to begin to break up.

Conquering Nordberg



When at least half of the legion has broken up, send in the Browns to attack the centurion, and move in to help them. Then finish off the rest of the enemies and pillage the camp. Be sure to lead your horde across to the other side of the path. There is a small area with some crates where you can get some health potion and other goodies.



Lead your horde west towards Nordberg Town. Yet another legion awaits you. Move off the path to the left and around a dilapidated shack to sneak up behind and attack the centurion first. Then finish off the legion and destroy the tent.

5 Take over the ballista.

6 Clear the blockades on the main road.



The ballista is to the east. Quickly lead your horde up the stairs to the platform on which the ballista is positioned. Kill all of the soldiers guarding it. Send five Browns to power the ballista while you put the rest into a guard marker at the top of the stairs. Then move onto the steering platform to take control of the ballista.

Fire the ballista at the legions in this area. Also destroy the tent to prevent more soldiers from reinforcing the Imperials. Keep firing until you have broken up all of the legions and only a few soldiers remain.



PRIMA Official Game Guide



Exit the ballista and order all of your minions to regroup on you. Now eliminate all of the remaining soldiers in the area. Lead the horde to an opening in the forest south of the ballista. There you can get some gold from a chest.

7 Find a way to get into the town.

8 Investigate the dig site.

Follow the rail tracks south until you come across the site where the Empire is excavating to get to the Netherworld.



You can't get into this area yet. However, to the right is a rock barrier with a mine cart filled with explosives. Select the Reds and send a single Red minion to ignite the explosives by targeting the cart and pressing the Send button once. As soon as it ignites, call back the Red.



Select all minions and lead them through the opening and to the west. Turn to the right to find some soldiers guarding wolves. Send the minions to kill the soldiers and tame the wolves to use them as mounts. There are also some minion gates here if you need to replace any losses.

Conquering Nordberg

As you try to leave this area, you must attack a legion. Put your Reds into a guard marker to begin throwing fireballs. Then send your wolf-mounted Browns to attack the legion. Wolves help break up the formation of soldiers so they are easier to kill. Don't forget to get the centurion as well.



TIP



If you keep heading west, you will leave this map and enter the north-western corner of the Hunting Grounds map. There is a tower gate here. Send your minions to turn the wheel to lower the bridge to the rest of the map. Also have them loot the structure by the bridge to get some gold for you. Return to the Nordberg map the same way you came to continue your quest.



Return with your mounted Browns to the dig site. A legion is lined up to the right. Send your Browns to attack the soldiers while positioning your Reds on a guard marker just within fireball range. Once the soldiers are history, kill the centurion and loot the goodies behind him.



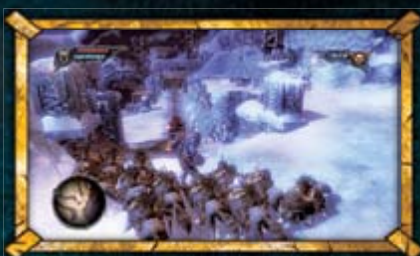
Target the guard marker and sweep it to the edge overlooking the dig site so the Red minions can throw fireballs at the soldiers below.

PRIMA Official Game Guide



Now select the mounted Browns and sweep them across the wooden beam to the platform to the east. Continue to sweep them to jump north to another platform where they can turn a wheel. Turning the wheel opens a door, and a cart full of explosives rolls out along the track in the area below. Move the Reds so they can hit it with their fireballs. When it explodes, the barrier

to the dig site disintegrates. Call the Reds back to your side and then head for the opening.



Another cart of explosives rolls out to replace the destroyed cart. Don't let the Reds attack this one or your minions and you may take the damage. Advance past the cart and follow the rail tracks east. Leave the Reds at a guard marker so they can throw fireballs down on the legion below and to the left.

Meanwhile, take your Browns to loot the area to the east. Keep going until you find another wheel. Send the mounted minions jumping across a gap to turn the wheel and release another cart of explosives on the lower level. The cart rolls up right behind the legion, and your Reds ignite it with their fireballs and kill some of the soldiers.



Summon all of your minions to your side and head west towards the camp area of the dig site, where there are tents. Leave the Reds here and send your Browns after the legion. Go ahead and help them during this fight.



Conquering Nordberg



Now send some Browns to push the cart while you have it targeted. They push it around to the end of the tracks, where some boulders block your way. Bring them back and send a Red to ignite the cart.

Advance to the end of the track along with your entire horde. Climb up the steps and attack the centurion to finish off the last enemy in this area.



Finally, send some minions up onto the platform to turn a wheel, which releases another explosive cart onto the track leading towards Nordberg Town.



9 Blow up the town gate.



Walk up to the raised bridge and push it over to cross to the path leading to the town. As you head back to Nordberg Town, locate the enemy archers up on a ledge overlooking the track. Select your mounted Browns and sweep them up the path to the left side and across a gap to kill the archers.



Order four Browns to push the cart forward. Quickly summon them back to you when the cart is in front of boulders near the archers' ledge. Send a Red to ignite it and then get back and wait for the BOOM!

PRIMA Official Game Guide



Once the dust settles, your minions can pick up the minion idol and carry it back to the tower gate. Once it arrives at the Netherworld, your maximum horde size is increased to 25 minions. Head to the minion gates by the tower gate and summon some more minions so you have 15 Browns and 10 Reds.

Now get back to the cart. Have four Browns push it all the way to the end of the line. They will then push it off the edge so it rolls down to the town gate. Send in a Red to light the fuse, and then get ready to enter the town.



Once the gate is breached, several Imperial legions march out to prevent you from entering the town. Quickly get up onto the ballista platform with your minions and take control of the weapon. Turn it around and pick off the archers on the town wall to either side of the gate. They are the main threat to you. Next begin firing at the legions of soldiers. Break them out of

their formations. Then exit the ballista and send your minions to finish off the scattered soldiers. Replace your losses at the minion gates.

Before entering the town, head back up the rail tracks and have minions push another cart towards the town. It stops just past where the gate was. Blow it up to reveal a container with a dark crystal inside.



Conquering Nordberg

Taking Control of Nordberg Town

10 Find Governor Borius.



Turn left once you are in the town and head northwest. Villagers are throwing firecrackers on the ground to keep you away. If you get too close, you and the Browns can catch on fire. Therefore, select the Reds and put them into a guard marker. Hold the Target Lock button to lock the marker and then sweep it forward ahead of you. The Reds are immune to fire damage, and

they will throw fireballs at the villagers with the firecrackers, clearing the way for you.

At the top of the hill are some minion gates. Replace any of your losses and then keep heading north to find Borius. The governor is standing on a wooden platform ahead of you. As you approach, the platform descends to the lower level of the town, allowing Borius to get away. Send your minions to kill the soldiers he left behind.



11 Destroy the temple.



12 Find a way to reach the town hall.

Lead your horde to the area to your right, where a temple has been erected. Take out the soldiers guarding the temple and then let your horde loose on the temple to knock it down. Finally, have minions push the statue of Borius down to the area below.

PRIMA Official Game Guide



Lead your horde back down the hill towards the town gate. Turn left, cross the bridge, and follow the pathway towards the town square. Kill any soldiers you run into along the way. The gates to the town hall have been locked, so you need to find another way in.

Cross to the eastern side of the town square and then head up the pathway to the north. A ballista is up ahead on a wooden platform. You can't hurt it from a distance, so move quickly as you climb up the stairs to get to the top of the platform. Expect to take some damage and some losses, but keep moving. Order all of your minions to attack the ballista and they will kill the soldiers manning it.



13 Defeat Borius.

Clear the wooden platforms of all enemies. Then sweep some minions up some stairs to a statue of Borius on top of the town hall. They push the statue off of the edge—and down onto Borius, the soon-to-be former governor.

14 Kill or enslave Borius.



Walk to the edge of the platform and target the controls to descend to the town hall. Borius is trapped under his statue. You now have to make a decision—should you enslave Borius, or kill him? This decision helps determine the type of Overlord you want to be. Enslaving him moves you towards domination, where you subdue towns and their villagers to serve you. Killing

Borius moves you towards destruction, where you kill everyone in a town and leave it in ruins. Use your spell to either kill Borius or subdue him just like you did with the villagers earlier.

Conquering Nordberg

The Tyranny of Destruction or Domination

As an Overlord, your job is to reign over as much of the world as you can conquer. Forget democracy or monarchy. You are a tyrant. However, you still have a choice of which tyranny best suits your personality and goals. If you choose domination, you will subdue and enslave people to work for you. They will join your horde or, if in a town you have conquered, slave for you mining gold and forging weapons for your minions. As a result, you will get a steady supply of goodies. Dominated towns also deliver gold to the tower gate to send directly to your tower treasury. Destruction, on the other hand, involves killing and destroying everything you see. While this results in a lot of loot and lifeforce, once the person is dead, you will get nothing further. For more information on tyranny, check out the *Essentials of Evil* chapter.

15 Take over Nordberg Town.

No matter what you decided to do about Borius, it is now time to take control of Nordberg Town once and for all. Walk up to the door of the town hall and press the Strike button. To occupy town hall, you must spend 50 Brown lifeforce. You should have plenty for this, so pay up and Nordberg Town is yours. A tower gate appears right next to town hall. It turns out that the woman Borius kept around is actually the same little girl who helped you when you were just the witch boy. Since you rescued her from Borius, she decides to accompany you back to the Tower to take up residence as your mistress.



The Spoils of Conquest

7 Visit Kelda in the private quarters.



Upon returning to the Tower, head up the stairs behind the throne to enter the private quarters. Kelda is waiting for you up there. She has already put some minions to work straightening up the place. Spending some of your gold on the Tower will make it look even nicer. However, you have other things you need to take care of right now.

PRIMA Official Game Guide



While you are in the private quarters, visit this alcove, where you can customize your Tower. You can purchase some candles and some banners to begin decorating.



TIP

While you are back at the Tower, you may want to upgrade your minions at the foundations or visit the graveyard at the minion burrows to resurrect minions who died fighting for you.

Control Nordberg Town

Enslave 100 villagers.

Kill 100 villagers.



Head back to Nordberg Town. It is time to take control of the town. Find a house and send your minions to break down the door and loot the inside.

As villagers flee, send your minions after them. The minions will hold them while you use your spell to either subdue or kill them. If you kill them, you get lots of lifeforce and loot.



Conquering Nordberg

If you choose to subdue them, on the other hand, they will start working for you. Some will mine gold. Others will run a seal farm. Visit here and send your minions to club the seals and collect lifeforce.



Finally, some villagers will work at making weapons and equipment for your minions. Send your horde into these blacksmith areas to pick up goodies that will increase their power.



TIP

You can only achieve one or the other of these subquests. If you subdue, you can always go back and kill later by using the spell on your slaves. However, once you start killing villagers, you won't have enough left to subdue 100 of them. Also, about a third of the villagers are in parts of the town where you can't get to them due to locked gates. You need Green and Blue minions to access all the villagers. Even though you can't complete this quest right now, take some time to do as much destruction or domination as you can so you have a lot of resources before you begin your next quest.

Villagers often hide in the wooden houses scattered across the Nordberg Town area. To unveil these villagers, target lock the front doors of the houses and then send minions to break down the doors to reveal the screaming villagers hiding inside. Once the villagers have been revealed you can then either subdue or kill them accordingly. Once a house is empty, you can burn them to the ground by sweeping minions inside them. This will reveal collectibles and treasure for you and your minions to collect.



While you are looking for villagers, be sure to also seek out crates and chests in abandoned buildings or off in the outskirts of the town to the north.

PRIMA Official Game Guide

To the Sea

Getting the Ship



You now control Nordberg Town, and the people know to fear you. A Nordberg citizen has come to seek an audience with you. He informs you that some villagers are trying to free a ship stuck in the ice. As the Overlord of Nordberg, that is your ship and such actions cannot be allowed. Time to head back to the cold.

Save Your Ship



1 Find Nordhaven.

After dismissing the informant, you are teleported back to Nordberg. Summon 10 Reds and 15 Browns from the minion gates near the tower gate and then send your minions to empty the nearby tribute chests if you decided to subdue the villagers instead of killing them. Now lead your horde out of the

town through the northwestern gate near the wolf den. Upon exiting Nordberg Town, you find yourself in Nordhaven. A tower gate and two minion gates are off to the left of the path. If you need reinforcements or to get back to the Tower, this is where you can do it.



To the Sea

2 Deal severely with the ship thieves from Nordberg.

3 Melt the ice in the river to free the ship.

A hunter camp is up ahead. Position your Reds on a guard marker on the wooden platform overlooking the camp and let them start throwing fireballs at the hunters below. Then move in with your Browns to kill the hunters and destroy their igloos. Be sure to take out the hunters on the other platform throwing spears at you before they cause too much damage.



After looting the camp, follow the trail to the west and attack the hunters headed your way. Since the pathways are narrow, a good tactic is to place your Browns at a guard marker in the middle of the trail, with the Reds at another guard marker behind them. The Browns will block the path and fight while the Reds set fire to the furry hunters.

Some Nordberg villagers in this area flee from you. Send your minions to surround and hold them in place. Depending on your tyranny, either subdue them or kill them with your spell.



Continue down the trail to the next area, where several gnomes surround a tar pit. Send your minions out to kill all of the gnomes and then loot the crates here.

PRIMA Official Game Guide

4 Set fire to the three tar pits.



The pathway ahead of you is blocked by ice. However, if you set fire to the tar pit, the heat might melt the ice. Put your Reds into a guard marker near the tar pit and they will automatically throw fireballs at the sticky, flammable substance and ignite it. Once the barrier is melted, lead your horde along the path. Where it widens, some hunters are hiding behind a

corner waiting to ambush you. Surprise them instead by following a narrow path to the right. Sweep your Reds out onto the lumber and hold them just past the curve with a guard marker. They will throw fireballs at the hunters. Next, sweep your Browns across the lumber to attack the platform on which the hunters are standing, and then have them finish off these enemies.

Return to the wider area in the path and loot the crates. Your path is once again blocked, this time by a burning barrier. Send your Reds to put out the flames, and then bust through with your Browns.



As you continue to follow the path, stop to loot some chests and crates off to the left. There are also a couple of minion gates nearby where you can summon more minions to replace any losses you might have suffered so far.

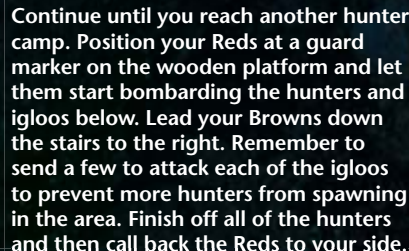


Advance across a land bridge over the river. As you approach the far end, several hunters attack. Send your minions to kill them, and move in to help them out.

To the Sea



Send minions up the stairs to turn a wheel. This opens a small dam and allows tar to flow into a pit to the south. Lead your horde back to where they entered the camp and send the Reds to a platform overlooking the tar pit. Put them in a guard marker so they will ignite the tar. Two pits lit—one more to go.



Continue until you reach another hunter camp. Position your Reds at a guard marker on the wooden platform and let them start bombarding the hunters and igloos below. Lead your Browns down the stairs to the right. Remember to send a few to attack each of the igloos to prevent more hunters from spawning in the area. Finish off all of the hunters and then call back the Reds to your side.



Start moving east along the path. Where there is a split, head to the right down to the banks of the river. Several small and large seals can be killed for lifeforce, and some crates can be smashed for goodies. Don't stay here too long or some hunters on the trail above will start throwing spears down at your horde.



Move back up to the main trail and get ready to fight. As you start fighting the hunters on the trail, more come at you from the forests to the north. Call back your minions if necessary to protect the Reds, and put them all in a guard marker near you. After the hunters have all been killed, send your minions north into the woods. Look for some chests just out of sight; they contain treasure for you to claim.

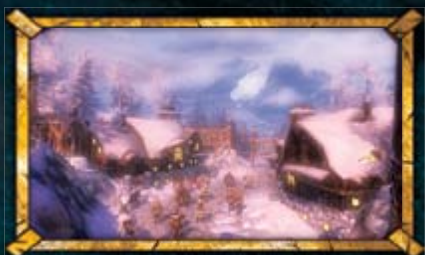
Lead your horde east across a bridge. The third tar pit is directly ahead. Position your Reds in a guard marker near a wooden fence overlooking the pit. They set fire to the pit and complete a subquest for you.




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Call back your Reds and get ready to fight the hunters along the main path. Use any of the tactics you have used before—whatever works best for your style of command. Be sure to grab some treasure located up on a ledge north of the trail before continuing on.



Keep moving east until you reach the village of Nordhaven. A villager, hoping for mercy from you, offers a solution to the problem of freeing the ship from the ice. He tells you the villagers could use firecrackers to break up the ice.

 Set fire to the giant tar pit or subdue 10 villagers to remove the ice for you.

You now have a decision to make. If you are going for devastation, just set fire to the giant tar pit, which will destroy the town of Nordhaven in addition to freeing the ship from the ice. However, the domination route requires you to subdue the villagers. While you are thinking, move north to find a tower gate, where you can restore your health and mana, and two minion gates, should you need some more of the little guys.

March through the town, looting as you go. Subdue villagers if that is your course of action. No matter which you choose, keep heading east to find more villagers as well as the giant tar pit.

When you get to some wooden barricades, hunters break them down and attack. Kill them and continue on. Up ahead are more hunters as well as some elves. Don't rush in to attack. Instead, move forward a bit to draw out some of the enemies, and then pull back so you only have to fight a few at a time.



To the Sea

Finally, move in and send some Browns up onto the platform on the left to clear out the hunters there.



Rush to the far side of the map to take out some hunters with spears on another platform.



If you are subduing villagers, follow the path to the north to find more villagers and some treasure.



On the other hand, if you are going to set fire to the giant tar pit, head south. Clear out the hunters south of the pit, then send your Reds up the stairs to set fire to the final pit.

PRIMA Official Game Guide

On to the Sea

Set Sail to Everlight

1 Sail out of Nordhaven.

2 Reach the open sea.



are ready, board the ship, move to the stern (back), and press the Strike button to take control.



It seems like the elves were involved in trying to steal your ship. They need to be dealt with. Head back to the tower gate near the town to restore your health and mana. Also make sure you have a full horde of minions—both Brown and Red. Lead them to the docks and send the minions aboard the ship. It takes 10 minions to man the oars and power the ship. Once they

Set sail by holding down the Send button to accelerate the ship to ramming speed. You can get a little more speed out of the crew by pressing the Strike button to beat the drummer so he picks up the tempo.

Up ahead in the river you see come crates floating across your path. Steer into one of the ice floes to push it into the crates. The crates blow up—they're mines! This barrier is gone; however, be on the lookout for more.



To the Sea

After you turn the ship and sail due south, you see more mines up ahead as well as an elven ship blocking your path. While you may want to ram it at full speed, use cunning to get through this.



Destroy the Ship Blockade

1 Dock your ship.

2 Find a way to destroy the ship that's blocking the river.



A jetty is up ahead on the left. Sail your ship right next to it and press the Call Back button to dock the ship. Lead your horde of minions to attack some elves near a couple of minion gates. Also, some large seals must be killed before they attack your minions.

Leave all your minions here by putting them in a guard marker. Then head south across the shallow stream of water to the ice floe to the south. There are lots of small seals here. Move towards them and they will all rush off the ice and swim out away from you—right into the mines. When the mines detonate, they not only destroy the seals, but sink the elven ship as well.



Head back towards the ship, calling back all of your minions along the way. Send them onto the ship and set sail once again. Keep going south to get to the open sea. On to Everlight!

Everlight Reef



After sailing across the sea, you have come to a reef somewhere on the way to Everlight.



Set Sail to Everlight

3 Sail on to Everlight.

This reef is filled with shipwrecks. It looks like the Empire had sent a fleet to this area when it flooded. Could it have been a lot of melting ice causing the seas to rise? Near the entrance to the area is a dock off to your left. If you need any minions or want to restore your health and mana, stop by and visit the tower gate and minion gates.



Everlight Reef



Continue sailing south and west towards the huge gates of Everlight. However, as you approach, elves begin moving idols away from the water and the gates to Everlight close.

Open the Gates to Everlight

- 1 2 3 4 Return the four gate keys to their slots.

Sail north around the western side of the central island where there are ruined temples. Don't worry about the local inhabitants for now.



Find the dock on the northern side of the island. Dock your ship there and lead your horde ashore. Follow the path until you come across some elves. Kill them and then loot the area.

TIP

Hit the tree trunks, or have your minions do it, to shake fruit from the trees. Then break open the fruit. Some of it contains health potions.

PRIMA Official Game Guide



The first gate key is right here. Send three or more minions to pick it up and carry it. Sweep the rest towards the bamboo platform to break it down to clear the way. There is a container with a dark crystal inside off to the right. However, it is out in the water and you can't get to it yet. Wait until you have Blue minions and then come back for it.

Follow the path around to this spot, where you can have the minions loot the crates for goodies. There are also a couple of minion gates here for summoning more minions.



Lead your minions south through a tunnel. Leave the elves off to the left alone for now. They can throw poison bombs. At the end of the tunnel, your minions place the gate key in its slot. One down, three more to go.



Turn right and follow the path down some stairs, around to the right, and up to the top of the temple, where you are attacked by elves. Send your minions to kill them and then keep moving. Loot the crates at the top.



Cross the bridge leading east. Put all of your minions onto a guard marker and sweep them along the bridge. Elves from the opposite side attack. Since the bridge is narrow, the Browns protect the Reds—preventing the elves from getting to their fireball-throwing cousins.

Everlight Reef



After getting across the bridge, call back all minions to you and then send them after the elves and their platform. Destroy it to prevent more elves from arriving. Then send some minions to clear out some chests of gold hidden behind a statue at the top of this temple.



The second gate key is out on an elevator platform. It seems the keys operate the elevators as well. Lead your horde out onto the platform and ride it to the bottom. Then have some minions pick up and carry the gate key.

Up ahead, your way is blocked by shipwrecks. Target the closest explosive barrel and send a single Red to ignite it with a fireball. This starts a chain reaction that not only clears your path but also opens up another dock. Send minions to pick up lifeforce left behind after the explosions.



Follow the outer walkway around to the right. You come across a tower gate. You don't need it right now, but it is good to know where it is located. Continue to the slot where the minions will insert the second gate key. You are halfway there.



The elves have learned that you are trying to use the gate keys to open the gates. Therefore, some elves are trying to escape with the third gate key. You'd better stop them!

PRIMA Official Game Guide

Seize the Elven Ship

- 1 Get to the elven ship before they escape.

Head through the tunnel behind you and loot the crates to the north and east. Now you need to take on those elves with the poison to the west near the small stone bridge. Send your minions to attack them. Since you are coming from behind, you have the element of surprise. Kill them and get yourself and your horde away from the green poison gas clouds; make your way back to the northern dock where you left your ship.



Climb aboard and set sail for the southwest corner of the map to intercept the elven ship. It breaks through some rocks to the right of the gate. The elven ship comes right at you. Steer to avoid getting hit by its ram at the bow. A couple of hits from the ram and your ship will sink.

- 2 Burn the sails to stop the ship.

As you avoid the enemy ram, get alongside the ship so your Reds can throw fireballs at the enemy ship's sails. The elven ship is faster, so you have to destroy its sails to prevent it from escaping.

- 3 Board the ship.

Once you have destroyed all of the enemy ship's sails, pull alongside it like you are docking and board it. Your ship attaches itself to the elven ship. Lead your horde across to the opposite ship and kill all the elves aboard.

- 4 Kill the elves.



Everlight Reef



Send your Browns to man the oars of the elven ship. It is superior to your ship, and you will need its ram to break through rock barriers later. However, for now, head back to where this ship came from.



Dock your ship and lead your minions, along with the gate key, around a path leading to the right. There are a couple of minion gates to the left if you need to replace any losses. Fight off a few mermaids. Keep your Reds away from them. The water they squirt can kill your Reds. Head up the stairs to the right and your minions will place the key into a slot to activate an elevator. Ride it to the top.

Send some minions to pick up the key and then lead them up some more steps. At the top you can find more minion gates and some crates. However, turn right and enter a tunnel. The key slot is at the end of the tunnel. Your minions place the third key for you. Only one more to go.



Loot the crates at the end of the tunnel by the minion gates, then head down the stairs to the right to loot more crates. At the end of this area, near the water, is a container. Send a minion to break it and retrieve a dark crystal for you.



PRIMA Official Game Guide



Your way back to the ship is cut off, and you can't use the elevator to get back down. Therefore, lead your minions along this path, killing mermaids as you go.

At the end, order a Red to throw fireballs at explosive barrels. Once again, a chain reaction blows up some shipwrecks and clears the way.



Follow the path back to the ship, stopping to loot crates along the way. Once back aboard the ship, sail north. Instead of going for the fourth gate key right away, take some time to increase your power. Northeast of the central island is a dock. Sail there and disembark.



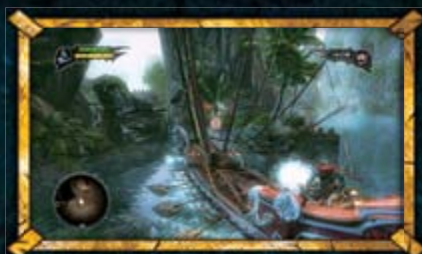
Lead your horde along a grassy path towards an idol. Put the minions in a guard marker and fight off several elves.

Send four Reds to pick up the idol to carry it back to the ship. However, be ready for an ambush by more elves as you near the ship. Kill them and then set sail.



Everlight Reef

Head to the dock by the tower gate on the central island. Disembark there and have minions carry the idol to the tower gate. Your maximum health will be increased.



Now sail to the northeast corner of the central island. Some rocks block the way to an interior dock. Line up your ship and have your minions row as fast as they can. Press the Strike button to hit the drummer to get the ship up to ramming speed.



At the dock, send minions to pick up another idol and return to the ship. Meanwhile, move past where the idol was located to find some chests filled with treasure. Strike them and pick up the gold. Sail the idol back to the tower gate to increase the maximum size of your horde to 30 minions.

It's time to go after that last gate key. From the dock by the tower gate, sail southeast and break through this rock barrier with your minions rowing at ramming speed.



PRIMA Official Game Guide



Dock at this wooden structure and get your horde onto land.



Rather than heading up the stone steps—right into an ambush—lead your horde around to the left. Loot crates and then rush forward to knock down a platform and kill the elves inside, who throw poison bombs. Repeat the tactic on the right side of the stairs where a second platform of elves is waiting. Kill them all and loot the goodies.

Lead your horde up the stone stairs now. Put them on a guard marker and sweep it forward. As elves come to attack, they will more than likely be set on fire before they can even get close enough for your Browns to go after them.



Keep sweeping the guard marker forward and up another set of steps. At the top of this area a couple of platforms spawn regular elves. Call back all your minions to get them away from the guard marker, then send them to attack the platforms.



Clear out this area and summon some more minions from the nearby minion gates. Now you have to go across a bridge. Once again, put your minions all on a guard marker and sweep them across the bridge, stopping when elves attack.



Everlight Reef

Take out the platforms in this next area as well. More elves keep coming, so leave your horde on the guard marker to support one another. Meanwhile, head up the flight of stairs on your own to destroy the last two platforms. Finish off any remaining elves, and then call back your minions.



Send some minions to pick up the last gate key. Lead the horde through a tunnel to the slot.



Once the key is placed in the slot, the gates to Everlight open. Another quest accomplished.



Lead the horde back down to your ship, looting everything along the way. Once aboard, set sail for the gate to continue your voyage to attack the elves.



Tip

Before sailing through the gate, stop by a tower gate and return to the Tower. Back at home, resurrect some of your high-level deceased minions so you can summon them during the next level.

Into the Everlight Jungle



Now that you have made it through the gates at Everlight Reef, you can see the island of Everlight up ahead. However, a big nasty spider thinks your horde of minions is a bunch of snacks.

Shipwreck



Find Your Missing Crew

- 1 Find 10 minion crew members.

Everlight Jungle

- 1 Venture farther into the jungle.

After the giant spider wrecks your ship, you find yourself alone on a beach. Your minions have been captured by the spider and are hanging around in web cocoons. Find and release them.



The first minion is nearby. Hack at the cocoon to free it. Several spiders descend from the trees to save their meal. Defeat them all. Notice that some of them leave behind green lifeforce. Be sure to pick it up. You will need it for the Green minions once you find them.



Loot all of the crates and chests on the beach to find treasure and potions. Everlight jungle has a lot of goodies, so keep your eyes open.



After clearing out the beach, head up these stone steps to delve farther into the jungle.

However, before climbing the next set of steps, leave your minion at a guard marker and head along the walkway to the west. Descend some stairs and wade across a tidal pool to find several chests of treasure. Call back your minion and head up the stairs to the next cocoon. Free the minion and kill more spiders.



Cross a bridge leading south and then take a right where the trail splits. Watch for chests and crates along the pathway. Rescue two more minions and then return to the main trail and follow it southeast and then south.

As you cross this bridge, a tower gate appears in the distance. You must follow a winding trail to get to it; however, Gnarl now knows where you are and is ready to support you—providing you make it to the tower gate alive. Where the trail widens, there are two more cocoons—one to the north and one to the south. Free minions, kill spiders, collect loot, yada, yada, yada.



Finally you get some non-arachnid combat as you follow the trails. Elves are waiting to attack. Send your minions to kill them and then wade into the fray yourself. You need to keep your six alive—at least until you can get more at the minion gates.





Stop by the beach to the west of the trail for a little relaxation. While you stand around, your minions can be collecting loot and lots of treasure in this area. Now back to work. Continue down the trail to find yet another cocoon with one of your minions. Do what you have been doing and then get back to the nature hike.

The trail comes to an end in a large area. The way out is blocked and you must defeat an elf priestess to open it. Move next to one of the stone platforms on which she stands and start slashing.



She jumps down to the ground. Send all your minions to attack while you strike at her as well.



The priestess summons spiders and eventually elves to help her. Keep your minions near you and fight off these enemies while the priestess jumps back to one of the platforms. Keep using the same tactics of moving in close when she is on the platforms and then hitting her hard when she is on the ground. Eventually you will defeat her, and with her death, the pathway opens.



Exit the area through the eastern side and follow the pathway around to the tower gate. Walk up to it to restore your health and mana. You should also send all of your minions back to the Netherworld for now. They can't follow where you need to go.

Going for the Greens



Two of the pathways are blocked not only by bricks, but by poison as well. Only Green minions can clear out poison. Head down the hill to find a forge stone. Don't worry about picking it up right now. You can get it later. Also, a large statue blocks one path, so the only way to continue is to wade across a pond.



Eventually you come to this point where there is a gap in the rock. On the other side is a giant panda. This creature is usually peaceful and will just sit and eat bamboo. However, if you cut down any bamboo, the panda will come after you with a vengeance. The gap in the rock is too narrow for the panda to move through, so look for these structures as safe places.

Walk past the first panda and continue along the path. However, to get past the second panda, you must cut some bamboo. As soon as you do, enter the area with the panda and then run to the right and get through a gap in the rock to prevent the panda from following.

Continue down this path until you get to where the Greens are located. A panda sits right in front of them. Notice how the path makes a circle. Move through the gap in the rock and cut the bamboo to the right. Then run around the circle in a clockwise direction and back through this gap in the rock. The panda follows you and stays out in the large area instead of right next to the Greens.





Now cut through the bamboo and enter the Greens' area to rescue them. Fifteen Greens follow you and join your horde—which is a good thing since you had to leave your Browns and Reds behind.



TIP

If you lose some of your Greens during this part of the level, you can always return to this area to bring your total number of Greens back up to 15.

Rescue the Green Minion Hive



1 Find the guarded Empire building.

You now have to get past the panda to lead your horde out of this area. The best way to do it is to kill the panda. However, now you have some support. Put your Greens onto a guard marker and then sweep them towards the panda but up onto a very narrow path along the left side. They will then jump up onto the back of the panda and attack. Greens are very deadly when they can ambush an enemy from behind.



If you lost any Greens in this attack, head back to the lair where you found them to pick up some more. Then advance back to the central area where you left another upset panda. By this time, the panda has settled down. However, you need to kill it to continue on. Position your Greens into two guard markers near the gap in the rock. Sweep one group towards the panda,

but to the right side, and then sweep the second to the left side—both out of range of the panda. Wait for the Greens to become invisible as they lie in ambush. Then cut some bamboo. When the panda comes after you and moves past the two groups of Greens, they will attack and eventually kill the panda.



As long as you have a few Greens left, don't worry about heading back to the lair for more. Instead, cut through the bamboo to the west and send your minions to loot some goodies. Then slash the bamboo to the north and send your Greens to get rid of the poison blocking your way.



Break through the brick barrier with your weapon and then follow the path until you come to an area off to the left where a cocoon is hanging. Free the Brown and kill the spiders.

Move along the main path and you will come across another Green lair. If you are short, more Greens will join your horde so that you have 15 Greens again.



Continue advancing to this large area where two elf priestesses await you. You must defeat both of them to get through the gate at the opposite side of the area.



Head towards one of the priestesses and place your minions on a guard marker in front of the stone platform. As you move towards the platform, the priestess jumps off to the ground below—and your Greens jump onto her back and attack. Get in there and cause some damage.



Eventually the priestess jumps to a third platform. This time, call back all your minions and then sweep them along the narrow path to the left of this platform so they come up and attack her from behind. As she jumps away to the ground, move in to attack and finish her off. Use the same tactic to kill the second priestess.

Exit the area and pick up some Greens if needed at a third lair. Head to the beach across from the lair and pick up some goodies, including a dark crystal in a corner and chests of treasure. This area also contains a cocoon with one of your Browns inside. Break it open to free the minion. Kill the spiders that appear. Once you have all the loot, return to the main path.



A single elf attacks. Kill him, then free the 10th and final minion from a cocoon off to the right. You have now completed a quest. Move along the trail heading south. More elves attack. However, between your minions and you, they are not much of a threat.



The trail ends at the giant statue. Send minions to move it out of the way so you can pass. By this time, you have explored all of the jungles of Everlight.



You have made a complete circle and are back at the forge stone. Send some minions to carry it back to the tower gate. It will allow you to forge new weapons back in the Netherworld.



As you head back to the tower gate, send some Greens to clear the poison away from this barrier. Then break it down to reveal a spell stone. Order minions to carry it back to the tower gate and you will have access to the halo spell. This can either boost the power of your minion horde temporarily or create a shockwave that will damage nearby enemies.

It is time to go after the Green hive. Once you have it, you can summon Green minions. Visit the minion gates at the tower gate and add some Reds and Browns to your horde. Then send your Greens to clear the poison from the barrier across from the tower gate. Break down the barrier and then follow the trail to the Everlight Facility, where the hive is being held by the Empire.



The Everlight Facility

The Everlight Facility

Finding the Green Hive



The Empire has hauled off the Green hive and taken it to a fortress. In order to summon Greens from minion gates, you must find the Green hive and return it to the Netherworld.



LEGEND

- (S) Stash
- (W) Wheel
- (D) Dark Crystal

PRIMA Official Game Guide

Rescue the Green Minion Hive

- 1 Find the guarded Empire building.



As you enter this area, follow the trail northward to the tower gate. You can summon Browns and Reds here, but all you really need to take along are Green minions. If you have some with you from before, keep them and send your Browns and Reds back to the Netherworld. If you don't have any Greens, don't worry. Some will be provided shortly.

The main entrance to the Empire fortress is probably well guarded. See if you can find another way in. Head south from the fortress and then northwest along a path that leads to a possession stone. This area also contains a lair for Greens. If you don't have any, some Green minions will join your horde.

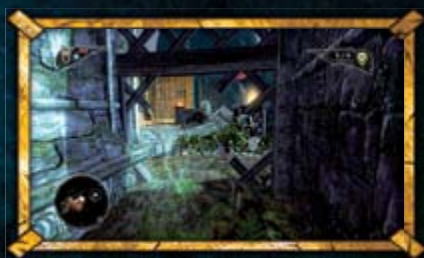


Select your Greens and send them to the possession stone. As they are dancing around it, press the Magic button to possess one of the Greens.



Once you are in a little Green body, head through the poison cloud and across this narrow stone bridge. As a minion, you can get across and through many places your larger Overlord body can't traverse. Get used to being a Green—you are going to be in this body for a while. Send your minions to kill some gnomes in the area and pick up the life force.

The Everlight Facility



Enter the fortress and lead your horde up the stairs. At the end of the passage, send the Greens to kill a soldier with his back to you.

2 Retrieve the Green hive from the guarded Empire building.

3 Destroy the sentinel towers.

Look for containers like these with a green cloud around them. Break them open to release Green minions, who will join your horde.



Move to the right to find a couple of crates of treasure. Then walk along a narrow stone walkway to get to the other side of the entrance, where more crates await your looting.

Return to where you entered this area. Break open a container near the Green hive to find a dark crystal. To the left is a pressure plate. Send five minions to stand on it to open a gate to the left. Lead your minions inside the small chamber and loot it. Be sure to get the treasure from some chests at the end and around a corner. Also be sure to loot all containers and crates to find weapons, lifeforce, and other goodies. This fortress is filled with stuff just waiting to be stolen.



PRIMA Official Game Guide



Lead your horde through the opening to the right of the Green hive. You can't take it too far for now, so just leave it where it is. Follow the path along a narrow stone walkway over a garden area. Below are a couple of eradicators. These Imperials have weapons that suck up magic and magic creatures. Be sure to stay away from their blue beams.

Clearing Out the Fortress



Continue back into the building. Turn left and then left again to enter a small room with several chests of treasure. Get the gold and then continue down some stairs and past the opening to the garden so you can find more goodies in a dark alcove. Return to the entrance to the garden area. Wait for the eradiator to walk past and then lead your horde into the plants in the

middle. Place the Greens on a guard marker near one edge of the fence. When the eradiator walks past, the Greens will jump onto his back and kill the enemy.

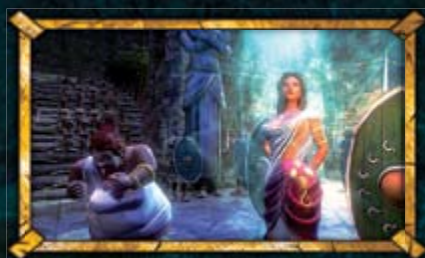
There is one more eradiator in this area. However, before going after him, head through the small opening in the western wall. Free a Green in a container and then move out onto this ledge overlooking the eradiator. Place a guard marker here and leave behind about half of your horde. Keep at least five Greens with you.

Lead the rest over to this pressure switch; place them on a guard marker right on top of the switch and then move out of the way. The switch opens a cage and releases some gnomes. As the eradiator moves in to get the gnomes, he will walk up next to one of your two guard markers and be ambushed by the Greens.



The Everlight Facility

After the area is clear, call back all your minions and lead them under the platform where the eradicator was patrolling. There are several chests of treasure to loot there. Then climb up onto the platform and turn this wheel to open the gate. Follow the tunnel. At the end is an eradicator with his back to you. Send your Greens to attack and kill him. Then turn the nearby wheel to open another gate. This allows you to move the Green hive forward a bit. Send minions to grab it and they will move it to the next closed gate.



Head through the small opening near the closed gate to enter a large room. Several women of the Empire are accusing another woman of witchcraft. While she might make a suitable mistress, you need to focus on the hive first. Walk around the edges of the room picking up loot.

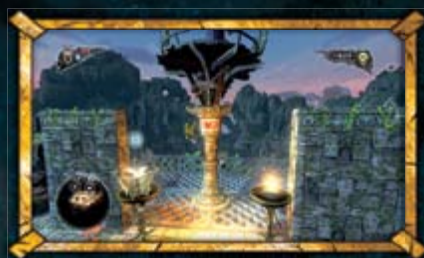
Then move your horde down to the main floor and begin attacking the women left behind. Kill them for lifeforce and loot all of the containers. You will find some more Greens here to join your horde.



Once this large room is clear, exit through the northeast, picking up some loot as you near the exit to the central fortress area. An eradicator lurks by the exit, so send your minions to jump on his back and kill him. Turn the wheel to open another gate, but leave the hive for now. Instead, follow the walkway to the north.

PRIMA Official Game Guide

When the walkway turns to the east, use caution. There is a sentinel up on top to the north. The red light on the walkway is like a magical searchlight. If it hits you or your minions, it will detect you and start inflicting damage. Wait until the light moves away to the east. Then head up the steps and duck into the first alcove on the left before the red light returns. Move to the eastern end of the alcove, and exit when the light passes by heading to the west. Rush out onto the walkway and head east again to the next small opening and then rush in.



Head up the steps to the left to come up behind the sentinel's tower. Order your minions to attack. They will knock down the tower and kill the sentinel. Let your minions pick up his weapon, and then go all the way to the east to exit to the walkway again. Turn the wheel and open the gate, then go get the hive and bring it to this point.

Move through the small opening in the wall to the east. Move south in the grassy alcove to loot chests and other goodies before heading north and then around to the east and south to find another Green in a container.

There are a couple eradicators in the next area. One patrols the walkway to the north while the second is down in the lower part in the center. Wait until the first eradiator is walking away, then position your Greens at a guard marker just south of the northwest corner of the walkway. They will ambush and kill the eradiator as he walks by.



Lead your minions north into a grassy alcove and follow it to the east. Leave all but five Greens on a guard marker on a ledge overlooking some stairs below while sending the rest to a guard marker you can create on top of a pressure switch in the floor by a cage of gnomes. This releases some gnomes and lures the second eradiator to your Green ambushes.

The Everlight Facility

TIP



Once you have killed the two eradicators in this area, send your minions on a gnome hunt. If you are willing to spend the time, you could complete your quest to kill 1,000 gnomes. Even if you stick around and only kill 100 or so, you can collect a lot of lifeforce.

These gnomes provide lifeforce for Browns, Reds, and Greens. Use the lifeforce to forge some powerful weapons and armor back at the foundations in the Netherworld. The gnomes also release an occasional Fairy Gem.



When you are through here, stop by the southern corners of the area to find some treasure, then turn the wheel by the gate to continue. Head up the stairs and follow a passageway around to the west. At the end, send your minions to attack a couple of soldiers. Then turn the wheel to open a gate. Send minions to carry the hive to the elevator.



Call back all your Greens and head south across this plank of wood. Continue along a walkway to a pressure switch. Move some minions onto the switch to open a small gate. Also turn the wheel to open a large gate. Head through the small gate and loot the alcove.

Exit the alcove through an opening to the east and make your way down a large flight of stairs. Enter a low passageway and look for an eradicator walking by. Cautiously move through the low passageway; when the eradicator moves away from you to the west, send your Greens to attack him from behind. Then place your Greens on a guard marker on one of the ledges in the southwest corner. From here, they can ambush soldiers who come to get you.



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Lead your horde through a small opening in the southeast and head north. Before returning to the large area with soldiers, head east to exit the fortress and find some loot, including a dark crystal on a narrow piece of land that you can get to by crossing on a plank. Then head back into the fortress and wait for the second eradicator to walk away from you. Send your Greens to kill him and then finish off the remaining soldiers in the area.



Tip

Another way to kill the second eradicator is to clear out the soldiers in the lower area after killing the first eradicator. Then, when the second one is walking to the east, send minions to the western corner of that northern walkway to stand on a pressure switch. This releases a panda, which will then attack the eradicator for you.



Once the area is clear, loot it. There are lots of containers and crates in the middle, so let your Greens go wild thrashing about and bringing you gold. Finally, head to the large gate in the west and turn a wheel to open the gate. Move through the opening and onto a pressure plate to the right to open a small gate.

Loot this grassy area, then turn to the right and move through a small opening to find the base of a sentinel tower. Attack it with minions to bring it down.



The Everlight Facility



Exit this area and head to a garden plot in the south. Hide in the plants and place a guard marker for your horde next to the walkway where an eradicator walks. They should ambush him as he walks by. If not, after he passes send the minions to get him from behind.

Move west to another garden plot and attack another eradicator. Once he is down, move your minions north to step on a pressure switch and release some gnomes to distract other eradicators in the area. Continue north through an opening. Loot this area and exit to the north to step on another pressure plate to open a gate.



Climb up some stairs to come up behind a sentinel tower. Attack it. Three down, two more to go.

Climb back down the stairs and move east into a garden area. The eradicators should be to the south chasing gnomes, but be cautious. Quickly exit through the opening just to the north and then move west again to come up behind another sentinel tower. Finally, head east to destroy the final sentinel tower and complete a subquest.



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Turn the wheel in the northwest corner to lower the hive on the elevator. Then move your minions onto the nearby pressure switch to open some cages holding pandas. The pandas move out, allowing you to move in to get some goodies, including a dark crystal. Finish off the remaining eradicators by hiding in the central garden plot and ambushing them as they come by.



Finally, send your minions to pick up the Green hive and carry it towards the entrance. Lead them out of the fortress and they will then carry the hive all the way back to the tower gate. You can now summon Greens from Green minion gates.

4 Leave the guarded Empire building.

Send all your Greens into the minion gate to return to the Netherworld. Now to get out of this wretched, noxious body. Hold down the Magic button to end the possession and return to your Overlord body, still located by the possession stone. Now head south along the main road, leaving all your minions behind at the tower gate since you have to cross a stream and they will only drown. Summon some Greens from another minion gate on the south side of the stream and send them to clear the poison from a barrier.



Once they have completed their task, break down the barrier and head south to the next area.

The Conquest of Everlight Town

The Outskirts of Everlight



After successfully rescuing the Green hive from the Imperial building, you have advanced to the outskirts of Everlight Town. Move along the path until you come to a tower gate. Here you can summon some Red and Brown minions to go along with your Greens.

Everlight Town

- 1 Gain entrance to Everlight Town.



Return to the Netherworld



If you have not been back to your Tower in the Netherworld, it is a good idea to stop in for a quick visit before beginning your conquest of Everlight Town. Once there, visit the forge in the foundations and spend some of the treasure and lifeforce you collected while rescuing the Green hive. One of the best investments you can make is the Evil Eye helmet. Not only does this protect your head, but it also doubles the lifeforce you collect. Therefore, every time your minions collect a lifeforce, it counts as two. Since you will be killing a lot of enemies shortly, you might as well make it worth twice as much. Then you can spend that

lifeforce on other weapons or armor. Also, if you have not forged a new weapon, now is the time to get something more powerful. You face some stronger foes and it is always good for the Overlord to get into the fray and spill some blood for minion morale.

While down in the foundations, spend some gold on upgrading your minions. Hopefully you have already upgraded the Reds and Browns to at least level 1 or 2. Now that you have the Greens, upgrade them at least to level 1. Greens will play some important roles here in Everlight, so be sure you have them upgraded.



At the minion gates, summon a horde to accompany you during your conquest. A good mix initially is 8 Reds, 10 Greens, and 12 Browns. Lead them north towards the large gate leading to Everlight Town. Soldiers patrol the area in front of the gate. Position your Reds at a guard marker just past the stairs leading down to this area. Then put your Browns and Greens at another

guard marker on the stairs to prevent enemies from getting to your Reds. The Reds throw fireballs at nearby soldiers and force them to move forward—right into the blades and claws of your other minions.



Once all the soldiers by the stairs have been killed, call all minions back to you and then lead them down the stairs. Send them to attack the body of soldiers in the lower area. Also send a few to knock down the tent to prevent more soldiers from coming to reinforce.



Don't start celebrating as soon as the soldiers are killed. An eradicator from the west is coming to attack. Withdraw your horde to the steps and place your Greens on a guard marker where the Reds had been previously. They turn invisible and will ambush the eradicator as he comes after you and the other minions.

Call back all your minions and advance west. Up ahead, you see some more Imperials. The main threat is the eradicator. Put your Greens onto a guard marker and then sweep the marker up the stairs behind the eradicator. The Greens then jump down onto the eradicator's back to kill him. Now move in to finish off the rest of the soldiers.



This area contains a spell catalyst. Send a handful of minions to carry this blue orb back to the tower gate. Meanwhile, climb these stairs to see what is on the other side of this ornate entrance. The giant spider that sank your ship is guarding a temple. That temple provides a way for you to get into Everlight Town.



Spider Queen Temple

1 Find a way into the temple.



There is a red key. Have your minions pick it up and set it back down to make parts of a walkway rise up, leading to the temple. You notice that there is a blue key slot here as well—but no key. The blue key must raise the other half of the walkway parts. The elves would not leave the red key here if it couldn't also be used for something else. That would make it too easy for you. Have

some of your minions pick up the red key, and head back to the area where you killed the soldiers just outside the entrance to the temple.

Lead your horde, along with the red key, down the path to the south. Hack your way through bamboo and send minions to move a large statue out of the way. Keep your eyes open for chests and crates to loot. You can never have too much treasure.



At the end of the path are some minion gates and a locked gate. Next to the gate is a red key slot. Your minions place the red key in the slot to open the gate.

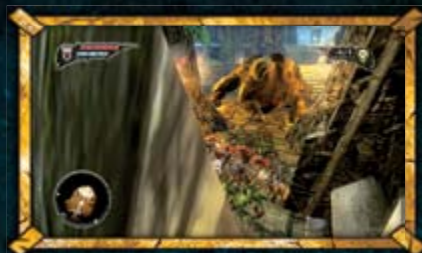


Fay, the elf queen, appears and informs you that the elves have withdrawn to their final sanctuary. She leaves you with the blue key as her final gift. However, she also leaves something else not so nice.

A large ogre blocks your way. While he is not fast, he is very heavy and powerful. Put your Reds in a guard marker near the entrance so they can start throwing fireballs at the beast. Then send the Browns in to attack.



When the ogre crouches down and looks like he is going to jump, call back your Browns so they don't get smashed. Then quickly lead your Browns and Greens past the ogre into the larger area.



Position them on the upper walkways so they are out of the way of the ogre. The Greens automatically jump on the ogre's back when he gets close. Order the Browns to attack as well—just be ready to call them back before the ogre jumps.

After the ogre is defeated, send some minions to pick up the blue key. Don't forget the red key as well. You need both to get across to the temple.



As you approach the entrance again, the Imperials are waiting for you. Call back all of your minions and leave the keys for now. A legion blocks your way. They are tough to crack. Send your minions to fight, then move in and use the shockwave spell to push them back.



Quickly move past the legion and go after the centurion on the walkway. Once he is down, clear out the archers at the western end of the walkway by sending some Browns to do the job. Then finish off any remaining soldiers in the area.

Now send minions to pick up the two keys to carry them to the slots by the entrance. Once they place the keys, the walkway rises, allowing you to access the temple of the spider queen.



Escape from the Temple



2 Defeat the spider queen.

3 Find a way out of the temple.

Lead your horde across the walkway to the temple. About halfway there, put all of your Browns on a guard marker and sweep them ahead of you. As you approach the temple, spiders rush out to attack. Leave the Browns in their position and quickly place the Reds and Greens into another guard marker right behind the Browns. The Browns block the walkway to protect the Red and Greens, but the Reds can still throw fireballs at the spiders.





Advance through a tunnel into the temple itself and send your minions out to collect treasure and other goodies. However, all is not as it appears. The floor of the temple drops out from underneath you, sending you and your entire horde plummeting into the lair of the spider queen. The queen perches up on the wall. There are five pressure switches in this area—one in each

corner and one in the center. In addition, there are minion gates on the walls so you can summon reinforcements as needed.

The object is to knock the spider queen off of the wall and onto the floor where you can attack her. To do this, send a minion to pick up a flower bomb and drop it in the center near one of the walls containing grates. When the flower explodes, the spider moves over to it. That is when you have to walk onto the blue pressure switch in the middle of the floor. When you do so, water floods into the chamber, forcing the spider onto the floor and onto her back. That is when you attack.



Once she's on the floor, order all of your minions to attack. Your Greens jump right up onto the spider and attack. The spider can be hurt only by attacking its exposed underbelly. When the spider begins to get up, pull all your minions back away from her and move back to prevent your minions from being killed.



After the first time, you have to stand not only on the pressure switch in the middle, but also on the other four in the corners. Send a Brown to each corner with a guard marker and leave it there. If the spider takes refuge in the corner, she will kill anything you send near her. Therefore, you have to pick up and move a flower bomb to get the spider to move, and then send that fourth Brown to stand on the pressure switch.





Keep the Greens and Reds with you in the middle, ready to attack the spider when she falls to the ground, and then make sure you get all the Greens on the spider queen that you can. After the spider queen's health is less than a quarter of its maximum and your minions won't attack it, rush forward and finish the queen off yourself.



Now that you have defeated the spider queen, all of the spiders stop attacking you. In fact, your Greens can use the spiders as mounts just like the Browns ride the wolves. The spiders give the Greens more attacking power and also allow them to move up walls when there is a web present.

The problem you now face is that you are stuck down at the bottom of a large pit. Look up at the walls to see pressure switches outlined in blue. Put your Browns, Reds, and unmounted Greens into one guard marker and your mounted Greens into another guard marker. Select one mounted Green on a spider and sweep it up the ramp and to the right so it walks over each pressure plate in turn. As you hit the switches, the platform begins to rise. If you don't hit them all within a few seconds of each other, the platform drops back down to the bottom. It will take more than one try to accomplish this as you get used to sweeping along a wall.



When the platform stops, exit and loot the area of all its treasure and goodies. This is not the exit, just one stop along the way. Head back onto the platform and send a spider with a Green around again, pushing pressure switches to get to the next level. Take a looting break and then return for more web-walking.

Return to the platform and use your mounted Green one more time. This third phase is tough since there are several obstacles your spider must maneuver around. You can send Greens to the second and third switches and leave them there with a guard marker. Then sweep the third mounted Green through the first and then the fourth switch to bring the platform all the way to the top.



After exiting the platform, head up the narrow stairs and step on a pressure switch to open a door to a treasury containing chests of gold. Return to the lower level and advance towards the large staircase to find a tower gate. However, don't leave just yet.



Climb up the stairs and then take a right instead of exiting the temple. Send some minions to pick up the blue mana idol. They will carry it back to the tower gate and your maximum amount of mana will increase.

Lead your remaining minions into the treasury at the end of the walkway through the door you just opened. Inside are several chests filled with gold. Send your minions to bash open the chests and retrieve the gold for you.



Finally, exit the temple through the main doors. Continue through the large room where the floor gave away. Several spiders here would work as mounts for any unmounted Greens.



As you walk back across to the main area from the temple, you see an eradicator near the two key slots. Luckily, his back is to you. Send several Greens mounted on spiders to sneak up and kill him.

Move to the entrance area to see another eradicator up ahead. He is facing to your right. Sweep your Green minions up the stairs to the left and then forward to jump down on the eradicator from behind.



Now that you have spiders, you can send Greens up on webs to get to areas with treasure and goodies you could not get to before. There are some right by the entrance area as well as to the east a bit.



Lead your horde back east. An eradicator patrols near the gate leading to Everlight Town. Sweep Greens again to come up behind and kill this last threat to the area. There are also some more places to loot up high. Send mounted Greens up webs to get the goodies for you.



It is now time to gain entrance to Everlight Town. Notice that large gate has two pressure switches highlighted in blue. Sweep one mounted Green over to one pressure switch, then sweep a second onto the other switch. The gates open up for you. Call back all your minions and make your way across the bridge leading to Everlight Town.

Approach to the Town

2 Get into Everlight Town.





As you progress from the outskirts to this area, your Greens' spider mounts are left behind. However, don't worry. After passing by the minion gates at the top of this trail, you find some more spiders as you advance. Get your Greens mounted up and then continue.



As the area around the trail begins to open up, you can see some archers up ahead. Select your Greens, Browns, or a combination and sweep them along a narrow path right into the archers to kill them.

There are some more archers to the east. Use the same sweeping tactic to take them out and prevent these ranged threats from hurting your horde. Once the archers are dead, quickly call back your minions to your side. Down the trail a bit and out of your sight, the Empire has some soldiers waiting for you. Move in with your horde and kill them. Then loot all the crates and goodies in this area, including where the archers were positioned.



Keep advancing down the hill with your horde. As you see some soldiers on the trail, position all your minions onto one guard marker. Then slowly sweep the marker towards the enemy. Stop once they are in fireball range for your Reds. Let them cause a lot of damage and force the soldiers to attack your horde. As they approach, Greens jump out to ambush them and then the Browns finish off anyone left. Once the soldiers are dead, send some minions to a little area off to the side of the trail where crates are just waiting to be looted.





Visit the minion gates just past the soldiers. This is a good time to replace your losses. For the attack on Everlight Town, you want a fairly balanced force, such as 8 Reds, 12 Browns, and 10 Greens.

When you get to this part of the trail, just south of the minion gates, set up an ambush at this choke point. Send Reds and Greens onto separate guard markers at a small ledge to the right of the trail. From there they can attack Imperial soldiers as they advance towards you. Then put your Browns on a third guard marker on the main trail north of your ambush to deal with any soldiers who make it past your Reds and Greens.



Advance south towards an arena-like area where some more soldiers are waiting for you. Put your Browns and Reds on one guard marker at a distance from the soldiers so the Reds can throw fireballs at the enemy. Then select your mounted Greens and sweep them up the web on the western side of the area and then to the south to attack the centurion directing the troops here. Call back all minions to you and then head up the stairs to the eastern side of the area and lead them south. Send the minions ahead of you to kill the archers and clear out this area.



A legion of soldiers blocks the exit from the arena area. Therefore, sweep all of your minions south down a narrow path and then move them in behind the legion, placing them on a guard marker. While your minions are fighting, head back down the stairs and come around to hit the legion from the north. Collect all the loot they drop after they have been eliminated.

Clearing Out the Town

3 Kill or subdue the Everlight Governess.

4 Destroy the temple.



Call back the minions and then begin ransacking the area south of the arena area. There are some minion gates and a tower gate near here, so restore your health and mana.

The Empire has totally taken over Everlight from the elves and made it into a resort with the elves as the servants. Therefore, taking over this town should not be too much trouble. The elves won't stop you and the citizens are too lazy to do anything. All you need to worry about is soldiers. The western gate into the town is closed. Although you can't get in, you can loot some chests nearby.



Lead your horde to the possession stone and send a Green minion on a spider to the stone first, followed by other minions. After they are dancing, press the Magic button to possess the Green minion.



Now go south along a narrow path that takes you into the southern beach area of the town. Send your minions out to create chaos on the beach. However, your main job is to get to the gate, so head north and then west.

Call your minions back and send them to turn the wheel to open the western gate of the town.



Once the gate is open, hold down the Magic button to return to your Overlord body. Gather your minions around you and enter the town, turning left to advance north up these stairs. There are soldiers here, so send your minions forward to attack.



Fight your way up to this Imperial tent. Send your minions to knock it down to stop reinforcements and kill the soldiers in the area. Then have your minions turn the wheel to open another gate.

There are more soldiers and a tent to the southwest, so move in and clear them out so you don't have enemies coming up from behind you as you advance.



Return to the gate the wheel opened and head north along a walkway, which turns east. Keep your minions together and then send them to attack soldiers as soon as they appear.

After clearing out the enemies, keep heading east to find some spiders as well as a minion idol. Send minions to pick up the idol and then move south to find a tower gate and some minion gates. Take time to replace your losses and add more minions to your horde. Once the idol gets to the Netherworld, your horde maximum size is increased to 35! Go with 10 Reds, 10 Greens, and 15 Browns.



Advance south to attack more soldiers and their tent. There is another tent and more soldiers to the west. Clear them all out of this central area. Continue to make your way south, clearing out soldiers as you go until you get to the main road.



The Imperials send more soldiers from the temple area to the east. Keep your minions together as much as possible and wipe out the enemy. Pick up the lifeforce and gold they leave behind.



You have arrived at the final battle for Everlight Town. A legion and a tent are to your left and regular soldiers await to your right. Although you could just fight it out, use your brain—and some explosives—to defeat your enemies.



Put your entire horde into a guard marker near the entrance. Then select one Brown and sweep him across the narrow beam that goes out over the water and then to the right. Have him pick up an explosive barrel and carry it by the archers in that area. Once he drops the barrel, send him to pick up another and drop it behind the soldiers blocking your way on the right. Those explosions should be enough for you to take your horde and clear out the survivors on this side.



Now that you control the southern part of this area, send a bunch of minions across the beam on the right to attack and knock down the tent behind the legion, thus preventing them from getting any reinforcements.



After they return from their raid, select a Brown and send him to pick up an explosive barrel and carry it over by the legion. One or two of these will break up their formation so you can just send in the horde to finish them off.



Lead your horde up the stairs at the northern part of this area to approach the temple. The Governess tries to take back all the threats she made. However, ignore her for now and send your minions to kill the centurion.



It is now time to deal with the Governess. Send minions to surround her and then move in, target her, and hold down the Magic button. If you are going for domination, just subdue her. If you're a destruction-minded Overlord, go ahead and let the spell kill her.

All that is left is the temple. Send your minions to knock it down just like you did the one in Nordberg. Be sure to pick up all the lifeforce and other goodies that lie around the ruins of the temple.



Start town control over Everlight.



Finally, move up the steps to the east and approach the town hall. Spend the 50 Brown lifeforce to occupy the Everlight town hall and bring the town under your control.

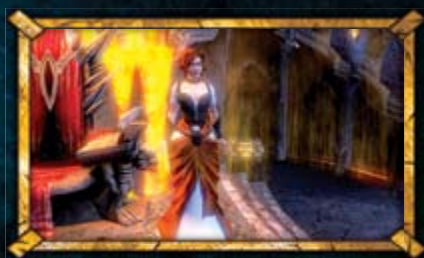
Control Everlight Town

Enslave 100 villagers.

Kill 100 villagers.



Once the town hall is under your control, you are brought back to the Netherworld Tower. Since you rescued Juno, she has decided to be your mistress.



However, you already have Kelda as your mistress. This could get rough—but interesting.



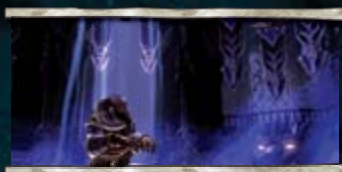
TIP

Now that you control both Nordberg and Everlight, you can return to kill or enslave the citizens. Each has 100 citizens to do with as you please. If you choose to dominate your towns, return to them regularly to collect gold and goodies. Also spend some of your gold on your mistresses to make them feel at home in the private quarters. Finally, visit the foundations to forge new weapons and armor as well as to upgrade your minions.



The Nordberg Commune

Putting Down Dissension



A Nordbergian requests an audience with the Overlord and informs you that some citizens of Nordberg have fled the town and are now living in a commune with some elves. For not staying in town and being slaves, these citizens need to be taught a lesson and brought back under your control.



resend
Stash

Deal with the Nordberg Commune

1 Tear the commune apart.

2 Open the gate to the commune.

2 Find your wolves.

The Nordberg Commune

Upon arriving outside the commune, put together your horde. Browns (at least 15 of them) should compose the main part of your horde, along with some Reds and even a few Greens. As you advance, you see that the gate to the commune is closed. To get through, you need to have minions turn a wheel. However, that wheel is across a gap. Mounted Browns could jump across that gap—if only they had some wolves.



Send your Reds to break through the thorny barrier near the tower gate and then lead your horde south. Look for some loot off to the right side. Sweep your minions up a narrow path to retrieve it for you.



Keep moving south. Your Reds have to break through another thorny barrier. Keep your eyes open for more loot off to the right.



Ahead you see some spear-throwing hunters on a ledge. Don't go under the bridge or they will throw spears down on you. Instead, follow the path to the left to get up onto the bridge. Then place your Reds on a guard marker to throw fireballs at the hunters on the ledge. Once the hunters are nice and crispy, lead the horde to the opposite end of the bridge and send your Reds to put out the fire on the barrier.

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Break through the barrier and send your Browns in to free some wolves. However, you need some more wolves. It takes 12 minions to turn the wheel, so keep looking for those mounts.



Now backtrack across the bridge and follow the trail down and then under the bridge to this icy area where your minions can kill some seals to harvest lifeforce.

The hunters' camp at the southern edge is protected by a flaming barrier. Put your Reds to work extinguishing the flames and then break through. Kill the hunters and knock down the igloos to clear out this camp. Then send your Browns to free the wolves and climb onto their backs. You now have enough mounted Browns to get into the commune.



When you are ready to leave the camp, go up the pathway to the right rather than returning to the ice.

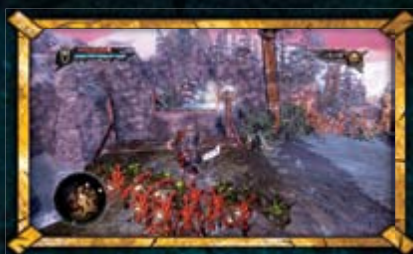


Clear out the hunters with the spears on the ledge. There are more hunters across a gap. Send some mounted Browns to jump across and kill them. Also have the Reds break down the thorny barrier so you can kill some more hunters on another ledge.

The Nordberg Commune



Now lead your horde back down the path, out on the ice, and then back under the bridge. Kill the hunters underneath the bridge and then quickly move underneath it because more hunters on top of the bridge are throwing spears down at you.



Return north and send your Reds to put out the fire on a barrier and then break through. Select your mounted Browns and sweep them across the gap and down the path to the right to turn the wheel that opens the gate to the commune.

Call back the Browns and head to the small bridge leading into the commune.



Put your entire horde onto a guard marker to defend against the attacks by elven warriors. Pull a few Browns off the marker and send them to take out the igloos to prevent reinforcements from appearing.

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An elf priestess is up on a ledge. Sweep your Reds over by the ledge and place a guard marker there so they start throwing fireballs at the enemy. She jumps down to the ground to start attacking. Send all of your minions to attack her while you slash away as well. She jumps back onto the ledge. Get her back down with fireballs and then finish off the priestess when she jumps back down to the camp.



Now it is time to teach the citizens a lesson. If you are into destruction, send your minions to kill them all. However, if you want to dominate, keep your minions back and use your spell to subdue each of the citizens.

Keep subduing or killing citizens until you have dominated or destroyed the commune. A spell catalyst is in the eastern part of the commune, so send some minions to pick it up and carry it back to the tower gate. Search the camp for loot and treasures. Then return to the tower gate yourself and teleport to another location.



Return to Nordberg Town

Putting down the rebellion at the Nordberg commune has helped remind you about taking control of Nordberg Town. Now that you have Green minions, you can access another part of the town. Teleport to the town and recruit some minions. You only need some Browns and Greens. Before you leave the tower gate, send the minions to the nearby treasure chests to collect the tribute from the town. Then head to the southwestern part of town where poison blocks your way. Send the Greens to get rid of the poison and then bust through.



The Nordberg Commune



Send minions in to loot and destroy the houses in this neighborhood, while driving the citizens out into the streets. If you applied a catalyst to your target spell, you can subdue or kill at longer range and do it much quicker. Do your work on all of the citizens in this part of Nordberg to increase your power here.

Finally, send some minions to pick up the mana idol. Once they carry it to the tower gate, your maximum amount of mana increases. Send other minions to turn a wheel to open a locked gate so you continue to have easier access to this part of your town. After walking around the town to view your handiwork, return to the tower gate and head back to the Netherworld.



TIP

If you are dominating Everlight instead of destroying it, visit that town as well to continue subduing all of the citizens you can and collect your tribute.

Mistresses



While you are back at the Tower, it is a good time to check in on your two mistresses. Once you brought Juno back, she took the place of Kelda as the first mistress. However, by visiting the antechamber off to the side of the private quarters, you can select which woman is your first mistress.

After picking a first mistress, go to the decorations table in the private quarters. The selection depends on your current first mistress. You should have enough gold to purchase all of the items for one of the mistresses. Just pick all of the ones with that mistress's name in them.



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Mistresses (continued)



After you leave the decorations table, the mistress for whom you purchased all the items wants to show you her gratitude. In addition, you earn an achievement or trophy for becoming that mistress's special friend.

The Mysterious Lady



While you are sitting on your throne, a mysterious lady appears and wishes to speak with you. She tells you of the Wastelands, where the Tower of the former Overlord was located. It is an area of magic and she urges you to go there.



Since the Wastelands were greatly affected by magic, you can't completely explore them until you have rescued the Blue minions. These minions can handle the intense magic. Your other minions, on the other hand, will mutate if exposed to the pools of magic—they will turn on you and attack.

However, it is worth a quick visit. Teleport to the Wastelands and follow the trail around to the left, keeping a small group of about 10 minions right next to you. Not far from the tower gate, you can find a spell stone. Send your minions to pick it up and carry it back to the tower gate. You gain the minion spell, which allows you to either create a minion missile or sacrifice a minion to restore your own personal health.



In Search of the Blue Minions

In Search of the Blue Minions



Now that you have conquered Nordberg and Everlight, it is time to visit the Empire, where you will find the Blue hive. Juno knows the Empire well, as she has known many of its leading male citizens. Juno will help you get to the Empire.

Empire Harbor



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Find the Blue Minions

1 Infiltrate Empire City.

Find a Way into Empire City

1 Get to the Empire City gates.

2 Get past the harbor fort.



Lead your horde down the stone steps and onto this stone walkway. Put them in one large group at a guard marker and then sweep the marker forward so your Reds start throwing fireballs at the nearby soldiers. Keep sweeping forward to kill these individual soldiers and then move up next to the wall to the left of the harbor's exit so your Reds can attack the archers.

Upon arriving at Empire Harbor, move off the dock and to the left to find some minion gates. Summon 15 Browns and 10 each of Reds and Greens. You need a well-rounded force when going up against the Empire. Once you have your horde, loot the crates by the dock and then head up the stairs to kill a couple of soldiers guarding this area.



Sweep the horde around to the other side to kill the other group of archers. However, be ready for the legion to come after you. The best strategy is to keep your minions on the guard marker. The Browns will protect the Reds and the Greens will jump onto nearby enemies. Move in and help slash away at the soldiers to clear them out. After all of the enemies are dead,

call back all your minions to your side and then send them out to loot the crates and barrels on the docks.

In Search of the Blue Minions

Once you have all the loot, lead your horde south to the gates of the city. Look for a small area off to your right. Near a fountain, you can find lots of treasure, so send in the minions for some looting. As you continue towards the city gates, you see that they have been locked up tight. You will have to find a way to break in.



Start heading west. Be sure to keep moving. The harbor fort has a catapult and the Imperials are launching stones at you. Keep your minions close to you and also watch the catapult. You can hear when it fires, so as soon as you hear it release its stone, move away so the stone does not hit you or your horde. You eventually run into a barrier of boulders just past the harbor fort.

Stand in front of it and wait for the catapult to fire. Then run away. The catapult shot breaks open the barrier, allowing you to pass.

Rush through the opening and follow the road west. You pass by a drawbridge that you can't cross, but keep going. As you begin to turn south, position your horde in a guard marker so that a large rock is between you and the catapult. Its shots will hit the large rock and your minions will be safe. There is a legion of soldiers to the south. Leave your minions where they are and then move forward towards the soldiers. They march towards you. Remember that you don't want to stay in one place too long since the catapult is firing. Try to lure the soldiers out to get hit or so they come into range of your Reds. As they are coming towards you, select your Green minions and move behind the big rock. Call the Greens to you; as soon as the soldiers begin to run back to their cover, send the Greens to attack them from behind.



Call back your Greens if the soldiers get back into formation or it looks like they might get hit by a catapult shot. Repeat the tactic of luring the soldiers towards you and sending in the Greens. You can even add the Browns, but keep the Reds behind the large rock. Finally, move your entire horde north to the end of the road, where there is a wheel. Send the minions to turn the wheel to raise a bridge so you can cross to the west and get out of range of that catapult.



PRIMA Official Game Guide

After crossing the bridge, you run into people who have escaped from Imperial slavery. They give you some information on how you might get into the harbor fort. You also find a tower gate and minion gates in this western area. Restore your losses and loot this area for lots of treasure. Send some minions to pick up a nearby minion idol and carry it back to the tower gate so you can increase your horde to 40 minions!



3 Dress up 16 minions as legionaries to fool the catapult guards.

Now lead your horde to the southeast. They eventually come across some soldiers taking a bath in the river. Position your horde on the banks of the river in a guard marker so the Reds can throw fireballs at them. Call the Browns back to you and leave the rest of the horde where they are. Send the Browns into a red-and-white tent to dress up in Imperial uniforms.



Lead the Browns to a possession stone and possess one of the Browns in uniform. Now lead them along the road to the north. Where there is a barrier of boulders, just walk through a small opening to the left side.



Continue to the bridge and send your minions to turn the wheel to raise it up so you can cross. Be sure to loot all the crates you come across along the way. Now continue all the way to the harbor fort. Since you are all in disguise, you can walk right in through the front gate with no one the wiser.

In Search of the Blue Minions

4 Take control of the catapult.



Lead your minions up the stairs to the catapult. Just ignore the enemy soldiers inside for now. Send minions up to man the catapult and then walk up and take control of it. Your first targets are the soldiers near the front gate of the fort. You must kill them before they enter the fort and attack your minions.



Once the soldiers are dead, take aim at the gate to Empire City. A couple of hits will knock a hole in that wall. The Empire sends more legions through this breach, so fire away with the catapult and kill or at least break up the legions marching in formation towards your position.

Finally, take aim at the boulder barrier to the west and break it open. Exit the catapult, slay all of the soldiers in the fort, and loot it of all treasure. There is a forge stone in the southeast corner of the fort, so after it is clear, send some minions to pick it up and carry it back to the tower gate.



5 Explore farther into the Empire Heartlands.



Hold down the Magic button to return to your Overlord body. Call all your minions back to you and make sure the forge stone gets to the tower gate. Then lead your minions back towards the gate to the city. Along the way, you may have to fight some legions. These are no trouble for your large horde. Just put them all into a guard marker and sweep towards the legion. A large

flock of sheep is just north of the fort. Send your minions to kill the sheep and collect the lifeforce. Then march your minions through the breach in the city gate and continue on to the Empire Heartlands.

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Empire Heartlands



LEGEND



Stash



Sentinel Tower

Start



Get yourself a sedan chair.



Find a good location for a Netherworld gate.



Get onto the main road.



Take down the sentinel on the main road.

In Search of the Blue Minions

Now that you are in the Empire Heartlands, expect a lot more danger. Your minions and you tend to stick out in this type of environment. Follow the path north. As you come to an intersection with the main road, you see a sentinel on a tower up ahead. He is covering your access to the main road and must be eliminated. However, you need to work your way around to get at his tower.



Stay away from the main road for now and head up this path to the west. At the top you find a grassy area that is perfect for a tower gate. Send back all but 16 Browns to the Netherworld for now. The rest will only get in the way.



TIP

If you have not done so yet, take some time to head back to the Tower and then down to the forge in the foundations to get a new weapon. The Imperial enemies you will be facing are tough, so you need a weapon with more power. Forge the most powerful weapon you can afford and then come back.



Lead your small horde to the north, where you find a sentinel tower. This is not the one covering the main road, but send your Browns to destroy it since it does cover an area you need to travel through.

PRIMA Official Game Guide



Now make your way to the possession stone to the west. Possess one of the Browns and then move north across this narrow walkway. Follow a trail along the left side around to the west, where you will find a couple of red-and-white tents. Walk inside one to change your minion into legionaries' clothes. Send your horde inside to change as well. After passing through

the opening, send your minions to attack a sentinel tower directly ahead of you to clear the way.

Lead your disguised horde to the large area where there are lots of soldiers. They do not recognize your minions and think they are soldiers. In fact, they want to use your horde to test out a new creation—a gargantuan. This magically modified creature attacks by charging. The key is to wait until he charges and then get out of the way since he can't turn to follow. Move your horde right next to the closed gate and wait for him to charge. Run out of the way and the gargantuan will crash right through the gate, creating an opening through which you can move.



Head east towards the main road. You can always loot this area later. By this time, the enemy is probably no longer fooled by your disguise, so you have to do some fighting. Send your minions to attack and kill the soldiers along the main road. However, don't go out of your way to kill. Just clear your way to your objective.



Head east off of the main road and send your minions to attack another sentinel tower. Now the way is clear to get to the final sentinel. It is located to the southeast in the middle of the grassy area and guarded by a gargantuan and some soldiers. Move in to kill the soldiers in the area and watch out for the gargantuan. He will crash right through your minions, so keep them moving.

In Search of the Blue Minions



As the gargantuan moves away, center your horde at the base of the sentinel tower. As soon as the gargantuan begins to charge, move out of the way and he will smash right into the sentinel tower, bringing it crashing down.



The main road is now open, so head back towards the possession stone and away from the gargantuan. Hold down the Magic button to return to your Overlord body. Return to the tower gate and summon an entire horde of minions with all three types. Make your way east to the main road, and then take it north. Feel free to loot as much as you want. However, stay away from the area

to the southeast. This is the entrance to the main city. It is guarded by a catapult that will flatten your horde. Instead go to this villa to the north. You may want to kill the gargantuan on the way. If you do, you'll be rewarded with a dark crystal.

The villa is guarded by soldiers. Kill them and send some minions to pick up the spell catalyst and carry it back to the tower gate. Meanwhile, clear and loot all you can in this part of the villa.



10 Destroy the villa and take down Senator Drearius.

Senator Drearius, the owner of this villa, is not happy and locks the door to his villa. However, there are other ways in. Send your minions to destroy the pillars to the north and south along the sides of the main walkway. This reveals stairways you must climb to get to the top floor. Send your minions forward to kill enemies and then through small openings to break some of the supports and create a breach into the villa.



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Lead your horde into the villa to find the senator and his wife. Depending on whether you want to dominate or destroy, either subdue or kill the senator and his wife with your target spell. Then take some time looting the place. There is lots of treasure here.

Finally, send some minions to pick up the sedan chair. Once you are ready, walk over to the sedan chair; you automatically enter it. The minions then carry you right through the front door and into the city with no one the wiser.



Empire Sewers



In Search of the Blue Minions

2 Find out where the Blue minions are.



Send your minions to demolish a small shack in the southeast corner to reveal a wheel. After your minions turn the wheel, a large gate opens, allowing you to exit this area and head south.

Proceed through a tunnel to another open area. This area contains giant frogs that will eat your minions whole. Keep your minions by you and rush to the wheel on the southern side; turn it to open another gate. Loot this area if you wish, and then move through another tunnel.



3 Find the arena dungeons.

You find yourself in the sewers of Empire City. Get your horde up to its maximum size at the nearby minion gates and then start thrashing these slums looking for any loot you can find.



You emerge in another slum area. There are minion gates nearby, so replace the minions that the frogs ate and then begin pillaging and looting this area as you make your way to the east, where you can see the arena on the other side of the river.

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4 Enter the arena dungeons.



Move south towards this drain opening. Rafts move along here to get to the arena dungeons. Stand on the pressure switch to raise a gate in the river and stop rafts from continuing. Once one stops, send your minions in to attack and kill all of the soldiers on board. Then use the raft as a bridge to get over to the other side, where a tower gate and minion gates await you.

Get a full horde of minions and restore your health and mana at the tower gate before entering the arena dungeon. Just inside are some containers that when broken release lots of life force.



Head down towards this raft, killing the soldiers as you go. A good tactic is to put your horde into a guard marker and sweep them forward. After the soldiers are dead, loot the dock and raft. You release some fairies, so kill them to free your minions. This raft can be used to get to the Blue hive, which is to the south across the water—but you need some Blue minions to push the raft.

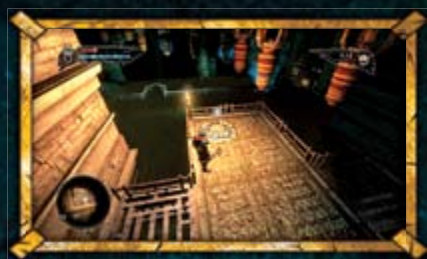
5 Free 12 Blue minions.



Now head to the area north of the arena dungeon entrance. Kill some more soldiers and then have minions turn the wheel that opens a sewer gate outside. Return to the tower gate, recharge your vitals, and send all of your minions back into the minion gates. You have to wade through water, and they will only drown.

In Search of the Blue Minions

Enter this gate and follow the tunnel around through a pool and then up onto a walkway. Kill the enemy soldiers you encounter along the way. If you are wounded, return to the pool area and smash some crates to find a health potion.



Continue to this pressure switch and stand on it to cause several containers to drop. Smash the one next to you to free your first Blue minion.

Head back to the west and then go north and east to enter another water-filled area. Break open some more containers to free more Blues. You have to send a Blue swimming under the fence to get the container in the corner with another Blue inside. Send your minions to turn a wheel to open a gate to the east and then continue.



Move up a ramp to this spot. When you step on the pressure switch, containers to the north will drop. Wait until a container with a Blue in it is in the center and then step on the switch. The container drops in the middle and releases a Blue, while containers with fairies will keep the eradicators busy so your Blue can escape to you. Once you do this a few times, you will have eight

Blues and can send them onto a switch to the south to open a gate to the east so you can go to the next puzzle.

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First off, send one or two Blues on a guard marker to the far end of the room in the middle. Then send the rest to the wheel. As they turn the wheel, a large claw moves from left to right. Stepping on the pressure switch by you causes the claw to lower and pick up something. Stepping off the switch causes the claw to release. The object

here is to pick up the four Blues on the catwalks and drop them in the middle. They die when they hit the ground, but your Blues at the guard marker resurrect them. Pulling Blues away from the wheel causes the claw to move back to the left. Get the four Blues to bring your total up to 12. You can also pick up and drop the containers to release some lifeforce.

6 Use the raft to reach the Blue hive.

Lead your horde east. In a small alcove you find more containers of Blues. Increase your horde to 15 Blues and then head south. Send your Blues across the water here to stand on a pressure switch to the west. As you sweep Blues, they use magic to become invisible. They can walk right past the soldiers to the switch and return to you without ever being seen.



Lead your horde west along the walkway and then south right behind the soldiers to get to this large sunken area. You have to get your Blues to the pressure switch on the far platform. This releases containers of fairies, which captivate the enemies here. Some gnomes are also released. Move in to kill the soldiers and then the fairies or your Blues will stay here as well. Loot the area and then head west to get out of here. Continue north and sweep your Blues onto a pressure switch to open the gate to the north, killing any gnomes along the way.



Continue around to the raft near the entrance to the dungeons. By the time you get there, another raft is carrying the Blue hive farther into the dungeons. Send Blues to man the raft and then climb onto it to take control.



In Search of the Blue Minions

7 Follow the Blue hive.



Control the raft just like you did the ships earlier. Continue after the other raft. As you get towards the end, there are some soldiers standing on a pressure switch that holds up a gate preventing you from passing. Dock the raft by them and then kill the soldiers. Get back onto the raft and sail east to follow the Blue hive.

The Imperial Palace

Find the Blue Hive in the Imperial Palace

Find the Blue hive.

Find a new way to escape the Imperial Palace.



The raft reaches the end of the line at the Imperial Palace. There are lots of crates and chests here, so start looting as you advance.

This area is very linear, so just follow the hallways and stairways around, stealing everything you can find. Eventually you climb some stairs to look out over the arena. Turn around and follow the walkways from here.



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Eventually you find the Blue hive—and a trap. The Imperials have caught you and plan on using you for some entertainment.

The Empire Arena



LEGEND

(S) Stash

(W) Wheel

Arena Escape

- 1 Find a way to escape the arena.



When you wake up, you are in the holding area for the arena. Step forward to break up some containers to release some Blues. Send them to turn a wheel to open a gate so you can get to more containers of Blues and some loot.

In Search of the Blue Minions

Kill the soldiers in the area and then send minions to turn a wheel in the eastern corner so you can get even more Blues and containers. You might even consider subduing all the slaves in this area so they will join your horde. Though you can't directly control them, they will attack your enemies and draw some danger away from you.



When you are ready, walk to the north and the gates out into the arena open. Get ready for a lot of action.

Survive the Arena Games

1 Resurrect the dead minions.

2 Survive the slave round.

3 Survive the unicorn round.

4 Survive the gargantuan round.

5 Survive the all-out round.

6 Survive the yeti round.



For the first round, minions are being dumped at the northern end of the arena. Quickly move forward and sweep your Blues ahead to resurrect as many of these as possible. They will give you some minions of other colors.

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Also break the containers along the sides of the arena to find more minions to join your horde.



The slave round is fairly easy. Slaves come and attack. Put all of your minions into a guard marker and let them defend themselves.

However, since this round is slow, move your horde to the southern end of the arena and order your Reds to throw fireballs at the explosive barrels to the east and west. These blow off doors, allowing you to access more containers of minions and loot.



The unicorn round is a bit tougher. You have to kill two unicorns. These beasts will run down your minions. However, if you leave them in a guard marker near the center, the Blues automatically resurrect any killed minions. Get into the fight yourself and kill some unicorns.



In Search of the Blue Minions



Next you must take on a gargantuan. Stay to the southern part of the arena and put your Reds and Blues on the platform where the containers are located. The gargantuan charges them. Send Greens and Browns to attack from behind while the giant is stunned. Keep this up until you have conquered him. Be sure to use your Blues to resurrect your dead.

The all-out round sends in slaves, unicorns, and a gargantuan. Again, stay to the south where you can use the platforms for protection.



The yeti round is the toughest. You can't get to the yeti in the center of the arena. There is no way to even damage him—not even with fireballs from your Reds. Meanwhile, the yeti is throwing explosive barrels at you.



Move over by these wooden doors to the north. You want the yeti to throw explosives at these and blow them open. When he does, lead your minions inside and up the stairs.

2 Destroy the pillars at both sides of the Imperial lodge.

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Once in the stands, send your minions towards the northern end of the arena. Move them through a gap so they can attack the pillars and topple them. Repeat the tactic on the other side of the arena to knock down both sets of pillars. The lodge collapses and provides you access to the Blue hive.

3 Kill or enslave the yeti.

4 Retrieve the Blue hive.



After the Imperial lodge collapses, the control the Empire had over the yeti is broken. Therefore, you can move in and use your target spell to either subdue or kill the yeti.

Soldiers rush out to stop you from getting the hive, so use your minions to kill them all. Then take some time to loot the entire arena for all the gold and goodies you can get before sending minions to pick up the hive.



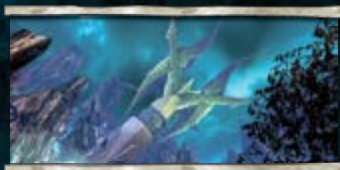
A tower gate has conveniently appeared in the middle of the arena. Wait for the minions to carry the hive back to the gate and then enter it yourself to return to the Tower for a bit of rest.



The Wastelands

The Wastelands

Magic Gone Wild



The Wastelands were the location of the previous Overlord's Dark Tower. However, some cataclysm destroyed the Tower, and the magical energy released turned this area into a wasteland of toxic magical residue. You may already have paid a quick visit here; however, now that you have Blue minions, you can fully explore this land.



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At the Tower, select some minions for your horde. You need mostly Blues with some of the others as well. A good mix is about 20 Blues, 5 Reds, 5 Greens, and 10 Browns. Lead the horde west from the tower gate and follow the path around to find a shard of crystal. This was a piece of the tower heart, which fueled the magical power of the old Dark Tower. Pick it up.

Gather All the Tower Heart Shards

- 1 Gather the 12 tower heart shards from the Wastelands.

If you did not do so on a previous visit, pick up a spell stone here. Once the minions carry it back to the tower gate, you have access to the minion spell. With it you can either use a minion as a missile or sacrifice the minion to restore some of your health.



Continue north towards some abandoned homes. Select your Blues and send them out in front of you to clear away the magic residue that looks like ice. If any of the other three types of minions touch this residue, they will mutate and turn against you. Keep them away from the magic or you will end up having to kill them. Send the Blues into the homes to loot them of gold.

Tip

Send Blue minions to clear away all of the magic residue you see. Often there is gold under the magic; the Blues will pick it up and bring it back to you.

The Wastelands



To the southeast, a cavern contains a spell catalyst. Poison gas fills this area, so select your Greens and send them in to get the catalyst and bring it back to the tower gate. Return to the area north of the tower gate to find a dark crystal.



Continue west to a trail leading down to a mana idol. Flaming jets block the path down to the idol, so sweep your Reds to the bottom of the path to pick up the idol and carry it back to the tower gate.

Head north to this spot. Magic blocks your way, so sweep your Blues across and have them turn a wheel to open a gate. Bring back the Blues to clear the magic away, then lead the entire horde forward. Keep sending out the Blues to clear the magic from your path and continue to the next barricade. Break through it to enter a small village.



Send your minions around to loot the entire village. Tear down all the buildings you can to find all the gold and some goodies such as potions. Once the village is in ruins and you are wealthier, break down the barricades in the northeast corner to continue on your quest for the shards.



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As you advance north along the path, several slugs move in to attack. Put your horde onto a guard marker and let them kill all of the slugs. Sweep the marker around as needed. Off to the left you see some flame jets. Move some Blues onto the magic residue that blocks the path and keep them there with a guard marker. As long as they are there, the Blues keep the magic

away. Then sweep some Reds through the flame jets to turn a wheel, which opens a gate to another village. Another shard is along the right side of the path, over some magic residue—send a Blue to pick it up.

Advance to the village. It is different from the previous village. The magic has changed the people into zombies that come out and attack you. Put your horde onto a guard marker and sweep them around to clear out the town of all the zombies.



Call the Blues to you and then head out onto the wooden platform at the southern end of the village. Sweep the Blues around from left to right through the magic residue to turn a wheel. This opens a gate to the west. Send your Blues through the gap in some rocks to the south to pick up a health idol. They will then carry it back to the tower gate and your maximum health increases.

While they are doing this, lead the rest of the horde to the northern part of the village to look for a dark crystal hidden in a container.



Once your horde is all back together, lead them out of the village through a western gate, which the Blues opened for you. A floating rock platform carries some slugs. Move the horde out onto the platform. Put your horde on a guard marker to kill the slugs. As the platform moves around, watch for a place to the south where you can pick up the third shard. Get back on the

floating rock and ride it over to a tower gate, where you can also use the minion gates to summon more minions.

The Wastelands

Head west to another village. This one is also inhabited by zombies. Put your horde into a guard marker for mutual protection. Pull a few Browns away and send them to ransack each of the homes until smoke starts coming out. This prevents more zombies from emerging from the homes.



Break down a barricade in the western part of the village and then move in to pick up a shard, a dark crystal, and a minion idol. Send some minions to carry the idol back to the tower gate while you lead the rest of the horde to the west and then down a path. There are some soldiers at the bottom. Kill them and then move over to the elf to talk to him.

Follow the elf to the edge of the Wastelands to speak with Queen Fay. Since the Empire is invading her realm, to be followed by an invasion of the Netherworld, she offers to help you defeat the Empire if you help fight as well. After you agree, Fay offers the services of Florian to help you find the remaining shards. Lead your horde after Florian towards the village where you last fought some zombies. Florian opens a gate at the southern end of the village. Follow him through towards a large lake of magic residue.



2

Follow Florian to find the tower heart shards.



After moving through the gate, you have to fight against a giant slug. Keep your minions at a distance in a guard marker so that the Reds can throw fireballs, then move in and start hacking away.

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Continue to follow Florian across a small body of magic and on to the large lake of magic. Keep your minions next to you; select all the Blues and send them out to clear the magic. Keep right behind them since the magic will return. Once you get to the lake, make your way to the tower gate just south of where you enter this area. Leave behind many of your minions, keeping only 2 Reds, 2 greens, and about 15 Blues.



After you have your new horde ready to go, you can follow Florian around as he leads you to shards or begin exploring on your own. It is good to start in the northwest and work your way around the lake in a clockwise direction. Be sure to grab the dark crystal hidden in one of the narrow passages. There are a couple of alcoves where you will have to send in either Greens to get through poison or Reds to get through flames to retrieve shards.

When you get around to the southern shore, a stone walkway leads to a spell catalyst. Be sure to have Blues pick it up; they automatically take it back through the magic to the tower gate.



Keep searching and following Florian until you have found a total of 11 shards. Florian then opens a gate and leads you to the last shard. As you approach, a giant slug appears and slides over the shard while attacking you. Put your minions in a guard marker at a distance so they can throw fireballs, but not close enough to be hit by the slug's attacks. After killing the slug, pick up the final shard and any lifeforce left behind.



The Wastelands

Escape from the Wastelands!

1 Escape from the Empire troops.

Revive the Tower Heart

1 Return the collected shards to the Wastelands Sanctuary.

No sooner do you have the shard in hand than you find yourself surrounded by Imperial troops. You can't fight your way out of this traditionally, so use the halo spell. Charge it up all the way so it releases a large shockwave that knocks the soldiers out of your way. Quickly lead your horde—or whatever minions remain—along the path to the northeast. Send Blues out in front to clear some magic across the path, then take the pathway to the left and head northwest.



Break through a barricade quickly. You have Imperials right behind you. There are some minion gates off to the right, so be sure to reinforce your troops—include at least 10 Browns in the mix. This area also contains a gargantuan. Keep your minions near you, and when he rushes, move out of the way. Send in some Greens and Browns to attack while the gargantuan is dazed, and make sure your

Reds are on a guard marker with the Blues so they can throw fireballs and resurrect the dead, respectively. Once the gargantuan is history, send a few minions to turn the wheel to open the gate. Now lead your horde along the path to the sanctuary.



You have to cross one area of magic residue, so send your Blues out in front to clear it for the rest of you. From that point on, keep your Browns selected and send them out ahead to attack soldiers you come across along the way. Place the rest of your horde in a guard marker and sweep it along with you as you walk, releasing it when you approach enemies so the Reds, Greens, and Blues can all do their jobs.

Follow the pathway all the way to the entrance to the Wastelands Sanctuary in the north-western part of the map, collecting a dark crystal in a secret alcove, and enter to continue.

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The Wastelands Sanctuary



Once you are in the sanctuary, follow the path to the wooden platforms and then head all the way east. Feel free to loot along the way. At the end, Queen Fay is waiting with the tower heart, which she has reassembled from the shards you collected. Fay offers to help you charge up its magical powers so it can be used against the Empire.



2 Go to the Sanctuary Depths.

3 Charge up the tower heart at the four shrines.



Send some minions to pick up the tower heart and carry it to the elevator, which leads down to the Sanctuary Depths. If necessary, stop by the minion gates for some reinforcements, and be sure to loot the large area to the south. It is filled with lots of good stuff. Once you have it all, advance to the elevator and descend.

The Sanctuary Depths

See map on next page

Upon arriving in the depths, head east with the tower heart to the first shrine. Face the shrine and hold down the Magic button to begin transferring energy from the shrine to the tower heart. Once the shrine has been drained, the wooden platform collapses and you land on the ground. Head south to find a spell catalyst. Send minions to pick it up and carry it. Follow the path east and then north to a tower gate.



The Wastelands



Into the Depths

- 1 Retrieve the tower heart from the gnomes.



As you approach the tower gate, you see that gnomes have picked up the tower heart and carried it over to one of their dens. Since it is so large, the tower heart is stuck in the top. Send some minions to pick it up and carry it off of the den while the rest of your horde hunts down and kills gnomes.

PRIMA Official Game Guide

Once you move the tower heart, fire gnomes start coming out and attacking. They can cause a lot of damage, so find some way to cover that hole in the ground. Send some Blues swimming out into the water to the south to pick up and carry a large statue right onto that gnome den to stop the pesky fire starters from getting out. You may need to return to the tower gate to restore your health and replace any losses.



Now lead your horde east and then north to the second shrine. Drain its power using your magic and be ready to drop again as the platform collapses. This time, you have to get past salamanders to get the tower heart back.



2 Get past the fiery salamanders and find the tower heart.



Put your horde into a guard marker and then sweep it up near the area where the salamanders are rolling about. You can also send Browns out to kill the salamanders. After getting past these creatures, head northwest to a more lush area where some elves have the tower heart and are carrying it up on an elevator. There are two pressure switches. Place five minions in a guard

marker on one switch and five more on the second switch to bring the elevator down. Then send in your other minions to kill the thieves and reclaim your tower heart. Ride the elevator to the top.

Carry the tower heart to the third shrine and drain its power. However, the salamander king picks up and swallows the tower heart and rolls away, causing the platform on which you are standing to collapse. You land on a large wooden half pipe with the salamander king rolling up and down. Get to the side so he does not roll over and kill your entire horde, and then descend the steps at the opening in the half pipe.



The Wastelands

3 Chase down and kill the salamander king.



Follow the path to the north and wait by a small pond. The salamander king rolls into the pond and is stunned as the water zaps his heat. Leave your minions on the shore in a guard marker and then move in to attack. Eventually the beast gets up and rolls away.

Follow him to this area with a couple of bridges. Position some minions on the pressure switch near you to raise the first bridge. As the salamander king rolls around, he knocks down the bridge, but it pops right up again as long as your minions are on the switch. Now sweep another small group of minions on a guard marker across the first bridge, down some steps to the right, and then up a ramp on the far right to get to the second pressure switch. This raises the second bridge and allows you get all the way across. Before leaving, though, check out the containers to the left side of the first bridge for some loot.

Cross over both bridges and then head west. Stand on another pressure plate so you can raise a bridge and move south. The salamander follows. Wait until he is cooling down in the water before moving in to attack on your own. You still can't kill him yet, but do as much damage as possible. Head back across the bridge to the north and then head west just a bit to find some loot and a mana idol. Send Blues to pick it up and carry it since it is in water. Recross the bridge and continue south until you come to a tower gate.



Lead your horde west from the tower gate to another half pipe. Rush across to the south and leave all but a few Blues at a guard marker away from the salamander's rolling. Bring the Blues north across the half pipe on the western side. Then send them down these stairs to attack the wooden supports under the half pipe right here. The salamander king crashes into the

water, so move in and kill him. Climb back up the stairs and return to where the head is located. Hit it with your weapon to reveal the tower heart. Send some Blues to carry it.

PRIMA Official Game Guide



Now that you have killed the salamander king, you can use the smaller salamanders as mounts for your Reds. Send some Reds to mount up. To continue to the final shrine, you must select your mounted Reds and roll them along the half pipe to the west and around to hit the pressure switch on the opposite side to raise a bridge. Lead your horde north.

As you advance, Imperial archers drop in on you from the sides and fire at you. Select your mounted Reds and roll them up on the wooden tracks that go over and behind the archers. While mounted, Reds can throw fireballs on the go and not have to stop to attack. As you roll them around the archers, the enemy will be roasted to a crisp. Repeat this at the second area where archers arrive. Continue to lead the horde north and then east and complete charging the crystal heart at the last shrine.



4 Go back to Sanctuary Town.

Send Blues to pick up and carry the tower heart since the path comes close to water in some places. Backtrack all the way to the beginning of this area by heading south and then west, collecting a dark crystal as you go. Along the way, soldiers drop in on you. Defeat them and keep moving. When you get to the area with the gnomes, kill as many as you can. You can also send mounted Reds to the holes to close them up.



When you eventually get to this bridge, send your mounted Reds rolling up the ramp to the left and then back down on the other side to roll onto the pressure switch and raise the bridge. Move across and stand on another pressure switch to raise a second bridge. Quickly lead your horde across and then continue up some stairs to the elevator, which will take you to the upper level where the Sanctuary Town is located.



The Wastelands

Sanctuary Town

Legend

S Stash

D Dark Crystal

Start

S Bring the tower heart back to Queen Fay.



Back up on the wooden platforms, it is time to start moving again. Follow the walkway around to the west and then north. When you come across these soldiers blocking your way, send minions to push both of these statues to push the soldiers back and block them from getting to you.

PRIMA Official Game Guide



Whenever you come across large groups of soldiers in your way, put your horde onto a guard marker and then attack. You might even try your halo spell for its shockwave effect to break through a legion in formation. Collect the dark crystal located at the top of a windy wooden platform next to the large statue of Queen Fay. Keep heading east. When you get to a fork in the road, head to the right and

send your minions to break up crystals in order to find some crystals to bring back to you. Continue all the way to where Queen Fay is waiting and bring the tower heart to her.

6 Drain Queen Fay to recharge the tower heart.



The tower heart is still not fully charged. Therefore, you have to drain more energy—this time from Fay herself. Position all of your horde to the south of you in a guard marker. Then walk up next to Fay and hold down the Magic button to begin draining her. The elves won't understand and come to attack. However, your minions should have no trouble fighting them

off. Eventually some fairies come and take the queen away. Send some minions to pick up the tower heart and then go after them.

Fight and loot your way to the north and then to the west. Eventually you are blocked by a root barrier with several dryads. Place your minions in a guard marker and sweep them around to attack each dryad in turn. Once all are down, destroy the pod to clear the path. Head west to where Fay is now located and use the same tactic as before by keeping all your minions in a guard marker to protect you while you continue the draining process.



The Wastelands

Again fairies carry Fay away before you are finished. Continue your pursuit, bringing the tower heart along with you. Not only do you have to fight off elves, but even a couple unicorns get into the fray. Drain the queen some more when you catch up to her and then follow her back to the place where you started the process after fairies intervene one more time. As you drain her energy and transfer it to the tower heart, your evil influence is seeping into Fay, turning her evil like you. Finally, the tower heart is completely charged and Fay has been corrupted.



7 Overcharge Dark Fay or take her as your mistress.



It is now a tyranny moment. If you are going for destruction, use the target spell on Fay and kill her. On the other hand, if you are focusing on domination, subdue her instead with the target spell. If you subdue her, you will gain Dark Fay as a mistress. Even if you kill her, you will get Ghost Fay as a mistress.

Fay and you return to the Netherworld. However, when you get back, Kelda and Juno are not too excited about more competition for your attention. Your three mistress make you decide who will be the first mistress. Depending on which you choose, one type of mount will be available to you during the final battle. Pick one for now. You can always change your mind before the final battle begins. Choices, choices, choices.





PRIMA Official Game Guide

Rebellion in Everlight

The Elf Village



A citizen from Everlight brings word of an elven rebellion in Everlight. The elves are destroying the places where your slaves are working (if you are dominating the town) and disrupting all of the production. It is time to remind those elves who their Overlord is.



Rebellion in Everlight

Rebels in Everlight Town

- 1 Find a way into the elf village.



Upon returning to Everlight Town, assemble a horde of minions. Since you will be fighting elves, bring along mostly Browns and Reds with some Greens and Blues thrown in for good measure. Send your minions to the treasure chests by the tower gate to pick up the tribute from your slaves and add this gold to your coffers. Then lead the horde down the stairs to the west. There are a few elves already in this area terrorizing the population. Send your minions to kill them, or put them all on a guard marker to do the job.



The elves have set up several barricades made up of boulders, which block your access to the southern and the western parts of the town. However, you can still maneuver through the central walkways. Keep moving west and then head north.

Near the central tower gate, you come across another barricade. However, the elves have stacked explosive barrels next to it. Send a few Reds to ignite the barrels and then stay back while they blow away the barricade.



Advance up the stairs to the north and then have your Reds ignite some more explosive barrels. This time they are located behind a barricade to the east. You now can enter the elf village.

PRIMA Official Game Guide

2 Find and stop the rebels in Everlight Town.



Follow a bamboo walkway leading northwest. At the end, be ready for some trouble. Elves on platforms throw poison grenades down on you. Send the Browns out to attack the platforms and knock them down while putting the rest of your minions in a guard marker. The Blues will resurrect any minions that are killed while the Reds throw fireballs. Move in and knock down a platform yourself.

Lead your horde through the gate to the east and then head north. Off to the right are some spiders. Send your Greens to mount up. You will need the spiders later while putting down the rebellion. Don't forget to loot the area where the spiders were. There is gold just waiting to be picked up.



When elves start throwing timed bombs, move your horde out of the way. Select one Brown and hold down the Target button to target a bomb. Then press and hold down the Send button. The minion walks over to and picks up the bomb. Sweep him next to the boulder barricade in the south and then release the Send button to order the minion to drop the bomb and return to you. This takes a bit of practice, but once you get a bomb by the barricade, it will blast open a way for you to continue.



Put all of your minions into a guard marker again and then sweep it ahead of you as you advance south and west. More platforms must be destroyed, so use the same tactic as before.

Rebellion in Everlight

After the platforms are destroyed, use a minion to pick up bombs again to blast your way through another boulder barricade. Also watch out for elves who are not attacking you. These are civilians. If you are going for destruction tyranny, kill them. However, if domination is your strategy, be careful to only subdue them. Do this early on or your minions will attack them as enemies until you subdue one of them.



More elves on platforms throw bombs at the northern part of the walkway. If you are going for destruction tyranny, use your Reds on a guard marker to blow up the explosive barrels below the platforms to kill all the elves. If you are going for domination tyranny, sweep your spider mounted Green minions onto the platform so that they jump off in fear, allowing you to subdue them.



Finishing Up in Nordberg

See map on next page

Before you begin your assault on the Empire, it is a good idea to go back to some of the places you have already been. Now that you have all four types of minions, you can go back and get some objects you could not retrieve before. Start off by returning to Nordberg Town and selecting about 15 Blues. From the town hall tower gate, head northeast to get to the dock. There is a raft here like the one in the arena dungeon. Send Blues to push the raft and then take control of it.



Guide the raft to the eastern dock and disembark. Follow the path to the north to find some loot, gnomes, and a health idol. Send minions to pick up the idol and carry it back to the raft.

PRIMA Official Game Guide

LEGEND

S Stash

W Wheel



Now take the raft to the western dock and pull off all your minions. Open the gates to the north and south by sending minions to turn wheels. Then either kill or subdue the villagers in this part of the town and loot their homes.

Return Trips



Head back to the tower gate and make sure you have some Blues with you. Teleport to the second tower gate at the Everlight Reef. Near the spot where you inserted a red key is a container out in the water with a dark crystal. It is on the southwestern corner of the central island. Send some Blues out to retrieve it and then return to the tower gate.

Rebellion in Everlight



Now teleport to the Empire sewers. To the south of the tower gate, out in the middle of the water, is a spell catalyst. Send some Blues to pick it up and carry it back to the tower heart.



At the minion gates, get a bunch of Greens for your horde. You need at least 20 minions total. Enter the dungeon building and head all the way along the walkways to the east, where the giant claw is located. In one corner of this room is a pressure switch that requires 20 minions to activate. Move minions onto it to open a gate leading to two eradicators. Select your Greens and sweep them in to kill each eradiator in turn. Then send your minions all the way to the end of this narrow corridor to find some loot, including another dark crystal.



TIP

If you have not fully conquered Nordberg or Everlight yet, now is the time to do it. Also, while you are out and about, work on racking up the gnome kills if you have not already completed the quest to kill 1,000 of those pesky little runts. Get as much gold and crystals as you can so you can forge some weapons and armor. When you go against the Empire, you want to be at your very best. Also spend gold on upgrading your minions and resurrecting the strong ones who have died.

PRIMA Official Game Guide

Assault on the Empire



The Empire is taking over all of the lands in the area. The Netherworld is the next target. Therefore, it is time to take the battle into the Empire itself. This will not be easy. Empire City is protected by an anti-magic barrier. To enter the city, you must breach this barrier and then march your minions in to take over.



Before leaving the Tower for the Empire, you must decide who will be your first mistress. This decision is important because each mistress has her own type of creature your minions can use as mounts. If you choose Kelda, you will be able to summon wolves for your Browns to ride. Juno provides spiders for your Greens, and Fay offers salamanders for your Reds.

Which mount you want depends on your style of combat. Wolves are great for breaking up legions in formation. Spiders are good for ambushing and hitting enemies from behind. Salamanders give you a rolling ranged attack as you sweep them around enemies. To select a first mistress, go to your private quarters in the Tower and visit the antechamber, where all three mistresses are waiting for you. For the battles coming up, wolves are the most useful, so unless you are really good with spiders or salamanders, pick Kelda as your first mistress.

Empire Hills

See map on next page

Assault Empire City



Enter the Empire Heartlands.

Tactical Plan



Take the first hill.

Assault on the Empire

LEGEND



Stash



Dark Crystal



Upon arriving in the Empire Hills, you need to summon a horde. The composition of your horde depends on which mounts you will be using. You can summon a maximum of 20 mounts, and since these make your minions more powerful, your horde should consist of 15–20 mounted minions. You can get by with 5 Blues, so take along 10 each of the other two types of non-mounted minions. Send the Blues to carry the tower heart—you need to take it with you.



PRIMA Official Game Guide

Tip

The minions carrying the tower heart will follow wherever the Overlord goes. So if you put your other minions on a guard marker and move forward to scout out an area ahead or engage in single combat, be sure to call back the minions with the heart and put them into the guard marker or they will follow you and possibly be killed. Don't worry about leaving the tower heart. The enemies can't harm it. Whenever you will be fighting with most of your horde, call back the heart carriers so they can help out during the combat.



Lead your horde east down the path. Along the way, a mount gate appears off to the right side. The creatures of your first mistress can be summoned from here, just like minions from a minion gate. Summon only how many you need. Leave the remainder in the Netherworld since there are other mount gates where you can summon them later as needed.

Continue down the path to a quarry. Slaves are mining for the Empire here, under guard by soldiers. Here is a great chance to use your mounted minions. Sweep them in to attack while you place the rest of your horde on a guard marker at the top of the quarry along the trail. Kill the soldiers down in the quarry and then send your attacking group up the path at the other side of the quarry and around to the left to kill archers who are firing at you.



More soldiers keep coming to attack from the tent on the far side of the quarry. Send minions in to knock it down. Then take some time to loot this entire area of gold and other goodies. The more weapons and armor your minions can pick up, the better they will be against the Empire's soldiers.



Assault on the Empire



Lead your horde west to a dry field. Make sure you have some minions following with the tower heart. Search for some loot at the west end of the field. However, after picking it up, focus your attention on the northern exit from this field. The path is blocked by a formation of soldiers, and archers are positioned on the hill behind them to provide covering fire.

Put all of your non-mounted minions onto a guard marker and then send your mounted minions to attack the formation of soldiers. Sweep the guard marker close to the soldiers so they will attack. Then try to sweep your mounted minions through the formation to the other side. You may need to move in and let loose with a shockwave spell to knock them down. Move with your mounted minions to kill the archers, then return to finish off the soldiers. Some of your minions will have been killed; however, your Blues on the guard marker should resurrect most if not all of them.



2 Grubby deploys a Netherworld catapult on the first hill.

3 Shoot boulders to repel the attacking waves.

TIP

If you need to recharge your mana, face the tower heart while you are near it and press the Magic button.



Advance to the tower heart holder on the hill and your minion carriers automatically set down the heart. A tower gate, some minion gates, and a catapult all appear from the Netherworld. Summon reinforcements as needed for your horde and send 10 Browns or Greens—whichever are not mounted—to man the catapult. Put the rest of your horde just south of the gap

in the rocks to the west of the catapult. They will guard this chokepoint against enemies while you use the catapult.

PRIMA Official Game Guide



Begin firing boulders at the soldiers near the bridge just to the north. They are not moving, so you can take a few shots to get your range down. Remember how far you have to pull back on the catapult to hit the bridge since all soldiers have to cross this bridge to get to you. Fire on the other formations of soldiers as they approach. If they are moving, aim

your catapult in front of the formation so that by the time the boulder travels the distance, the soldiers are right in the impact area. If soldiers get across the bridge, you may have to leave the catapult to help your minions defend it on the ground. However, as long as you have broken up the formations, your minions at the guard marker can handle the few individuals who get to them.



Watch for some archers to appear north of your horde. Fire a boulder or two to prevent them from killing your minions. After you have killed all of the enemy soldiers, take out the two wooden watchtowers. If you don't do it now, the archers on top will fire on you as you advance towards the city.

4 Get a catapult onto the second hill.

After repelling the attacks, climb down from the catapult and call back all your minions. Send some to carry the tower heart, and advance north and then east to the bridge you just defended. There is a mount gate near the bridge, so summon some mounts if needed. Head across the bridge and then to the west and loot these two buildings. There are several citizens you can subdue and turn into slaves with your target spell if you choose. They will help attack enemies and act as distractions during a fight since they will tie up enemy soldiers that could be attacking your minions or you.



Assault on the Empire

Now head northeast, where you will find some more loot by tents as well as a gargantuan and some soldiers. Keep your minions by you so you can get out of the way when the gargantuan charges. As he is stunned at the end, put your horde on a guard marker close enough so they can attack him and get in there yourself. As he is getting ready to charge again, perform a 360-degree attack to knock him down, and then keep hitting him. By preventing him from charging, you don't have to worry about moving your horde out of the way.



Take down the nearby tent as you fight off the soldiers to prevent more from appearing. Once it is clear, send your minions to the east for lots of loot and a spell catalyst. Have some minions take the catalyst back to the tower gate, but don't head back to the Tower to use it just yet. Wait until you get to the next tower gate.

Advance east across another bridge and then follow the trail north. As you approach an area where the trail splits to go around a circular area, pull back. There are some Imperial bomb throwers ahead. Pull back your entire horde to the eastern corner of the trail so a small ridge is between you and the enemy. Put all of your non-mounted minions, including the heart carriers, on a guard marker. Now lead your mounted minions forward. Rush around the trail to the northern part of the circular area, where you can climb up to where the bomb throwers are. Watch out for the bombs. After they detonate, send your minions in to attack. Pull them back when more bombs are thrown. Repeat the tactic until all of these enemies are dead. Then return for the rest of your horde and make sure the tower heart is being carried.



Put all of your minions except for the carriers onto a guard marker and sweep it north towards a group of soldiers. Get it in close enough so the minions can attack, and then sweep after the soldiers as they flee. There are minion gates to the right of the stairs where you can replace your losses. Lead your horde up the stairs.

PRIMA Official Game Guide

At the top of the stairs, a centurion and his legion await. Pull your mounted minions out of the guard marker and then sweep the marker to this position to the left of the legion so your Reds can throw fireballs at the centurion. Once he is dead, the cohesion of the legion will break up. Send in your mounted minions to attack—especially if you have wolves.



Tip

There is another way to get through this area. Select a single Blue minion and sweep it through the legion. While it is moving, it is invisible to the enemy. Behind the soldiers are some bombs. Have the Blue pick up a bomb and drop it behind the legion. The blast will kill some and break up the formation so the rest of your minions can move in. Just sweep the horde over to them.



While there is a lot to loot here, keep your horde together and push towards the second hilltop. There are more soldiers along the way. Keep going and knock down the tent to stop the enemy reinforcements from arriving. Once it is all clear, send the minions on a looting rampage. You can score a lot of gold here.



Flatten the opposition.

Bring the tower heart to the hilltop and you will receive another catapult as well as a tower gate and minion gates. Man the catapult with minions and take control. You are up on a hill protected by a wall, and an army is headed your way to drive you off. Begin by firing at the archers before their flaming arrows damage you. Try to hit the stone barricades in front of the archers. The resulting debris from the impact will kill lots of the archers.



Assault on the Empire

TIP

Before using the catapult, you might want to return to the Netherworld and apply the spell catalyst to one of the three spells. If you wait until after you use the catapult, when you return you will have to fight off the attack again. Also, if you did not pick Kelda as your first mistress, consider doing so now. You could really use the wolves soon.



Once the archers are dead or have fled, take aim at the siege towers rolling towards you. It takes 2–3 good hits to knock each out. Keep firing away until all three are destroyed.



Before climbing down from the catapult, destroy the wooden tower to the north or the archers on top will cause a lot of trouble. Also, you can take out these three archers to the north of you. Fire for maximum range to hit them so you don't have to worry about them later.

6 Get a catapult onto the third hill.

After you are back on the ground, call back all your minions and get ready to move. Get more minions from the minion gates if necessary and recharge your health at the tower gate. Lead your horde, along with the tower heart, to the north. There is another gate where you can get more mounts. Leave all your non-mounted minions here at a guard marker and then advance with the mounted. Break through a barricade and to the west you will see some bomb throwers on platforms with soldiers down below. Put your mounted minions in a guard marker of their own and sweep it towards the soldiers. You don't really want to attack them—you just want the bomb throwers to drop bombs by the soldiers and blow them up. Pull back your group while the bombs go off. Then sweep them forward and up the stairs to the right. Wait for bombs to be thrown, then pull them back. The bombs blast open a barricade for you.



PRIMA Official Game Guide



Now lead your mounted force forward and up the stairs. Send some to attack the bomb throwers on this side and send some to jump across to the other side to kill the others. When bombs are thrown, call them all back and move away. Send them again to finish off these threats. Finally, sweep those across the gap to the left to loot and pick up a dark crystal in one of the containers there. Also, send a few minions to pick up the health idol and take it back to the tower gate to increase your maximum amount of health.

Gather together your entire horde and the tower heart and advance south. Break down a wooden barricade and then continue to some minion and mount gates. Reinforce your losses and leave the tower heart here. Organize your non-mounted minions onto a guard marker and keep your mounted by you. There are some archers to the south, so send your mounted minions out to kill them.



The enemy sends out a legion in formation to attack. For this fight, mount up some Brown minions on wolves in the nearby mount spawn pit, then sweep the minions onto the seige tower partly stuck on the side of the rock opposite the fort containing the third hill. This tower contains the centurion commanding the legion. It will topple, killing everyone on it, and the formation below will disband and start to panic. You can then sweep your wolf mounted minions on the fleeing soldiers, easily dispatching them with hardly any losses. After the soldiers are dead, head back to the minion gates where you left the tower heart.



A fort perches atop the third hill. Leave all of your minions behind for now and head towards the fort. A catapult in the city to the west fires on you as you approach. Head around to the western side of the fort and wait by the stone barricade. When you hear the catapult fire, move away and let the boulder take out the barricade for you.

Assault on the Empire

Return to get your minions and then lead them through the opening. Be sure to bring along the tower heart. Once inside the area south of the fort, you notice there is a closed gate at the top of the stairs. Select a single minion and send it to pick up a bomb. Then sweep the minion up the stairs to drop the bomb off at the gate. Select Blues and be ready to send them up to resurrect the first minion if it did not run away in time.



Get all of your minions and rush in to clear out the soldiers inside the fort. Once it is clear, get the tower heart up to the top of the stairs and you will get another catapult.

2 Breach the city wall with the tower heart.

3 Deal with the rest of the defenders.

4 Get into the city.



The tower heart will be loaded into the catapult. Fire it at maximum range at the city gates to break them open. The anti-magic barrier is also disabled, so you can enter the city. However, before that can happen, you have to deal with the defenders pouring out of the city.

This catapult fires bombs, so launch them at the formations of soldiers as they leave the city. You also need to take out the wooden guard towers when you begin receiving fire from them.



PRIMA Official Game Guide

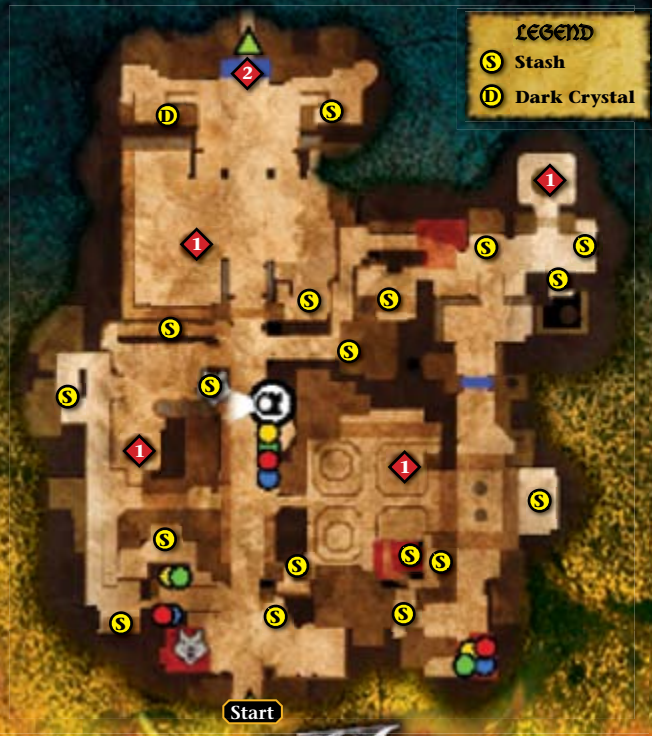


As soon as soldiers get close to the fortress, get down from the catapult and help your minions defend against an assault. Bomb throwers can decimate your minions if you are not there to command them. Lead your minions towards the city as you kill all of the enemies in the area.

When you get near the gates, you are met by two gargantuans. Keep your minions close to you and remember to use the 360-degree attack when they are getting ready to charge. After you have killed both of these large enemies, head into the city.



Into the City



Start

Assault on the Empire

Empire City

- ❶ Destroy the four temples to remove the shield around the palace.



Upon entering the city, put all of your minions into a guard marker and move it forward so your Reds can throw fireballs at the enemies on the upper level to the northeast. You no longer have to worry about carrying around the tower heart, so all of your minions are always available to fight.



Loot the area and then send your minions to break down the building to the west. Inside is a mount gate, so mount up your minions. There are also some minion gates near here, but not a tower gate yet.

Advance west. There are several citizens in this area. Subdue them if you want to add quantity to your horde. Also pick up the gold here. There is a lot in this city.



PRIMA Official Game Guide



As you advance north along the road, there are some bomb throwers off to your left side. Rush past and then break down a wooden barrier to get to an alley leading east. It is a dead end and a column of soldiers blocks the road to the north. Select one minion to go pick up a bomb from the throwers and carry it over to the soldiers. It may take a couple bombs to blow up most of the soldiers.

Before continuing north, head south along a walkway on the eastern side of the road and follow it around to the east to find an area with lots of loot. After getting it all, lead your horde north past the bomb throwers. Even if you kill them, more will return, so just avoid the bombs and keep moving. There are more soldiers up ahead, so send your minions to kill them. Loot the area to the west and then head east.

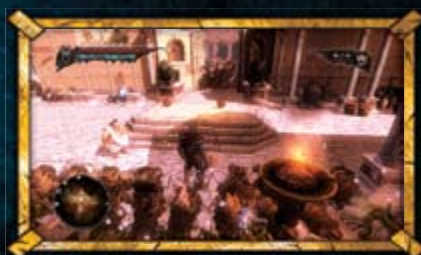


As you approach the first temple, the citizens are encouraged to drink the water from the fountain. They turn into zombies and attack. Put your horde into a guard marker and let them fight off the attack. Then send the minions forward to tear down the temple.



A walkway to the north holds lots of loot. Send your minions on a spree here and near the mount gate near the large fountains. A tower gate and minion gates appear to the south.

Assault on the Empire



A formation of soldiers blocks your way to the east along the alley just south of the tower gate. Don't rush your horde in to attack. Instead, select a single minion and send it to pick up one of the bombs and carry it over to the formation. When it blows up, send in your minions to kill any survivors. Advance into the courtyard area.

Use caution in the courtyard. It holds a formation of soldiers, some bomb throwers, and a couple gargantuans. As you enter, stay to the western side and take on the first gargantuan. It is sometimes safer to keep your horde back and do this on your own or at least keep your horde in this area to avoid the bomb throwers for now.



Send your minions to destroy this building in the southeast corner. Once it is down, head up the stairs inside with your minions to get to the centurion up at the top. Killing him will make it easier to clear out the rest of the enemies, since he helps the legion maintain formation.



Head back down to the courtyard and go after the bomb throwers, gargantuan, and soldiers. Try to lure the gargantuan or the bomb throwers to destroy the temple for you by standing near it, then moving away at the last minute. Collect all the loot in this area. Most of it is in the south.

PRIMA Official Game Guide



Lead your minions east into the covered area with some fountains and more soldiers. Kill them all and then loot the patio area to the east.



Instead of heading north towards the palace, go south. Destroy this building to reveal some more minion gates. There is a lot of loot in this southern area, so get it all.

Now head north. A large gate bars your way. There are some bomb throwers here as well. Keep your horde back and select one minion. As soon as a bomb is thrown, send the minion to pick it up and then carry it up to the gate. When it blows up, it destroys the gate.



Call back all your minions to you and rush forward up the stairs and through the gate. Kill the enemies at the top and loot their camp.



Break through the barricade and continue north up the stairs. The northeastern part of the city is filled with lots of loot. Check all the alcoves to find it all.



Assault on the Empire



Finally, send your minions to destroy the third temple to the north. Only one more to go.

Head west and destroy this building so you can access stairs leading down to the west. Loot as you make your way to the south towards the tower gate.



The pathway down to the entrance to the palace complex is blocked by rubble. Send a minion to pick up a bomb in this area and carry it to the rubble. When it explodes, it blows a path clear for you.

As you enter the complex, the citizens are told to drink the water, and as before, they turn into zombies. Get your horde onto a guard marker and repel their attacks. When they are all dead, destroy the fourth temple, which is right by your location.



PRIMA Official Game Guide

2 Get into the Emperor's palace.



Once the zombie citizens are all dead, take some time to loot the palace complex. It holds a lot of gold and a dark crystal. Before continuing, you might even want to head back to the Tower and spend some of your gold on some new gear.



Tip
Once you enter the palace, there is only one more tower gate. Therefore, if you want to upgrade your minions or forge new weapons and armor, now is the time to do it. If you don't have enough gold, head back to Nordberg and Everlight and collect your tribute—if you are going for domination. It is a good idea to get the Infernal Commander helmet, which allows you to control five more minions for a total of 50, and the Infernal Armor, which gives you much more protection.

Once you are ready to continue, head to the main gate into the palace. Since the temples have been destroyed, you can now enter.



Going after the Emperor

See map on next page

Emperor's Palace

1 Find the magic containment room.

Assault on the Empire



Inside the palace, advance east down this main hallway. A tower gate and some minion gates are down the hallway to the right. You can use the tower gate to go somewhere else and then return to the palace later. However, it is really useful for restoring health and mana.



Continue on to the next hallway. This one contains some soldiers. Just put your horde onto a guard marker and then sweep them forward to attack enemies as they go. There are some vases along the sides that your minions can break to search for loot.

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As you approach the far end of this hallway, a column of soldiers moves in and blocks your way. This is a tough group to get past. Sweep your horde's guard marker forward. Pull the Greens off of the main guard marker and put them on their own guard marker. Move in close to the soldiers—but not close enough for them to attack you—and use your shockwave spell. This knocks

them down so you can sweep your Greens' guard marker into the next hallway. Place it behind the column and your Greens will then attack the soldiers from behind. Move your other guard marker with the rest of the horde forward to attack and finish off the soldiers.



Advance through the doorway and down the next hallway. It is empty with some loot at the far end. However, as you approach the door, some enemies confront you. Put your entire horde onto a guard marker and sweep them forward. Get in there and hit the enemy with your weapon as well.

Keep moving. Before heading down these stairs, send your minions to loot the treasure chests hidden among the lion statues.



The next room is long and large with lots of loot off to both sides. In addition, there are minion gates in the planters, so you can summon more minions as needed. Keep your horde in one big group on a guard marker and sweep them south to kill the soldiers guarding at the far end. You don't even need to get involved here. Just let the minions do the fighting for you.



Assault on the Empire

TIP

Before entering the next room, make sure you have a full complement of minions and are at full health and mana. This is also your very last chance to head back to the Tower, though you have to walk back to the tower gate near the entrance of the palace.

- 2 Locate the Emperor and take him down.



The next room is the magic containment room. Upon arriving, you see that Florian is here too—and he is also Solarius, the Emperor. He has been stealing magic and was responsible for the destruction of the first tower and the cataclysm that caused the Wastelands. He has also taken the shards from the tower heart you used to breach his anti-magic barrier to give him ultimate power. This can't be good.

The Finale



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Ooze on the Loose

Destroy the devourer.



As Solarius immersed himself in the magic, he was consumed by the devourer. This hideous creature is now on the loose in Empire City and guzzling down everything in its path. Your job now is to hunt it down and destroy it. There are no tower gates here, so watch your health carefully. Potions are also limited.



The devourer leaves a trail of magic residue. Select your Blues and have them sweep ahead of you to clear the way.

As it comes in contact with the citizens, the devourer changes them into zombies. Therefore, watch for them and use your minions to kill them. Move your horde to the walkway along the edge of this grassy area. From here you can defend against the attacks while you get yourself ready to go on the offensive.



TIP

Reds and Greens are most effective against the devourer since they can attack its pustules, which are the weak spots. Therefore, use the minion gates to adjust your horde. Keep about 10 Browns and 10 Blues, then mix the rest with Reds and Greens.

Assault on the Empire

Put your entire horde into one huge group on a guard marker. Now sweep the marker in close to the devourer. Watch as the Reds throw fireballs and the Greens jump up onto its back to attack. While the minions are fighting, be watching for zombies trying to attack you.



After your minions have damaged it, the devourer breaks through buildings and leaves. Call back all your minions to you and then send the Blues out in front to clear the path as you pursue the creature.



As you advance north to a courtyard area, be ready to be attacked by Imperial soldiers. Put your horde onto a guard marker and then sweep them all the way to the top of the stairs on the right to kill the soldiers and archers.

Position your horde on the edge of the walkway at the top of the stairs so they can attack the devourer from a higher altitude. While they are attacking, be ready to fend off an attack on you from zombies coming up the stairs.



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After taking more damage, the devourer flees again. However, before pursuing, get rid of the Imperials on the other side. Sweep your horde down the stairs and across the courtyard. There is a narrow gap through which the minions can move on the left side. Sweep them in and then to the right to clear out the enemies. Search for some loot in the northwest corner. Remember that there is some potion here if you need it later.



Call your minions back and then head west to go after the devourer. This next area is the final area. You will either emerge victorious or die trying.



A good place to stay during this battle is right near the steps at the entrance. If you start taking too much damage, you can quickly retreat to the previous areas before you die.



There are minion gates in this area and some barrels that contain potions. However, save those for when you need them. This final battle is not too difficult if you stay vigilant and let your minions do most of the fighting for you.



Assault on the Empire

Put all of your minions onto a guard marker and sweep it towards the devourer. The Blues clear the magic residue while the Reds and Greens do most of the attacking. The Browns help protect the horde from creatures spit out by the devourer. Sweep your horde in close to attack. Leave it alone for a few seconds so the Reds and Greens can do their job.



As enemies are released and come after you, sweep your minions back towards you to help protect you. Zombies are usually not a problem. However, unicorns will charge you, and when Imperials are spit out, sweep your minions after those archers first.



Since your horde is so large, and the Blues will resurrect most minions who die, you should not have to get reinforcements too often. However, when you do, Greens and Reds are mostly what you want to add back into the group.



As the devourer takes damage from your minions, it occasionally spits out Solarius. Quickly move in, target him, and hold down the Magic button to use the target spell to try to kill him. Watch the meter at the bottom of the screen as you suck the magic out of the Emperor. As soon as the bar disappears, get back to your spot since the devourer is about to suck Solarius back in again.

PRIMA Official Game Guide



Keep attacking with the minions and then moving in when Solarius is on the outside. It takes several times to drain all of his magic. However, as you do you gain mana, which you can use for sacrificing your minions with the minion spell if you get low on health.



Once Solarius is drained, both he and the devourer turn to mush and ooze all over the area. You knew something that gross and ugly would not be pretty when it was destroyed.

With the Emperor no more, Your Overlordship is now the ruler of the land, and your minions enjoy being waited upon by others rather than just doing your dirty work.



And after all of your evil conquests, you live pleasurably ever after with your three mistresses to keep you company.

Who's Your Overlord—Multiplayer

Who's Your Overlord— Multiplayer

While conquering the world can be fun, there is nothing like playing with another Overlord. Within the multiplayer games you can either play cooperatively with another Overlord or fight against an opposing Overlord. Multiplayer games are fast-paced and offer new challenges. Show them who the real Overlord is.

Co-op Games

These two games require you to work along with another Overlord to either survive for as long as you can or to complete a objective. Both of these games need teamwork in order for you to succeed.

Arena

Survive the twisted designs of Solarius's new arena for as long as possible. Most die within minutes; can you and your teammate do better?



The arena just requires you to last for as long as you can. You and your opponent begin at one end of the area. There are not a lot of minions here, so you have to do most of the fighting yourself. The key is to stick together so you can support one another.

Don't stay in one place. The enemies keep coming, and you will eventually die if you don't keep moving. Search out crates, which have weapons for your minions and potions for you. A good strategy is for one player to control Blues and Reds, which need to stay back and hit from afar, while the other player concentrates on Greens and Browns and gets into the fights. Be sure when you find a health potion that you let the player who needs it most get it. When one player dies, the game is over for both.



PRIMA Official Game Guide

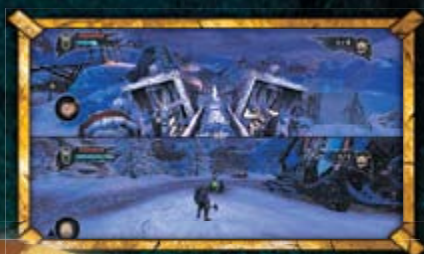
Invasion

An Imperial legion has taken control of a local Nordberg settlement. Strike swiftly and defeat the centurion in charge to end this nuisance.



You face a lot of Imperial soldiers, archers, and even sappers, so be ready. There are places such as at this bridge where you have to turn two wheels to lower the bridge so you can cross. Communicate with your partner as you advance through the area. Be sure to watch for archers up on the hills and take them out first.

This game also includes a ballista. However, when one player is manning it, the other player should be helping defend the area since the Empire sends sappers to throw bombs to kill the Overlord on the war machine.



Who's Your Overlord—Multiplayer

Versus Games

The two versus games pit one Overlord against another. These are actually quite challenging, and the player who can focus on several things at once will have the advantage.

Dominate

This land isn't big enough for two Overlords. Take and hold as many zones as you can. Your minions will be boosted as long as they are guarding a zone. Divide and dominate.



For this map, the two players start on opposite sides. There are several zones scattered throughout the map. As a player sends minions to capture the flag at a zone, the flag turns that player's color and points are received. Players can leave minions at these flags to defend them. Minions left behind will not come to a regular Call Back command. Instead, you need to target

the flag to call them back. This makes it easier to work with the minions under your control without having to worry about leaving zones defenseless.

There are some creatures on this map, such as the ogre. The creatures are not defending zones, but if you can kill them, you will be rewarded with powerful weapons, which you can then use against enemy minions and the opposing Overlord.



When you kill an opposing Overlord, you score points and the game continues. When setting up the game, you can set a point limit for victory or a time limit. Whoever reaches the point limit first or has the most points when time runs out is the winner. The key is to keep moving and score points as quickly as you can. Be sure to defend those zones.

PRIMA Official Game Guide

Pirate Plunder

Sail the seas in search of treasure! In this map, both Overlords try to gather as much gold as possible. Break into your opponent's vault to steal some of the collected treasure. Killing the other Overlord transfers more of your opponent's gold to the vault so you can go and steal it.

This is a fun game where you and your opponent begin on opposite islands. There are no zones to control. Instead, you fight to see who can collect the most gold. You earn gold by sailing your ship around and running into treasure chests. Watch out for the mines also floating in the water. There are also ruins off to the sides of the map where you can dock your ship and then kill the defending creatures so you can steal their gold.



Try using the catapult on your island to sink your enemy's ship. Also be sure to leave some minions behind at your vault to defend it. Reds and Greens work well since they can either throw fireballs or jump down on enemy minions as they try to work the wheel to open the vault.



Dock your ship near your enemy's vault and send your minions to clear out the defenders first, then turn the wheel to open the doors to the vault. Rush in and steal your opponent's gold. Make sure the other Overlord is not robbing your vault at the same time!



Appendix

Entrails

Xbox 360™ Achievements

Achievement	Requirement	Xbox 360™ Gamerscore
Industrious Magic	Achieve 50 kills by overcharging the target spell.	10
Big Chopper	Achieve 50 melee kills.	10
Red Rescuer	Find the Red minions.	10
Green Grabber	Find the Green minions.	10
Blue Bringer	Find the Blue minions.	10
Snatcher	Win one Pillage map.	10
Conqueror	Win one Dominator map.	10
Armed and Dangerous	Forge one weapon.	10
Blue Steel Look	Forge Elemental Armor and Evil Eye helmet.	10
Minion Captain	Rescue all the minion crew from the spiderwebs.	10
Mayhem Maker	Cause mayhem during the Prelude.	10
Minion Harvester	Gather 10 lifeforce orbs.	10
Rescuer of Kelda	Rescue Kelda from Nordberg.	15
Juno's Champion	Rescue Juno from Everlight.	15
Corruptor of the Queen	Corrupt Queen Fay to turn her into Dark Fay.	15
Master Builder	Build 50% of the Tower buildables.	15
Crystal Collector	Collect 50% of all dark crystals.	15
Town Razer	Destroy one town.	15
Slaver	Enslave one town.	15
Ghost Bringer	Kill Dark Fay to turn her into Ghost Fay.	20
Kelda's Special Friend	Buy gifts for Kelda and woo her into becoming your "special" friend.	20
Gnome Grinder	Kill 1,000 gnomes.	20
Scrooge	Collect 50,000 gold.	20
Juno's Special Friend	Buy gifts for Juno and woo her into becoming your "special" friend.	20

PRIMA Official Game Guide

Achievement	Requirement	Xbox 360™ Gamerscore
Rock On	Kill 15 or more enemies with a single catapult boulder.	20
Dark Fay's Special Friend	Buy gifts for Dark Fay and woo her into becoming your "special" friend.	20
Ghost Fay's Special Friend	Buy gifts for Ghost Fay and woo her into becoming your "special" friend.	20
Pillager	Win 10 Pillage maps.	20
The Big D	Win 10 Dominator maps.	20
Adversary	Kill an opposing Overlord 20 times in ranked versus matches.	20
Weapons Nut	Forge three weapons.	20
Kitted Out	Forge the Infernal Commander helmet and Infernal Armor.	20
Minion Gatherer	Gather 250 lifeforce.	20
Mount Master	Discover and use all minion mounts in the game.	20
Seal Slayer	Kill 100 baby seals.	20
Tyrant of Nordberg	Control Nordberg Town.	25
Tyrant of Everlight	Control Everlight Town.	25
Minion Hoarder	Gather 1,000 lifeforce.	25
Dark Emperor	Kill Solarius.	30
Perfect Horde	Fully upgrade all 50 minions in your horde (400%).	30
Tyrant of the Tower	Build 100% of the Tower buildables.	30
Ultimate Collector	Collect 100% of all dark crystals.	30
Minion Lover	Gather 5,000 lifeforce orbs.	30
Walking Apocalypse	Destroy both Nordberg and Everlight.	30
New World Order	Enslave both Nordberg and Everlight.	30
The Dominator	Achieve a 100% Domination Tyranny rating.	40
The Destructor	Achieve a 100% Destruction Tyranny rating.	40
Ladies' Man	Find a way for you and your three mistresses to become "special" friends.	40
Treasure Hunter	Obtain all Tower objects in the game.	50
Total		1,000

Appendix

PLAYSTATION® 3 Trophies

Achievement	Requirement	Score	Medal
Rescuer of Kelda	Rescue Kelda from Nordberg.	15	B
Juno's Champion	Rescue Juno from Everlight.	15	B
Corruptor of the Queen	Corrupt Queen Fay to turn her into Dark Fay.	15	B
Ghost Bringer	Kill Dark Fay to turn her into Ghost Fay.	15	B
Tyrant of Nordberg	Control Nordberg Town.	15	B
Tyrant of Everlight	Control Everlight Town.	15	B
Kelda's Special Friend	Buy gifts for Kelda and woo her into becoming your "special" friend.	15	B
Industrious Magic	Achieve 50 kills by overcharging the target spell.	15	B
Big Chopper	Achieve 50 melee kills.	15	B
Red Rescuer	Find the Red minions.	15	B
Green Grabber	Find the Green minions.	15	B
Blue Bringer	Find the Blue minions.	15	B
Master Builder	Build 50% of the Tower buildables.	15	B
Crystal Collector	Collect 50% of all dark crystals.	15	B
Gnome Grinder	Kill 1,000 gnomes.	15	B
Juno's Special Friend	Buy gifts for Juno and woo her into becoming your "special" friend.	15	B
Rock On	Kill 15 or more enemies with a single catapult boulder.	15	B
Dark Fay's Special Friend	Buy gifts for Dark Fay and woo her into becoming your "special" friend.	15	B
Ghost Fay's Special Friend	Buy gifts for Ghost Fay and woo her into becoming your "special" friend.	15	B
Snatcher	Win one Pillage map.	15	B
Pillager	Win 10 Pillage maps.	15	B
Conqueror	Win one Dominator map.	15	B
The Big D	Win 10 Dominator maps.	15	B
Adversary	Kill an opposing Overlord 20 times in ranked versus matches.	15	B

UNLEASHED

PRIMA Official Game Guide

Achievement	Requirement	Score	Medal
Armed and Dangerous	Forge one weapon.	15	B
Blue Steel Look	Forge Elemental Armor and Evil Eye helmet.	15	B
Minion Captain	Rescue all the minion crew from the spiderwebs.	15	B
Weapons Nut	Forge three weapons.	15	B
Kitted Out	Forge the Infernal Commander helmet and Infernal Armor.	15	B
Mayhem Maker	Cause mayhem during the Prelude.	15	B
Minion Harvester	Gather 10 lifeforce orbs.	15	B
Minion Gatherer	Gather 250 lifeforce.	15	B
Minion Hoarder	Gather 1,000 lifeforce.	15	B
Mount Master	Discover and use all minion mounts in the game.	15	B
Town Razer	Destroy one town.	15	B
Slaver	Enslave one town.	15	B
Seal Slayer	Kill 100 baby seals.	15	B
Dark Emperor	Kill Solarius.	30	S
Perfect Horde	Fully upgrade all 50 minions in your horde (400%).	30	S
Tyrant of the Tower	Build 100% of the Tower buildables.	30	S
The Dominator	Achieve a 100% Domination Tyranny rating.	30	S
The Destructor	Achieve a 100% Destruction Tyranny rating.	30	S
Ultimate Collector	Collect 100% of all dark crystals.	30	S
Scrooge	Collect 50,000 gold.	30	S
Minion Lover	Gather 5,000 lifeforce orbs.	30	S
Walking Apocalypse	Destroy both Nordberg and Everlight.	30	S
New World Order	Enslave both Nordberg and Everlight.	30	S
Treasure Hunter	Obtain all Tower objects in the game.	90	G
Ladies' Man	Find a way for you and your three mistresses to become "special" friends.	90	G
Total		1,035	