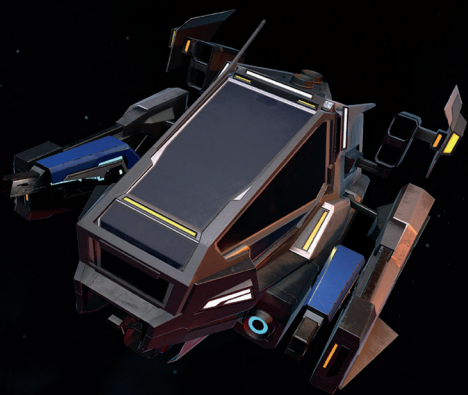


# OVERLOAD



# CRONUS FRONTIER

2118

**ELEVEN YEARS AGO, JUNO OFFWORLD AUTOMATION ESTABLISHED THE COLONY OF CRONUS FRONTIER ON THE MOONS OF SATURN.**

**TODAY IT REMAINS THE ONLY PERMANENT SETTLEMENT BEYOND THE ASTEROID BELT.**

**THE DISTANCE FROM CRONUS FRONTIER TO THE BELT IS NEARLY ONE BILLION KILOMETERS.**

**UNDER OPTIMAL CONDITIONS, A LONG-RANGE MULTI-PURPOSE SUPPLY VESSEL (MPSV) CAN MAKE THE JOURNEY IN TWO YEARS.**

The story of OVERLOAD begins as the MPSV Iberia, a multi-purpose supply vessel, arrives at Ymir. Ymir is the 60th moon of Saturn and orbits at a distance of approximately 22 million kilometers.

Cronus Frontier operates an automated exploration outpost on Ymir. This outpost normally operates without human supervision, but a team arrived recently from Phoebe (another moon of Saturn) to upgrade the defenses and inspect the mine.

You are a pilot awakened from cryostasis by Mara, the synthetic intelligence construct installed in the MPSV Iberia's operating system. A distress signal from Ymir indicates that autonomous operators – mining robots – have started attacking colonists.

Mara informs you there is a Kodachi Light Gunship stored on the Iberia and instructs you to enter the facility, destroy all operators, and rescue any survivors. The game starts as you are teleported into Ymir Outpost.

Welcome to OVERLOAD!

# ZERO-GRAVITY ACTION

In **OVERLOAD**, you pilot a small gunship through mines, caves, and other environments while destroying auto-ops (robots) and rescuing survivors. The game features full-motion zero-gravity flying, intense action, explosive combat, and three-dimensional exploration.

Becoming an ace pilot in **OVERLOAD** is not a simple task, but the basic controls are intuitive and highly-customizable, and there are a variety of difficulty levels and ways to play the game. If you've never played a zero-gravity shooter before, you're in for quite a treat. If you've played first-person shooters or flying combat games, the basics will be even easier to pick up, but there's still a third-dimension to master and more strategy and tactics to learn.

## CHOOSE YOUR CONTROLLER

The first thing you need to decide in **OVERLOAD** is how you want to control your gunship. The game supports a variety of controller types, and it is recommended to play with one of the following combinations:

### **MOUSE AND KEYBOARD**

If you've played other first-person shooters on PC, this will probably be your first choice. Most of the controls will be familiar, and you'll be able to turn quickly and accurately if you're comfortable with the mouse.

### **JOYSTICK AND KEYBOARD**

Joysticks provide the most authentic experience of piloting a gunship. Most joystick players use one hand on the joystick, and another on the keyboard. If you're a hardcore player with a hardcore joystick (or two!), the keyboard is not needed. Welcome to the true Kodachi piloting experience.

### **GAMEPAD**

Gamepads generally provide the best ease-of-use controller, and are the best control type for players with less game experience in general (or the control types above).

Once you've chosen your preferred control type, there are many control options available to customize it to your needs. Focus on the basic button mappings first, then fine-tune the controls and settings as you become more comfortable.

# GAMEPLAY BASICS

There are three main elements to OVERLOAD'S gameplay. Mastering all three takes time, but early on, focus on movement in the zero-gravity environments. As you encounter enemies you will naturally learn to use your weapons, while self-sufficient navigation will take more time to learn for most players.

## ZERO-GRAVITY MOVEMENT

In OVERLOAD, you can move and turn in all 3 dimensions. This type of all-axis movement and rotation is sometimes called 6-degrees-of-freedom (or 6-DOF). It is both challenging and rewarding to learn to move and turn in all 3 dimensions. Maintaining a sense of direction with full 6-DOF controls can be challenging, and is one of the skills you'll slowly acquire by playing the game.

The Auto-Leveling feature, which keeps you oriented to the walls/floors/ceiling in 90-degree increments, is helpful for new players and in certain control types. Advanced players will likely want to disable Auto-Leveling.

## WEAPONS AND COMBAT

Your Kodachi light gunship contains two main weapon systems: Primary and Secondary. Primary weapons consume energy or ammo (bullets), while every secondary weapon has its own unique ammo supply. You always have one primary and secondary weapon equipped, and can switch between weapons at any time.

During the Cronus Frontier campaign, all weapons can be upgraded with Upgrade and Super Upgrade Points (collected points can be used between levels). Challenge Mode upgrades are gained as you destroy auto-ops, while there are no upgrades in Multiplayer.

## NAVIGATION

The most difficult aspect of OVERLOAD for most pilots is navigation, but there are two main ways to gain assistance in that challenge. The first is the automap, which provides a 3D schematic of the locations you've visited and highlights portals to areas you have not yet explored. The second and more direct assistance comes in the form of the Hologuide. The Hologuide can lead you to level objectives and other items.

# GAME MODES

## PLAY MISSION

This is the main single player mode of the game. You can play the Training Simulator as a starting point to learn controls and the basics of flight or select Cronus Frontier to play the full campaign mode, which features 15 levels. You can replay previously completed levels from this menu as well. If you defeat the full campaign, you'll unlock the campaign in New Game+ mode.

[Note that once you start saving your progress in the campaign, you'll want to use the Load Game option on the main menu to continue where you left off.]

## PLAY CHALLENGE MODE

A semi-randomized score attack mode where you battle against endless waves of auto-ops. There are two variants: Infinite and Countdown. Infinite spawns countless bots with no timer, while Countdown is faster-paced and gives you a 5 minute time limit to destroy as many auto-ops as possible. Select a level, variant, and difficulty and click on Play – or highlight a level and hit spacebar to view the online leaderboards.

Challenge Mode is a great way to work on your zero-gravity flight and combat skills and learn more about the various weapon upgrades.

## PLAY MULTIPLAYER

Battle against other players in an online Anarchy or Team Anarchy match. Select Play Online and choose a mode to jump right into an online game. The Head to Head playlist is a 1v1 showdown, Anarchy is a 2-6 player free-for-all, and Team Anarchy pairs you up with other players to form teams of 2-4 each. You can also start or join a custom match from the Private Match menu and customize your loadout and gunship's appearance in the Customize menu.

[LAN Match is similar to Private Match, but only works over a local network, and requires a dedicated server. See [playoverload.com](http://playoverload.com) for more details.]

# CONTROLS

TURN LEFT/RIGHT  
TURN UP/DOWN

There are many advanced options to adjust the speed and feel of the turning controls.

ROLL LEFT/RIGHT  
ROLL LEFT/RIGHT 90

There are two ways to control the roll of your ship. The 90-degree versions are best when used with Auto-Leveling enabled.

MOVE FORWARD/BACK  
MOVE LEFT/RIGHT  
MOVE UP/DOWN

Move your ship in 3 dimensions. See Advanced.Controls for additional info about how these controls interact with each other.

FIRE PRIMARY  
FIRE SECONDARY

Some weapons fire when you hold the button, and others when only when you push the button.

NEXT PRIMARY/SECONDARY HOLD the buttons to show a selection wheel.

FIRE FLARE

Press the button for a normal flare. HOLD it for a sticky flare that lasts 2 hours.

USE BOOST

Boost prevents your gunship from firing, but you can still fire flares or use a Smash Attack while boosting.

SMASH ATTACK

Smash into auto-ops at high speed. Damaging or destroying an auto-op gives you a small armor boost. By default, you can use Boost + Fire to smash attack.

HOLOGUIDE

Press the button to summon the Hologuide, or HOLD it to show a command wheel. In Challenge Mode and Multiplayer, this button has different functions.

VIEW MAP

In Multiplayer, HOLD this to view the scoreboard.

QUICK SAVE

Save at any time, except boss fights and lockdowns.

FULL CHAT

Press this during Multiplayer to send a message. Use "t:" at the start to send to teammates only.

PRIMARY 1/2/ETC  
SECONDARY 1/2/ETC

Map just 1 slot to alternate between two weapons (use the 2nd slot to change which weapon is selected first). Map both slots to select 1 weapon only. See the WEAPONS page for the order of the weapons (1/2 is Impulse/Cyclone).

*Some of these controls are on the Additional Controls page.*

*Not all controls listed.*



### 1 RETICLE

The reticle indicates your weapon status at a glance. Based on the shape of the center, you can tell which weapon you have equipped, and the diamond-shaped secondary indicators alert you to the firing status of the equipped secondaries.

The blue counter near the top indicates your armor, while the counters to the left/right track your energy/ammo (depending on the weapon) and secondary ammo.

### 2 GUNSHIP STATUS

Track your armor (blue), energy (yellow), ammo (gray), and boost (bottom) amounts. When your armor or energy begins to run low, there will be additional warning indicators.

### 3 ADDITIONAL INFO

Track your auto-op destruction count, and XP totals. Except for the 1st mission, these elements are not critical.

### 4 PRIMARY WEAPONS

Indicates your equipped primary weapon (including upgrades), along with displaying other available primary weapons in the icon list below. When you cycle through weapons, they will use the order shown in the icon list.

Above and to the left of the weapon name, your gunship's security level (for the current facility) is shown, along with your total Upgrade and Super Upgrade points collected.

### 5 SECONDARY WEAPONS

Indicates your equipped secondary weapon and ammo amount, as well as upgrades (if applicable). The second list below has an additional function, as the relative ammo count is shown as a small bar below each secondary's icon.

[NOTE: When you hold the primary/secondary switch button, the displays are replaced by a radial menu allowing you to choose a weapon directly.]

# WEAPONS

## PRIMARY WEAPONS

WEAPON	TYPE	DESCRIPTION
IMPULSE	ENERGY	Standard dual-energy shots
CYCLONE	ENERGY	Triple-firing high-speed energy blasts
REFLEX	ENERGY	Alternate-firing bouncing energy shots
CRUSHER	AMMO	Semi-auto high-powered wide blast
DRILLER	AMMO	Long-range explosive shot
FLAK	AMMO	Rapid-fire short-range micro-explosive
THUNDERBOLT	ENERGY	High-powered exotic-energy charging blasts
LANCER	ENERGY	No data is available for this weapon

## SECONDARY WEAPONS

WEAPON	CAPACITY	DESCRIPTION
FALCON	20	Fast-moving mid-size missile
MISSILE POD	100	Small rapid-fire missile
HUNTER	16	Small dual-firing target-tracking missile
CREEPER	48	Slow-moving mines that track targets
NOVA	6	Medium missile with target-tracking energy blobs
DEVASTATOR	4	Massive dumb-fire missile with explosive shrapnel
TIME BOMB	6	Quantum explosive that slows down time
VORTEX	12	No data is available for this weapon



# POWERUPS



## ARMOR, ENERGY, AND AMMO

These three keep your gunship well-stocked and ready for combat. Though you can survive without energy or ammo, your ship will explode when your armor is depleted. Note that when your energy reserves are depleted, you can still fire energy weapons at a reduced rate.



## MISSILES AND SUPER MISSILES (Falcon shown)

Secondary weapons provide extra firepower, and are generally unnecessary when encountering isolated auto-ops. Once you engage two or more auto-ops, use them to keep the upper hand. Super Missiles provide a full load of missiles, even exceeding the normal capacity.



## PRIMARY WEAPONS (Impulse and Driller shown)

Weapons acquired in the field can be used immediately. The more weapons you have, the more options you have in combat. Collecting a primary weapon also gives you a small amount of energy or ammo.



## LOG ENTRIES

The powerups contain audio logs of the colonists. Collect these to uncover the full story of Cronus Frontier.



## SECURITY KEYS

Collecting security keys will increase your security access and allow you to progress deeper into the Cronus Frontier facilities. Not all security keys need to be collected in a specific order.



## OVERDRIVE, INVULNERABILITY, AND CLOAK

These provide you with powerful temporary abilities. Try to collect them prior to entering an especially tough area, such as a reactor or lockdown room.



## UPGRADE AND SUPER UPGRADE POINTS

These two powerups are necessary for upgrading your ship and weapons. Most will be scattered and hidden throughout the facilities, though a few are awarded for rescuing all survivors and escaping the facility.

# AUTONOMOUS OPERATORS

You'll encounter many types of auto-ops in the Cronus Frontier facilities. These are just a portion of the known auto-ops, and don't include the variants or other enhanced models.



## GOBLIN

The first mining auto-op model. Though not specifically built for combat, its dual smelting blasters can do significant damage if the Goblin is able to attack unnoticed.



## OGRE

A more advanced version of the Goblin, the Ogre features a Flak cannon that's formidable up close. Try to destroy them at long distance whenever possible.



## GORGON

The first security auto-op and an all-around solid model. It's fairly fast and somewhat tough. Its energy blasters do significant damage, but are not especially difficult to dodge.



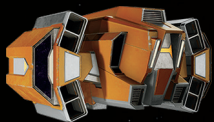
## KRAKEN

A large security auto-op that presents a significant threat from any distance. They are somewhat slow to turn, so closing the distance and using your gunship's maneuverability is a solid tactic against them.



## GOLEM

The Golem is one of the least advanced auto-ops, but for a good reason. They are designed to self-destruct on impact. They emit a loud scream when they begin their charge.



## TRITON

A sturdy auto-op with Falcon missile launchers. They avoid direct confrontation and often fire from a distance before retreating.



## SHREDDER

An aggressive auto-op that will use its dual blades to slice through your gunship. Keep your distance and avoid their charge attack.

# GAMEPLAY TIPS AND TRICKS

## HOLOGUIDE

- HOLD the Hologuide button to open the Hologuide Command menu, then move your mouse or joystick to highlight an order or destination. The top option will always be the one that advances through the level.
- After reaching its destination, the Hologuide must be given a new command or it will eventually deactivate itself.
- On higher difficulty levels (Hotshot and above), the Hologuide uses energy while it's active, so use it sparingly.

## AUTOMAP

- The automap always orients to the moon's surface, so if you are upside down, your ship will appear upside down, but the map won't.
- You can place a destination marker in the automap. It will appear (even through walls) while playing, and disappears when you reach it.
- Keys, Reactors, and Survivors will always render on the automap, but that doesn't mean you can always reach them.

## REACTORS

- Remember, your objective on level 1 (Ymir) does NOT include destroying the reactor. Most other levels require you to overload the reactor.
- Once a reactor has been overloaded you will have a set amount of time to escape the facility before it self-destructs. Plan your escape path accordingly.
- Some reactors are shielded. Look for a powercore or two nearby that can be destroyed to disable the shield.

## SAVING PROGRESS

- The game doesn't auto-save except between missions (and one other special case). Get in the habit of saving on occasion if you want to avoid losing progress.
- Use quicksave (F8) to quickly save to the bottom save slot. You can choose any slot when using the save option in the pause menu.

# ADVANCED TACTICS

For players who want to push their 6-DOF tactics to the next level, here are a few tips that you might find useful.

## SECONDARY WEAPONS

The harder you're finding the game, the more you should be using your secondary weapons. This applies to all modes of the game, but especially Challenge Mode, where secondaries are numerous relative to your expected lifespan. You get no extra points for saving secondaries, so use them while you still can. (And if you're saving them in SP and find a secret level, your best chance of success in the secret level is to use those secondaries efficiently.)

## VARIABLE DIFFICULTY LEVEL

Once you feel somewhat comfortable with the difficulty level you're playing at, it's time to push yourself. This is particularly relevant to Challenge Mode if you're trying to achieve a personal best score. Your reflexes and skills will be pushed to the limit if you go up a difficulty level or two, or if you play Countdown variant in Challenge Mode (if you normally play Infinite, which is slower-paced). Once you're accustomed to the faster pace and higher difficulty, drop back down to your previous difficulty level and you'll feel like an ace pilot.

## UPGRADE CHOICES

In the campaign, you'll often be faced with a choice of what to upgrade. In general, you'll want to limit your weapon upgrades to the weapons you intend to use the most. Pick your favorite energy and ammo weapons and upgrade those, while saving your other upgrade points for ship or important secondary upgrades is wise.

## KNOW THE SPACE

In Challenge Mode and Multiplayer, learning the layout of the level is a key component of mastering the game. When you know how the level flows, you can make better choices, and you'll know where you have the advantage in combat, the best routes to flee, and where the enemy is likely to go. In Multiplayer especially, anticipating the location of your opponents is a key element to gaining the upper hand and dealing damage to them before they have a chance to respond.

# ADVANCED CONTROLS

The control options are often accompanied with tooltips, but the some of them overlap in ways that may require clarification:

**MOUSE SMOOTHING** Doesn't directly affect maximum angular acceleration or top turning speed – it only smooths out input over multiple frames. Higher settings result in more fluid but less immediate turning.

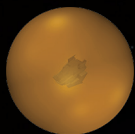
**MOUSE LIMITING** Limits the maximum angular acceleration to better simulate true ship physics. The higher this setting, the lower your axis sensitivity settings should be.

**TURN SPEED LIMITING** Affects the total turn speed of all control types. In regular Multiplayer matchmaking, this is set to Medium by default – by using one or both of the Max Turn Speed modifiers, you effectively drop this to Weak or to None. Turn Speed Limiting will have no effect on most gamepad/joystick users.

*Joystick/Gamepad users: If you use a controller and the axes feel off, make sure to look at the Controller Axis Settings menu.*

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## MOVEMENT CONFIGURATION



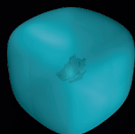
### ALL-WAY

Movement is normalized, aka you move the same speed in all directions, whether you are traveling in one axis, two, or three. This is the default.



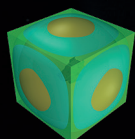
### TRI-CHORD

You move slower than All-Way when only traveling in one direction. However, you will gain speed if you add vectors. You move fastest while traveling in all three dimensions (also known as tri-chording).



### HYBRID

A blend of the two: When only moving in one direction you are slower than All-Way, but faster than Tri-chord. When combining two or three vectors you are faster than All-Way, but slower than Tri-chord (the difference is very minor for two dimensions).



A visual comparison of all three movement types overlaid on each other. All-way is best for gamepads and beginning players, while Hybrid favors more advanced players who move in two dimensions at once. Tri-chording gains an advantage when you use all three dimensions at once.

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The Overload Original Soundtrack  
is available on:

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SEE YOU IN THE MINES...