

**Dr playdate®**

# OVERSEER™



INSTRUCTION BOOKLET

This game was developed for the playdate console. If you would like to know more about the playdate or wish to purchase one, please visit <https://play.date/>

You can also play this game using the simulator included in their dev kit at <https://play.date/dev/>

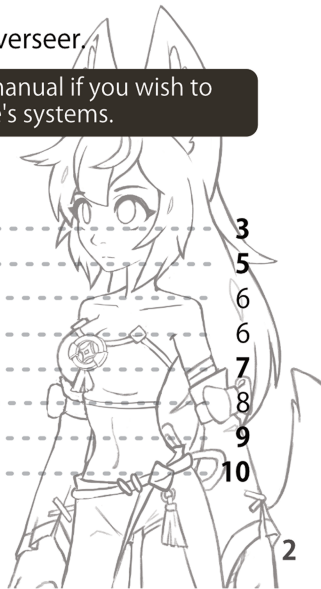
Thank you for your interest in Overseer.

Feel free to take the time to review this manual if you wish to have a better understanding of the game's systems.

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# Welcome to a world's end.

The Overseer, a being who watches over the souls of the land. After gifting life to yet another lost spirit, it sets out into the world. What is his will? What does he wish to change in this land? What does this mean to the spirit and their kin?

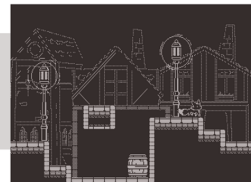
To humanity, these spirits are mere demons; monsters set on their destruction. Perhaps this is their will, but perhaps not. Venture forth into this dying world and decide for yourself.

This is a story for you to witness and interpret.



The wilderness is vast with many areas to explore. Keep your eyes open for hidden paths.

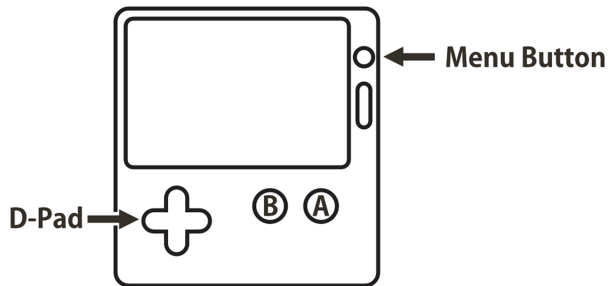
See the remnants of a dying people. Cities, villages and camps left unattended. What stories do they hold?



But beware of what lurks in the shadows. Face off against monsters born of hubris.



# Controls



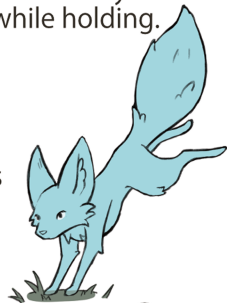
## Shared Controls

You can move around using the D-Pad and Jump with **A**. Access the menu using the menu button.

Eventually you'll attain the ability to switch modes by holding up on the D-pad and pressing **A** while holding.

## Exploration Mode

**Exploration mode** will be your starting mode. In this mode you cannot defend yourself but you can dig, fit in small spaces and bounce of objects.



## Combat Mode

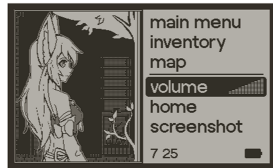
In **combat mode** you can attack using **B** and dodge by pressing down on the D-pad. You can dodge on the ground and while jumping.

# Menus and Settings

With the **menu button** you'll be able to access your inventory and the map.

## Inventory

Your inventory will show you all your collectibles. It holds everything from quest items to upgrades. Are you a completionist? Why not try and collect it all?



## Map

This is a valuable tool that you'll need to find. Be careful not to miss it. While open you can press **A** to recenter on your current location.

## Options Menu

You can access extra settings from the main menu. You can return there at any time using the **menu button**.

**Be sure to save first!**



From the main menu options you can access volume controls, text size and screenshot intensity.

## Saving and Loading

To save you'll have to locate the shrines across the world. Press up on the **D-pad** and **(A)** to save when in front of a shrine.



Be weary, some save points will take a different form. Be sure to look for mysterious objects.

You can return to the **save menu** to load an existing save. Know that you cannot change your game slot after starting a new game.

## Hints



### Ether Wells

Where ether is abundant you will find ether wells flowing from the depths of the earth. To some it's a poison but to others it is a source of vitality.

### Hidden abilities

As you progress through this story you will gain new abilities but maybe if you step off that path, you'll find a little more.

# Notes

Whatever it takes  
For a better tomorrow



