P O P U L O U S
Typed in by The Beast
Thanks to the LETNOC crowd for the original

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Introduction

As a Devine Being...

you have a group of followers from whom you derive your power. The more followers you have and the greater their achievements, the more power you wield. Unfortunately, there is another group of people who follow a different deity. Since there's barely enough room in the world for your own magnificence, two won't do. You must rid the world of the opposition. To do this, you will use your great power to move the earth and your devout followers to crush the misguided.

Tutorial - A predefined game that allows you to test out your various powers.

Conquest - Conquest consists of nearly 500 fixed worlds, with each world getting progressively harder. You'll start on Genesis. Once you've defeated the opposition, you're given the name of a more challenging world. The next world you go to depends on the final score in your previous game. The higher the score, the more difficult a world you're given (to match your skills). You must defeat your opponent in a world before you can advance to the next one.

Choose from START GAME to start the game or NEW GAME to enter the name of a new world. When you play in Conquest mode, you're always the Good supreme being. Before you enter each world, you'll get a briefing on the world's landscape, your enemy, and other helpful game information.

Note: You cannot change any game play options or use paint map in conquest mode.

Custom - The custom game lets you modify over 60 game parameters, design your own worlds and even play against another human opponent on another computer via modem or datalink cable.

Tutorial Mode

(See the centre pages of this manual for icon definitions.)

In the top left corner of the screen you have the Book of Worlds, this is a small map of the entire world that you are fighting over. The small black and white cross shows you where the centre of the Closeup map is. You will find that the cross is currently in the top corner of the map. Click on the Book of Worlds to move the closeup map directly to that point, this is the quickest way of moving around. Look for the blue dots, these are your people. Using the left mouse button click on one of the 8 directional arrows and scroll the closeup map around.

Using the Zoom to Leader icon you will find that the closeup map is centred on your leader, the one carrying the Ankh. The leader is vital to the control of your people, as he is the only Walker that you can directly advise and control. Using the Zoom to Leader icon is very important to your ability to move quickly around the map for your monitoring of the progress of your people.

Next you should locate the Evil leader, use the map and look around the middle left side, you will see some red dots, these are the Evil walkers. The Evil leader carries the small skull with him.

Zoom to your leader, click on the Query icon and then click on your leader with the top left corner of the shield. This shows the strength of your leader in the two bars in the bottom right corner of the large information shield. See the Query section about shields for more details. Now fine the Evil leader, place and leave the shield on him. This allows you to see how strong he is and also to watch what he gets up to.

Click on the Raise and Lower Land icon, then zoom to your leader and see what's happening. Then click on the Zoom to Shield icon, this now allows you to find and trace the Evil leader. Zoom to your leader again.

Unpause the game by clicking on the Pause icon, your leader and people will now walk about until they find some flat land to build on. As soon as they find it they will build a house. The type of house depends upon the area of surrounding flat land that can support the building. The small huts can be supported by 1 or 2 areas of land whereas a castle requires large areas of land to support it.

Click on the Raise and Lower Land icon; this gives you a hand pointer. Place the pointer in the closeup map near your leader, so that the small black and white cross is at the top of an angular piece of land, then click the right mouse button to remove that lump of land. This is the standard mode that you play the game in, you raise with the left button and lower with the right button. Rasise and lower land so that areas of flat land appear, on to which your people can settle.

You should now have mastered the basic techniques needed to play the game.

Zoom to sheild and see what the Evil leader is doing, the Evil people will be building flat land and building bigger houses. These are exactly the things that you should do to expand your domain. Click on the Place Papal Magnet icon, this now gives you a small Anhk cursor with a small black and white cross, place the cross in the bottom corner of an Evil building and click the left button. This will place your Papal Magnet in that building. Click on the Go To Papal Magnet mode, your people will now walk towards your leader and your leader will walk towards the Papal Magnet.

Scroll the closeup map so that you can watch your leader as he walks towards the Papal Magnet, people hsould walk to your leader and join up with him. When he gets about half way to the Evil lands, click on the Settle mode icon, he should now build a house on the nearest flat land, as should all your other poeple. Raise and lower land so that there are a number of buildings on the screen. Try and make at least one of them into a round tower or castle, make sure that the leader is in a castle. The leader is in the building with the Ankh next to it.

Check that the pointer by the Manna Bar is past the Knight icon, if it is, then click on the Knight Devine Intervention icon, however if it isn't then you must wait until the pointer reaches that

point. Continue if it is not past the Quake icon. When you knight your leader, you turn him and the building he is in, into a free spirit fighting force. Your knight is not under your control and will not follow the instructions that the rest of your people do. As you create a knight you will find that the Papal Magnet is moved to the point at which your leader was knighted, this is the same effect as when your leader is killed. Click on the Go To Papal Magnet mode so that your people will go to the magnet and create a new leader.

Zoom to Knight, to find out where your knight is. You should find that he has walked off towards the Evil people and may have started attacking them. Follow your knight and see what destruction he causes to the buildings. When a knight destroys a house he also destroys the land that surrounds it; this is shown by the darker patchwork land that appears after the knight has been through.

Go into Settle Mode so that your people start expanding their lands, click on the Book of Worlds, find some of your people and create land for them so that they continue to thrive and build houses. This is a vital part of every game. You must make sure that your people are supplied with flat land to build on. Every now and then in the game you must return to your people and create some new terrain on to which they can settle.

Find an area in the Evil land that is covered in nice red buildings, make sure that you have this in the closeup map and then click on the Earthquake special effects icon, this will shake the ground and destroy buildings in that area.

Place your Papal Magnet in the Evil lands, preferably in one of his houses. Then click on Go to Papal Magnet mode so that your people walk towards his lands and start attacking his people. When your people get into his lands, click on the Fight mode; this tells your people to attack any enemy that they can find and then to build houses.

You have now mastered the Tutorial Mode and can start Conquest mode.

Game Play Screen

This screen contains all the controls you'll need to impose dominion over any world. The screen is divied up into five parts: Book of Worlds, Closeup Map, Manna Bar, Information Shield, and Command Icons.

Book of Worlds: This shows you the entire world you're in. The crosshair shows you where you're currently viewing. The red dots are the Evil walkers and the dark grey dots are Evil settlements. The blue dots are the Good walkers, and the white dots are Good settlements. Light grey dots are rocks. Click on any spot on the Book of Worlds to bring up the immediate area on the Closeup Map.

Closeup Map: This is the area of the world you can directly influence using your COmmand Icons: add or remove layers of terrain, invoke a catastrophe, guide your followers, etc. See the "Closeup Map" section fordetails on what you'll see on this map.

Manna Bar: The Manna Bar shows a series of icons; these icons are your Devine Intervention Icons. The Raise and Lower land icon on the far left requires the least manna to do, while Armageddon on the far right requires the most. The arrow next to the Manna Bar marks what Devine Intervention Icons you have the power to invoke any command to the left of the marker. The more manna you gather, the farther the marker will move right, and the more commands you acn execute.

Sheild Summary: The shield gives information on the current size of the two populations and the status of the shield bearer. See "Query" in the Command Icons section for complete details.

Command Icons: These icons control game play. See the Command Icons section for complete details.

Closeup Map

Here are the things you'll see on your Closeup Map:

Papal Magnet. The Papal Magnet is your sacred symbol. If you're Evil the Papal Magnet is a Skull, if you're Good it's an Ankh. The Papal Magnet is the focus point throught which you control your leader and walkers.

People. There are three types of people in Populous. To find out the status of a character, use the query command icon.

> Walkers: Walkers are your primary population. Walkers do whatever you tell them: follow the leader and Papal Magnet, fight the enemy, settle in an area, etc. Use the Influence Behaviour Commands (described in the Command Icons section) to tell them what to do. Any time two fo your walkers bump into each other, they combine to make one stronger walker. The strength of the walker depends on the number of members in the group and the weapons that they use. As the game progresses walkers will become more intellegent.

> Leader: You can only have one leader in existence at a time. This is the first person who touches the papal magnet. Think of him as High Priest. You always start the game with a leader.

> Knight: If you have enough manna, you can turn your leader into a knight. Kngiths are fighting machines. They look for the enemy walkers or settlements, kill people and burn down settlements. The knight will continue to systematically destroy the enemy until he has been killed. You can have as many knights as you have manna to make, though they may join together to form a single stronger knight.

> Miniature Papal Magnet: A miniature Papal Magnet is always attached to your leader so that you can identify him.

> Settlements: Settlements ranger from primitive huts to intricate castles. Castles are

erected in areas of 5X5 or more contiguous fields. Once a walker settles he builds the largest settlement he can, determined by the proportion of that 5x5 land which is flat. Castles increase your population the fastest but they also take the longest to fill. Walkers, your ever-important pioneers, will not emerge from a settlement until it is full (use the "Query" command Icon to determine the size of the population in a settlement). As long as walkers do not emerge , you will have nobody searching for new flat lands to settle on (and proliferate!). There are good and bad points to having a large settlement as there are for small settlements. As an omnipotent being, you must decide upon your strategy and decide which is best move to make.

Terrain: Terrain varies from world to world. Game takes place onworlds that range from hot deserts to ice masses, with each terrain type affecting the game in differnt ways. i.e. walkers die faster in the desert, on ice worlds population increases more slowly and there are no technology levels.

Command Icons

To turn a command on or off, click onthe icon. When a command is on, the square is highlighted.

Game Control Icons

These commands let you set general game play information.

```
FFFF  X   X    Sound Effects
F      X X                Turns the sound effects on or off.
FF     X
F      X X
F      X  X
```

```
!--!  !          Music
!  !  !  1                Turns the music on or off.
!  !  !  1
O  ! O
   O
```

```
     ZZZZZ        Pause
        Z                 Turns the game pause on or off.
 ZZZ  Z
  Z  Z
Z  ZZZ ZZZZZ
```

```
  OOO                     Game Setup
  OOOOO                   Click on this icon (looks like a world) to bring up
 OOOOOOO  your game play options. Next to each of the
  OOOOO                   folowing items is a square button. Click on the
   OOO                    button to turn it on or off.
```

```
+--+
!  !!     When the button is out, the option is off.
+--+!
+--+
```

```
+--+     When the button is in, the option if on.
!  !
+--+
```

One Player   Play against the computer.
Two Player   Play against another play via modem or Datalink.
Play Game   Select this and then click on OK to resume Game.
Paint Map   Select this and then click on OK to use paint map
                        mode. When you use this option, the game pauses.
                        Here are the keys you can use in paint mode:

<F1>	Place Good Walker
<F2>	Place Evil Walker
<F3>	Place tree or plant; press <F3> again on the same spot to cycle through the selection of trees and plants.
<F4>	Place rocks; press <F4> again on the same spot to cycle through the selection of rocks.
<F5>	Remove an object or person from the screen.
<F6>	Increase manna for Good.
<F7>	Increase manna for Evil.
<F8>	Mirror the landscape (make symmetrical)
<Del>	Clear the landscape of all terrain
<Shift><F1>	Place Good Leader
<Shift><F2>	Place Evil Leader
<Shift><F6>	Lower manna for Good
<Shift><F7>	Lower manna for Evil
<1-4>	Select the landscape types

Good	You control the good guys.
Evil	You control the bad guys.
Human vs. Computer	You play against the computer.
Computer vs. Computer	To watch the computer battle itself, choose this. You still must choose a side; this is the side whose action you'll view in detail. Although the computer is set to fight itself, you can intervene at any time. Just issue a command the same way you would in a regular game. The computer moves pretty fast, so don't be surprised if you move the papal magnet and the computer immediately moves it somewhere else.
Conquest	Play the conquest game. This brings up the World to COnquer requester. Click on start game to accept the world described or click on New Game, type in another name and then press return.
Custom	Play a custom game. Choose this if you want to create your own maps or experiment with the various options. Set the options you want then click OK.
Game Options	This brings up a requester with five options. The options you choose affect both players.

Water if fatal	Fatal automatically kills everything that falls

in the water. With this option off, you have the opportunity to save people.

Swamps Shallow — A person falling into a shallow swamp dies and the swamp disappears. Bottomless swamps don't disappear after someone falls into it.

Cannot Build — Neither side can raise or lower a thing. This overrides the two other build options.

Build up and down — Build up and down lets you build and remove terrain. If you turn this off, you can only add terrain.

Build near people/towns — Determines if you can change the landscape when there is a person on the screen or if you must have the flag from a town on the closeup map in order to change the landscape.

Save a Game — This brings up a save game requester, this will catalogue the disk and list any saved games. Click in the File Name box and type the file name followed by return or click on the name in the catalogue list.

Load a Game — Self explanitory. If you don't know how, give it up! (Editor note)

Move to Next Map — This brings up a random map that you and your opponent can fight over. The map is unrelated to those in your Conquest series. Selecting this option while in conquest mode is equivalent to selecting Restart this Map.

Restart this map — This starts the game all over again for the current map; any alterations that you've made will not appear.

Surrender this Game — In Conquest mode, this lets you surrender the game; you will have to replay in this world again before you can continue to the next world. In all other modes, it lets you quit the game and go to a new world.

```
   +            Game Balance
 -- --   Click on this icon with the left mouse button to bring up your
/\ ! /\  options. Click on it with the right mouse button to bring up
/ \!/ \  your opponents options. You can make each of the following
----!----        available or unavailable by clickong on the square next to it.
   !
  ===
 =====
```

Can modify Land
Can attack Towns
Can attack Leader
Can use Earthquakes
Can use Swamps
Can use Knight
Can use Volcano
Can use Flood
Can use Armageddon

At the bottom of the screen are the settings for Aggression and Rate. Click anywhere inside the bar to set the level.

Agression   The higher the setting, the more the computer will attempt
                     to invade your land. Aggression has no effect on a human
                     player since you obviously can't dictate how aggressivly
                     he or she will play.

Rate   Sets the rate the new population is added to settlements.
                     The faster the setting, the faster a computer opponent
                     will gain manna and proliferate. The computer may seem
                     almost impossible to beat when this is set to maximum.

Click on OK to accept these options and to contineu with the game. Note: In Conquest mode you cannot alter any of the above.

====   **Message**
O .. O If you're playing a two player game, either by modem or Datalink,
....   then choosing this icon (a telephone) will bring up a requester
.. ..   Type in the message you would like to send to the other player
......   (up to a maximum of 20 characters) and press <Return>. A similar
               requester containing the message will appear on your opponent's
screen. See the "Two Player Game" section for more details on playing against a human opponent.

Direction and Object Icons

These icons let you control the movement of your Closeup Map and find out information on that map.

 /\   **Direction Icons**
/ \   Press any of the direction icons to move the Closeup Map one
/_ _\   point in that direction. You can use your numeric keypad in
 !!   place of the direction icons, but the keypad is slower.
 !!

++

Query

Selecting this turns your cursor into a shield; use the shield
to find out information about people or settlements.

Using the top left corner of the shield, point at a person of at a flag flying by a settlement and then press the left mouse button, this is then the shield bearer. The Information Shield now fills with the following information on the person or settlement:

Quadrant 1   Quadrant 2

GOOD   Evil

Quadrant 3   Quadrant 4

Quadrant 1: This shows which side this information is for: Anhk for Good, Skull for Evil.

Quadrant 2: The more primitive the settlement, the more primitive the weapon. Fists and clubs are primitive, while crossbows and swords are more advanced.

Quadrant 3: This is the subject that the shield is attached to.

Quadrant 4: The information here depends on the subject. If you're viewing a settlement, the left bar (yellow) represents the size/strength and defensive value compared to a full castle. The green bar shows how close this building is to turning out a new walker.

When you're looking at a walker, the bars represent the stregth of the walker. There are three bars representing a walkers strength , only 2 of these bars are shown at any time. When the right-hand orange bar fills up, one small notch appears on the left hand side orange bar and the right hand side bar disappears. When both the orange bars fill up the display switches to show you a yellow bar and an orange bar, these work in a similar manner except they are higher values. A walker with a full yello and orange bar is very tough.

When you are looking at someone in combat the bars show the relative strengths of the two combatants.

The larger blue and red bars next to the shield represent the populations, the higher the level the more populous you are.

The small shield icon stays attached to the walker or settlement to remind you what you're looking at. If a walker with a shield enters a building then the shield will transfer to that building. If a walker leaves a building with a shield, the shield will transfer to that walker. If a walker dies the sheild will vanish, unless he dies in combat in which case the shield transfers to his opponent.

Influence Behaviour Icons

Use these icnos to control your followers.

--> O**Go to Papal Magnet**
  !-+-!This causes your walkers to go to your leader whi in turn goes
   !   to the papal magnet. If you don't have a leader, your walkers
  \!/ will head directly for the papal magnet; the first one to touch
                it will become your new leader. It is worth noting taht people
will not touch the papal magnet unless they are in this mode, however close
they walk to it.

--> !--____   **Settle**
  ! ____+   This commands your walkers to look for unsettles flat land, pref-
  !--   erably unexplored. Once there, a walker will build the largest
  !   settlement he can.

--> O   **Gather Together**
  +++ This makes (icon of a man) your walkers look for other walkers
  !+!   or settlements. When a walker bumps into another walker, they
  !+!   turn into a single, stronger walker. If they can't find anything
               to joing they will settle.

--> _   _   **Fight**
  /\ /\   Tells your walkers to look for enemies to attack (Icon of two
   \ / / swords). If no enemies are in the vincinity, the walkers will
    / /\ just settle.
  / /\ \
 ===== ======
  === ===

Zoom Icons

These commands let you go straight to a particular place on the map. Each time you zoom to a new subject, the Information Shield will show a summary of that subject, for about three seconds. After that, the Information Shield will go back to showing information for the shield bearer (that's the person or settlement that you put the shield on by using the "Query" Command Icon). If you don't have a shield bearer the Inforamtion shield will be blank.

   O   **Zoom to Leader or Papal Magnet**
< !-+-! >   Click on this icon with the left button to show your leader on
   !   the Closeup Map. If you have no leader, you'll go to the papal
   !   magnet instead.

Press the right mouse button to go to your papal magnet on the Closeup Map.

! OO **Zoom to Knight or Settlements**
< ! oooo >   Press the left mouse button to show your knight on the Closeup
 ! o o Map. If you have more than one knight, press the left mouse
\!/ oooo   button repeatedly to cycle through all of your available
                knights. If you have no knights, nothing will happen.

Press the right mouse button to repeatedly cycle through each of your settlements.

< two >   **Zoom to Battle**
swords Each press of the left mouse button will cycle through each
                battle. If there are no battles taking place, nothing will happen.

<shield>   **Zoom to Shield**
                Press the left mouse button to show the shield bearer. Nothing
                will happen if you haven't assigned the shield to a person or
                settlement. To assign the shield on a walker or settlement, use
                the "Query" Command Icon.

Divine Intervention Icons

These are the same items that are on your manna bar. The ones you can execute depend on the amount of manna you have; you can perform any divine intervention that is the the left of the arrow marker.

It is very important to note that each of these actions require the expenditure of manna to perform and that the pointer on the manna bar will move to the left as you perform these actions.

Each of the following options are available unless turned off under Game Setup:

   /\   **Raise and Lower Land**
!! /!!\ This is the default mode. Place the hand anywhere on the Closeup
!! !!   Map and press the left mouse button to raise land under the
\!!/ !!   floating cross and the right mouse button to lower the land. You
\/   must have a walker or a settlement (depending on which you   choose
under Game Setup) on the Closeup Map for this to work.

  O   **Place Papal Magnet**
!-+-!   This lets you place your Papal Magnet (an Ankh for Good or a
 !   Skull for Evil) anywhere on the Map. The Papal Magnet acts as
\!/   a beacon for your followers.

Click on the Place Papal Magnet Icon and then click anywhere onthe Close up Map to plant it. To replant the Papal Magnet, click on the Place Papal Magnet Icon and click on any new location; the Papal Magnet will move to the new location.

You must have a leader to relocate the Papal Magnet. You start the game with aleader but if he dies, the first person to touch the Papal Magnet become your leader.

If your leader dies or is knighted, the Papal Magnet moves tothe spot where this happened.

(((()))   Earthquake
This causes the area in the Closeup Map to be randomly shaken up, destroying buildings and drowning people caught up in its effects. Be sure not to earthquake your own people or settlements.

Swamp
This creates a swamp in any flat area (it won't work on a hill). Anyone falling into the swamp will drown. If you selected the "swamps bottomless" option, the swamp will remain after it swallows someboyd; the only way to get rid of it is to bury it by raising or lowering the land. If you don't select the bottomless option, the swamp will disappear once someone has fallen into it.

Knight
This causes your leader to be knighted. As a knight, he will look for the enemy, kill them, burn down settlements and destroy their crop fields. The knight will systematically destroy the enemy until he has been killed. Remember , when you knight a leader, you no longer have a leader, which is why the Papal Magnet jumps to the knight. Have a walker touch the Papal Magnet to make a new leader.

You can have as many knights as you have the manna to make.

Volcano
This causes the area in the Closeup map to be raised up to a considerably height, destroying all buildings and creating rocks over the affected area. It requires a great deal of time and manna torepair the effects of a vocano. In order to get rid of rocks, you must remove the terrain until you get down to water, then you can rebuild.

Flood
Raises the sea level by one over the entire landscape. If water is set to fatal , everything caught in the deluge will die. If not, you have the chance to work quickly to save your drowning population.

Armageddon
Both Papal Magnets are moved to the centre of the world and both populations uproot their homes and head to the Magnets, building land if necessary to cross water. Once there, they fight to the last.

Once you select Armageddon, you cannot alter the flow of events in any way , so make sure your population heavily outnumbers your enemies before invoking this command.

Combat

Since you don't directly control your people, there's not much you can do in the way of instigating orcontrolling a fight. As as instigator you can select the "Flight" Icon; your people will look for enemies they can attack before settling. Alteratively you can direct your troops to the Papal Magnet which is strategically placed in an enemy settlement

WHen your people enter combat, they'll fight until their strength bar (in quadrant 4 of the Information Shield) is completely drained; at that point they die. The "Gather Together" Icon is a good command to use to make your people stronger. It tells people to combine to create a single, stronger person who will stnad up longer in battle.

When you win a game in Conquest mode, you will see the Demonic presence who informs you of your status and the name of the next world to conquer.

Devine Tips

To reach the goal of ultimate ruler in this game, you'll want to do two things: build your population and chip away at the enemy's population. This section has tips taht can help you reach ultimate rule.

Spread Out. You can't divide and conquer if your followers are content with hanging out in their huts all day. They need to keep building and moving. Use the commands under Influence Behaviour Icons to control your people.

Work the earth. Terrain affects the people's ability to build and flourish. The flatter the land is, the easier it is to build on. You'll want to smooth the area where your people are trying to settle and ruin the land your enemy is trying to use.

Settlements: Big vs. small. Big settlements take more time to build and populate. If you're in desparate need of power, you won't want to spend your manna in the construction of industry. Big settlements, however, have a higher defence value and higher technology level; a bit plus when the enemy is crawling into your territory. For a large settlement, you need flat land that's clear of objects.

Small settlements are quicker to erect and populate. Having small villages lets you spread over a wider area faster. Unfortunately, huts are easier to conquer than fortresses. To have small settlements, don't make the area completely flat or object free.

Here are some of the tactics that we use: The M1 Method, The Population Pressure Principle, Zen and the Norfolk Broads, Swamp Fever, Swamp Platforms, Soggy Mountain Blues, and finally theDelayed Leader strategy. (What the hell are those? ed. note)

Two Player Game

There are two ways to play against a human opponent: using a modem to connect to a remote

player, or by using a null modem calbe to connect the serial ports of two computers. (datalink mode).

To play in the two player mode, both players will need original copies of Populous. (like really! ed. note)

Connecting in Datalink Mode

Ahhh, just try to figure it out yourself...

Connecting Modems in Voice Mode

If you and your opponent can plug phones into your modem (Like, maybe I'd want to plug my bannana into my modem! - ed note) then you can connect in voice mode.

1. Disconnect both machines from their power supply. (I guest they don't want you frying your Amiga just cause of the game, eh? ed. note)
2. Connect the modems serial cable to the computer. (In other words, hook up the damn modem!)
3. Call your friend (or enemy, I don't care. ed. note) and boot the game on both machines. (Hey, make sure you put that there power cable back in! ed. note)
4. When the main game screen appears, click on the Game Setup icon and click on two players. You'll see the startup serial requester. Click on the button next to datalink and it will change to modem.
5. Next choose who is going to play good and evil.
6. You'll see a text input box, insert your modem speed. (Both players have to be the same speed. ed. note)
7. Establish a data connection between two computers by clicking in the send login box.
8. One player should type ATD and press <return> The other should then type ATA and press <RETURN>. Your now connected!!!!

Starting the two player game

First decide who will be evil and who will be good. The rest is self explanitory. (It should be) so I won't bother typing it in.....