

introduction

It's time to become a god. In Populous: The Beginning, you play the Shaman, the spiritual leader of a primitive tribe. Your destiny is to become a deity, a god for all eternity over every living thing. You must battle and conquer each world, crushing the enemies who resist your awesome power. Using your knowledge of magic and power, you must build mighty armies and unleash awesome spells to destroy all who dare stand in your way. For only by achieving domination over every planet will you gain omnipotence.



installation

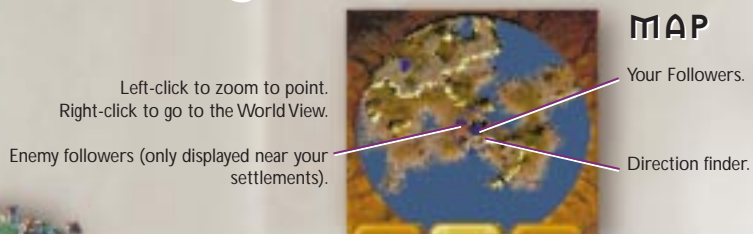
For installation instructions, please see the enclosed Reference Card.

THE SOLAR SYSTEM

To realise the ultimate dream of becoming a god, you must conquer all the worlds in the Solar System. There are twenty-five worlds in the Solar System, divided into small groups of moons orbiting major planets. You start on the furthest moon from the sun and must work your way inward.



GAME SCREEN



GENERAL ICONS



Context Sensitive Help: Left-click to select then left-click on any object or icon in the game for further information in the Encyclopaedia.

Enemy Tribes Icons: Only available if the enemy of that colour is on the world. The icons flash if an enemy follower of that colour has died. To disguise your Spies, select one or more of your Spies and left-click on the colour you want to disguise them as. **Note:** In a multiplayer game, shift + left-click on an icon to ally with another player. The other player must also do the same to your coloured icon on their screen to complete the alliance.

ARTEFACTS

Each of these artefacts needs to be worshipped to unlock their secrets. To do this you must select either the Shaman or a number of followers (depending on the artefact) and left-click on it. If you right-click on the artefact, the artefact query appears. On the query you can see the type of follower required and the maximum number needed. You do not need to fulfil the maximum for worshipping to begin, but the process will be slower. When worshipping begins, the artefact query appears and the red bar on it indicates how long the worshipping will take before the artefact bears its fruit.

Stone Head: A special artefact left on the world by the Ancients that grants the player a Single Shot Spell or Building. Each Single Shot can be cast or built only once, but a Single Shot spell doesn't require charging.

Obelisk: Another artefact that triggers a spell, but one that can only be worshipped by the Shaman.

Totem Pole: When worshipped, this artefact triggers a spell that is beneficial to you and your tribe. Right-click on the Totem Pole to see the maximum number of followers needed to worship effectively.

Vault of Knowledge: A monument that stores a fragment of the enemy's knowledge. Only the Shaman can worship the Vault of Knowledge and enter to gain the information. Once she has received the information, it becomes permanent.

MISCELLANEOUS

Reincarnation Site: Each Shaman creates a Reincarnation Site when they arrive on the world and they reincarnate here when they die. It cannot be destroyed or built upon, although it can be used as the starting point of a settlement.

Wildmen: Wildmen are the godless natives of the world and wander the land feeding from the water and the trees. Cast the Convert spell on them to convert them to your tribe.

Water: Your followers will drown if they fall in the water.

Trees: Trees provide the materials for constructing your buildings. Each tree holds a maximum of four pieces of wood but will grow back if this is reduced. If a tree is completely chopped down, it will take a long time to grow back.

SPELLS

SPELLS PANEL

Spell Charge Rate: The rate at which your spells are being charged with mana. Mana is created when your followers work or rest in Huts. Braves create the most mana. If the bar is low, your spells are charging too slowly, so de-activate some of them. If the bar is high, your spells are charging at the optimal rate. If the bar flashes red it means that you are wasting mana and you should start charging other spells.



Spell is **unavailable**.

Spell is **available** on the world but not discovered yet.

Single Shot Spell. This cannot be charged with mana and is only cast once.

Spell is **charging with mana**. The blue bar shows the amount charged so far. The blue dots are the shots that have been charged so far.

This spell has been **turned off**. Right-click on a spell to toggle it on or off. If you turn off a spell, it will not charge with mana and your other spells will charge faster.

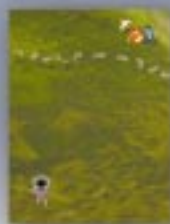
This spell has been **fully charged** and cannot charge further.

CASTING SPELLS

To **cast a spell**, left-click on its icon and move the mouse over the land. An ethereal circle will appear around the Shaman showing the range of the spell. This range will increase the higher the Shaman stands. You can also target enemy followers and buildings for a more devastating effect. Left-click to cast the spell within the circle.



If you **cast the spell outside the circle**, the Shaman walks within range and fires the spell.



Left-click on a follower or building to cast it directly on a target. Hold down Ctrl and left-click to cast spell without reselecting.

BUILDINGS

BUILDINGS PANEL



Building **available** to construct.

Building **unavailable**.

Building available on the world but **not discovered yet**.

Single Plan Building. You can only lay this down once.

Guard Post: Lay this down to create patrols for your followers.

CONSTRUCTION



To **construct a building**, left-click on its icon on the Building Panel and move your mouse pointer onto the landscape.



A white square, called a **Plan**, appears on the ground and shows you how much space the building needs to be constructed. You can only construct a new building next to an existing building or the Reincarnation Site. The only exception is the Guard Tower, which can be built anywhere and can be used to start a new settlement.



If you **cannot build** on a particular spot, the Plan becomes partially red and you have to move it to a new location. Also on the Plan is an arrow and this indicates where the entrance to the building will be. To rotate the Plan through ninety degrees, press the Space Bar. To **deselect a Plan**, right-click.



This is a Small Hut, which can hold up to three followers. Select some followers and left-click on the building to **command them to enter** it. Alternatively, select some followers and shift left-click on the building icon to place the followers in the nearest buildings of that type.



After a while, the occupants will upgrade the Hut to a Medium Hut that can house up to four followers. To **force a follower from a building**, shift left-click on it. Alternatively, right-click on the building to bring up the building query and left-click on a follower to select him. To select all the occupants, shift left-click on a follower.



Finally, the occupants will upgrade the Hut to a Large Hut that can house up to five followers. This Hut generates the most mana when full. To **dismantle a building** back to wood, right-click on the building to bring up the building query and toggle the Dismantle Building icon. You can always toggle this again to keep the building.



FOLLOWERS

The **total number of followers on the world**. The white bar shows how many followers you have, compared to how many you can create in your settlements. To increase this number, build more Huts. The maximum number of followers is 200. If the bar flashes green your population has exceeded the available number of Huts.

The **total number of followers** of that type.

Selected followers.

Idle followers.

Housed followers.

Working followers.

The number of **Boats** with that type of follower inside.

The number of **Balloons** with that type of follower inside.

FOLLOWERS PANEL

Left-click
Ctrl left-click
Shift left-click
Right-click

Select one follower
Select 5 followers
Select all
Zoom in.

COMMANDING FOLLOWERS



To **select a follower**, move your mouse pointer over him (a white square appears around him) and left-click.

To **select more than one follower**, position your mouse pointer on the landscape and left-click, hold and drag your mouse pointer outwards. A white box appears on the ground and you can change its size by moving your mouse pointer around. When you let go of the mouse button any followers within the square will be selected.

To **deselect your selected followers**, right-click.



With one or more followers selected, you can click on objects on the world and perform various tasks:

To **move** your followers to a point, left-click on the landscape at that point.

To **attack the enemy** or an enemy building, left-click on the enemy followers or the enemy building.



To **guard the Shaman**, select some followers and press G. To stop your followers guarding the Shaman, deselect all followers and press G again.

To make your selected followers perform **multiple tasks**, hold down the Ctrl key then left-click on an object.

Each time you do this with the same group selected, you add the task to a queue and the followers move onto it when they have



completed their previous task. You can perform up to eight commands, which can be useful if you want to fill lots of Huts in one go, or if you want to command your followers to patrol by moving from one Guard Post to another. When you click the first command a number 2 will appear, indicating that it is waiting for you to issue the second command (not that you have given command 2) and so on until the eighth command. You can also left-click on the ground multiple times to give your followers waypoints and direct their path around the world more effectively.

WINNING AND LOSING

To win through and conquer each world, you must carefully follow the objectives stated in the briefing. On some worlds you may simply have to destroy the opposition, while on others you may have to perform some specified actions without being destroyed yourself.

Losing, though, is another matter. If all your followers are killed and the Shaman dies you will lose the world and the game. This is because you have no follower-generated mana flowing to you and so your Reincarnation Site will be powerless.

THE ENCYCLOPAEDIA

The Encyclopaedia is an extension of this manual that you can access from within Populous: The Beginning to help you with specific parts of the gameplay. For example, although this manual explains how to command your followers and build new buildings, it does not explain, in detail, what each follower does, or what each building does. For this information you should consult the Encyclopaedia. It lists each spell, building and follower that you have gained during the game. Each time you discover a new item, it appears in the Encyclopaedia and you can then learn how to use and identify it easily and quickly.



To bring up the Encyclopaedia while you are playing the game, press F1. You can also use the Context Sensitive Help icon on the Control Panel to select any icon or item in the game and go straight to it.

The Main Menu is split into a number of sections such as Followers and Buildings. In each of these sections there is a list of all relevant objects in the game. Some text is in bold - this is called a link, and you can left-click on this link to go to further information.

IN-GAME OPTIONS

When you press the Esc key during the game a panel appears giving you a number of options:

CONTINUE GAME

Return to the game.

LOAD GAME

Left-click on a previously saved game to select it then click on LOAD to load it.

SAVE GAME

Save your game. To do this, left-click on an empty slot and enter some text to identify the save game. Then left-click on OK.

OPTIONS

See below.

RESTART LEVEL

Start at the beginning of the current level.

QUIT LEVEL

Return to the Solar System. If you select this option, all your progress on the current level is lost.

QUIT GAME

Return to the Main Menu. If you select this option, all your progress on the current level will be lost.

OPTIONS

GAME

TOOLTIPS

Change the way Tooltips appear in the game. Expanded Tooltips are recommended for beginners.

ROTATION

Changes the keys used to rotate the world. 'Cursor' rotates with the left and right Cursor Keys. 'Control Cursor' rotates by holding down Ctrl and pressing the left and right Cursor Keys.

FLIP ROTATION

Toggle to YES to invert the rotation keys.

STAY SELECTED

Toggle to ON to keep your Followers selected after commanding them a task. Toggle to OFF to deselect them automatically after a command.

AUTOCAST SPELL

If you cast a spell outside the range of the Shaman, she will try to walk within range for you. Toggle this option to OFF to prevent the Shaman casting the spell once she gets within range.

SOUND

Toggle ON/OFF and change the volume of the sound and music.

GRAPHICS

SCREEN RESOLUTION

Lower resolution screens are recommended for slower machines.

SKY

Toggling the sky OFF will speed up the game for slower machines.

FOOTSTEPS

Toggle the footsteps made by the followers. When turned off, the game runs faster and also uses less memory.

REDUCE SCREEN

This option is only available in 640x480 resolution. The game is run in a smaller window to improve game speed on slower machines (not in Direct3D version).

LANDSCAPE DETAIL

The lower landscape detail is recommended for slower machines.

GAMMA CORRECTION

This option will brighten or darken the screen and may improve the image on some monitors (not in Direct3D).

QUICK DEFAULTS

These are pre-set defaults that you can select for low, medium or high-end machines.

BACK

Returns to the Main Menu

DIRECT3D OPTIONS

Note: These options are only available in the Direct3D version of Populous: The Beginning.

DEVICE SELECTION

Chooses which hardware device is used to run the game.

FILTERING

Changes the type of filtering used in the game. Check to see whether your 3D device will support your chosen method of filtering.

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