CONTENTS

STARTING POPULOUS II

INSTALLING ONTO HARD DRIVE

Please see the printed reference card for the installation instructions.

LOADING POPULOUS II

Please see the printed reference card for the loading instructions.

CONTROLS

You control everything with your cursor. To select a command symbol, move the cursor to the symbol using the mouse, and press the button. Read the descriptions in the Commands section for details.

Raising and lowering land

Populous has three different ways of raising and lowering land:

1)   Use **Z** to raise and **X** to lower.

2)   Use **<** to lower and **>** to raise.

3)   Use the raise/lower icon to the right of the Close-Up map, and click the mouse button.

Macintosh Specific Keyboard Commands

These commands can also be accessed through the menus.

Command-O — Open file (Load a saved game)

Command-S — Save file (Save a current game)

Command-M — Sound On/Off

Command-P — Pause/Unpause game

Command-G — View Game Options Screen

Command-W — View World Options Screen

Command-Q — Quits the game.

WELCOME TO POPULOUS II

As one of the many sons of Zeus the All-Father, you demand your rightful place among the gods on Mount Olympus. But Zeus isn't about to give you your inheritance just for the asking. You must prove your worthiness by defeating the 32 divine opponents who rule the 1000 worlds of Populous II.

Create your deity

Your first task is to create the kind of deity that you want to be. You choose the eyes, mouth and headpiece that indicate whether you are benevolent and wise, fierce and war-like, brutish and cruel, or some bizarre combination of these characteristics.

Your god's personality affects how opponents react to you. For example, if your deity looks aggressive, your opponent wages war harder. If your deity looks like a scholar, the combat is more subtle and clever.

Conquest Games

There are two ways to play Populous II – Conquest Games and Custom Games. In Conquest mode, you must conquer a series of worlds. Each world gets progressively harder as you face tougher terrains, stronger gods, and more potent divine powers (known as Divine Intervention Effects).

Each Conquest earns you Experience

If you played a Conquest Game well, you're awarded experience. After each conquest, you can exchange your experience for greater power in the six forces of nature. You can decide to concentrate on a particular element — becoming, say, a fire god — or you can spread your experience over all the forces.

The ultimate goal — Defeat Zeus

The final battle in the Conquest series is against your father and supreme master, Zeus. Defeat Zeus and you can take your seat among the gods.

Custom games

In Custom mode, play a random land with all the effects you have earned in your Conquest games. For example, if you have played three Conquest games and seen a variety of different effects, in Custom mode you'll be able to play a game with all those effects combined.

Conquest Progress Affects Custom Games

5
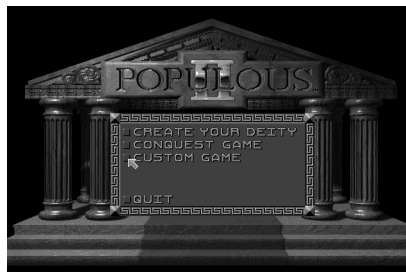
In a Custom Game, the Divine Intervention Effects you can do are limited by your progress in the Conquest series — you can't do effects you haven't already used in a Conquest Game. This is the only limitation to the kind of Custom Game you can make.

IN THE BEGINNING...

...You were new to Populous II. This section helps you get started by showing you the techniques and concepts you needed to conquer the first world in the Conquest series.

Create A God

From the Game Menu, click on **Create Deity**. The Create Deity screen appears:

Click on the up/down arrows next to the God's face to alter his features to your liking.

Element icons

You start the game with five lightning bolts of experience. Apply them to one of the six element icons by clicking on any of the elements. You can spread your experience around by clicking once on five different icons, or you can build up your strength in one by clicking five times on one element.

After the end of each battle, you earn more lightning bolts of experience to build up your experience in the other elements even further.

Click **OK** to return to the Game Menu.

Choose a conquest game
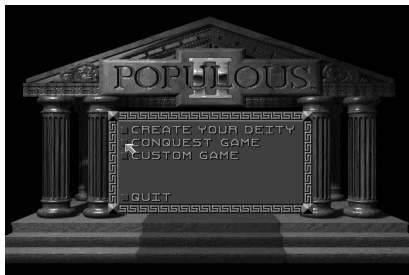
Click on **Conquest Game**. The Next Conquest screen appears:

The Next Conquest screen shows you which Divine Intervention Effects and special rules apply to the world you're about to conquer. In this first world you can only do five Effects: Raise And Lower Land, Place Papal Magnet, Ordain Pe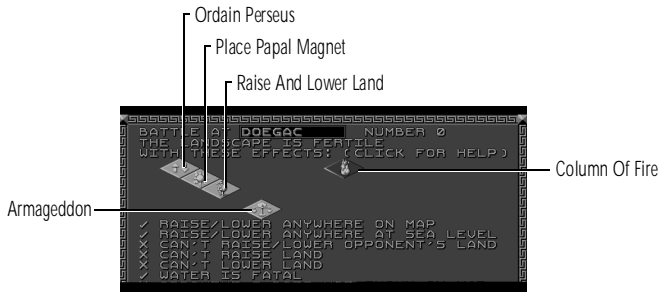rseus, Armageddon, and Column Of Fire. A check (✓) indicates that a special rule applies to you in this world — for example, the check next to Water Is Fatal indicates that people always drown if they fall in water.

There are 1000 worlds in the Conquest series. Each world has a number and a name. The number for the first world in the series is 0; its name is DOEGAC. Each time you conquer a world, Zeus will give you the name of the next world he wants you to do battle on. **Always write down the name of any world Zeus gives you, or regularly save your game or deity.** If you quit Populous II, you need this name to continue the Conquest series where you left off.
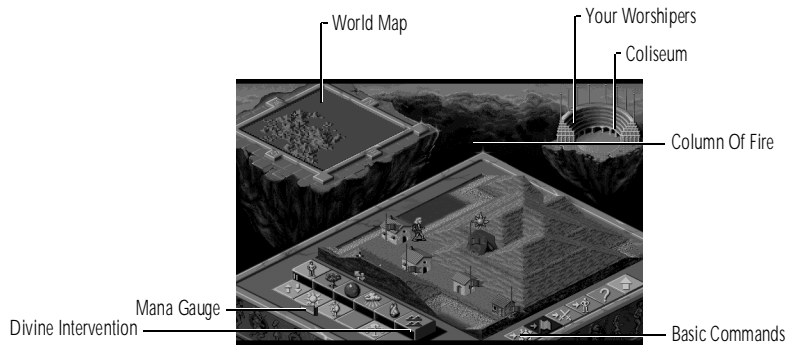
Click **OK** to begin the game.

Pausing The Game

Once the battle starts, you can pause the game from time to time so you can follow the tutorial. To pause the game, press **Command-P**. To resume the game, press **Command-P** again.

The Battle Begins

When the game begins, you're looking down on your worshipers.

World Map

Your Worshipers

Coliseum

Column Of Fire

Mana Gauge

Divine Intervention

Basic Commands

The World Map is a view of the entire world you're currently on. Good and Bad populations inhabit the world on opposite sides of the map.

The Close-Up Map is a magnified view of a place on the World Map. All divine activities are carried out here.

Walkers represent a number of people wandering the land as a tribe seeking to establish well-populated settlements. Walkers need shelter against the climate and settle on any piece of flat land that can support them. When they settle, they build dwellings.

Divine Intervention Effects are an arsenal of awesome powers and potent disasters. There are six categories or elements, each with several individual Effects. The Effects you can perform depend on which world you're fighting on.
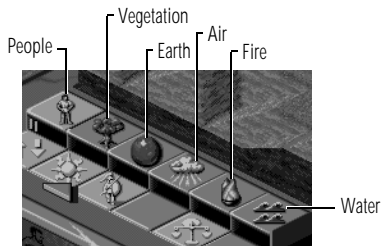
Divine Intervention Effects

The Mana Gauge measures your Mana. Mana is the reservoir of power you can use to perform Effects. Mana accumulates through the servile worship of your followers — the more worshipers you have, the greater your Mana. The red line at the base of the Mana Gauge indicates your total Mana. The pointer indicates which Effects you can currently perform.

Right now you only have enough Mana to raise and lower land. Don't worry. As you help your people multiply, your Mana increases.

The Basic Commands let you influence the general behavior of your followers, get information on populations and settlements.

The Coliseum is a population indicator for both Good and Bad worshipers. As populations change, the Coliseum fills and empties to reflect the fluctuating numbers of dwellers. Good populations appear in blue — Bad populations appear in red. The Coliseum can also be used to track walkers and settlements and get information on their strength and inventions.

Changing Your View

Changing your view is fundamental to playing Populous II. There are several ways to change your view. The easiest is to scroll with the **cursor** keys.

The World Map can also be used to change your view. The area you're currently viewing is marked with a white cross:

White Cross — Current Close-Up View
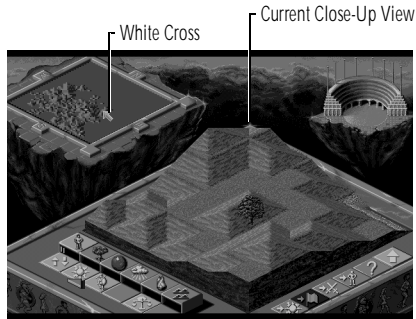
Point to the World Map and click the mouse button to jump your view to the spot you're pointing to, or **hold down the mouse button** and scroll around the World Map. Your view of the Close-Up Map changes accordingly.

Flatten Land

Your followers need flat land to farm and settle on, so the first thing to do is flatten the landscape around their settlements. The lay of the land is on a grid of squares, so raise and lower land square by square.

To raise a square of land, move the diamond cursor to the center of the square and press the **>** or **Z** key. For other methods, see *Raising & Lowering Land*.
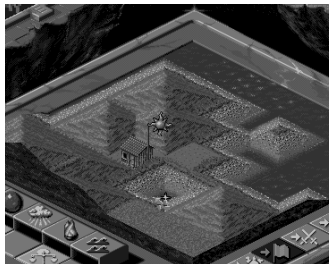
Raising Land

To lower a square of land, move the diamond cursor to the center of the square and press the **<** or **X** key.

Lowering Land

Create Large Settlements

Creating new settlements is fundamental to winning a world. Settlements grow according to the amount of farmland around them — the more farmland, the bigger the settlement.

The biggest settlements are castles. Castles increase your population the fastest, so initially they're the most valuable. Castles are also the most technologically advanced, and better weapons means your people are more effective fighters. To create a castle, flatten the land widely around any dwelling.

Hut   Dwelling

Castle
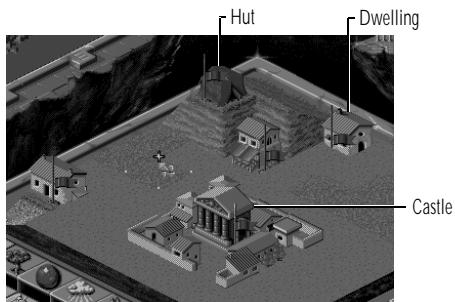
Sprog Early, Sprog often

As a settlement fills with people, its flag rises. When its flag reaches the top, the settlement is full. At this point, a walker automatically leaves and goes in search of a new place to settle.

In the early parts of a battle, you don't want to wait for your settlements to fill up before releasing walkers. The more large settlements you have, the faster your population and Mana bar rises. This is where the technique of sprogging comes in. Sprogging is the most important means of spreading your population. When you sprog, you're commanding a settlement to send a portion of its population out into the world in search of a new home.

To sprog a walker from a dwelling, point to the center of a dwelling and press the < key or press X. The diamond cursor must be on the exact center of the dwelling.

To sprog, place the cursor on the center and click

Compare populations

As you play, use the Coliseum to compare your population with the enemy's. The Good population appears as blue dots — Bad appears as red.

Note: The Coliseum view is not available in full screen mode.
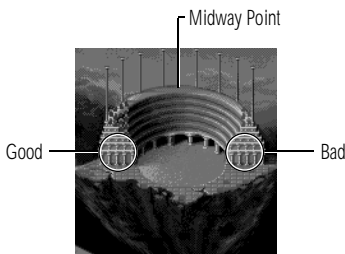
Use Divine Intervention Effects

Once you've increased your Mana, you can use some of the five Effects available on DOEGAC. To switch between People Effects and Fire Effects, click on the appropriate icon.

People Effects

Fire Effects

The one Fire Effect available on DOEGAC is Fire Column, which starts a huge column of fire that moves across the land. To use a Fire Column, click on the appropriate icon.

A small fire column on the pointer indicates that the column is now ready to be set down.

Fire Column
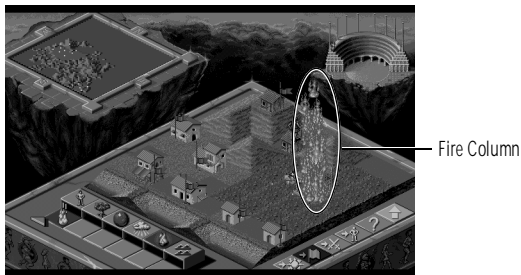
Move the cursor on the Close-Up Map and click to set the column down — it appears in a somewhat random location. As dwellings burn, enemy worshipers perish. Any land that the column moves across appears scorched and ruined. The enemy has to raise or lower the ruined land in order to make it arable farmland again.

People Effects

There are four People Effects available on DOEGAC.

Place Papal Magnet
Raise and Lower Land
Ordain Perseus
Armageddon
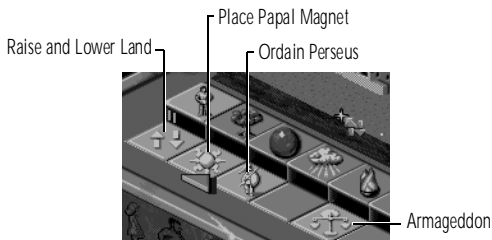
1 **Raise and Lower Land:** You know this one already. This lets you flatten landscape into farmland by raising and lowering land.

2 **Place Papal Magnet:** This lets you place your papal magnet anywhere on the Close-Up Map. Click on this button, and then move your cursor to the Close-Up Map and click again. You cannot place your papal magnet unless you have a leader (see *Go To Papal Magnet*).

3 **Perseus:** This changes your current leader into the hero Perseus, who marches through your opponent's land and destroys any settlements or people he encounters. Simply click on this button to call the hero.

4 **Armageddon:** This forces Good *and* Bad forces to fight until only one population survives. Only do this Effect when your population is significantly greater than the enemy's.

Papal Magnets

The papal magnets are icons of worship for Good and Bad. You can move your magnet to Bad territory, then influence your worshipers to go to it and invade Bad settlements. The first of your walkers to encounter your magnet becomes your leader. Convert strong leaders into special walkers called Heroes with your papal magnet. You cannot place your papal magnet unless you have a leader
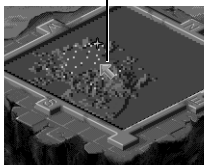
Good Papal Magnet

Bad Papal Magnet

Influencing Behavior

Use the Influence Behavior Commands to control your followers. These are available on every world and can be used without cost to Mana.

Gather Together

Fight

Settle
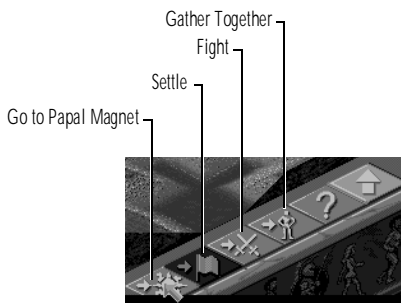
Go to Papal Magnet

- **Go to Papal Magnet:** Influence your people to find their ordained leader and follow him to the Papal Magnet. You can always find the leader by clicking on this option. Use this option to draw your leader and worshipers together, then turn your leader into a hero.

- **Settle:** Influence your walkers to build new dwellings and your people to reproduce. To encourage faster settling, sprog worshipers from their dwellings by pressing < or **X** on a house.

- **Fight:** Encourage your walkers to attack Bad settlements and worshipers. Fight also encourages your people to settle and produce more walkers for battle.

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- **Gather Together:** Encourage your walkers to walk toward each other and combine into one stronger walker. Note that each walker represents a group of people, so when your walkers are gathering together, tribes are actually combining to make a larger troop. Use this behavior when you want to build and strengthen walkers. This option also influences your people to settle as they come together.

GAME MENU
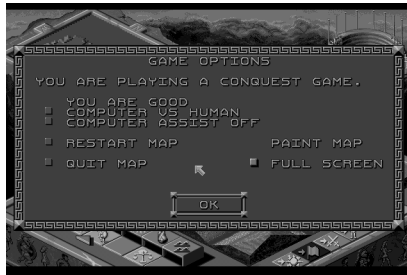
Click an option in the Game Menu

CREATE YOUR DEITY

Lets you create and name your deity and assign any experience you've earned to one of the six elements.

Click on OK to return to the Game Menu

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Naming Your Deity

To name your deity:

1. The cursor flashes in the Name Bar.
2. Type in the name of your deity and press **Return**.

Creating Your Deity

Create your deity's looks carefully because they effect the way the opposing god battles you. Choose a scholar's hat and wise eyes for clever combat, or a warriors helmet and angry eyes for a ruthless battle experience.

To create your deity:

1. Click on a selection arrow next to the feature you want to change. Keep clicking to cycle through the various features.
2. If you need to back up, click the selection arrow opposite the one you're using.

Choose your eyes, headpiece, and face carefully — your appearance actually affects your opponent's reactions.

Assigning Experience

To assign any experience you've earned:

1. Point to one of the six elements and click once for each lightning bolt you want to assign.

   The right half of the element icon turns gold one increment for each lightning bolt you assign. When the right half is full, the left half turns gold one increment and the right half goes dark again.

Loading a Game

Click on Load and a window opens. Highlight a saved game in the Populous II folder on your hard drive and open this now. You play as the new deity.

Saving a Deity

Click on Save and a window opens. Type in the name of the newly-created deity to save its attributes to the Populous II folder on your hard drive.

Return to Game Menu

Click on OK to return to the Game Menu and choose the type of game you want to play.

CONQUEST GAME

Choose **Conquest Game** to play all the worlds in progression of difficulty. As you progress and gain experience, opponents get stronger, landscapes become harsher, options are restricted, and available Effects change.

There are 1000 worlds in Populous II, but you don't have to complete each one in order to face Zeus in the final combat. If you demonstrate sufficient skill, you can skip worlds — for example, you could go from world 0 to world 18, and from there go to world 26, and so on.

Next Conquest Screen

When you choose **Conquest Game**, the Next Conquest screen appears:

Divine Intervention Effects available on this world

Special Parameters
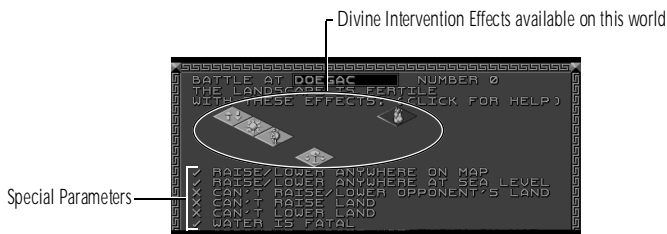
The Next Conquest screen shows you which Divine Intervention Effects and special parameters apply to the world you're about to conquer. A check ✓) indicates that a special rule applies to both you and your opponent in this world — for example, the check next to "Water Is Fatal" indicates that people always drown if they fall in water. An **x** indicates that a rule does not apply.

The following rules may be in effect on certain worlds:

Raise/Lower Anywhere On Map

✓ You can raise and lower land regardless of whether a settlement flag is in view on the Close-Up Map.

x You can only raise and lower land when a settlement flag is in view on the Close-Up Map.

Raise/Lower Anywhere At Sea Level

✓ You can raise and lower land at sea level regardless of whether a person is in view on the Close-Up Map.

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x You can only raise and lower land when a person is in view on the Close-Up Map.

Can't Raise/Lower Opponent's Land

✓ You cannot raise or lower your opponent's land.

x You can raise and lower your opponent's land.

Can't Raise Land

✓ You cannot raise land.

x You can raise land.

Can't Lower Land

✓ You cannot lower land.

x You can lower land.

Water Is Fatal

✓ Your people automatically drown in water.

x Your people can be saved if they're dropped in water.

Opponent's Dots Not Shown On Map

✓ You cannot see opponent's dots on the World Map.

x You can see opponent's dots on the World Map.

No Sprog

✓ Clicking lowers land no matter where the cursor is on the map.

x Clicking on the center of a dwelling sprogs a walker .

Disaster Dots Not Shown On Map

✓ You cannot see disaster effects on the World Map.

x You can see disaster effects on the World Map.

Swamps Are Shallow

✓ When a person falls in a swamp, the swamp is "filled" and disappears.

x No matter how many people fall in a swamp, it is never filled.

Show Opponent Deity:

Click on the green button to read a description of your current opponent. Having studied his/her strengths and weaknesses, click **OK** to return to the Next Conquest screen.

OK

Click on **OK** to begin the conquest (see *Conquering Worlds*).

Cancel

Click on **Cancel** to return to the Game Menu.

Names

Each time you start a world, you receive the name of the next world you are to conquer. **Always write down this name.** If you quit Populous II, this is the only way you can resume the Conquest series where you left off.

To resume the Conquest series where you left off:

1. Select **Conquest Game** from the Game Menu. The Next Conquest screen appears.

2. Click on the **Battle At** bar.

3. Type the name of next world for you to conquer and press **Return**.

4. Click on **OK**.

CUSTOM GAME

Through playing a few conquest games, you experience different combinations of Divine Intervention Effects and earn new ones. Choose **Custom Game** to play a random landscape using all the Effects you've earned so far in your Conquest games. CUSTOM GAMES WON'T ADVANCE YOU TOWARD FINAL VICTORY AGAINST ZEUS.

QUIT

Click to Quit Populous II and return to the desktop.

MACINTOSH
MENU BAR OPTIONS

The options in the Menu Bar are listed under File, Edit and Game. Key Commands appear in brackets (see *Command Summary*).

FILE

Highlight File with the cursor and hold down the mouse button to reveal a list of options. Those listed are:

Open (Command-O): Scroll down to Open and release the mouse button. You can now load another saved game from the Populous II folder.

Save (Command-S): To save a part-completed world, scroll down to Save and release the mouse button. Type in your chosen name and click **OK**/press **Return** to save the current game in the Populous II folder on your hard drive.

After successfully conquering a world, collect the name of the next world to be fought over rather than save the current game. Type in this name at the Next Conquest screen to resume your game.

Quit (Command-Q): Quits Populous II and deposits you without ceremony at the desktop.

EDIT

These are unavailable when attempting to conquer a world, whether in a Conquest or Custom game.

GAME

Sound (Command-M): Scroll down to Sound and release the mouse button. When sound is ON there's a tick visible. For a description of the sounds you might hear during the game, see *Game Sounds*.

Pause (Command-P): Scroll down to Pause and release the mouse button. With the game paused a tick appears to the left of this option.

ADJUSTING GAMEPLAY

Gameplay can be adjusted during your attempt to complete a particular world using the Game Options (**Command-G**) and World Options (**Command-W**) found under Game in the Menu Bar. Depending on whether you selected Conquest or Custom Game from the Game Menu, not all of these options are available.

Game Options

Scroll down to Game Options to bring up the Game Options screen:
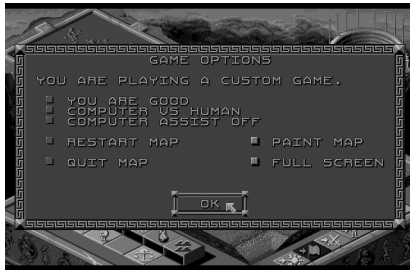
The Game Options let you determine how certain features on the landscape work. Any changes you make to the settings affect only the side currently displayed (For Good or For Bad).

Click on the green button to choose whether you're setting the game options for Good or for Bad, and then click on the checks (✓) and **Xs** to turn the option ON or OFF.

The Game Options are:

You Are Good/Bad

You're a Good god by default. In Custom Games, however, you have the option of being an Bad god. Click on this option to change from Good to Bad or vice versa.

Computer Vs Human/Computer

In Computer Vs Human mode, you play against the computer. In Computer Vs Computer mode, you can watch the computer play both sides, then join in when you like.

Computer Assist On/Off

When this option is Off, you have to raise and lower land and sprog settlements yourself. When On, the computer takes over these tasks so you can concentrate on destroying the enemy.

Restart Map

The Restart Map option lets you restart your conquest of the current world.

Quit Map

The Quit Map option lets you quit the current world and return to the Game Menu.

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Full Screen

Click on this and the close-up map of the current world expands to fill most of the screen, with the icons bar shifted to the left-hand side and the world map forced out altogether.

Note: Full screen mode is not available in Paint Map.

Paint Map

The Paint Map option lets you change the features on a Custom Game map. This option can only be selected for Custom Games. Click on the gold button to activate the Paint Map feature, and then click **OK**. When you return to the current world, the Paint Map options appear in the upper right corner:

Paint Map Options are:

Blue Man — To add Good walkers to the landscape, click on the Blue Man button, move the mouse to map, and click the mouse button for each walker you want to put down.

Red Man — To add Bad walkers to the landscape, click on the Red Man button, move the mouse to map, and click the mouse button for each walker you want to put down.

Tree — To add trees to the landscape, click on the Tree button, move the mouse to map, and click the mouse button for each tree you want to put down.

Rock — To add rocks to the landscape, click on the Rock button, move the mouse to map, and click the mouse button for each rock you want to put down.

My Mana — To raise your mana, click on the Up Arrow ( ). To lower your mana, click on the Down Arrow ( ).

His Mana — To raise your opponent's mana, click on the Up Arrow ( ). To lower his mana, click on the Down Arrow ( ).

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Landscape — Click on the Up Arrow ( ) to scroll through the different landscapes: Fertile, Snow, Desert and Sludge.

New Map — Click on the New Map button to select a different map to conquer.

Having made your Paint Map adjustments, return to the Game Options screen and click the gold Paint Map button to remove the palate from the current world display.

World Options

At the World Options screen the list of effects available for both Good and Bad is listed as on the Next Conquest screen (see *Next Conquest Screen*). A Custom game player can now turn these options ON or OFF at will, to improve the chances of victory or make a given world more of a challenge.

Accessing the World Options Screen

Scroll down to World Options and release the mouse button. Alternatively, press **Command-W**. The World Options screen appears. Click to choose Good or Bad, and then adjust the various effects for either side with more mouse button clicks.

Computer Speed and Game Speed can be altered here. Click the arrows either end of the Computer and Game Speed bars to liven things up, or ease the pace a little.

Special Codes can also be typed in, if you know the secret word that might increase your mana or give you extra effects.
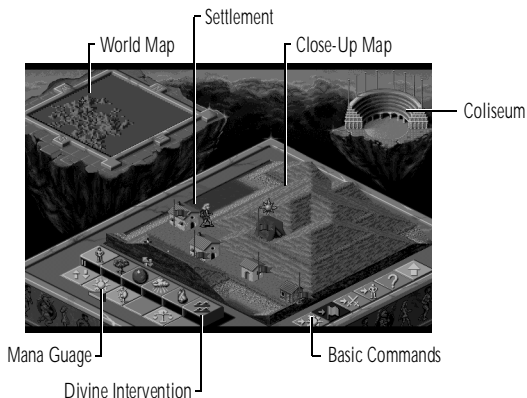
In a Conquest game, the only changes that can be made at the World Options screen are increasing Computer Speed, increasing or decreasing Game Speed, and the insertion of Special Codes.

Leaving the World Options Screen

When you're ready to leave the World Options screen, click **OK** and it's back to the fray, where all your adjustments take immediate effect.

CONQUERING WORLDS

World Map · Settlement · Close-Up Map · Coliseum · Mana Guage · Divine Intervention · Basic Commands

COLISEUM

Midway Point · Good Population · Bad Population
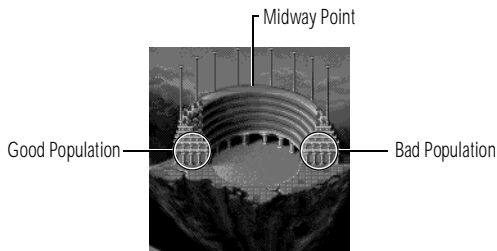
The coliseum shows the population and level of technological advancement of a world, settlement, or walker (in default screen mode only).

World Population

Use the coliseum to check up on the world's population from time to time. As the Good (blue) and Bad (red) populations grow, representatives of both sides enter the coliseum. Good worshipers dress in blue and sit on the left, Bad worshipers dress in red and sit on the right. The number of either side in the coliseum reflect the population level in the current world. When one side's population grows beyond the midway point, they are in a position to declare Armageddon.

Settlement Population

You can check on the population of a settlement at any time. Query any settlement and you see the level of technology from a hand (very primitive) to a sword (very advanced), and a population count in the form of eight flags moving up and down flagpoles around the back of the coliseum. It appears in decimal order:

Settlement

Population Level

Level of Technology
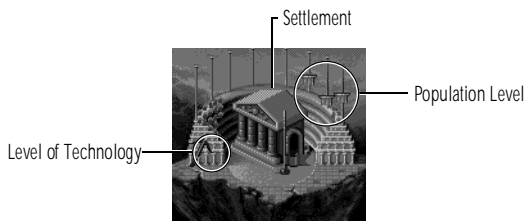
To check the population of a settlement:

1.   Click on the Query icon

2.   Move your cursor to a settlement on the close-up map

3.   Click on the dwelling to attach the query icon to it. The settlement appears in the center of the coliseum and a question mark appears on top of the dwelling.

In the middle of the coliseum is a picture of the settlement. The flags on the coliseum flagpoles show the level of the population.

If a settlement's population gets too low the settlement may disappear, to be replaced by a walker. In this case, the question mark is attached to the walker whose picture appears in motion in the middle of the coliseum.

If you sprog a walker from a queried settlement, the first walker from the settlement takes the query mark with them.

Walker Population

Walkers represent a certain number of people in a tribe. When you query a walker, he or she appears in motion in the middle of the coliseum. Their tribe's total population is displayed on the eight flagpoles behind the coliseum (see *Settlement Population* for an illustration of how to read the flagpoles). When a queried walker settles, joins another walker, or another household the query is transferred to the new walker or dwelling.

A walker's Level of Technology is indicated by the weapons in the lower left corner of the coliseum. A hand indicates the lowest form of technology, a sword the highest.

To check a walker's population:

1. Click on the Query icon

2. Move your cursor to the person or settlement you want to query

3. Click the mouse button again

    A question mark appears on top of a queried walker.

CLOSE-UP MAP

The close-up map is where you carry out all divine commands and effects. View settlements, watch battles, lay waste to enemy land and build your own land.

The close-up map reflects the section of land that is covered by the white cursor on the world map.

You can move around the Close-Up Map several ways.

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WORLD MAP

The World Map shows the landscape of the current world.

- Blinking white dots are Good settlements

- Blinking yellow dots are Bad settlements

- Blue dots are Good walkers (your followers)

- Red dots are Bad walkers (followers of the Bad god)

- The white cross is the section of the world that is currently on the Close-Up Map

To move around the World Map:

Put your cursor on the place you'd like to go, then:

- Click to jump directly to that point

To scroll around the World map, hold down the mouse button and move the mouse in any direction on the map.

RAISING AND LOWERING LAND

Flattening out farm land is vital for your population to spread out and grow. Raise land from the ocean's waters to extend peninsulas or flatten mountains into rich soiled acreage.

During a Custom game, you can define special rules about raising and lowering land for your Custom game.

To lower land:

1. Choose the Raise/Lower icon from the Basic commands bar

2. Move the main point of the cursor to the tip of a pyramid of land

3. Press the < or **X** key to lower it

To raise land:

1. Choose the Raise/Lower icon from the Basic commands bar

2. Move the main point of the cursor to the low point you'd like to raise

3. Press the > or **Z** key

SETTLEMENTS AND SPROGGING

Creating many big settlements is vital to the growth of your population and your power. Initially settlements are small tents and huts, so spread out flat farmland around them to transform them into powerful castles. New settlements automatically occur as old ones fill up and walkers move out in search of more farmland to build on.

Sprogging is the most important technique to practice for spreading your population. It is your divine command to well-populated settlements to release a walker to create new settlements and build the population. Well-populated settlements are recognizable by their high-flying flags; the further a flag is up the flagpole, the higher the number of people in the dwelling.

To sprog a walker from a dwelling:

1. Move the main point of your cursor to the center point of a dwelling

2. Press the **<** or **X** key

MANA

Mana is the substance from which you draw power. You earn mana from your population's divine offerings, so increase your population as quickly as you can by sprogging dwellings to create new worshipers and dwellings. In order to use higher-level Divine Intervention Effects, you must have enough mana, but keep in mind that when you perform an effect, you use mana up. Different effects cost different amounts, so use your mana gauge to budget your power.


Mana Guage

MANA GAUGE

The mana gauge increases every time you earn mana. Likewise, it decreases every time you use mana to perform a Divine Intervention Effect.

The pointer just below the Divine Intervention Effects displays your total mana and shows which effects you have enough mana to perform (reading from the left, you can use all the effects as far as the pointer).

PAPAL MAGNETS

The papal magnets are icons of worship for Good and Bad. You can move your magnet to Bad territory, then influence your worshipers to go to it and invade Bad settlements. The first of your walkers to encounter your magnet becomes your leader. Convert strong leaders into special walkers called Heroes with your papal magnet. You can't place your papal magnet unless you have a leader.

Good Papal Magnet

Good Papal Magnet
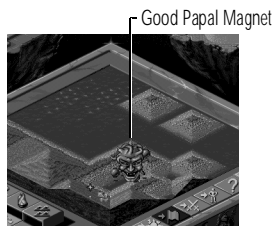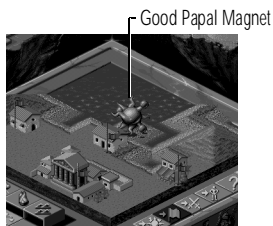
INFLUENCING BEHAVIOR

Manipulate your way to victory by influencing your population's behavior with the Influence Behavior Commands. These commands are always available whether you're strong or weak. For information about how to use these commands, see *Influencing Behavior Commands*.

WORSHIPERS AND WALKERS

Worshipers is a term for your entire population. Walkers are the members of your population walking across the land. All worshipers have a level of intelligence according to the level of technology of the dwelling they emerge from.

Special walkers

Some walkers have special attributes.

Leaders

Both Good and Bad populations have a leader, recognizable by the miniature papal magnets above their heads. When you select the Go To Papal Magnet icon, your people first go to their leader, then follow him to the papal magnet. Leaders are the only members of your population you can transform into Heroes, and when you do you need to create a new one select Go To Papal Magnet.

Heroes

There are six heroes, one from each category of effects. When you have enough mana, turn your leader into a hero for greater destruction.

GAME SOUNDS

Sounds are an important part of Populous II. If you hear the sound of fire burning , an earthquake, or other disaster, check your territory — somewhere your opponent has just done some creative landscaping to your settlements.

Dings

You may hear metallic dings which can mean several different things: possibly a hero has been created or a papal magnet has been moved. Pay attention to events and sounds to be able to identify what each sound means.

Effects

You hear the sounds of many different Divine Intervention effects. The effects you cause are only audible when they are showing on the close-up map, but any effects used by your opponent on your land are audible as they happen.

QUITTING A WORLD

To quit a world:

1. Highlight Game on the Menu Bar.

2. Scroll down to Game Options. The Game Options screen appears.

3. Click on Quit Map and you're back at the Game Menu.

You can also access the Game Options screen by pressing **Command-G**.

COMMANDS

INFLUENCE BEHAVIOR COMMANDS

These let you influence the general behavior of your followers, get information on populations and settlements.

Query

Go to Papal Magnet — Gather Together

Settle — Fight
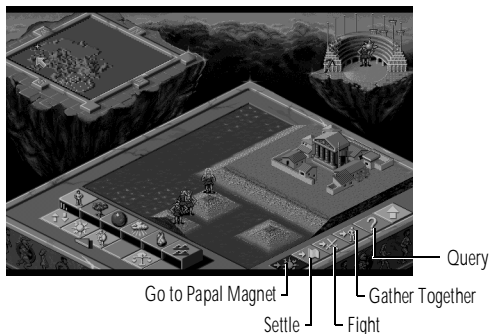
Go to Papal Magnet

Place your papal magnet in a strategic area then influence your people to walk to it. If you don't have a leader, use this command to get a walker there faster (he turns into your leader as soon as he touches the magnet). Remember, you can't place your papal magnet if you don't have a leader.

Settle

Influence your people to build and settle on the land you flatten for them.

Gather Together

When two walkers randomly run into each other, they become one stronger walker, but influence your walkers to come together into fewer, stronger walkers with this Gather Together command. Your walkers tend to settle during this behavior, so you are building strong settlements as well as people.

Fight

Influence your walkers to walk toward Bad settlements and fight for your cause. Your walkers also settle and produce fighters while influenced to fight.

Query Command

Click on the query command for information about various people and settlements.

To get information:

1. Click on the Query icon

2. Move your cursor to a target dwelling or walker on the close-up map

3. Click again to attach the query mark to them

   Any dwelling or walker with the query mark on them appears in the center of the coliseum. Only one dwelling or walker can be queried at a time. The coliseum reflects the population and technological intelligence of the walker or dwelling. For more information, see *The Coliseum* under CONQUERING WORLDS.

DIVINE INTERVENTION COMMANDS

30 Divine Intervention Effects are your weapons against your opponent and your only means for helping your population. Effects use up your mana; great effects like tidal waves and earthquakes are expensive. A lesser effect like lowering and raising land costs little. You can strengthen any effect by applying earned experience points to its category at the Deity Creation screen.

People effects

Raise/Lower Land

Place Papal Magnet

Perseus

Plague

Armageddon
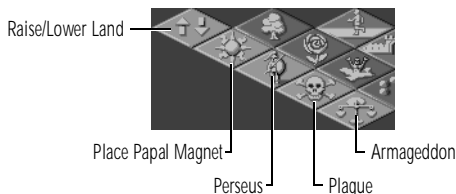
These commands allow you to effect your population.

Raise or lower land

Flattening out farm land is vital for your population to spread out and grow. Raise land from the ocean's waters to extend peninsulas or flatten mountains into rich soiled acreage. To raise land out of the water, just move your cursor out into the body of water and click.

To lower land:

1. Choose the Raise/Lower icon from the Basic commands bar
2. Move the main point of your cursor to the tip of a pyramid of land
3. Press the < key or X to lower it

To raise land:

1. Choose the Raise/Lower icon from the Basic commands bar
2. Move the main point of the cursor to the low point you'd like to raise
3. Click the mouse button or press the > key or Z to raise it

Place papal magnet

Clicking on this icon allows you to place your papal magnet. Placing your papal magnet in the right place at the right time offers great strategic advantage. Place it protectively inside castle walls and influence your walkers to gather there, combining for strength. Place it deep in the heart of enemy territory and influence your walkers to walk to it; they destroy all that comes in their path of their holy pilgrimage.

The first walker to arrive at the papal magnet is your leader. When your leader is at the magnet, he is surrounded by a blue flame of holy fire and is invincible.

YOU MUST HAVE A LEADER BEFORE YOU CAN PLACE THE PAPAL MAGNET.

To place the papal magnet:

1. Click on the Place Papal Magnet icon
2. Move your cursor to the point on the close-up map you'd like to place the magnet
3. Click the mouse button

Now click on the Place Papal Magnet icon to jump directly to the current papal magnet location on the close-up map.

Perseus

Change your leader into the hero Perseus by clicking on this icon. Perseus is the most intelligent of the Greek heroes, and makes a strong and skillful soldier driven to destroy Bad settlements. Turn as many leaders as you want into Perseus, but remember that each time you turn your leader into a hero, you need to establish a new leader by selecting the Go To Papal Magnet command.

To turn your leader into the hero Perseus, click on the Perseus icon.

Plague

Lay plague on an enemy walker or settlement. When a walker has the plague, they spread the illness to all dwellings and people they touch. Plagues can only be stopped by destroying the infected dwellings and people. Plague victims don't give you any mana, and if Armageddon is declared, they instantly disintegrate leaving only your healthy population to fight for your cause.

Identify a plagued person or house by the vulture circling in the air above the infected person or dwelling. If you hear the tell-tale "caw-caw" of the plague vulture and you don't see one on screen, check your settlements. Your enemy has infected your population.

To lay plague:

1. Click on the plague icon

2. Move your cursor to the dwelling or person you want to infect

3. Click the mouse button

   Repeat all steps for each new dwelling or worshiper you want to plague (be careful though, plague spreads fast!)

Armageddon

When you have enough mana and your population is larger and stronger than your opponent's, declare Armageddon to get the forces of Good and Bad to march to the center of the world and fight to the death.

To declare Armageddon, click on the Armageddon icon.

Vegetation Effects

Control the vegetation of the world with the Vegetation effects.

Trees

Flowers

Swamp

Fungus

Adonis
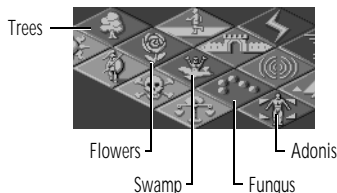
Trees

Earn popularity points by planting trees around your settlements.

To plant trees:

1. Click on the Trees icon

2. Move your cursor to an area on the close-up map

3. Click again to plant the trees

Flowers

Renew damaged land with greenery and flowers. After a volcano, planting greenery is the only way to make the land livable again for your people. People are happy on a beautiful landscape, so increase your popularity points by planting this greenery around your settlements. This greenery spreads if planted in the right patterns, so cluster plantings together and give them plenty of room to spread.

To renew land:

1. Click on the Flowers icon

2. Move your cursor to an area on the close-up map

3. Click again to plant

Swamp

Lay a swamp on enemy land to swallow Bad walkers.

To swamp enemy land:

1. Click on the Swamp icon

2. Move your cursor to an area on the close-up map

3. Click again to lay the swamp.

For a bigger swamp, repeat all steps a few times in one area.

Fungus

Plant deadly fungus around enemy settlements and watch it spread to cover their territory. For the most damaging spread and growth pattern, plant fungus in straight rows of three or five, but be careful with it. If it creeps into your territory, it could finish off your settlements as well.

To plant fungus:

1. Click on the Fungus icon

2. Move your cursor to an area on the close-up map

3. Click on the pieces of land where you want it planted

Adonis

Turn your leader into Adonis, the hero of vegetation recognizable by his head of leaves. He divides after combat, multiplying your number of heroes roaming the world for your cause. Turn as many leaders as you want into Adonis, but remember that each time you turn your leader into a hero, you'll need to establish a new leader by selecting the Go To Papal Magnet command.

To turn your leader into Adonis, click on the Adonis icon.

Earth Effects

Roads — Build City Wall — Hercules — Earthquake — Batholith
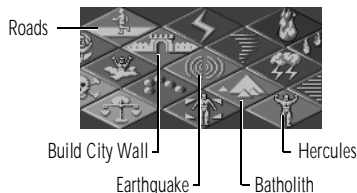
Earth effects give you control of earthly disasters and benefits.

Roads

Build roads on flat ground and low slopes for your people to walk on and make their travel faster, or use them to block the spread of fungus. Roads are laid down one square at a time.

To build a road:

1. Click on the Roads icon

2. Move your cursor to the area you want to begin building on the close-up map

3. Click and move the mouse in a row to lay down the squares of a road, click again to remove a square.

Build city Wall

Build city walls on flat land around your settlements to protect your worshipers. Neither you or your opponent can alter the land a city wall is built on.

After you build your first city wall, all other city walls must be connected to it. For example, if you build a city wall around one settlement, the next piece of wall you lay down must stem from the original wall and extend out to the next settlement you want to surround. The only way to have two separate walled settlements is if your opponent somehow destroys the connector wall between the two.

Weak enemies are kept out by city walls, but strong enemies can climb over. If a very strong enemy walker encounters a wall, they could break through it, so don't leave walled settlements unwatched.

To build a city wall:

1. Click on the City Walls icon
2. Move your cursor next to the settlement you want to surround on the close-up map
3. Click and move the mouse around the settlement to lay the wall

Earthquake

Cause a rumbling earthquake to split enemy territory wide open and leave behind a rift that swallows your opponent's population. Earthquakes are special in that you can aim them in a general direction with the pointer that orbits your cursor.

To cause an earthquake:

1. Click on the earthquake icon. A pointer slowly orbits your cursor.
2. Move your cursor to the close-up map next to where you want to start the earthquake.
3. When the pointer is aiming the right direction, click again

Batholith

A batholith is an underground movement of rock which causes the land to rise, and forces numerous boulders through the surface. Create a batholith on enemy territory to destroy their farmland.

To lay a batholith:

1. Click on the Batholith icon
2. Move your cursor to an area on the close-up map
3. Click and hold to cause the batholith. Hold down the mouse button for larger batholiths.

Heracles

Turn your leader in to the hero Heracles to double his strength and send him crusading into enemy territory. Turn as many leaders as you want into Heracles, but remember that each time you turn your leader into a hero, you need to establish a new leader by selecting the Go To Papal Magnet command.

To turn your leader into Heracles, click on the Heracles icon.

Air Effects

Lightning

Whirlwind

Storm

Odysseus
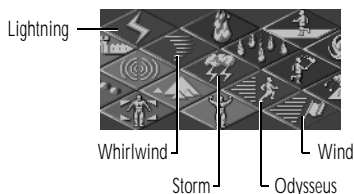
Wind

Weapons such as rain, lightning, and gale force winds are at your command when you select elements from the Air category.

Lightning

Electrocute enemy walkers and destroy enemy settlements and farmland by striking with lightning bolts. You won't be able to aim the lightning bolts exactly, so just strike on or near the target area.

To strike with lightning:

1. Click on the lightning icon

2. Move your cursor to an area on the close-up map. Notice the storm cloud following your cursor — it's waiting for your command to strike.

3. Click and hold to strike. The longer you hold down the mouse button, the more damage done.

Whirlwind

Start a whirlwind spinning through enemy settlements for maximum devastation. When a whirlwind goes off land, it creates a land-eating whirlpool in the water. If an armed worshiper gets sucked up by a whirlwind, all his weapons are flung out of his hands, and he is reduced to low intelligence. Anyone sucked into a whirlwind gets flung to the ground when the wind stops.

To create a whirlwind:

1. Click on the Whirlwind icon

2. Move your cursor to a target on the close-up map

3. Click again to start the whirlwind.

Storm

Create a rainstorm over enemy territory and destroy your opponent's land with lightning and heavy rain. There is no way to stop a storm.

To create a storm:

1. Click on the Storm icon

2. Move your cursor to an area on the close-up map

3. Click the mouse button again

Odysseus

Change your leader into Odysseus, fastest of the heroes, and send him crusading into enemy territory. Turn as many leaders as you want into Odysseus, but remember that each time you turn your leader into a hero, you need to make a new leader by selecting the Go To Papal Magnet command.

**To turn your leader into Odysseus,** click on the Odysseus icon.

Wind

Cause a gale-force wind to sweep the landscape and devastate enemy land.

To call a hurricane:

1. Click on the Wind icon. A pointer orbits your cursor

2. Move your cursor to an area on the close-up map

3. When the orbiting pointer is facing the direction you want the gale to blow, click the mouse button

Fire Effects

Fire Column

Fire Rain

Achilles

Volcano
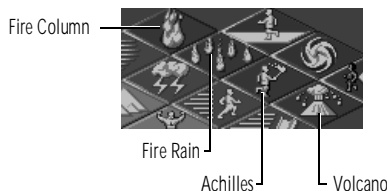
The fire elements are doubly potent because they burn up enemy settlements and worshipers, and ruin all farmland they come in contact with.

Fire Column

Start a towering column of flame randomly burning across an area with this effect. Fire columns tend to move uphill and hover around the top, so they damage more land when lit on flat ground.

To light a column of fire:

1. Click on the Column of Fire icon

2. Move your cursor to an area on the close-up map

3. Click the mouse button again

   Repeat all steps for each new column.

Fire Rain

Start a devastating rain of fire over enemy territory.

To start a rain of fire:

1. Click on the Fire Rain icon

2. Move your cursor to an area on the close-up map

3. Click the mouse button again

Achilles

Turn your leader into Achilles, a fast runner with a head of flames who burns everything in his path. Turn as many leaders as you want into Achilles, but remember that each time you turn your leader into a hero, you'll need to establish a new leader by selecting the Go To Papal Magnet command.

**To turn your leader into Achilles,** click on the Achilles icon.

Volcano

Erupt a volcano on enemy land and send lava flowing out to the sea to become a basalt peninsula in the water. Land beneath the volcano is almost permanently destroyed. The size of the volcano you cause depends on your experience points invested in Earth effects at the Deity Creation screen.

If a volcano erupts on your land, cap it as soon as you can by building land on top of it, then flatten it out. The only way to make the land usable again is by planting Greenery on the damaged area. Protect your settlements from burning lava with a low hill.

To cause a volcano:

1. Click on the volcano icon

2. Move to an area on the close-up map

3. Click the mouse button again.

Water Effects

Basalt

Whirlpool

Baptismal Fonts

Helen of Troy
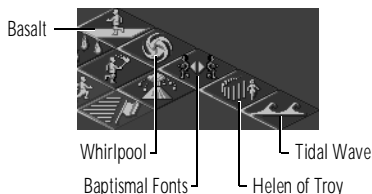
Tidal Wave

Create tidal waves, whirlpools and baptismal fonts with the effects in this category.

Basalt

Create bridges of basalt across water by causing minor volcanic activity with this effect. Arrest enemy land expansion by laying basalt in the water around enemy coastline.

To create a bridge of basalt:

1. Click on the Basalt icon. An orbiting pointer rotates around your cursor.

2. Move your cursor on the Close-Up Map to where you want the basalt bridge to start

3. When the orbiting pointer points the direction you'd like the bridge to lay, click the mouse button again.

Whirlpool

Lay land-eating whirlpools in the water off the coast of enemy territory. Whirlpools multiply quickly and there's no way to stop them, so plant them far away from your land.

To cause a whirlpool:

1. Click on the Whirlpool icon

2. Move to the target on the close-up map

3. Click the mouse button again to start the whirlpool

Baptismal Fonts

Baptismal fonts create pools of holy water in the ground. When a walker falls into one, he or she changes to the opposite faith (Good walkers turn Bad and Bad walkers turn Good). Create fonts on enemy territory to create walkers faithful to your cause in the heart of your opponent's settlements.

This effect is tricky because occasionally two fonts appear next to each other, and when a walker falls in and changes, he immediately falls into the adjacent font and return to his original loyalties.

To create Baptismal Fonts:

1. Click on the Baptismal Fonts icon

2. Move your cursor to an area on the close-up map

3. Click again to create the fonts.

Helen of Troy

Turn your leader into Helen of Troy, a woman of legendary beauty and grace who has lead many a men to their doom. She marches into enemy territory and leads your opponent's worshipers to a watery grave in the seas. Turn as many leaders as you want into Helen of Troy, but remember that each time you transform a leader, you need to establish a new one by selecting the Go To Papal Magnet command.

If your enemy creates Helen, try destroying her with fire or lightning. She's very wise and can sense when you're targeting her, so she'll attempt to escape your gaze by switching directions often, so be prepared to act fast when you see her on the close-up map.

To turn your leader into Helen of Troy, click on the Helen of Troy icon.

Tidal Wave

Set Tidal Waves far out in the oceans off your enemy's coastline to wreak watery devastation to his territory. A Tidal Wave effects the entire world, so settle your people on high land before you start one. If your enemy lays a Tidal Wave, rise a high wall of land around your coastline to keep water out.

To cause a Tidal Wave:

1. Click on the Tidal Wave icon

2. Move your cursor into the oceans far off enemy coastline on the close-up map. The further out you begin the tidal wave, the more momentum it can build up on its way inland.

WINNING

There are several different ways to win Populous II. You can win worlds, win experience points (even if you lose a world), or you can reach the ultimate goal, defeating Zeus.

EARNING EXPERIENCE POINTS

As you earn experience points, apply them to one of the six categories of effects at the Deity Creation screen. As you invest experience points in a category (population, fire, water, etc.) the power of any effect you use from that category increases. For example, say you earn five lightning bolts of experience after a battle and apply them all to the fire category. The next time you use any effect from the fire category, it's stronger. Fire columns last longer as do Rains of fire, Achilles is stronger and faster, and your Volcanoes are much more damaging and permanent.

To apply a lightning bolt of experience to a category, click once on a category icon to apply one lightning bolt.

GAME SUMMARY SCREEN
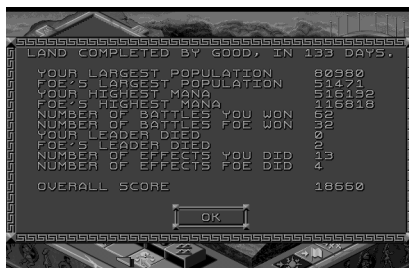
At the end of every world, you are seated across the table from the opposing god and given lightning bolts of experience for your battle. On the table between the two of you, look at the final landscape of your last battle. Your opponent deity gives you lightning bolts as a reward for your strategy and speed, which you can exchange for experience at the Deity Creation screen.

SAVING A GAME

Press **Command-S** to Save a game, or choose Save from the File options on the Menu Bar. A window opens; type in the name you wish to save the current game under and click **OK** or press **Return**.

STRATEGIES AND TECHNIQUES

SPROG FOR POPULATION

Click on the very center of a dwelling to get walkers to leave and settle. This is the most effective way for you to increase your mana quickly.

SINK ROCKS

Lower the land around any rock to the water and the rock sinks forever. Build new, healthy farmland over the area where the rock once was.

REPAIR DAMAGED LAND

To repair fire or quake-damaged land, lower or raise it, then flatten it again. The land instantly becomes farmland once again.

LAY FONTS AROUND ENEMY PAPAL MAGNET

When your enemy's worshipers are walking to their papal magnet, lay baptismal fonts around it. The ensuing fight is a vision to behold.

ROAD TO RUIN

Create roads across enemy territory. Bad worshipers tend to walk on the roads, so create a swamp at the end of one. Watch bad worshipers drown in the mud.

LAY WHIRLPOOLS IN ENEMY TERRITORY

Lower land into the water until you create a lake in the middle of enemy territory, then plant whirlpools in the lake. The whirlpools are indestructible and eat away at the enemy's land.

CREATE HILLS AGAINST TIDAL WAVES

Build populations on high land or build a wall of land around your coastline before you cause a tidal wave. If you don't, you're likely to wipe out a large chunk of your population.

CREATE HILLS AGAINST LAVA

Lava always flows in a straight line, so if some is heading toward your settlements, raise a section of land in front of the flow to stop it.

ARTISTS' BIOS

When Populous® was released in 1989 it took the world of computer gaming by storm — a game in which the player could influence the environment and lives of a population, a game in which you were the ultimate power, watching over minions going about their business. Populous was the first, and some still argue the best, of a genre of games that were responsible for shaping the leisure software that we see today. This sequel offers fresh challenges, bigger sprites, more Godlike powers AND the possibility of ascending the heights of Mount Olympus to sit at the right hand of Zeus.

Bullfrog Productions are at the forefront of innovative games design. Populous II for the Mac represents the latest in a series of classic Bullfrog titles that are planned for release on the Macintosh™. So keep your eyes open, and save a little space of your hard drive – the spawn of Bullfrog are coming!

CREDITS

Designed by Bullfrog Productions, Ltd.

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Producer for Bullfrog: Mark Webley

Associate Producer for Electronic Arts: Matt Webster

Programmer: Guy Simmons

Support Programming: Phil Jones

Product Management: Sean Ratcliffe, Rick Lucas (U.S.)

Game Graphics: Gary Carr, Paul McLaughlin, Chris Hill, Fin McGechie, Andy Sandham, Paul Clarke

Music & Sound Effects: Charles Callet

Cover Art: David Rowe

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Package Illustration: Ben Perini

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Documentation Layout: Jennie Maruyama

Electronic Arts Testing: Nick Goldsworthy, Graham Harbour, Darren King, Mark Bergan, Bryan Beckstrand (U.S.)

Quality Assurance: Stewart Putney

TECHNICAL SUPPORT

Problems with the Game

Some CDEVS and/or INITS may cause problems with the game. CDEVS (control panel devices) and INITS (initializing programs) are memory resident programs on the Macintosh that can cause problems due to memory conflict. These programs load into RAM when you boot your computer. The most popular types of memory resident software on the Macintosh are virus-checkers and screen savers.

These programs will be found in your system folder. Any files that you have added into your system folder may be loading memory-resident, and could potentially cause a memory conflict. In order to determine if you are having a memory conflict, create a temporary folder, place any unnecessary CDEVS and INITS in the temporary folder, and then restart your Macintosh. If you have system 7.0 or greater, you can avoid these programs (referred to in system 7 as EXTENSIONS) by holding down the SHIFT key while booting or restarting your computer.

Technical Support

If you have questions about the program, our Technical Support Department can help. If your question isn't urgent, please write to us at:

Electronic Arts Technical Support
P.O. Box 7578
San Mateo, CA 94403-7578
Please be sure to include the following information in your letter:

- Product name
- Model and configuration of your Macintosh
- Any additional system information (like type and make of monitor, video card, printer, modem etc.)
- System version number
- Description of the problem you're having

If you need to talk to someone immediately, call us at (415) 572-ARTS Monday though Friday between 8:30 am and 4:30 pm, Pacific Time. Please have the above information ready when you call. This will help us answer your question in the shortest possible time.

If you live outside of the United States, you can contact one of our other offices.

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