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GAME BOY™

POPULOUS™

DMG-P9-UKV

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Imagineer

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1.0 You are a supreme being... with the power to command the forces of nature. Earthquakes, floods, volcanoes, the power to turn the very oceans into fertile plains or the plains into barren rock is yours. But such power is not limitless. Its source is in the number of your followers of Good - scattered on worlds throughout the universe. These people look to you to level their land so they can raise their crops, build towns and multiply. In return, as their number increases, so does your power to smite the enemy, the followers of Evil.

The forces of darkness threaten to engulf every world in the universe. Your followers will be overrun and you with them, unless you help them prosper and grow, unless you call them to glory, to conquest, to purge the worlds of Evil.

With enough power you can move the Good Papal Magnet. Place it anywhere in the world and your followers will be drawn to it, cultivating the land as they go, or confronting Evil. Make the Good people's Leader into a crusading Knight, and he will invade the enemy, attacking their people, burning towns and crops.

Victory depends on the elimination of Evil. Send your people to hunt them down. Wreak havoc on them with the forces of nature. Wipe them off the face of the world, or if Good out-numbers Evil, call for Armageddon. Every person - Good and Evil - will come together for the final doomsday battle.

From world to world you must go, aiding your followers, destroying the enemy. The landscape will become increasingly formidable, the power of Evil ever greater.

The Good depend on you to triumph.

Oblivion awaits the loser...

2.0 IN THE BEGINNING

2.1 When you see the POPULOUS title and game mode screen, select one of the following options:

2.2 **TUTORIAL** - Practice, Game Play, Strategy and Supreme Power Commands without having to first build up your Manna Bar.

2.3 **CONQUEST** - You start with only a few followers and must help them in order to increase your power. With victory comes both the chance to fight Evil on even more challenging worlds of the universe and Password that enables you to restart your battle for divine supremacy from the world you last reached.

2.4 **CUSTOM**: Not only can you choose the Supreme Power Commands available to both you and Evil, change landscapes and jump to new worlds, you can also become Evil or even set the computer against itself.

NOTE: No Password capability exists in the Tutorial or Custom modes. You cannot advance through the 5000 worlds of the universe or use a Password to resume the game from where you left off prior to switching off your machine.

Press the A BUTTON to select the option.

3.0 CURSORS

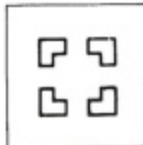
There are a variety of cursors used in POPULOUS. The specific type depends upon which screen is showing, your position on the Game Play screen or the command in effect, but regardless of type.

3.1 ALL CURSORS ARE MOVED WITH THE CONTROL PAD ARROWS.

TO SELECT ANY COMMAND ICON or OPTION WHEN IN THE APPROPRIATE MODE or SCREEN, MOVE THE CURSOR TO THE ITEM AND PRESS THE REQUIRED BUTTON AS OUTLINED IN THE RELEVANT SECTION OF THIS BOOK. (i.e. Select means 'to move the cursor to..').

3.2 On the **Game Play** screen, the cursor moves diagonally, parallel to the sides of the Close-up Map. If you'd prefer the cursor to move UP, DOWN, LEFT, and RIGHT, parallel with the sides of the entire screen, select the CURSOR icon and press the A BUTTON. To return the cursor to moving diagonally, press the A BUTTON again. To return to the Close-up map from the Cursor icon, press the SELECT button.

Can not build



Can build



Move good Papal Magnet



Move Evil Papal Magnet



Dump Swamp



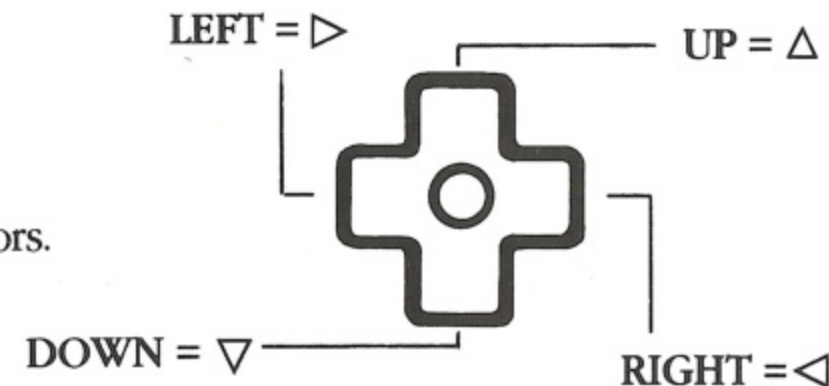
Position Info Shield



4.0 THE CONTROLS...

4.1 BASIC CONTROLS:

4.1.1 CONTROL PAD Moves all cursors.



4.1.2 SELECT BUTTON

Switches to the Book of Worlds Screen. Use cursor to move across the Book of Worlds. Press button A to return to the game screen at a new position

4.1.3 START BUTTON

Switches to Icon Select Screen.

5.0 THE GAME PLAY SCREEN... A WORLD TO COMMAND

Manna Bar Display



Info Shield

Close Up Map

5.1 **INFO SHIELD:** select this icon to display Info Shield. (See 13.0).

5.2 **MANNA BAR:** Displays by graphical symbols the extent of your power. The symbols are listed in ascending order (see 10.0). When you first start, the box is blank to signify that you have very limited power of action. As you gather strength, the extent of your Supreme Power command increases and the graphical symbol will change i.e SWAMP will show that you can give all commands including Swamp command. As you use the command, your Manna decreases. Keep an eye on your Manna Bar as it is continuously changing.

5.3 Press SELECT button for BOOK OF WORLDS screen (See 7.0).

5.4 Press START button for ICON SELECT screen (See 9.0).

6.0 THE CLOSE-UP MAP

The Close-up Map is a magnified view of the area on the Book of Worlds map marked by the white square.

Your exact position on the Close-up Map is marked by a:

6.1 **Fig. A:** Land can be built.



Fig. A

6.2 **Fig. B:** Shows you cannot build or the game is paused.

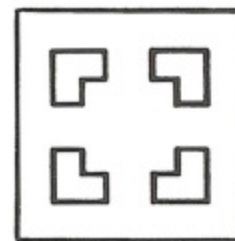


Fig. B

6.3 The white cross hair automatically switches to the white square:

- If no Good Walkers or Good Settlements exist on the Close-up Map.
- Or you are in the **Built-Towns** mode and there is no settlement on the Close-up Map.
- Or you are in the **Land Cannot Be Built** mode.

6.4 To scroll across the Close-up Map and the Book of Worlds, press the appropriate CONTROL PAD ARROW.

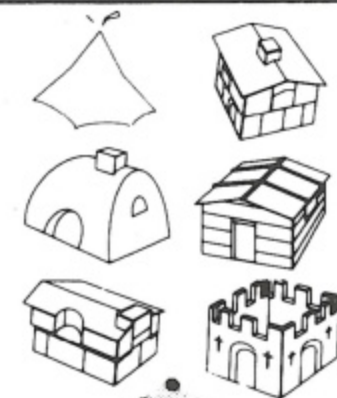
6.5 On the Close-up Map the following symbols are displayed:

6.5.1 **WALKERS:** Each person on the Close-up map is a Walker. Good or Evil. Evil walker is darker shade. Both Good and Evil Walkers represent a number of people, depending on their strength.

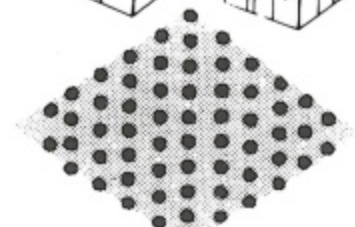
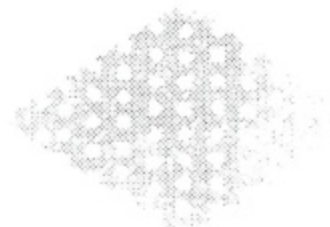
Good Walkers do whatever is instructed by the influence Behavior Commands (see 11.0). If a Walker is forced to walk around without settling, he will grow weak and eventually die.



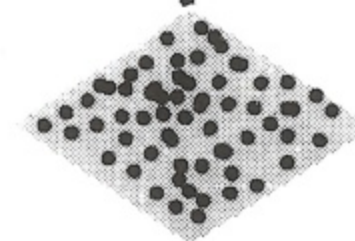
6.6 **SETTLEMENTS:** When instructed to settle, any Walkers that find flat land, will build settlements and grow crops. The more flat land you create around a settlement, the larger and more advanced it becomes. The larger the settlement, faster the population grows and the more Manna you get. Population grows within a settlement until it's full, whereupon a Walker will emerge in search of more flat land to settle on.



6.7 **PLANTED LAND:** Good and evil crops are displayed in black but presented differently.

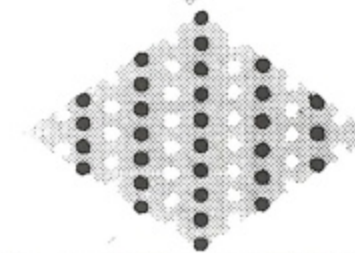


6.8 **SWAMPS:** Swamps reduce crop land and swallow Walkers. They are also either shallow or bottomless, depending on the world. If a Walker sinks in a shallow Swamp, the Swamp becomes flat land.



To remove Swamps, raise and then lower the affected land.

6.9 **RUINED LAND:** To restore land decimated by fire, raise and then lower the affected land.



6.10 ROCKS AND TREES: To remove dark coloured rocks or trees, sink the land around them down to sea level.

To remove light coloured rocks, raise and then lower the land.

6.11 PAPAL MAGNETS: Papal Magnets are divine monumnets used to control the people. Once instructed, your people will flock to the Magnet. If you have enough Manna and a Leader, use it to move your people around the world.

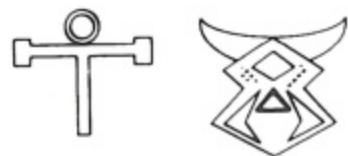
6.12 LEADERS: Carry a small Papal Magnet.

Under the Go To Papal magnet Influence Command (see 11.1), all your Walkers will migrate toward your Leader, who himself heads directly for the Papal magnet.

6.12.1 Leaders can also become Knights, if you have enough Manna. (See 10.6)

To create a Leader, see 11.1)

6.12.2 If your Leader dies or is knighted, the Papal Magnet moves to the place he occupied.



6.13 KNIGHTS: Knights seek out and battle with Evil Walkers, raid enemy settlements and torch buildings and crops. They are strong, but not invincible, growing weaker with every battle until they die. A single Knight represents a large part of your population. Their loss can be devastating. (To create a Knight, see 10.6)



7.0 THE BOOK OF WORLDS

The Book of Worlds is a map of the world you seek to conquer and is a countour map drawn out of grey, white and black squares. The settlement locations are shown in black. The position of Good and Evil flash in black alternately.

NOTE: You cannot change land on the Book of Worlds. It is solely a representation of what is happening throughout the world you are conquering.

8.0 WORLD DESCRIPTION SCREEN

8.1 In the Conquest Mode, the first thing you see is the World Description Screen. It describes the world you must conquer and the Supreme Power Commands available to you and to Evil.

8.1 1 - World to Conquer : The name of the current world is displayed. With every world you conquer you will advance to a more challenging world.

Write down the name of every new world you see. It is a Password enabling you to turn off your Gameboy and still be able to later resume your conquest. (See 14.0)

8.1.2 - Battle Number : Each world is numbered in order of difficulty. As you win, you will advance through the 5000 worlds.

Note: If you conquer a world with ease, you will jump up several worlds - the easier the victory, the bigger the jump.

8.1.3 - Landscape : One of the 16 types of landscape.

8.1.4 - His Reactions : The speed with which Evil can match your actions. The scale measures from very slow on the left to very fast on the right.

8.1.5 - His Rating : Evil's level of skill and ingenuity. The rating runs from very poor on the left to very good on the right.

8.1.6 - Built : The build mode determines when you can raise or lower land:

People: you can change land if either a Walker or Settlement is on the Close-up Map.

Towns: you can change land only when a Settlement is visible on the close-up Map.

Neither People nor Towns: you cannot raise or lower land.

8.1.7 - Swamps : There are two types:

Shallow: Swamps disappear if a Walker falls into them.

Bottomless: Swamps only disappear if the land is raised or lowered.

8.1.8 - Water : May be either fatal or harmful:

Fatal: Killing Walkers falling into it immediately.

Harmful: Walkers take longer to drown, giving you time to save them by raising the land.

8.1.9 You and Him : Stipulates which Supreme Power Commands are available to you and which to Evil. The balance of power is rarely equal and you must adjust your strategy accordingly.

- Lists the number of Walkers you and Evil start the world with.

8.1.10 Start Game : Select this option to start our conquest. Press the A BUTTON.

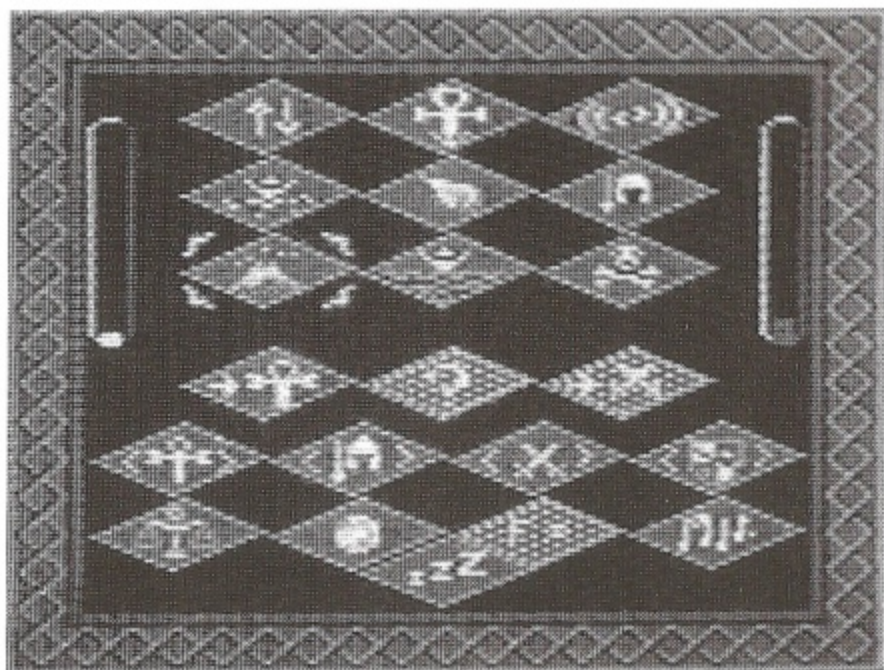
8.1.11 New Game : Resumes the conquest using password (See 14.0)

9.0 ICON SELECT SCREEN

9.1 Press START button to move from Close Up map screen to the ICON SELECT screen. Use joypad to move to any icon and press button A.

9.2 To return to the Close Up map, select any command icon or a blank space.

9.3 POPULATION BARS: Two vertical bars are displayed. Left : Good and Right : Evil.



NOTE: Whenever you access a command icon with the START BUTTON, the game automatically pauses.

9.3.1 PAUSE To pause the game, select this icon and press the A BUTTON. To resume the game, repeat the process.



NOTE: You can also pause the game by pressing the START BUTTON. To resume the game, press the START BUTTON again.

NOTE: Even when the game is paused you can still move around the world and select View icons, Influence Behavior Icons or Supreme Power Command Icons.

9.4 COMMAND ICONS

The icons are displayed on the ICON SELECT SCREEN. There are five types of command

9.4.1 Supreme Power Commands - Directly affect the world (See 10.0).

9.4.2 Influence Behavior Commands - Influence the actions of your people. (See 11.0).

9.4.3 View Commands - Show: (See 12.0):

- Place Shield
- View objects on the Close-up Map
- Options for Good or Evil screens
- Game Set-up Screen

9.4.4 Pause Command - Pauses the game (see 9.31).

9.4.5 Audio Commands - Turn on and off the Sound Effects or Music (see 12.6).

10.0 SUPREME POWER COMMANDS

These commands directly affect the world. To perform any Supreme Power Command, look at Manna display to see if the command is available (See 5.2). Only one Supreme Power Command may be used at a time and each time one is used your manna decreases.

To execute a Supreme Power Command, select the appropriate icon and press the A BUTTON.

10.1 RAISE & LOWER LAND

A + Δ = Raise Land B + Δ = Raise Large Area

A + ∇ = Lower Land B + ∇ = Lower large area



THIS IS YOUR MOST CRUCIAL -DIVINE ACTION. Raise and lower the land to flatten as much as possible. Only on flat land can your people grow their crops, advance their civilization, multiply and so increase your power.

10.1.1 NOTE: The Build mode affects whether Settlements or just Walkers need to be on the Close-up Map for you to raise and lower land. (See 8.1.6 + 8.1.7)

10.1.2 If you have sufficient Manna to instantly advance any pre-castle civilization to the most advanced level that its world or its geographic position allows, move the cross hair over the settlement you wish to improve and press the B BUTTON + Δ .

10.1.3 NOTE: To instantly find any of your Settlements, other than castles, press the A BUTTON + \triangleright .

10.2 PLACE PAPAL MAGNET

To place the Papal magnet anywhere in the world, go to Icon Select Screen and select the icon. The Close-up Map cursor will be replaced by a small Papal magnet with an arrow attached. Move the Magnet to where you want it and press the A BUTTON.



NOTE: You can only move your Papal magnet if you have a Leader.

10.3 EARTHQUAKE

Select this icon to create an earthquake on the area of the map currently displayed on the close up map.

Earthquakes shake the ground making it uneven and unsuitable for crops. Earthquakes also turn high ground into low ground.



10.4 SWAMP: To create swamps in an area of the world, select this icon.

The Close-up Map cursor will then change to a mini-swamp with a small arrow attached. Move the mini-swamp to the area to be swamped and press the A BUTTON + Δ.

NOTE: Swamps can only be created on flat land.

10.5 RAIN OR FIRE: To cast the rain of fire down on to the area on close up map select this ICON and press button A. Selecting this icon will cause a shower of thunder balls to fall upon your enemy's lands. The rain of fire will spoil fertile crops turning them into swampland and reduce buildings and settlements to mere burnt out husks. Woe betide the evil walkers who are outside a building when your fires fall from the sky.

NOTE: FIREBALLS CAN ONLY BE USED ON THE HIGHER LEVELS.

10.6 KNIGHT: To transform your Leader into a Knight, select this icon.

You can create as many Knights as your Manna will allow.



Knights attack Evil Settlements and Evil Walkers, burning their buildings and destroying crop land.

NOTE: If your Leader becomes a Knight, you will no longer have a Leader until another Walker is made to touch the Papal magnet.

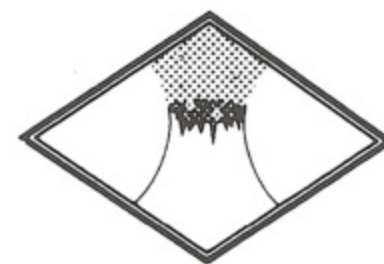
10.6.1 To increase a Knight's strength and longevity, select icon in 11.2. Walkers will then join with your Knight. But beware, your Leader can also join with a Knight, leaving you leaderless.

If two Knights are on the same screen, they will join together to form an even stronger Knight regardless of which behavior mode you are in.

10.7 VOLCANO

To turn the area on the Close-up Map into a rocky mountain, select this icon.

The damage caused by a Volcano takes a great deal of Manna to recover from. A double or triple Volcano can be utterly devastating.



10.8 FLOOD

To raise the water one level throughout the world, select this icon. When it flashes, press the A BUTTON.



All flooded settlements, Good and Evil, are destroyed.

Walkers get dumped into the water, whereupon they either die immediately or slowly drown, depending on whether that world's water is fatal or harmful.

Drowning Walkers can be saved by raising the land beneath them.

10.9 ARMAGEDDON

To declare the final battle and end the world, select this icon.

When the icon flashes, press the A BUTTON.



Armageddon is doomsday. All the people, Good and Evil, migrate from their homes to the center of the world, where they fight for ultimate supremacy.

You can move your view of the world during Armageddon, but you cannot alter the course of events in any way.

If Good outnumbers Evil, you will be victorious, if not, the world and all the followers of Good are lost.

11.0 INFLUENCE BEHAVIOR COMMANDS

These commands influence the actions of your followers.

To initiate an Influence Command, select the appropriate icon, and press the B BUTTON.

It costs no Manna to influence your people and they are always moved by one of these influences, so one icon is always highlighted.

You return to the Close-up Map if Influence Behaviour icons are selected.

11.1 GO TO PAPAL MAGNET

To make your Walkers migrate toward their Leader, walking towards the magnet, select this icon.

As your followers reach the Leader, they will combine with him to create a stronger Leader.



11.1.1 If no Leader yet exists, has died, or becomes a Knight, to create a leader, select this symbol. Your Walkers will go directly to the Magnet. The first Walker to touch the monument becomes the Leader.

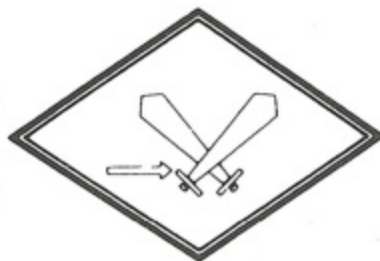
11.1.2 **NOTE:** This command is vital for getting your Walkers to migrate into enemy territory so that they then can conquer, or settle, or both. If you have the Manna and a Leader, use the Place Papal Magnet Command to move the Magnet into an Evil settlement and then select the Go To Papal Magnet icon.

11.1.3 Under this influence, your followers will not make settlements and will only fight Evil Walkers and Settlements who fall directly in their path to the Papal Magnet.

11.1.4 **NOTE:** If you need more Walkers immediately, raise or lower the land adjacent to a castle. The castle will diminish to a lower form of settlement out of which will step a Walker. As soon as he does, flatten the land again to rebuild the castle.

11.2 FIGHT, SETTLE AND BUILD

To make your Walkers hunt out nearby Evil settlements to invade and settle, select this icon. When Good Walkers invade an Evil Settlement successfully, it becomes Good. If no Evil settlements exist nearby, Walkers just settle.



12.0 VIEW COMMANDS

There are four types of View Commands:

- View objects on the Close-up Map.
- Place Shield.
- View - Game Set-Up Screen.
- Options for Good or Options for Evil Screen.

12.1 CLOSE-UP MAP VIEW COMMANDS

Use these commands to move the Close-up Map to your Leader, Papal Magnet, Knight(s), Battles or the Shield Bearer.

12.1.1 View Leader or Papal Magnet

To view your Leader or Papal Magnet, select this icon and press the A BUTTON. If you have a leader, you will go straight to him.



12.1.2 If you have no Leader, pressing the A button will move the close-up Map to the Papal Magnet.

12.1.3 **View Knights or View Settlements:** To view your Knights or Settlements, select this icon and press the A button to see your Settlements, press A button repeatedly to see your Knights.



12.1.4 View Battles: To view battles, select this icon and press the A BUTTON repeatedly to view each of your battles in turn. If no battles are being fought, the Close-up Map will remain unchanged.



12.1.5 View Shield: To view the Shield Bearer, select this icon, and press the A BUTTON.



12.2 PLACE SHIELD: To obtain specific information about Walkers or Settlements advancement and strength, select this icon and press the A BUTTON. The cursor on the Close-up Map will become a small shield.



12.2.1 Move the shield onto any Walker or the flag of any Settlement that you want information about and press the A BUTTON + Δ. That Walker or Settlement now becomes the Shield Bearer and information about them appears in the Info Shield.

A + Δ: Moves the shield A + ∇: Returns to normal play

NOTE: The Shield can move from the Walker or Settlement to which you assigned it:

- If the Shield is on a Settlement that produces a Walker, the Shield transfers to the Walker.
- If the Shield is on a Walker during a battle and the Walker loses, the Shield transfers to the victor.
- If the Shield is on a Walker who dies from the elements, the Shield disappears. The Info Shield remains blank until the Shield is reassigned.
- If the Shield is on a Walker who joins with the Leader or a Knight, the Shield transfers to the Leader or Knight.

To see information about other Walkers or Settlements, move the shield cursor to them and again press A BUTTON.

To return to normal play and the cursor to unoccupied land press the A button + ∇.

12.3 VIEW OPTIONS FOR GOOD or EVIL

To check which Supreme Power Commands are permitted in the world you are conquering, levels of aggression and rates of response, select this icon and press the A BUTTON to see your options or the B BUTTON to see Evil's.



12.4 VIEW GAME SET-UP

To verify how the game is set-up, select this icon and press the A BUTTON.



12.4.1 The Game Set-Up Screen: The set-up in effect is marked with a small dark square.

Two Options

1. I am Good
2. I am Evil

12.4.2 CHANGE MODES: Allows you to move from conquest to custom mode and vice versa. To move between Conquest and Custom modes, the screen immediately changes to the World description Screen.

12.4.3 GAME SPEED: To change the game speed, move the cursor to the Game Speed bar, and then use the joypad to slide the indicator along.

12.4.4 GAME OPTIONS: If you are in Custom mode you can change game options. Move the cursor to GAME OPTIONS and press the A BUTTON. To change any of the options, move the cursor to the option to be changed and press the A BUTTON. To change the option back, press the A BUTTON again.

NOTE: In some worlds you can BUILD UP ONLY. The Game Options screen is the only place where you can check this information.

OK: Returns with new options

Cancel: Returns with old options

12.4.4.1 MOVE TO NEXT MAP -(Custom Mode Only): To move to another Custom mode world, select MOVE TO NEXT MAP and press the A BUTTON.

NEXT LANDSCAPE -(Custom Mode Only): To change the landscape of the world you are in, select NEXT LANDSCAPE and press the A BUTTON.

12.4.4.2 RESTART THIS MAP: To restart a world from the beginning, select RESTART THIS MAP and press the A BUTTON.

12.4.4.3 SURRENDER THIS GAME: To surrender a world, select SURRENDER THIS GAME and press the A BUTTON. To begin a NEW GAME, press the A BUTTON again.

12.5 To return to the Game Play Screen from the Game Set-Up Screen as it was prior to any changes you have made, select CANCEL and press the A BUTTON.

12.6 AUDIO COMMANDS

Select the required icon and press button A. The sound effects and music will toggle between ON and OFF.

To return to the Close-up Map from the Music or Sound Effects icons, press the SELECT BUTTON.

SOUND EFFECTS

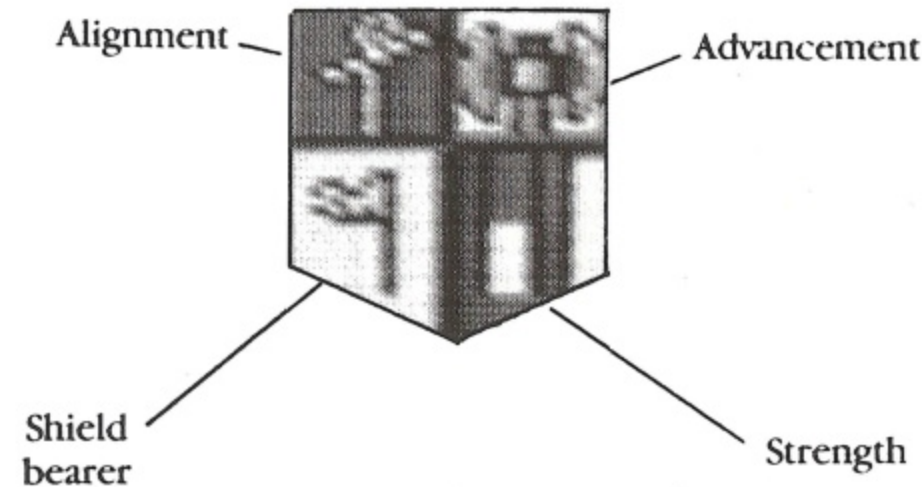


MUSIC



13.0 INFO SHIELD

The Info Shield displays information about the Good and Evil population and about the Shield Bearer.



13.1 SHIELD BEARER - Shows whether a Walker or a Settlement is assigned the shield.

13.1.1 ADVANCEMENT - Shows the cultural advancement of the Shield Bearer. Larger the settlement, the more advanced it becomes.

Walkers produced by an advanced settlement are far stronger than Walkers produced by a primitive settlement.

13.1.2 ALIGNMENT - Shows the alignment of the Shield Bearer. The Ankh is for Good, the Skull for Evil.

13.1.3 STRENGTH - The strength bars represent different information depending on the Shield Bearer.

13.2 Settlements: The (left) bar is the strength and defensive power of the settlement relative to a castle. (A small grey bar represents a castle.)

The (right) bar is the population of the settlement. When the bar reaches the top, the settlement is full and a Walker is produced.

13.3 Walkers: There are three strength bars. Only two bars are shown at a time. When the right bar fills up, the left bar increases one notch and the right bar empties. Once the left bars fill up, the view shifts to include the third bar and exclude the right bar. The process is repeated. A walker with full left most bar is near invincible in combat.

14.0 PASSWORD

To go directly to a World for which you have the name, select the CONQUEST mode and then on the World Description Screen, select NEW GAME and press the A BUTTON.

You will then see an alphabet and number screen. To insert the name of your chosen world, select each letter and number of the name and press the A BUTTON after each one. To remove letters or numbers, press the B BUTTON.

Once you have entered the name, select END and press the A BUTTON.

You will then see the World Description Screen for the world you have chosen.

To start your conquest, select START GAME and press the A BUTTON.

To choose another world for which you have the name, select NEW GAME and press the A BUTTON.

15.0 VICTORY & DEFEAT

15.1 VICTORY

If you conquer a world, the Game Won Screen appears. Your score is based on the number of battles won as well as how many Knights and Settlements are at the end of the game.

NOTE: To learn the name of the next world you are to conquer, select NEW GAME, press the A BUTTON and then after your Evil nemesis has congratulated you on your success, press the A BUTTON again. You will then see the World Description Screen. Record the name of the World To Conquer, so that you can access that world via the PASSWORD at another time.

15.2 DEFEAT

If you lose a world, the Game Lost Screen appears. To replay that world, select TRY IT AGAIN and press the A BUTTON.

16.0 GAME MODES

16.1 TUTORIAL MODE

The Tutorial mode lets you become familiar with the commands and strategy of POPULOUS without the necessity of increasing your power. The Manna bar starts at KNIGHT, enabling you to use all the Supreme Power Advance Commands, except FLOOD and ARMAGEDDON. If you advance sufficiently and increase your number of people, these last two commands will also become available to you.

16.2 CUSTOM MODE

The Custom mode enables you to pick the worlds you have to conquer and to tailor them as you like.

There are two ways to reach the Custom mode:

- Select CUSTOM on the Populous Title And Game Mode Selection Screen and press the A BUTTON.
- If you are in the Conquest mode, select the VIEW GAME SET-UP icon and press the A BUTTON. You will then reach the Game Set-Up Screen. Select CUSTOM GAME and press the A BUTTON.

Once you are in the Custom mode you can alter:

- On the Game Set-Up Screen:
 - The game set-up.
 - The game options.
 - The world you are conquering.
 - The landscape of the world you are conquering. (See 12.4.1)
- On the Options for Good and Options for Evil Screens:
 - The Supreme Power Commands allowed for you and Evil. (See 12.3)

16.3 CONQUEST MODE

In the CONQUEST mode, your aim is to save the Universe from Evil one world at a time. With every victory, you move on to move difficult worlds and more challenging conquests until you have finally defeated Evil on all 5000 worlds.

17.0 TERRAIN

17.1 There are 6 different terrains. Two of these terrains, Silly Land and Bit Plan have three different levels. Each of them plays differently.

17.1.1 **Grassy Plains** : Provide a relatively friendly environment in which your people can advance to their maximum level, moderately increase their population and survive without settling for the longest period.

RATE OF POPULATION DEVELOPMENT: .
SEVERITY OF TERRAIN:

17.1.2 **Desert** : Landscapes are mostly flat, but also rocky and arduous for Walkers. If you build near sea level, beware of floods.

RATE OF POPULATION DEVELOPMENT: ...
SEVERITY OF TERRAIN: ...

17.1.3 **Snow & Ice** : Prevents a high level of advancement, limits the growth rate of your people and makes survival without a settlement almost impossible except for the shortest amount of time and for the toughest Walkers.

RATE OF POPULATION DEVELOPMENT: ..
SEVERITY OF TERRAIN: ...

17.1.4 **Rock & Lava** : Allows an advanced level of civilization and a rapid growth of your followers, but requires considerable power to remove rock and flatten the land.

RATE OF POPULATION DEVELOPMENT: ..
SEVERITY OF TERRAIN: ...

17.1.5 **Silly Land** : Is an artificial landscape of grey and white. Your Walkers are aliens and the settlements are space stations. The harsh environment quickly tires Walkers and severely limits growth rate of your population.

RATE OF POPULATION DEVELOPMENT: . 3 TYPES
SEVERITY OF TERRAIN: ...

17.1.6 **Bit Plains** : Has computer bugs for Walkers and everything from Game Boys to PC's as settlements. Progress and population increase is easy.

RATE OF POPULATION DEVELOPMENT: 3 TYPES
SEVERITY OF TERRAIN: .

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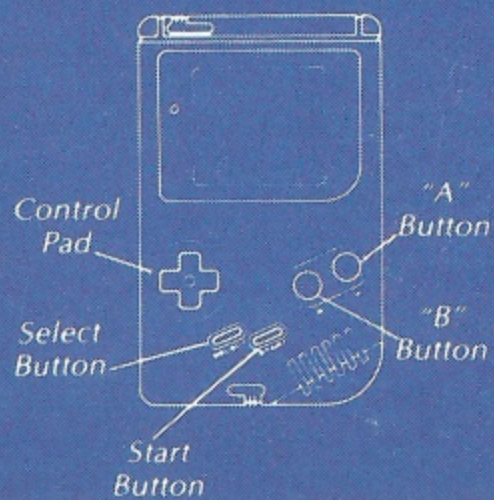
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