



NTSC U/C

PlayStation

# POPULOUS™

## THE BEGINNING



War from the Heavens



SLUS-00277



## **WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

## **WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

## **HANDLING YOUR PLAYSTATION DISC:**

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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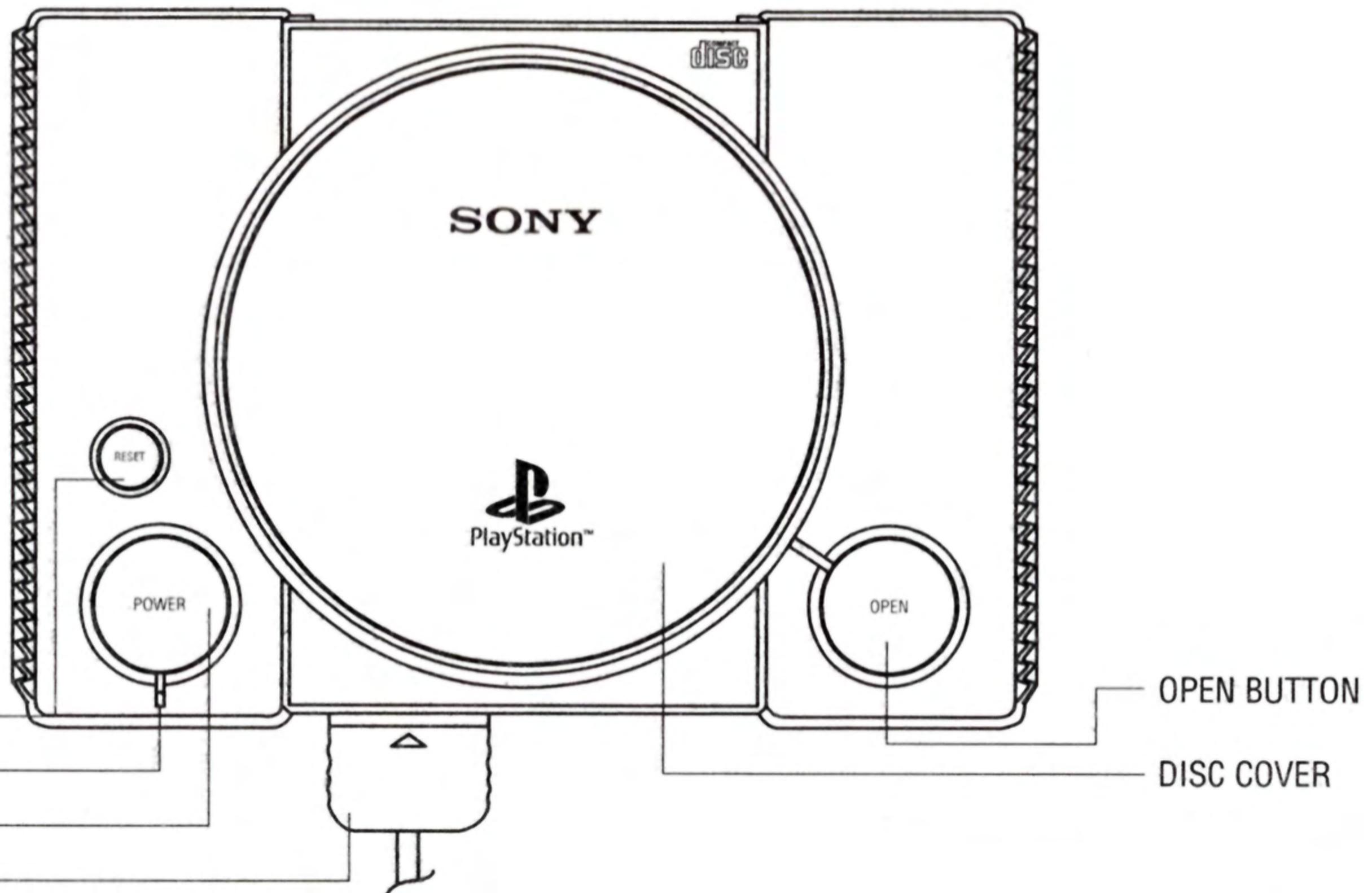
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## STARTING THE GAME

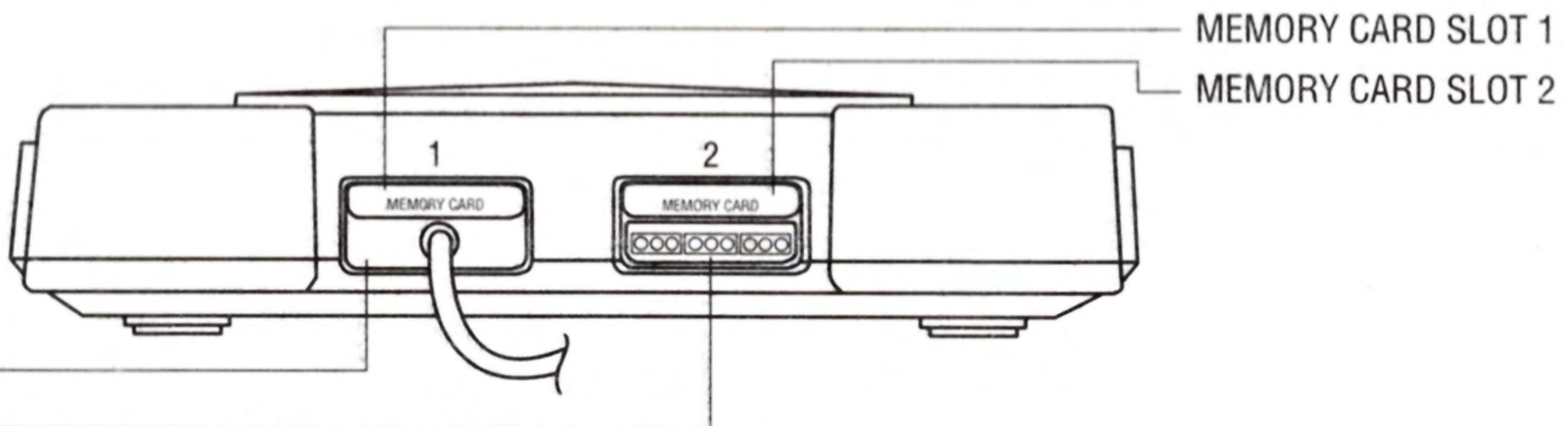
**Console**

**Top View**



**Front View**

2  
CONTROLLER PORT 1  
CONTROLLER PORT 2



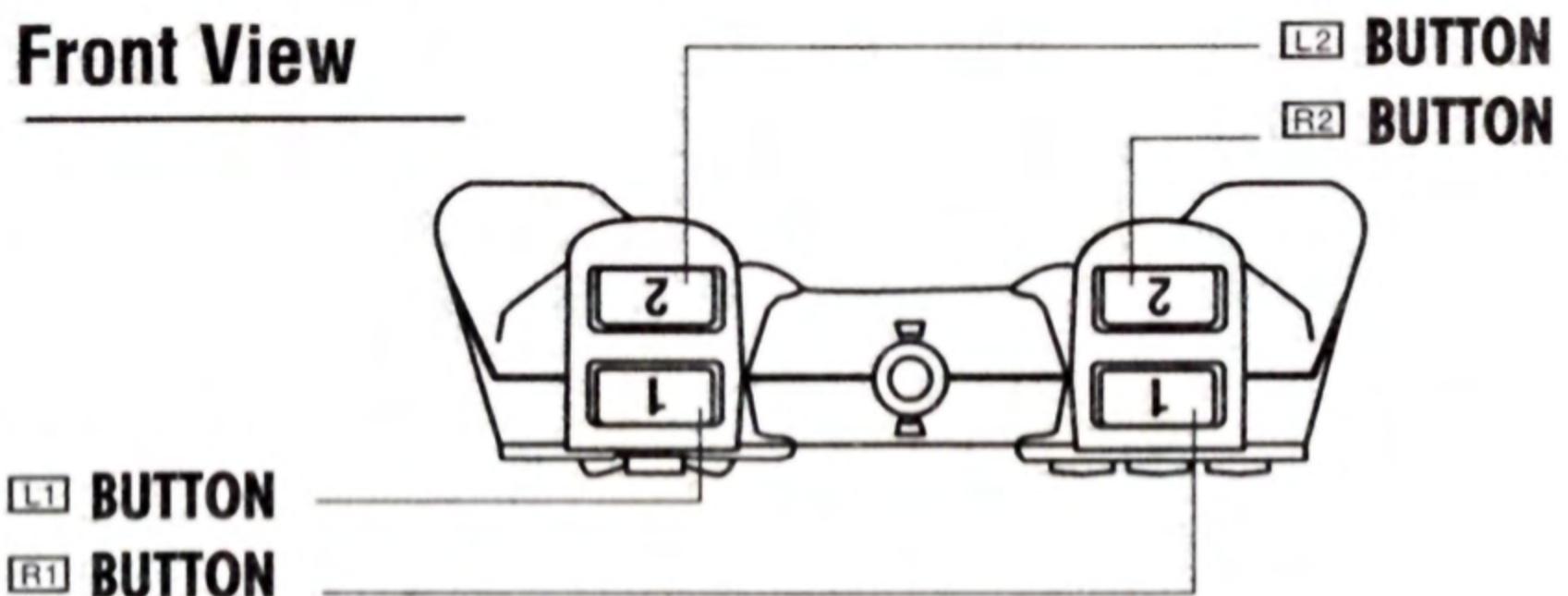
THE BEGINNING

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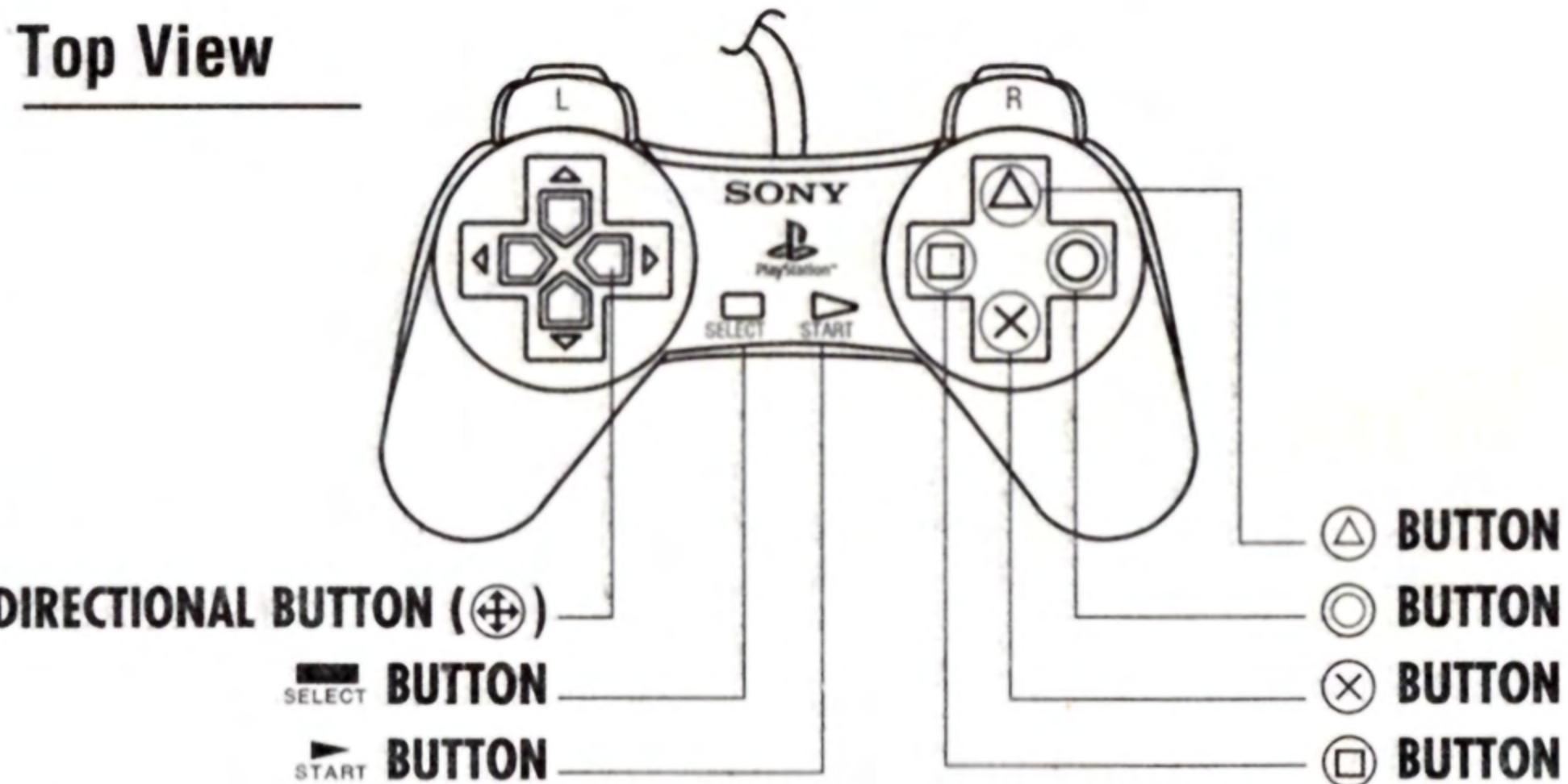
1. Set up your PlayStation® game console according to the instructions in its Instruction Manual.  
**Make sure the power is OFF before inserting or removing a compact disc.**
2. Insert the *Populous™: The Beginning* disc and close the Disc Cover.
3. Insert game controllers and turn on the PlayStation game console.

## Controller

### Front View



### Top View



- The video introduction sequence begins, followed by the *Populous: The Beginning* title screen.
4. Press to advance. (► *The Solar System*, p. 7).

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## DEFAULT CONTROLS

### MENU CONTROLS

ACTION	COMMAND	ACTION	COMMAND
Highlight Menu Item	Ⓐ ↑	Return to Previous Menu	△
Cycle Menu Items	×		

### IN-GAME CONTROLS

ACTION	COMMAND	ACTION	COMMAND
Move Cursor	Ⓐ	Rotate Right	[R1]
Action (select objects or buildings and command followers)	×	Scroll Map	[L1] + [R1] + Ⓢ
Cancel (selection or action)	○	Toggle Spells/Buildings Menu	[R2]
Shaman (first press selects, second press zooms)	△	(press twice to access Buildings menu)	
		Toggle Followers Menu	[L2]
		World View	■ SELECT
Cast Spell	□	Pause Menu	▶ START
4 Rotate Left	[L1]		

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## ANALOG CONTROLS

ACTION	COMMAND	ACTION	COMMAND
Move Cursor	Left stick	Scroll Map	Right stick

## SPELLS AND BUILDINGS MENU

ACTION	COMMAND	ACTION	COMMAND
Move Menu Highlight	⊕	Send Selected Followers to Building	⊗
Action (select)	⊗	Open Buildings Menu (when in Spells menu)	[R2]
Toggle Spell ON/OFF	□	Close Menu (when in Buildings menu)	[R2]

## FOLLOWERS MENU

ACTION	COMMAND	ACTION	COMMAND
Move Menu Highlight	⊕	Select All	□
Action (select one follower)	⊗	Close Followers Menu	[L2]
Deselect All	○		

# POPULOUS

## INTRODUCTION

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

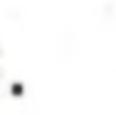


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## THE SOLAR SYSTEM

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

- ◊ To choose a completed world,  ↔.
- ◊ To play the world, press .

## GAME SCREEN

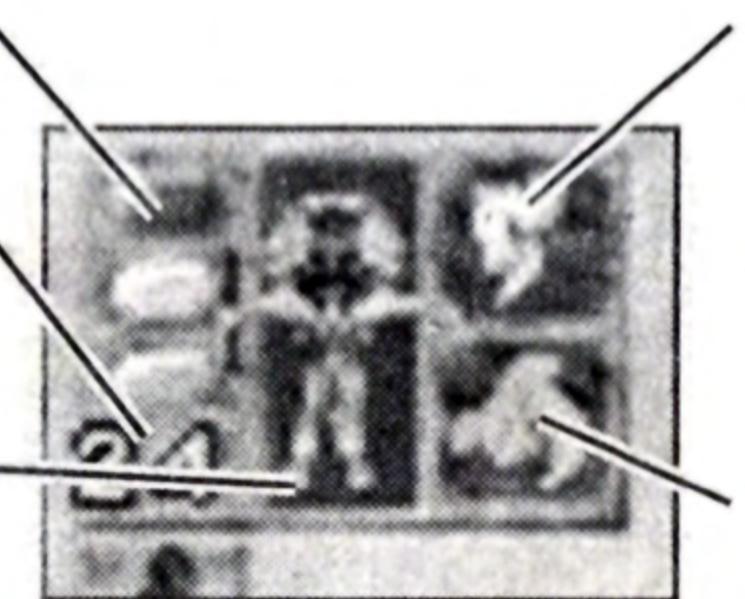
### INFORMATION PANEL

Blast is a special spell that doesn't require mana to cast and, therefore, doesn't need to be charged like other spells.

**Enemy Tribes Icons:** Appear only if that enemy tribe is on the world.

**Followers Selected:** Number of followers you have selected.

**Shaman:** Current activity of the Shaman and her health. If you have a Dual Shock controller activated, it vibrates when the Shaman is under attack.

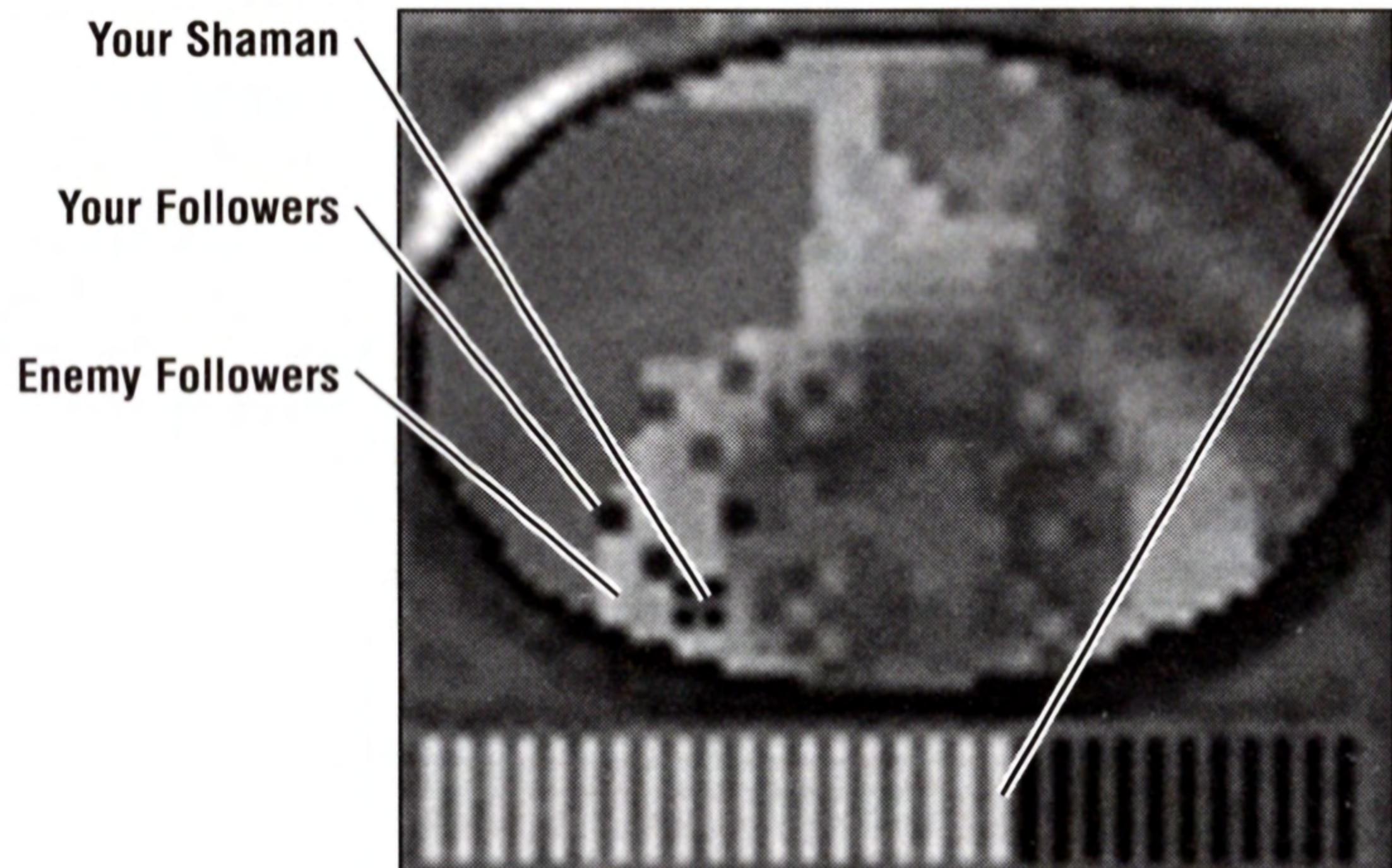


**Currently Selected Spell:** If the casting point is out of range of the Shaman, a red circle with a slash appears. If you use up all of your available shots, the selected spell defaults to Blast.

**Enemy Spell:** The spell currently being cast by an enemy Shaman, displayed in the color of the enemy tribe.

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## MAP



**EA TIP:** If the Spell Charge Rate bar is low, either your followers are not creating enough mana or you have too many spells charging at the same time. Turn off some spells, house your Braves in Huts, and command your followers to work.

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## QUERY PANEL

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- ◊ To access the Query panel, press on a building, vehicle, or artifact — anything that requires followers to work.

**BUILDINGS** Displays the number of people in the building and the maximum it can hold.

**HUTS** Displays the number of people in the hut, the maximum it can hold, and two bars: birth progress at the top and upgrade progress at the bottom. When each bar reaches its maximum, either a new Brave is born or the Hut is upgraded.

**TRAINING BUILDINGS** Displays the number of people in the building, the maximum it can hold, and the training progress.

**ARTIFACTS** Displays the maximum number of people required to worship the artifact and the worshipping progress.

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## ARTIFACTS

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Each artifact must be worshipped to unlock its secret.

- ◊ To worship an artifact, select either the Shaman or a number of followers, then move the pointer over the artifact, and press  $\times$ .
- If you query the artifact (press  $\times$  while over the artifact), a Query panel displays the maximum number of followers required to worship it. You don't need to fulfill the maximum, but worshipping is faster if you do.
- When followers are worshipping an artifact, the bar on the Query panel indicates worshipping progress.

There are four artifacts to discover in your explorations.

- **Stone Head:** An artifact that grants the player a Single Shot spell or building. Single Shots can be used only once, but they don't require charging.
- **Obelisk:** Only the Shaman can worship this artifact. It often triggers an event important for conquering the world.
- **Totem Pole:** When worshipped, this artifact triggers a spell that is beneficial to you and your tribe.
- **Vault of Knowledge:** A monument that contains some knowledge of the enemy. Only the Shaman can worship this artifact, and any spells or buildings discovered are permanent.

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## MISCELLANEOUS TIPS

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- **Reincarnation Site:** Each Shaman creates a Reincarnation Site when she enters the world. It cannot be destroyed or built on; however, it can be used as the starting point of a settlement.
- **Wildmen:** Wildmen are the godless natives of the world. They wander the land, feeding from the water and the trees. Cast the Convert spell on these savages to convert them to your tribe.
- **Water:** Your followers will drown if they fall in the water.
- **Trees:** Trees provide the materials for constructing all buildings. Each tree holds a maximum of four pieces of wood and will grow back if this is reduced. A tree cut down completely takes longer to grow back.

## FOLLOWERS

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The Followers menu is a table displaying each type of follower and their jobs. The left-hand column, listing the total number of followers of that type, is always visible on screen.

- ◊ To toggle the Followers menu ON/OFF, press **L2**.

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## Selecting Followers from the menu:

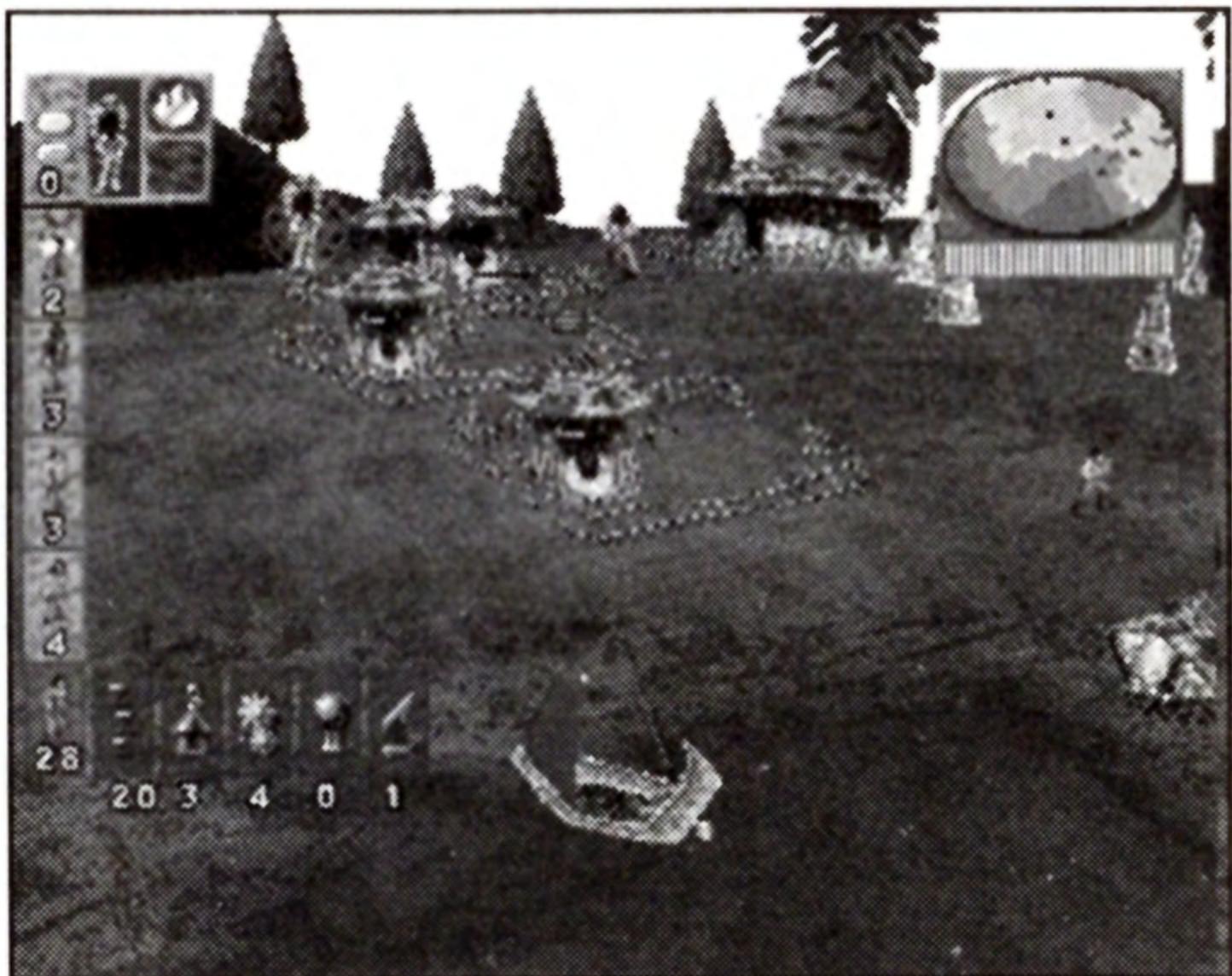
- ◊ To navigate the menu, use the D-Button in any direction.
- ◊ To select the highlighted follower, press  $\times$ ; to select all followers, press  $\square$ .
- ◊ To deselect all followers, press  $\circlearrowright$ .
- The number of followers selected is shown on the Information Panel at the top of the screen.

## Selecting Followers from the game screen:

- ◊ To select a follower, move the pointer over him, then press  $\times$ .
- ◊ To select multiple followers, position the pointer on the ground, hold  $\times$ , and move the pointer away. A white selection box appears. When you release  $\times$ , any followers within the box are selected.

Each column lists the number of followers performing certain tasks.

From left to right, these are: total followers, idle followers, housed followers, working followers, the number of Balloons with one or more followers inside, and the number of Boats with one or more followers inside.



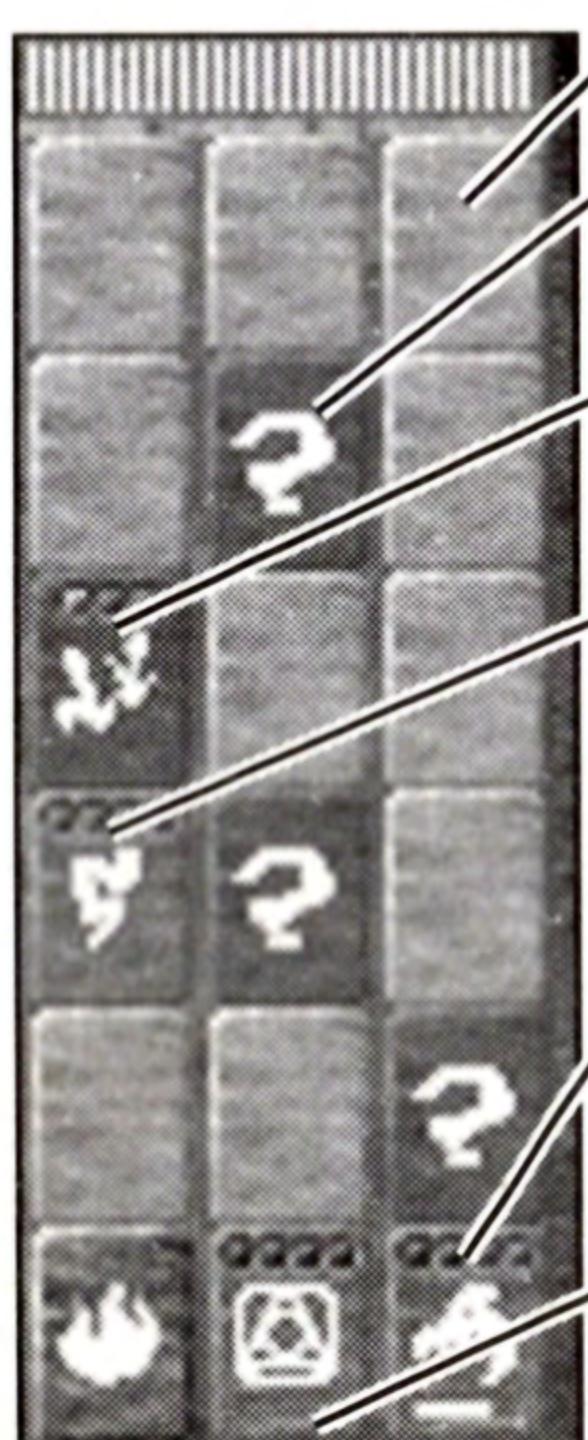
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- ▷ To deselect your followers, press  $\circ$ .
- ▷ To select the Shaman at any time, press  $\Delta$ .

## SPELLS

### Selecting a Spell from the menu:

- ▷ To navigate the menu,  $\oplus$  in any direction.
- ▷ To select the highlighted spell, press  $\times$ . The menu closes.



**Spell is unavailable.**

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

**Single Shot Spell:** You may cast this spell only once. It cannot be charged with mana.

**This spell has been turned off.** Press  $\square$  to toggle the spell ON/OFF. When OFF, it does not charge with mana, and your other spells charge faster.

**Spell is charging with mana.** The blue bar displays charging status. The blue dots are the individual shots charged so far.

**This spell is fully charged** and cannot be charged further.

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## Casting Spells:

- ◊ To cast a spell, move the pointer over the land, then press □. If the target is out of range, the Shaman walks within range of the target before casting the spell.
- If you cast a spell on an object, building or person, the spell is fired directly on it.
- If you have a Dual Shock controller activated, it vibrates when a land-altering spell is cast, either by you or by the enemy.
- When your selected spell has run out of shots, the default spell is Blast.

## CONSTRUCTION

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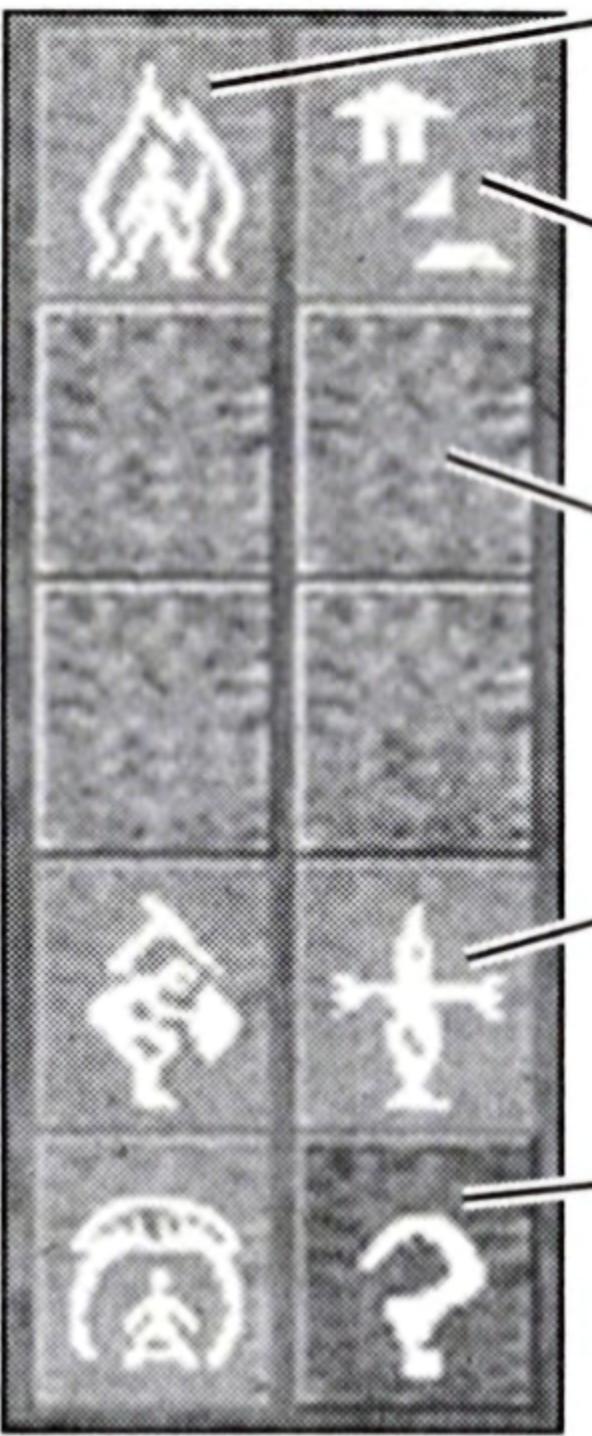
- ◊ To access the Buildings menu, press R2 twice (once to enter the Spells menu and again to enter the Buildings menu).

To construct a Building:

1. Use the D-Button to navigate the menu, then press X to select the highlighted building and close the menu.
  - When the menu closes, you have a yellow rectangle with a ghosted image of the building on it. This is the amount of space you need for that building.

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- You can place your building only next to existing buildings or the Reincarnation Site. The only exception to this is the Guard Tower, which you can build anywhere.
- If you cannot place it down on a particular spot, the rectangle is colored red.



**Guard Post:** Build a Guard Post to create patrols for your followers.

**Deconstruct:** Press  $\times$  while over any building or plan to either deconstruct or remove it.

**Building unavailable.**

**Building available to construct.**

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

2. When you find a spot, press  $\times$  to place the plan down.

- To rotate the plan, hold  $\times$ , then use the D-Button  $\leftrightarrow$ . When you release  $\times$ , the plan is placed down.
- You can place the plan multiple times. To remove the plan from your cursor, press  $\Delta$ .

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3. Braves are the only followers who can construct buildings, and they do so automatically. To command more braves to build, select them and press  $\times$  on the plan.
  - ⇒ To dismantle a building, select the Deconstruct Icon from the Buildings menu, then press  $\times$  over the building.

## WINNING AND LOSING

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

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

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## GAME OPTIONS

### FRONT END

- NEW GAME** Begin a new game from the first world.
- LOAD GAME** Load a previously saved game from a Memory Card.
- OPTIONS** Go to the Options menu.
- TUTORIAL** Start the Tutorial.
- CREDITS** View the Credits.

### OPTIONS MENU

- SCREEN ADJUST** Readjust the position of the screen on your TV.
- SOUND OPTIONS**
  - MUSIC VOLUME: Increase/decrease volume level.
  - FX VOLUME: Increase/decrease volume level.
  - SPEECH VOLUME: Increase/decrease volume level.

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## CONTROL OPTIONS

**CONTROL SYSTEM:** Choose one of four alternative preset button configurations.

**STICKY SELECT:** When ON, any followers you select and command remain selected until you press . When OFF, followers you select and command are deselected after the command is given.

**PUSH SCROLL:** When ON, you can scroll the map by moving your cursor to the edge of the screen

**SMART MENU:** When ON, when you re-enter a menu, the highlight is on the same icon you left it on when you last exited that menu. If Smart Menu is OFF, when you re-enter a menu the highlight automatically defaults to the bottom left-hand corner.

**DUAL SHOCK:** If you're using a Dual Shock Analog Controller, this turns the rumble effect ON or OFF.

**NOTE:** The Dual Shock option appears only if the relevant peripheral is connected.

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## PAUSE MENU

To access the Pause menu from the Game screen, press .

**GAME OPTIONS** Go to the Options menu.

### MEMORY CARD OPTIONS

**LOAD GAME:** Load a game currently saved to a Memory Card.

**SAVE GAME:** Each saved game requires up to fifteen spare slots of the Memory Card.

**NOTE:** Never insert or remove a Memory Card while loading or saving files.

**MISSION BRIEF** Replay the mission briefing speech.

**REPLAY SPEECH** Replay the last speech given to you.

**NOTE:** When you load a game from a Memory Card, you cannot replay any speeches prior to the last save.

**RESTART LEVEL** Quit your game and start playing at the beginning of the current level.

**QUIT** Return to the Main menu. Your current game will be lost.

**RETURN TO GAME** Resume play from the point at which you paused the game.

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## CREDITS

### PRODUCTION

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**Associate Producer:** ..... Andy Nuttal  
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Ingolfur "Broi" Fridriksson, Everybody at Climax,  
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**TECHNICAL SUPPORT:** If you need technical assistance with this product, call us at (650) 628-4322 Monday through Friday between 8:30–11:45 AM or 1:00–4:30 PM, Pacific Standard Time.

**EA Tech Support Fax:** (650) 628-5999

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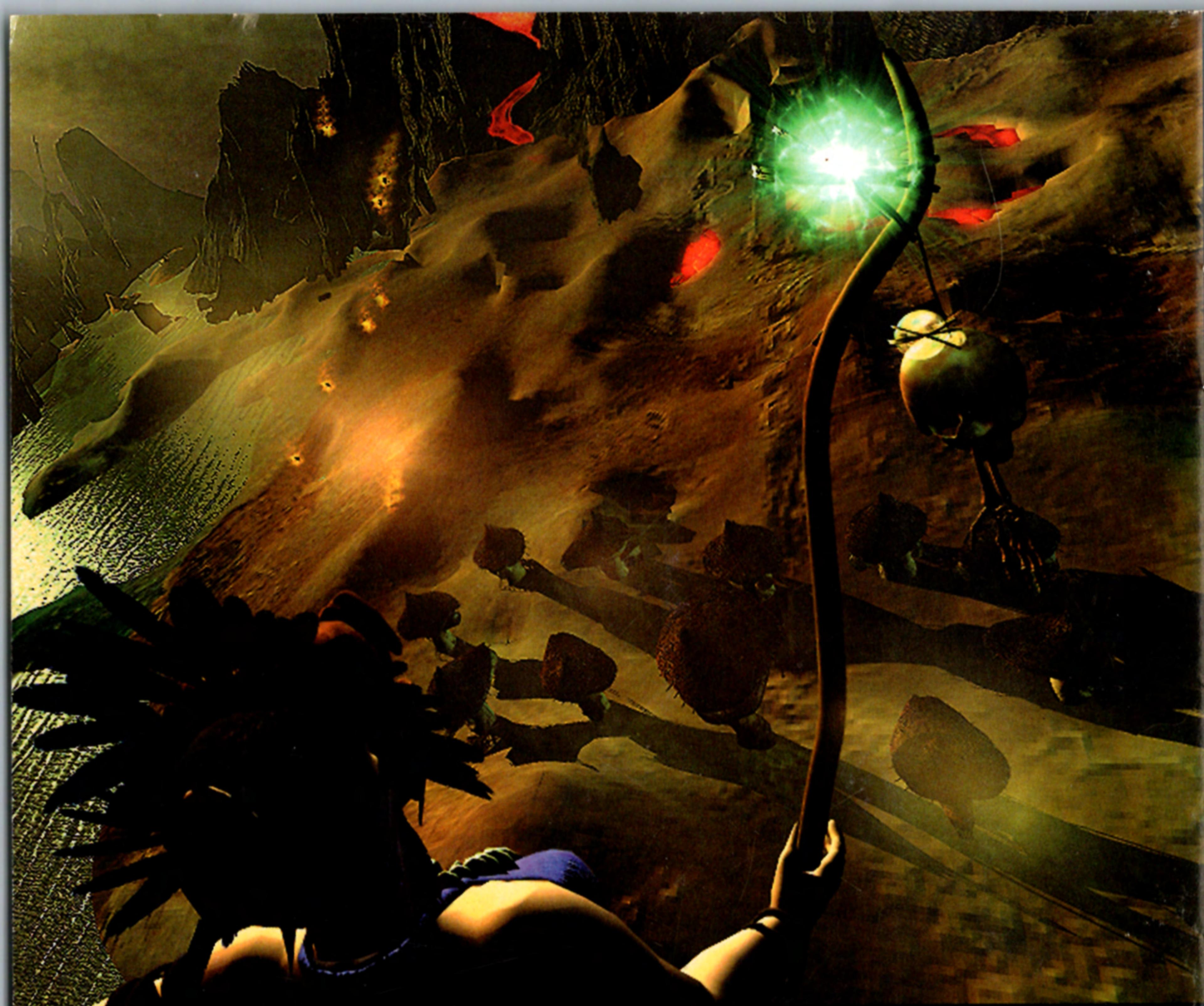
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