

ABOUT POPULOUS

Populous sees the birth of two nations – one good, one evil, both warriors by nature and fanatical followers of their own God. You play God and your aim is to wipe out the population of the opponent so one nation remains.

Populous features an overview map of the current world and the ability to instantly zoom in to any one point in the world and view it in 3D. You begin by clearing land for your first people to settle and build villages. As these villages grow into cities, so the technology level of its inhabitants evolves. The number of people and their technological advancement in turn determines your divine power. As this grows, you will be able to direct your leader to any place on the map, create knights who will fight and burn the enemies' cities and harness the natural elements against the enemy by ravaging the land with swamps, earthquakes, volcanoes and floods.

The full version of Populous features two modes of play, a conquest and a custom mode, but only the former is available in the demo version. The full version also features hundreds of worlds, of which two are included in the demo version.

There are two colour versions of Populous on the disk – one for small colour screens and one for larger colour screens. The mono version is not provided.

POPULOUS TIPS

To reach your goal of ultimate ruler you will want to accomplish two things: build up your population and chip away at the enemy's population. Most players develop their own style for conquering the world but here are a few hints to start you off.

Spread out

You can't divide and conquer if your followers are content with hanging out in their huts all day. They need to keep building and moving. Remember – the more followers you have, the more mana you gain.

Work the Earth

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

Settlements: Big vs Small

Big settlements take more time to build and populate. If you're in desperate need of power, you won't want to spend your mana in the construction industry. Big settlements, however, have a higher defence value and higher technology level – a big plus when the enemy is crawling into your territory. For a large settlement, you need flat land that is clear of objects.

Small settlements are quicker to erect and populate. Having small villages lets you spread over a wider area quicker. Unfortunately,

huts are easier to conquer than fortresses. To have small settlements, don't make the area completely flat.

In General

Basically, keep working the land and expanding your population – as you do so, your mana will increase and so you will gain even more power. USE IT!! Go and see what your opponent is doing: if he has a big collection of settlements, think what a well placed Earthquake would do or consider the Swamp option. Be disruptive.

Also, keep an eye on the population bars at the top of the screen: if you have more followers than your opponent then you probably have more power. If you get enough mana to use the Armageddon option and you have more followers, then you will almost certainly wipe out your opponent.

For more information on Populous, call Electronic Arts on 0753 549442.