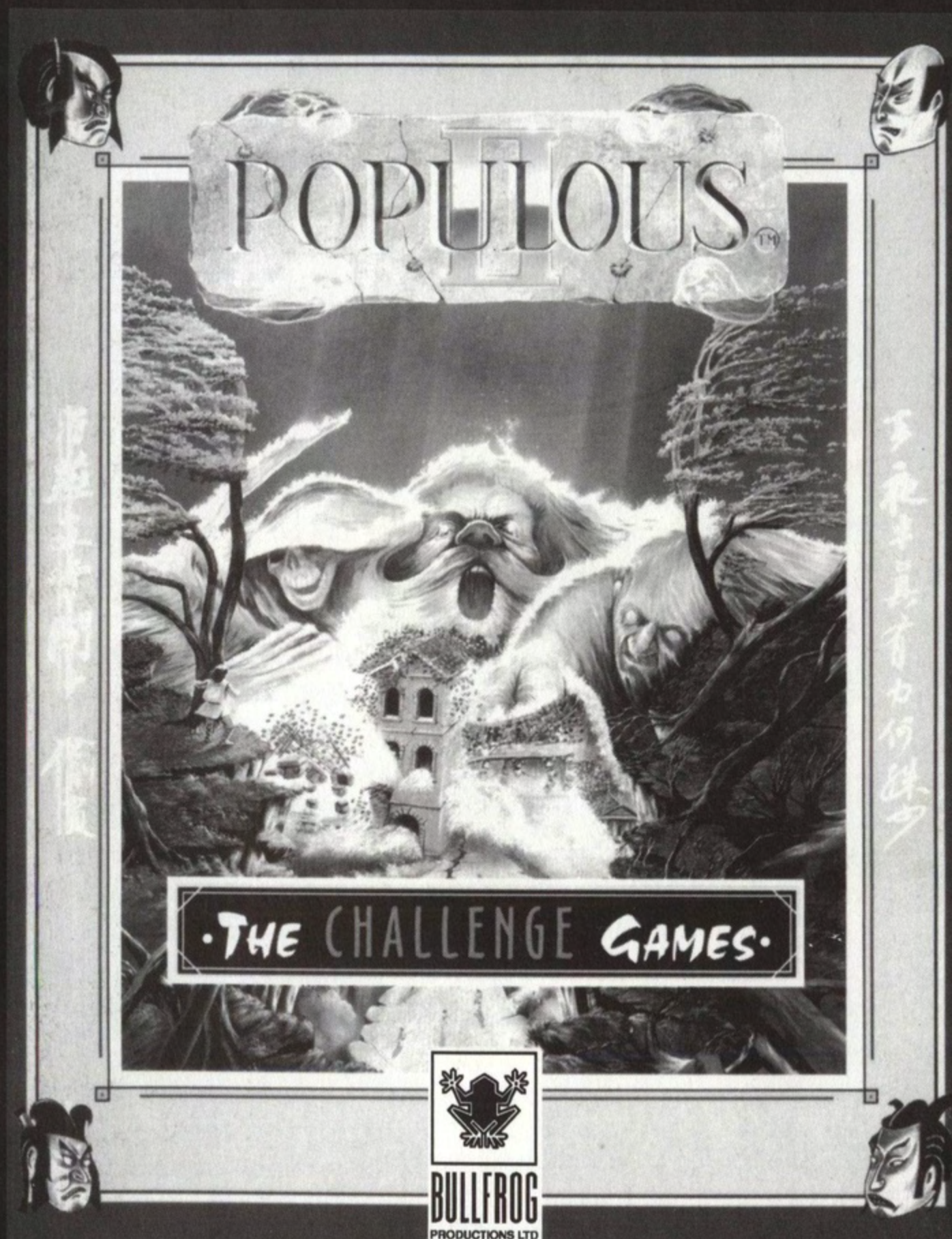




ELECTRONIC ARTS®

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ENGLISH



# POPULOUS II<sup>TM</sup>

## THE CHALLENGE GAMES

### COMMAND SUMMARY CARD FOR THE AMIGA<sup>®</sup>

#### WELCOME TO THE CHALLENGE GAMES

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The *Populous II: The Challenge Games* data disk is really two games in one:

#### THE CHALLENGE GAMES

The *Challenge Games* are 42 special worlds that put your strategic expertise and knowledge of the game to the test.

In the original *Populous II*, your ultimate goal was always *conquest* — to help your people prosper and to destroy their enemies. In the *Challenge Games*, your goal is not conquest but *survival*. Your followers are faced with a specific threat — tidal waves, burning forests, hurricane winds —and it's down to you to help them. You must save a certain percentage of your population in order to win.

Sound easy? There are catches. In each Challenge world, your arsenal of miraculous powers is somewhat depleted. In other words, you have only a limited number of Divine Intervention Commands you can use. Your people's survival depends entirely on how creative you are with the few Commands at your disposal.

You're also limited by time. Your time limit varies with each world, but at best you'll only get a minute or two to save your people. Not only do you have to be smart, you have to act fast!



The first five Challenge worlds are tutorials, designed to introduce you to the new concept of the *Challenge Games*. While the tutorials are pretty easy, you'll find that the 37 worlds that follow become increasingly difficult. Can you survive as a deity until the very end? Only the fates can foretell.

## 500 NEW WORLDS

In addition to the *Challenge Games*, five hundred new worlds have been created for the data disk, complete with new "Shogun" graphics and a new Command called Fire Burst. As in the original *Populous II*, these worlds can be played randomly or as part of a Conquest "series".

## GETTING STARTED

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To play the *Challenge Games*, you need an Amiga with a minimum 1 MB of free memory and a copy of the original *Populous II* game.

Note: If you're playing the *Challenge Games* with the 512K version of the original *Populous II*, you may encounter problems with sound effects.

## LOADING THE CHALLENGE GAMES — FLOPPY DISK USERS

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Before loading, make a copy of your *Challenge Games* disk. You'll need a blank, formatted floppy disk. If you want to save games, you'll need an additional blank, formatted disk.

### TO MAKE A COPY OF YOUR CHALLENGE GAMES DISK:

1. Turn on your Amiga. (Amiga 1000 owners, insert Kickstart 1.2 or 1.3.)
2. Insert Workbench into drive DF0:.
3. If you have a single drive system, remove Workbench and insert your original *Challenge Games* disk. If you have two drives, simply insert the *Challenge Games* disk into the other drive.

4. Place the mouse pointer on the a **Challenge** floppy disk icon and left-click to highlight it.
5. Pull down the Workbench menu from the menu bar. Drag the highlighted bar down to **Duplicate** and release. **Users with Workbench 2.0 or greater:** Select the **Copy** command from the Icon menu.
6. Depending on your system, you may have to swap disks from time to time. Follow the onscreen instructions.
7. Play only from your *copy* of the *Challenge Games* disk. Be sure to leave it write-protected!

## TO LOAD THE CHALLENGE GAMES

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1. Turn on your Amiga. (Amiga 1000 owners, insert Kickstart 1.2 or 1.3.)
2. If you have only 1 MB of memory, remove any memory-hungry peripherals.
3. If your Amiga is on, turn it off. Insert your *copy* of the *Challenge Games* disk into drive DF0:.
4. Turn your computer on.
5. Double-click on the **Challenge** floppy disk icon. The disk window appears.
6. Double-click on the **Challenge** game icon.
7. After a moment, you're prompted to insert your original *Populous II* disk. Remove the *Challenge Games* disk from DF0: and insert your original *Populous II* disk. Click **OK**.
8. After a moment, you're prompted to insert your *Challenge Games* disk. Remove the *Populous II* disk from DF0: and insert your copy of the *Challenge Games* disk. Click **OK**.
9. The game loads and the Game Menu appears.



## LOADING THE CHALLENGE GAMES — HARD DISK USERS

The install program creates a *Challenge Games* directory for you and copies all of the game files into it. You still need your original *Populous II* floppy disk in order to load the game.

To install The *Challenge Games* on your hard disk:

1. Boot your Amiga as you normally would.
2. Insert your disk into drive DF0:.
3. Double-click on the **Challenge** floppy disk icon. The disk window appears.
4. Double-click on the **Install** icon. Follow the onscreen instructions.

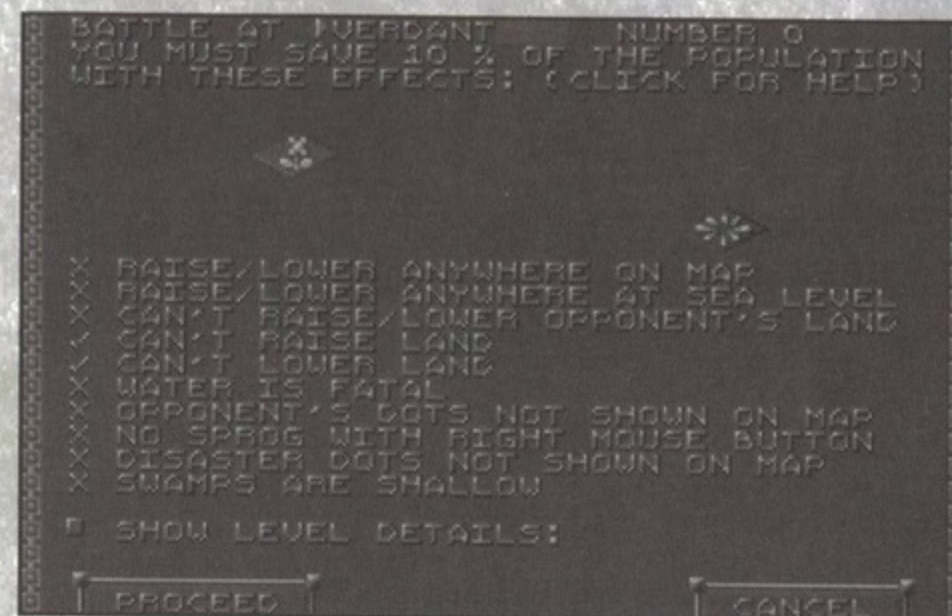
## TO LOAD THE CHALLENGE GAMES FROM YOUR HARD DISK:

1. Boot your Amiga as you normally would. (Users with **A600 computers and only 1 MB of RAM**: You must boot with the *Challenge Games* disk. Insert your *Challenge Games* disk into drive DF0: and turn on your machine.)
2. Double-click on the drawer in which you installed the game.
3. Double-click on the **Challenge** game icon.
4. After a moment, you're prompted to insert your original *Populous II* disk. Remove any disks from drive DF0: and insert your original *Populous II* disk. Click **OK**.
5. The game loads and the Game Menu appears.

## PLAYING THE CHALLENGE WORLDS

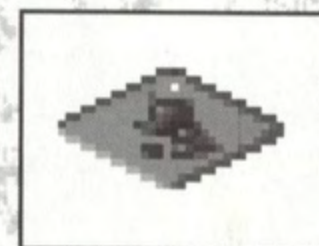
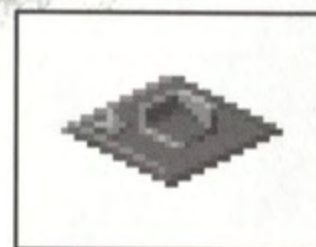
To play a Challenge Game, left-click on Challenge Game from the Game Menu. The Next Conquest screen appears.

## THE NEXT CONQUEST SCREEN



When you see the Next Conquest screen, the first thing you should do is left-click on the **Show Level Details** option. This option provides you with hints about your people's predicament and the challenge facing you as a deity.

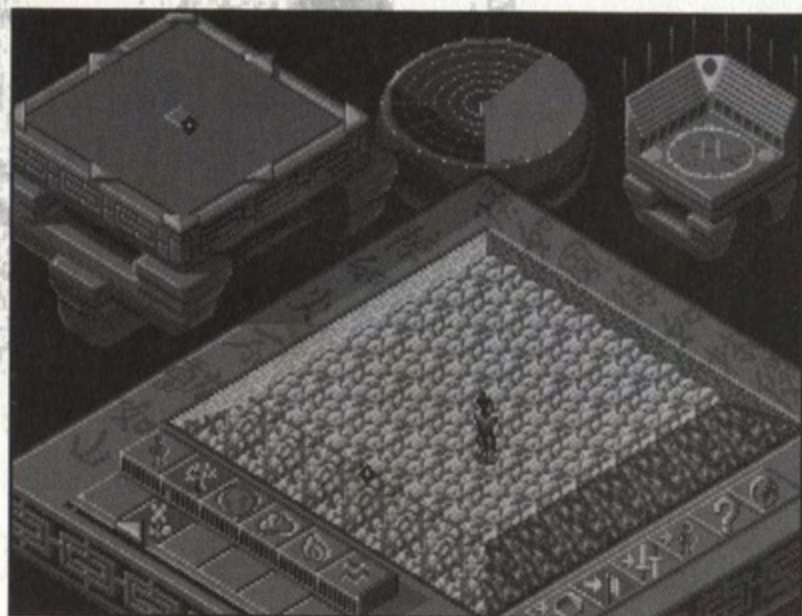
Next you should note which Divine Intervention Commands are available to you. Left-click on any options you're unsure about. With the exception of one new command, all of the commands are identical with those in *Populous II*. Be aware that the *icons* for Place Papal Magnet and Perseus are different, though their functions remain exactly the same.





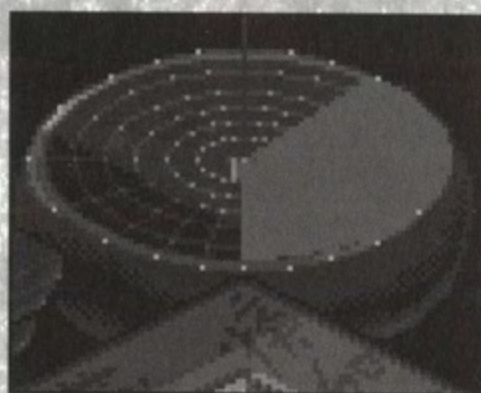
Note which special parameters are in effect — for example, it's important to know whether you can raise or lower land. Also check what percentage of your population you need to save in order to win the challenge.

When you're ready to start the game, left-click on **Proceed**.



## THE TIME CLOCK

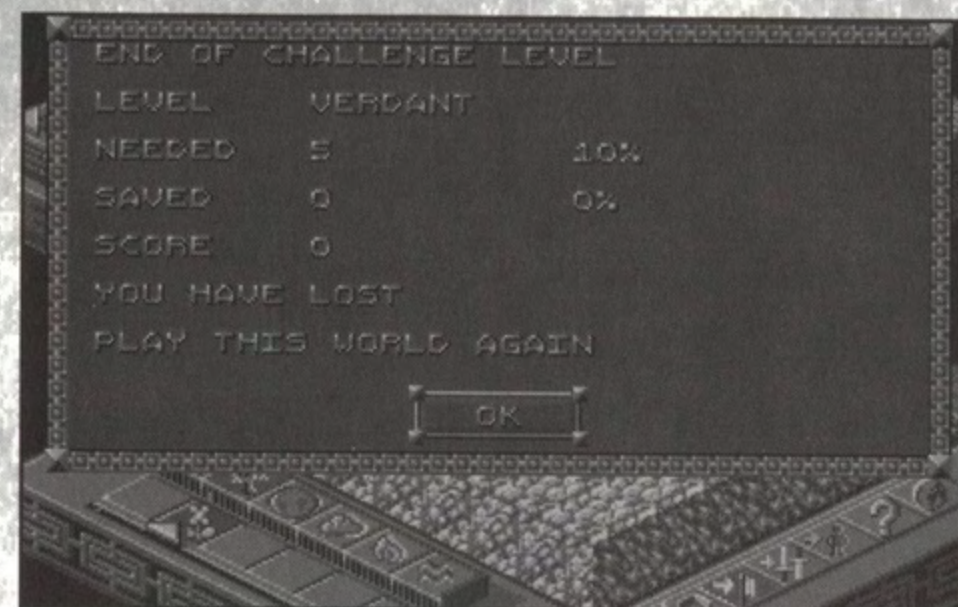
The Time Clock is an element used specifically in the *Challenge Games*. The shaded area represents time gone by. It starts at the bottom of the screen and rotates anti-clockwise until it returns to its starting line — at which point the game is over.



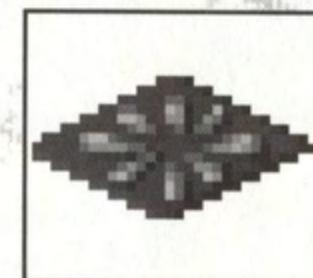
## GAME RESULTS SCREEN

The Game Results screen tells you what percentage of your original population *you needed to save in order to win*, and what percentage of your original population *you actually did save*.

If you were skilful enough to win the challenge, this screen tells you the name of the world where the next challenge will take place. **Always write down the name of the next world in the Challenge series** — you'll need it if you decide to quit the game and play some other time.



## FIRE BURST — A NEW DIVINE INTERVENTION!



Fire Burst sends out streams of divine fire out from your Leader. These streams travel in a wide radius and kill any human populations they hit, including heroes. The fire will burn both friends and foes alike, so make sure your leader is nowhere near your own people when using this Command.

To use this command, you must already have made a Leader using the Go To Papal Magnet Command.



## PRESS RETURN FOR FULL SCREEN/NORMAL SCREEN

In the Challenge Game worlds, you can press Enter (on the keypad) or Return to go to Full Screen view. To return back to normal view, press Return or Enter again.

## SAVING & LOADING GAMES — FLOPPY USERS

To save a game, you'll need one blank, formatted disk. Note: You can only save Conquest and Custom games. You cannot save Challenge games.

### TO SAVE A GAME TO A FLOPPY DISK:

1. Left-click on the Game Requester icon. The Game Requester screen appears.
2. **Users with one disk drive:** Remove your copy of the *Challenge Games* from DF0: and insert a blank, formatted, write-enabled disk. **Users with more than one disk drive:** Insert a blank, formatted, write-enabled disk into your other drive.
3. Left-click on **Save Game**. After a moment, the Save Game requester appears.
4. Left-click on **Drawer** and type the name of the drive in which you inserted the blank disk (DF0:, DF1:, etc.). Press **Return**.
5. Left-click on **File**. Type a name for your saved world and press **Return**.
6. Left-click on **Save**.
7. **Users with one disk drive:** Once the game is saved, remove the saved game disk from DF0: and insert your copy of the *Challenge Games* disk. You're automatically returned to the Game Requester.

**Users with more than one disk drive:** Once the game is saved, you're automatically returned to the Game Requester.

### TO LOAD A PREVIOUSLY SAVED GAME:

1. Left-click on the Game Requester icon. The Game Requester screen appears. **Users with one disk drive:** Remove your copy of the *Challenge Games* from DF0: and insert saved game disk.
2. Left-click on **Load Game**. After a moment, the Load Game Requester appears.
3. Left-click on **Drawer** and type the name of the drive in which you inserted the blank disk (DF0:, DF1:, etc.). Press **Return**.
4. Left-click on **File**. Type the name of your saved world and press **Return**. Alternately, you can simply left-click on the file you want to load.
5. Left-click on **Load**.
6. **Users with one disk drive:** Once the game is loaded, remove the saved game disk from DF0: and insert your copy of the *Challenge Games* disk. You're automatically returned to the Game Requester.

**Users with more than one disk drive:** Once the game is loaded, you're automatically returned to the Game Requester.



## SAVING & LOADING GAMES — HARD DRIVE USERS

**Note:** You can only save Conquest and Custom games. You cannot save Challenge games.

### TO SAVE A GAME TO YOUR HARD DRIVE:

1. Left-click on the Game Requester icon. The Game Requester screen appears.
2. Left-click on **Save Game**. After a moment, the Save Game requester appears.
3. If you want to save the game to the directory *Populous II* is in, proceed to step 4.

If you want to save the game to a different directory, left-click on **Drawer**. Type the name of your hard disk followed by the directory name, and then press **Return**. For example, if your hard drive were called **DH0:**, you'd type **DH0:** followed by the name of the directory you want to save the game to, and then you'd press **Return**.

4. Left-click on **File**. Type a name for your saved world and press **Return**.
5. Left-click on **Save**. You're automatically returned to the Game Requester.

### TO LOAD A PREVIOUSLY SAVED GAME:

1. Left-click on the Game Requester icon. The Game Requester screen appears.
2. Left-click on **Load Game**. After a moment, the Load Game Requester appears.
3. If you saved the game to the directory *Populous II* is in, proceed to step 4.

If you saved the game to a directory *other* than the one *Populous II* is in, left-click on **Drawer**. Type the name of your hard disk followed by the directory name, and then press **Return**. For example, if your hard disk were called **DH0:**, you'd type **DH0:** followed by the name of the directory the saved game is in, and then you'd press **Return**.

4. Left-click on **File**. Type the name of your saved world and press **Return**. Alternately, you can simply left-click on the file you want to load.
5. Left-click on **Load**.

### TO SAVE A GAME TO FLOPPY DISK AFTER BOOTING FROM YOUR HARD DRIVE:

1. Left-click on the Game Requester icon. The Game Requester screen appears.
2. Left-click on **Save Game**. After a moment, the Save Game Requester appears.
3. Left-click on **Drawer** and type the name of the drive in which you inserted the blank disk (**DF0:**, **DF1:**, etc.). Press **Return**.
4. Left-click on **File**. Type a name for your saved world and press **Return**.
5. Left-click on **Save**.



## TO LOAD A SAVED GAME FROM A FLOPPY DISK AFTER BOOTING FROM YOUR HARD DRIVE:

1. Left-click on the Game Requester icon. The Game Requester screen appears.
2. Left-click on **Load Game**. After a moment, the Load Game Requester appears.
3. Left-click on **Drawer** and type the name of the drive in which you inserted the blank disk (**DF0:**, **DF1:**, etc.). Press **Return**.
4. Left-click on **File**. Type the name of your saved world and press **Return**. Alternately, you can simply left-click on the file you want to load.
5. Left-click on **Load**.

Designed & developed by Bullfrog Productions Ltd

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<b>Quality Assurance:</b>	Richard Gallagher

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