

# POPULOUS II™

## COMMAND SUMMARY CARD FOR IBM® & COMPATIBLES

### Getting Started

The manual included in your package was written as a guide to the Amiga version of *Populous II*. Certain features in the IBM PC version may differ slightly from those described in the manual. Please refer to this Command Summary Card for details specific to the IBM version of *Populous II*.

### System Requirements

To play *Populous II*, you need an IBM PC or compatible computer with a hard drive and a mouse. You must have a minimum 11 MB of free space on your hard disk, and your system must be running MSDOS 3.3 or greater. Expanded Memory (EMS) is required. The minimum amount of base memory and EMS you need depends on the kind of display you select and the sound source you have:

#### Lo-Res 320x200

##### 256 colors with:

	<u>Base</u>	<u>EMS</u>
No Sound	485,376 bytes	272K
Internal Speaker	539,649 bytes	272K
Sound Blaster	543,744 bytes	272K

#### Hi-Res 640x480

##### 16 colors with:

	<u>Base</u>	<u>EMS</u>
No Sound	558,480 bytes	1040K
Internal Speaker	613,600 bytes	1040K
Sound Blaster	617,760 bytes	1040K

*Populous II* requires Expanded Memory. In high resolution mode you need 1040K of EMS and in low resolution mode you need 272 K of EMS.

If you are using MSDOS 5.0's EMM386, you can select the number of kilobytes of EMS by typing the number at the end of the EMM386 entry in your **config.sys** file as shown here. For more information, see *Creating a Boot Disk*. For 1040K of EMS the line would read:

```
device=c:\dos\emm386.exe 1040
```

For 272K of EMS the line would read:

```
device=c:\dos\emm386.exe 272
```

**Note:** *Populous II* fully supports Sound Blaster sound cards. Users with Adlib or Pro Audio Spectrum cards will hear no sounds at all.

## Not Enough Disk Space?

After you've installed the game, you may find that you need space on your hard drive for other things. You can free up almost 5 MB by deleting the animated intro to the game — this has no effect on gameplay, though you'll no longer be able to watch the animated intro.

Assuming for a moment that the game is located on the C drive, the two files you must delete are:

```
C:\POP2\INTRO.EXE
```

```
C:\POP2\DATA\INTRO.DAT
```

Once you've deleted the files, you can start the game as usual with the **GO** start command. You'll notice a "Bad Command" error message when you enter the command — pay no attention to it, the game will load and the Game Menu will appear shortly.

## Create Deity Screen

In the IBM version of *Populous II*, you can save the name of your deity to your hard drive. The name can be up to 14 characters long. The file that's created under your deity's name contains your progress in the Conquest series, the password for your next world, your deity's experience, and your last game speed setting.



Only one deity can be saved at a time. If you select **Save**, then *Populous II* will write over any previously saved deity.

## Saving Games

You can save any game while it's in progress.

**To save a game in progress:**

1. Left-click on the Game Requester icon.



2. When the Game Requester appears, left-click on the **Save Game** button. The Save Game Requester appears.
3. Left-click on the **File** bar. Type a name for your saved world, and then press **Enter**.
4. Left-click on **Save**.

## Loading Saved Games

You can load a saved game from the Game Menu or from the Game Requester.

### To load a saved game:

1. If you're currently in a game, left-click on the Game Requester icon. When the Game Requester appears, left-click on the **Load Game** button.  
If you're not in a game, you must find your way to the Game Menu. Once you're there, left-click on **Load Game**.
2. Left-click on the up/down arrows to scroll through the saved game files. When you see the name of the game you want to load, left-click to bring the name up in the file bar, and then left-click on **Load**. (Alternately, you can simply double-click on the file name to select it.)

## Quit Key

When playing a game, you can quit by pressing **Shift-Esc**, or by selecting the **Quit Map** option from the Game Requester. When the Game Menu is showing, pressing **Shift-Esc** quits the game altogether and takes you to DOS.

## Help Option

The IBM version of *Populous II* features a help function. If you have questions about any Effects icon, hold down the **H** key on your keyboard and left-click on the icon. A description of the icon's function appears.

## “Conquest To Custom Game” Key

When playing a Conquest game, you may decide you'd rather be playing a Custom game, thereby allowing you to freely edit the screen. Press **Alt-C** to change a Conquest game to a Custom game. Once you've changed it, you can't change it back to a Conquest game. Note that your success or failure in the Custom game has no effect on your progress in the Conquest series.

For more on editing a Custom Game, see **Custom Game** under *Game Menu* in your manual.

## Fire Burst — A New Divine Intervention!



Fire Burst sends 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.

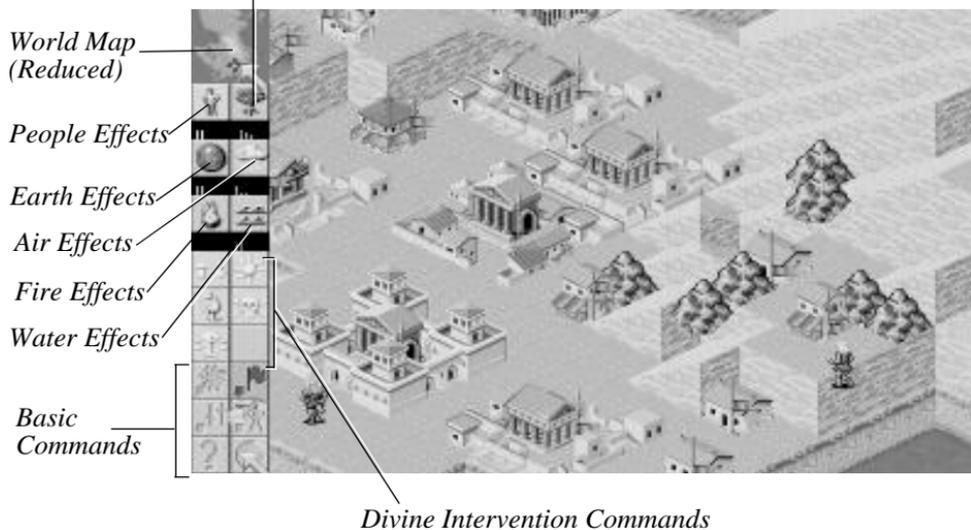
To use this command, you must already have made a Leader using the Go To Papal Magnet command.

## Press F7 For Full Screen/Normal Screen

You can press **F7** to go to Full Screen View.

Full Screen View lets you see more of the Close-Up Map at one time. You can use the same effects and commands available to you in Normal View:

### *Vegetation Effects*



In Full Screen View, each available Divine Intervention Effect is indicated by a vertical mana line under the icon for each Effect's category. For example, under the People Effect's icon the mana line to the left indicates that you have enough mana to raise and lower land.

If you select an Effect and then spend so much mana that the Effect is no longer available, the mana line will disappear — however, the Effect indicator will still be visible on your cursor.

You don't have a Colosseum in Full Screen View, so there's no way for you to guess the population of the world or the technology level of queried walkers or settlements. You can only do this in Normal View.

To return to Normal View, press **F7** again.

## Controlling Game Speed

If your computer has a fast processor, the game may seem to play too fast. You can adjust game speed to suit your hardware. Press **plus** (+) on the keyboard to increase the rate at which the computer processes the game; press **minus** (-) on the keyboard to decrease. (Alternately, you can go to the Game Options screen and left-click on the slow or fast ends of the speed meter.)

## Limiting Effects In A Custom Game

In a Custom Game, you can limit which Effects you and the opposing deity are capable of. For example, say you started a Custom Game and at some point you decided that the opposing deity shouldn't have Fire Burst in his arsenal of Effects. You could “turn off” the Fire Burst effect in his arsenal.

**Note:** You can't turn on Effects which were not available when you first started the Custom Game.

### Limiting Your Own Effects

1. Point to the Effect you want to turn off.
2. Hold down the **Tab** key and click the left mouse button. Repeat this procedure if you want to turn the effect back on.

## Limiting The Opposing Deity's Effects

1. Left-click on the Game Requester icon.
2. Left-click on the button next to "I AM GOOD" so that it now read "I AM BAD". Left-click on **OK**.
3. Point to the Effect you want to turn off.
4. Hold down the **Tab** key and click the left mouse button.
5. Left-click on the Game Requester icon again and switch back to "I AM GOOD". Repeat this procedure if you want to turn the Effect back on.

## Helen Of Troy

In the IBM version, Helen of Troy does not drown her captives — instead, she leads them around until they die of exposure or until you destroy them using a Divine Intervention Effect.

## Keyboard Command Summary For The IBM Version

Pause	<b>F10</b>	
Quit game	<b>Shift-Esc</b>	<i>(when Game Menu is showing, this acts as a "Quit to DOS" command)</i>
Full Screen/Normal View	<b>F7</b>	
Scroll Map	<b>cursor up, down, left, right</b>	or keypad
People Effects	<b>F1B</b>	
Vegetation Effects	<b>F2</b>	
Earth Effects	<b>F3</b>	
Air Effects	<b>F4</b>	
Fire Effects	<b>F5</b>	
Water Effects	<b>F6</b>	

Divine Intervention Commands	<b>1-5</b>	<i>(keyboard, not keypad)</i>
Effect On/Off	Hold down <b>Tab</b>	and left-click on icon
Effect Description (Help)	Hold down <b>H</b>	and left-click icon
Fight	<b>F</b>	
Go To Papal Magnet	<b>G</b>	
Gather Together (Join)	<b>J</b>	
Settle	<b>S</b>	
Query	/ or ?	
Game Requester	<b>R</b>	
Speed up gameplay	<b>plus (+)</b>	<i>(keyboard, not keypad)</i>
Slow down gameplay	<b>minus (-)</b>	<i>(keyboard, not keypad)</i>
Change conquest game to custom game	<b>Alt-C</b>	

## Two Player Games

There are two ways to connect two computers for a human vs. human game of Populous II: with a null modem cable(datalink) or via a network. To play a two player game, both players need original copies of *Populous II*.

**Note:** Two player mode may not work on computers that run at different speeds. If one of the systems you are using is faster than the other, you may be able to make them run at the same speed by turning off the Turbo button on the faster system.

### Connecting Serial Ports With A Null Modem Cable

In null modem games, the Game Requester icon is not an option. Attempting to select the Game Requester icon while two systems are linked via null modem cable may cause communication difficulty between the computers.

1. Talk to the other player! You must decide:
  - Who will be Good and who will be Bad.
  - Times for game pauses, if any. If either player continues playing while the game is paused, *Populous II* may return to single-player mode.
2. Make sure your computer is OFF.

Connect the cable to a comm port on your computer (1 or 2), and make sure the other player has connected the other end to his computer. *Populous II* only supports comm ports 1 and 2 for null modem play. Note the *number* of the comm port (1 or 2) connected to the null modem cable.

Make sure your mouse is NOT installed on comm port 2 — your mouse must be installed on another comm port for modem play to work properly.

3. Turn your computer ON.
4. Load *Populous II*. When the Game Menu appears, left-click on **Two Player Game**.



*Left-click on the two player option*

The Link Requester appears.



5. Left-click on the Good/Bad button to choose whether you're the good or bad deity. Remember: One computer must be set on Good and other must be set on Bad.
6. Left-click on the Link Type button until "Connect Serial" appears.
7. Left-click on **Connect**. The Serial Link Requester appears:



8. Left-click on the Set Baud Rate button to set the baud rate to its highest setting ("38400"). Both computers must be set on the same setting.
9. Left-click on the Comm Port button (1 or 2) that specifies which comm port the null modem cable is plugged into.
10. Left-click on **Connect**. A message box appears, informing you that the computers are trying to communicate.

**Note:** If you have a problem making your computers communicate, check to make sure that their baud rates settings are the same and that you've designated the correct comm port for each computer, and that your cable is actually a null modem cable.

## Connecting Computers Using A Network

1. Talk to the other player! You must decide:

- Who will be Good and who will be Bad.
- Which shared directory you'll use.

The shared directory is located on the network server. It has nothing to do with the directories in which *Populous II* is installed on each system. On your system, the game may be installed in any directory you wish.

- Times for game pauses, if any. If either player continues playing while the game is paused, Populous II may return to single-player mode.
2. Load *Populous II*. When the Game Menu appears, left-click on **Two Player Game**.



*Left-click on the two player option*

The Link Requester appears.



*Good/Bad button*      *Link Type button*

3. Left-click on the Good/Bad button to choose whether you're the good or bad deity. Remember: One computer must be set on Good and other must be set on Bad.
4. Left-click on the Link Type button until "Connect Network" appears.
5. Left-click on **Connect**. The Network Link Requester appears:



6. Left-click on the "Directory" line. A dot appears, indicating that you can enter the shared directory you'll be using for *Populous II*. Type the directory path, and then press **Enter**.
7. Left-click on **Connect**. The *sender* now loads the selected world and play begins.

**Note:** If you have difficulty connecting over a network, check to make sure that you've both designated the correct shared directory. *Populous II* was successfully tested on a 3Com and a Novell net. Compatibility with all networks is not guaranteed.

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## Creating a Boot Disk

Starting your computer using a DOS boot disk allows you to free up more memory without altering the CONFIG.SYS and AUTOEXEC.BAT files on your hard drive. Booting your computer with a DOS boot disk does not prevent you from accessing your hard drive, it merely provides a different method for configuring your memory. After you create a DOS boot disk, you will copy your CONFIG.SYS and AUTOEXEC.BAT files onto the boot disk and modify these copies. We recommend using this procedure to avoid altering the CONFIG.SYS and AUTOEXEC.BAT files on your hard drive, which may affect your memory configuration for running other applications.

**Below are instructions for creating a DOS boot disk.**

**Please follow these steps exactly.**

**NOTE:** To create a DOS boot disk you must use a disk that will fit in your A: drive. Your computer will not boot from the boot disk if it is inserted in the B: drive.

1. From the DOS prompt, type **C:** and press **ENTER**.
2. Place the blank disk into drive A:.
3. Type **format a:/s** and press **ENTER**. Be sure to include the spaces.

You will be prompted to insert a blank disk into drive A:.. Do so if you haven't already, and press **ENTER**.

4. Once the disk is finished formatting, you will be asked to label (name) the disk. Type in a name or press **ENTER** for no name.
5. A prompt appears asking whether you wish to format another disk. Type **N** and press **ENTER**.

You now have a DOS boot disk. Rather than changing your permanent system software configuration, you can use the DOS boot disk and the HIMEM memory manager software included with MS DOS 5.0 (or greater) to temporarily free up conventional memory and set up Extended (XMS) and Expanded (EMS) memory. To do so, follow the instructions below.

**NOTE:** If you are NOT using the HIMEM.SYS memory manager, consult your manufacturer's manual for more information on the proper way to load the program through the CONFIG.SYS file.

### **READ THIS SECTION COMPLETELY BEFORE YOU BEGIN.**

To configure your DOS boot disk to free up additional conventional memory and enable Expanded and Extended memory:

1. Back up your CONFIG.SYS and AUTOEXEC.BAT files before editing them so that you can return to the originals if you have any problems:
  - a. At the C:\ prompt, type **copy c:\config.sys c:\config.bak** and press **ENTER**.
  - b. Type **copy c:\autoexec.bat c:\autoexec.bak** and press **ENTER**.
2. Copy the CONFIG.SYS and AUTOEXEC.BAT files from the root directory on your hard drive (C:\) to the root directory on the boot disk that you have just created (A:):
  - a. At the C:\ prompt, type **copy c:\config.sys a:\** and press **ENTER**.
  - b. Type **copy c:\autoexec.bat a:\** and press **ENTER**.
3. Open the boot disk copy of the AUTOEXEC.BAT file (on A:) using the EDIT program from MS DOS 5.0 or greater:
  - a. From the C: prompt, type **cd \dos** and press **ENTER**.
  - b. Type **edit a:\autoexec.bat** and press **ENTER**.

4. From the boot disk copy of the AUTOEXEC.BAT file, delete all lines except the following (items included in [brackets] indicate system-specific variables):

<b>Line</b>	<b>Notes</b>
PATH=[Path]	[Path] will vary by system
PROMPT \$P\$G	
[Your sound card driver]	Example: SETSOUND = C:\SBPRO SETBLASTER = A220 I7 D1 T4)
[Your CD-ROM driver]	Example: C:\DOS\MSCDEX.EXE /S /D:SONY_000
C:[directory]\MOUSE.COM	(Or equivalent mouse driver)

**NOTE:** If your mouse line looks different from the examples above, you may not be using the MOUSE.COM mouse driver. Do not change this line if it looks different from the examples above. Drivers with a .SYS extension will be loaded through the CONFIG.SYS file and should be left in place when you are editing that file. If you have other questions about loading your particular mouse driver, consult your mouse or DOS manuals.

5. Save the edited AUTOEXEC.BAT file and open the boot disk copy of the CONFIG.SYS file from within EDIT.
- To save, press **Alt-F** to bring down the File menu, then type **S**.
  - To open, press **Alt-F**, type **O**, then type **a:\config.sys** and press **ENTER**.
6. While still in EDIT, delete all lines from the boot disk copy of the CONFIG.SYS file EXCEPT the following:

```

DEVICE=C:\DOS\HIMEM.SYS —(Or C:\WINDOWS\HIMEM.SYS)
DEVICE=C:\DOS\EMM386.EXE RAM
DOS=HIGH,UMB
BUFFERS=30
FILES=30
[Your CD-ROM device driver]   Example: \DEV\SLCD.SYS
/D:SONY_000
                                /B:340 /M:P /V /C

```

**NOTE:** The *BUFFERS* and *FILES* lines must read as above to resolve any “ACROBAT.INI” error messages from the Acrobat document reader program.

Your CONFIG.SYS file should now look like the above example. If it does not, edit it now to make it look similar to the text above.

**MS-DOS 6.0 USERS:** If you are using the Doublespace utility provided with DOS 6.0, you will need to load the DBLSPACE.SYS device driver into high memory in order to free up additional conventional memory. This can be done by adding an additional line to the CONFIG.SYS file on your boot disk. The CONFIG.SYS file should contain the following lines:

```
DEVICE=C:\DOS\HIMEM.SYS (Or C:\WINDOWS\HIMEM.SYS)
```

```
DEVICE=C:\DOS\EMM386.EXE RAM
```

```
DOS=HIGH,UMB
```

```
DEVICEHIGH=C:\DOS\DBLSPACE.SYS /M
```

```
BUFFERS=30
```

```
FILES=30
```

```
[Your CD-ROM device driver] Example: \DEV\SLCD.SYS  
/D:SONY_000  
/B:340 /M:P /V /C
```

7. If the lines above are not present in the file, enter them now. Otherwise, skip to step 8.
8. Save the edited CONFIG.SYS file and exit the EDIT program.
  - To save, press **ALT-F**, then type **S**.
  - To exit the Edit program, press **ALT-F**, then type **X**.

You now have a boot disk which should free up enough conventional memory and set up enough Extended or Expanded memory to run the program. The boot disk bypasses the AUTOEXEC.BAT and CONFIG.SYS files on your hard drive and configures your memory based on the edits to the AUTOEXEC.BAT and CONFIG.SYS files on your boot disk.

### To start up your machine using the DOS boot disk:

1. Insert the DOS boot disk into drive A:, then restart your machine. Your computer will boot up to the A:\ prompt.

2. Type **C:** and press **ENTER** to return to your hard drive.

**NOTE:** If you want to return your system to its normal memory configuration, simply remove the DOS boot disk from the A: drive and restart your machine.

For more information on editing your CONFIG.SYS and AUTOEXEC.BAT files, or on changing your startup configuration, consult your DOS manual.

## Credits

**Designed by Bullfrog Productions Limited**

**PC Programming** Mark Webley, Phil Jones

**Original Program** Peter Molyneux, Glenn Corpes

**Graphics** Gary Carr, Paul McLaughlin, Giles Cookson, Chris Hill

**Sounds** Dave Whittaker

**Intro Music** Kevin Earl

**Bullfrog Game Testing** Michael Diskett, Daniel, Guy Simmon, Phil Harvey, Kristian Wilson, Aaron Hope, James Hewitt, Demis Hassabis

**Producer** Kevin Shrapnell

**Product Manager** Ann Williams

**EA Game Testing** Chris Johnson, Rupert Easterbrook

**Documentation Layout** Peter Larsen

**Quality Assurance** Clive “Tungsten” Downie, Jim Newman

## 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:**

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- Amount of and configuration of memory
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- Type of operating system or DOS version number
- Description of the problem you're having

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