

POPULOUS: THE BEGINNING LEVELS GUIDE

Populous: The Beginning is very open-ended and each world can be conquered with a multitude of strategies. It would be unfair to restrict you to one rigid solution so each world will be described in the fullest detail, but will not feature any definite solutions. How you win the world is up to you.

The Dakini are the red tribe, the Matak are the green tribe and the Chumara are the yellow tribe.

WORLD 1 – THE JOURNEY BEGINS

The first world is basically an extension of the Tutorial and designed to ease you into the game. You start on a small island with a number of Braves, some Huts and a Stone Head containing infinite Single Shot Landbridge spells. There is a second island nearby with another Stone Head containing three Single Shot Lightning spells, a Vault of Knowledge containing the plans for the Warrior Training Hut and a Dakini Brave. The third and final island is owned by the Dakini, who you need to destroy.

Follow the instructions on-screen to guide you through the world. When you destroy the Dakini, you will win.

WORLD 2 – NIGHT FALLS

On this world is a Vault of Knowledge, a Totem Pole and a Stone Head. The Totem Pole triggers a Landbridge to the Stone Head that contains three Single Shot Tornado spells. The Vault of Knowledge contains the Swarm spell.

The Matak will not attack you, but they are well defended by Warriors. The Matak Shaman is in a Guard Tower at the far end of the island and will fire Swarm spells at anyone who approaches. A good idea is to cast your Single Shot Tornadoes at the Guard Tower to destroy it. About ten Warriors will be sufficient to destroy the Matak settlement.

WORLD 3 – CRISIS OF FAITH

Preachers are the main focus of this world and the Vault of Knowledge contains the plans for the Temple (the Preacher Training Hut). First, worship the Totem Pole to bypass the Chumara settlement and then worship the Vault to gain the plans.

There is plenty of wood on this world for you to build Huts. The Chumara will not attack you, so build up as much as you can before invading their settlement.

You will need to use both Warriors and Preachers together to defeat the Chumara. Use your own Preachers to attack the Chumara Preachers if they attempt to convert your Warriors.

WORLD 4 – COMBINED FORCES

To begin this world, you must first get the plans for the Guard Tower from the nearby Vault of Knowledge. There isn't enough space next to the Reincarnation Site for you to continue the settlement already constructed, so you must build a Guard Tower on the other side of the hill to start a new one. Also, worship the Stone Head to gain four Single Shot Convert spells to convert the many Wildmen near your settlement.

At the centre of the island is another Vault of Knowledge containing the powerful Lightning Spell. You should gain this at the earliest opportunity and before the Matak Shaman posts some guards near it. Keep the Lightning spell charged so that you can use it when you attack the Matak settlement. The Stone Head contains four Single Shot Convert spells that you can use to convert Wildmen to loyal Braves.

This world can be treacherous because much of the action takes place near water. The Matak Shaman will use Lightning and Blast to kill anyone who attacks her and she could wipe out a large portion of your army if you are not careful.

Wood can be scarce on this world if you build up too fast. Also, this is the first world where the enemy will attack your settlement and burn down your buildings. The Matak can only invade around the top of the island, so guard it well with Guard Fires and your newly discovered Guard Towers.

WORLD 5 – DEATH FROM ABOVE

This is a special world and more a race against time than a normal world. Your task is to raid the Dakini settlement and be the first to release the Angel of Death from the Gargoyle. This explanation assumes you have viewed the Flyby at the start of the world.

First, send your Warriors to worship at the Totem Pole at the other end of the first island and send the Shaman to worship the Stone Head. When you have gained all the three Single Shot Convert spells from the Head, send the Shaman to the Guard Tower. She will then have enough range to cast it onto the island and onto all the Wildmen. If you are careful, you can convert all the Wildmen with ease. Command them all to worship the Totem Pole on the same island. The Totem Pole will create a Boat that you can use to ferry them over to the main island. Command them and the Shaman to join the Warriors and worship the Totem Pole to gain access to the next island.

When the Totem Pole is triggered, send your Braves to build some more Huts and only charge up the Lightning spell. Command the Shaman to worship the Stone Head to gain two Single Shot Landbridge spells. Set your Warriors guarding and wait until you have charged up at least one Lightning spell. Then, convert five more Braves into Warriors, select them and press g to make them guard the Shaman. Command the Shaman to worship the Totem Pole and bridge the gap between you and the Dakini island.

Select the Shaman and attack the Preacher at the top of the hill. Wait until the Preacher is dead and then move the Shaman to the edge of the hill. Don't bother trying to rush through the settlement – you'll be cut down in a second and lose the world. Instead, cast one Landbridge spell onto the hill in the middle of the Dakini settlement. Walk over this bridge (avoiding all the Dakini followers). The Dakini Shaman is inside a Guard Tower near this second hill. As soon as you are within range, cast the Lightning spell at the Guard Tower to kill her. When you reach the second hill, cast your last Landbridge spell onto the hill with the Gargoyle. Select the Shaman again and worship the Gargoyle. Your Warriors will protect you until the Angel of Deaths break free and you conquer the world.

WORLD 6 – BUILDING BRIDGES

This is the first world where you face more than one opponent. It is also rather challenging since both sides will try to attack you and your defences are quite open. There are two islands on this world. Both you and the Chumara are on one, each at opposite ends. The Matak is alone on the other.

Worship the Vault of Knowledge near your Reincarnation Site to gain the Convert spell. Further away from your Reincarnation Site, and surrounded by steep hills, is a Stone Head containing three Single Shot Swamp spells.

The Matak, the tribe from the other island, will cast a Landbridge near your settlement to connect the two islands once they have powered up their own spells. Just beyond this Landbridge is another Stone Head, containing three Single Shot Hypnotise spells, and a Guard Tower. Attack this Guard Tower and worship the Stone Head as soon as possible to gain these spells. Once you have the spell, take the Shaman up the coast towards the Chumara tribe. On an island near the coast, you will see a Totem Pole and a Chumara Warrior. Hypnotise this Warrior and command him to worship the Totem Pole. The

Totem Pole will trigger a Landbridge causing the Chumara and Matak to fight each other. This will give you a little more security.

On the Matak tribe's island, there is a Vault of Knowledge containing the Landbridge spell and a Stone Head containing a Single Shot Firestorm spell. You can reach the Vault of Knowledge without attacking the Matak, although they can be taken out with a large Warrior army. Keep an eye out for Preachers in Guard Towers.

Guard the gaps between the hills around your Reincarnation Site so that you can fend off enemy attacks. The enemy Shaman will always join these attacks and unleash a few spells on your settlement. Try and kill her first to stop her destroying your Huts.

There are large hills near the centre of both enemy settlements that you can use as a vantagepoint to cast your spells. The Shaman can take out many of the enemy's Huts and training buildings with the Lightning spell, leaving the rest for the Warriors to clean up.

WORLD 7 – UNSEEN ENEMY

On this world, you and the Chumara are on two crescent-shaped islands, both facing each other. The tips of these crescents almost meet and can be joined by a Landbridge spell. The Chumara do this once you have become a threat, but before this happens, you will need to have built a good settlement and trained enough Warriors and Preachers to defend against Chumara attacks.

On the Chumara's island is a Vault of Knowledge containing the Invisibility spell. Once the Chumara have linked the islands, you will be attacked by Invisible Preachers and Warriors, so don't leave your settlement undefended. The Chumara will more than likely target your Temple and the Shaman than anything else but you could find Chumara followers uncloaking all around your settlement.

In the bay between the two main islands is a smaller island with a Stone Head containing two Single Shot Erode spells.

WORLD 8 – CONTINENTAL DIVIDE

This is the first land-locked world and is where you first encounter Firewarriors. The main obstacle to defeating the Dakini is the large hill between your two settlements. The Dakini will set Firewarriors guarding this hill and will kill any or your followers who attempts to attack.

The prize on this world is a Vault of Knowledge containing the Firewarrior Training Hut. You can reach this easily and without the Dakini knowing. Also, there are two Stone Heads on the world, away from the Dakini settlement. The first is on top of a range of hills and contains three Single Shots Shield spells. The second is in a bowl-like depression and contains four Tornado spells. Remember that you can only hold three Tornado spells at any one time, so don't worship for the final one without using one up.

If you decide to take the large hill, try to take out the Guard Towers and the other guards quickly. The Dakini will then rush to protect the hill and be forced to climb the steep slope from their own settlement. Use this to your advantage and rid yourself of a large portion of the Dakini with one Lightning bolt.

WORLD 9 – FIRE IN THE MIST

This world is cloaked in a Fog of War and the Chumara have gained the ability to build Boats. This can be a headache for you because you cannot see them, only hear them paddling across the water.

There are two islands on the world (well, three, but the Chumara join the two main islands together early in the level, thus creating a single main island.) The main one is long and thin with you at one end and the Chumara at the other. There are two Stone Heads near to you. The nearer contains two Single Shot Tornado spells, the further contains one Single Shot Earthquake spell. On a smaller island in the middle of the sea is another Stone Head containing one Single Shot Volcano spell.

Early in the level, the Chumara will try to cast her own Volcano on your settlement, near your Reincarnation Site. To preserve your tribe, move as many of your followers away from the casting point before the eruption.

At the end of the Chumara section of the main island is a Vault of Knowledge containing the plans for the Boat House. If you gain this early enough, you can get the Single Shot Volcano before the Chumara do.

The land entrance to the Chumara settlement is well protected by Guard Towers, often containing Firewarriors. Destroy these first before tackling the settlement so that they are not rebuilt.

WORLD 10 – FROM THE DEPTHS

This is the second special level and where raising an army is not always the best method of conquest.

As soon as you enter the world, the Matak Shaman will begin Eroding your part of the island. Quickly command all your Braves to start building Boats. Command your Warriors and the Shaman into the one Boat already built. Move all your Preachers to the edge of the island near the Boat House. Once another Boat is built, command all your Preachers into the Boat. When another Boat is built, command all the remaining Braves into the Boat. Hopefully, you will rescue fourteen followers from the island before it completely disappears. Now turn off all spells apart from the Convert spell, as you will need this later.

Nearby, you will see a small island with a Guard Tower (with a Matak Preacher inside), two Warriors and a Totem Pole. Land your Preachers near the Totem Pole and command them to attack the Guard Tower. They should kill the Matak Preacher and also convert the Matak Warriors. Then, command any two followers to worship the Totem Pole.

When the Totem Pole is triggered, a sunken island will rise from the ocean with a number of ruined buildings on it. Quickly move the Shaman onto the island and begin Converting as many Wildmen as you can see because the Wildmen die quickly. Command your Braves to repair the buildings, especially the Huts. Build up as much mana as you can and charge as many spells as you can. Also, train some Warriors and Firewarriors.

When you are ready, put your Warriors, Firewarriors and Shaman into the Boats and make your way to the Matak island. There is only one way onto the island, a small bay at the bottom of a steep slope. Land on the right side of the slope away from the Matak Firewarriors and move all your followers to the top. Attack the Matak and make sure you command two followers to worship the Totem Pole. This Totem Pole will trigger the destruction of the Matak island. Make sure you kill all the Matak otherwise you will not conquer the world. There may be stray Matak followers at the base of the island who were not drowned.

WORLD 11 – TREACHEROUS SOULS

You face two enemy tribes on this world, each guarding a Vault of Knowledge. The Vault of Knowledge in the Matak settlement contains the Swamp spell. The Vault of Knowledge in the Chumara settlement contains the Hypnotise spell. Also, between you and the Matak tribe is a Stone Head containing three Single Shot Swamp spells. These will tide you over until you gain the permanent spell. On a small island between you and the Chumara tribe (who are also on an island) is another Stone Head containing three Single Shot Flatten spells.

The Chumara tribe is probably the more dangerous because they use Boats to reach your settlement. This means that they can attack you from any side without warning. If you gain control of the smaller island with the Stone Head on; you can create a platform for launching attacks. The Matak tribe, however, can travel over land, although they still use Boats. Their settlement guards the very useful Swamp spell. Much of the land on your part of the main island is covered with hills so you can use these and cast Landbridge from one hill to another to create impassable walls.

WORLD 12 – AN EAST TARGET

This is the first world where you are pitched against all three enemy tribes. Luckily, you are on a separate island and they spend a lot of the time fighting amongst themselves. You don't get much land to build on here so use Landbridge to build more land from the sea. Also, cast Landbridge across the hills surrounding your settlement to wall yourself in and guard against any waterborne attacks.

Each tribe guards a Vault of Knowledge; the Chumara tribe, the Spy Training Hut; the Matak tribe, the Erode spell; and the Dakini tribe, the Tornado spell. The Dakini and Matak tribes will try to cripple the Chumara tribe for you, leaving you to finish them off. Keep a look out for any Spies who might try to sabotage your settlement. Right-click on any suspected Spies to unmask them.

WORLD 13 – AERIAL BOMBARDMENT

Balloons make their first appearance on this world and are only constructed by the Chumara tribe. The Chumara tribe is based on an island away from the main landmass that hold both you and the Matak tribe.

The Vault of Knowledge guarded by the Chumara tribe holds the plans for the Balloon Hut. The Vault of Knowledge near the Matak tribe contains the Earthquake spell. There are three Stone Heads on the world, two within easy reach of your followers. The first, and the one nearest your Reincarnation Site contains a Single Shots Volcano spell. The Chumara Shaman will try to cast Lightning on any of your followers worshipping this head. The second Stone Head nearer the Matak's Vault of Knowledge contains three Single Shots Shield spell. The last, on a separate island, contains a Single Shot Firestorm spell.

Your main opposition will come from the Chumara's tribe's balloons. Warriors are useless against them so train up some Firewarriors and place them in Guard Towers to defend against them. Also, use the Shaman to cast Lightning on the Chumara followers inside the Balloons to kill them. Once the Balloons are empty, you can steal them and attack the other tribes with ease.

WORLD 14 – ATTACKED FROM ALL SIDES

You start this world at a disadvantage because you have little land to build on and you face attacks from every direction. The Dakini are camped on the other side of the mountains and like to send Spies and raiding parties into your settlement. The Matak are on the plateau next to your land and will use the higher altitude advantage to cast spells on you. Keep the Shaman away from the cliffs to avoid this. The Chumara are camped on an island away from the other tribes and will launch attacks using their Boats.

The Dakini guard a Vault of Knowledge containing the Firestorm spell. Also, near their settlement is a Stone Head containing a Single Shot Earthquake spell. The Matak guard a Vault of Knowledge containing the Flatten spell and there is a Stone Head on a beach near their settlement containing a Single Shot Angel of Death spell. The Chumara guard a Vault of Knowledge containing the Shield spell.

You need to take the initiative early on this world otherwise you will be wiped out. The easiest tribe to attack is Dakini as they can be attacked from land and also guard the Firestorm spell, a very useful weapon. Keep the Chumara away with Guard Towers and Preachers. The Matak can't reach you so they pose little threat, but their Lightning spell attacks can be annoying. Gaining the Single Shot Angel of Death spell will keep them out of your hair for a while.

WORLD 15 – INCARCERATED

The third special world sees the Shaman locked in a prison, unable to use her spells, and her followers helpless on another island. You must train some followers and rescue her before the time runs out.

First put all your Braves in Huts to gain mana and send three or four to build Boats. Train five Warriors and put them in the first Boat built. There are three Guard Towers guarding the entrance to the Chumara island. You need to destroy these before you launch your attack. Take the Boat and land near one of the Towers. Quickly command the Warriors out of the Boat and command them to attack the Tower. The Chumara Firewarrior inside the Tower will blast them, but the Warriors will be strong

enough to take it out. The Warriors will then kill the Firewarrior and dismantle the Tower. Put the Warriors back in the Boat and do the same with the remaining two Towers. Once this is done, move the Boat full of Warriors into the little bay just inside the Chumara territory and wait. The Chumara will not fire on the boat and your Warriors will be safe.

While all this is happening, train up more followers and put them in the Boats. Train as many as you can. Move the Boats to the bay just inside the Chumara territory and land the Boats on one side, away from the main Chumara forces. Begin attacking the enemy, using Preachers against the Chumara Preachers and Warriors against the Guard Towers. When the Chumara are overwhelmed, select as many followers as possible and left-click on the Prison to free the Shaman. When the Shaman is free, command her to pray at the Obelisk. She will gain a Single Shot Volcano spell. Climb up to the top of the hill nearby and cast the Volcano into the valley to completely wipe out the Chumara. If they aren't, command your followers to attack the survivors.

WORLD 16 – BLOODLUST

Bloodlust is a guest spell only given to players on this world. There are two Stone Heads containing the Bloodlust spell: the first is near the entrance to your area of the world and contains only one Single Shot Bloodlust spell, the other is near to the Matak settlement and contains infinite Single Shot Bloodlust spells. The last Stone Head is on an island in the middle of a lake and contains a Single Shot Angel of Death spell.

On this world, the Dakini and Chumara tribes are within easy reach of your settlement and therefore dangerous. You should set up guards as soon as possible. Use the high land around to build defences that are more solid. Both Chumara and Matak tribes use Balloons, so Firewarriors will be the more useful defenders. Swamps placed at the entrances of the enemy settlements will provide a cunning defence against land-based attacks.

WORLD 17 – MIDDLE GROUND

On this world, the prize is contained within the Stone Head in the centre of the island: the Armageddon spell. With this spell you can summon the followers of every tribe to fight a final deciding battle in a special arena. The winner of the battle conquers the world.

You are up against three other tribes, each of which has already built their settlements. Luckily, it takes a while to gain the Armageddon spell so each tribe will fight to stop the other. You can use this to your advantage early on and earn yourself some more time. The Chumara tribe are probably the most dangerous, especially in the final stages of the world, because they construct Balloons and use them in battle. A good trick is to cast Swamp on the Stone Head to swallow any enemy follower who attempts to worship it. You can also use Erode to cut yourself off from the enemy.

Only cast the Armageddon spell when you are sure you will win. Train as many Warriors as possible to give you the best chance in the arena.

WORLD 18 – HEAD HUNTER

There are three Stone Heads on this world, each guarded by a different tribe. The nearest Stone Head is guarded by the Dakini tribe and contains an Armageddon spell. The Chumara and Matak tribes are on separate islands and each guard a Single Shot Volcano spell.

At the beginning of the world, the Dakini are the most dangerous as they are the only ones on the same landmass as you. The Chumara and Matak tribes will use Boats to attack you but the Matak can also Landbridge to your island near to your Reincarnation Site. They could do this at any time, so keep an eye out. Each enemy settlement is protected by hilltop Guard Towers and each has a larger range than the Shaman does.

WORLD 19 – UNLIKELY ALLIES

On this world, you are allied with the Chumara tribe. The Dakini are very strong and will soon set about destroying the Chumara. Your task is to both protect the Chumara and destroy the Dakini. Should the Chumara be wiped out, you will fail.

You don't have much land on this world so you will need to use Landbridge to raise some more from the sea. The Dakini will attack the Chumara very early, so you will need to work fast to protect them. You can build a Guard Tower next to your Reincarnation Site and, from inside it, cast a Landbridge to the Chumara settlement. The Shaman can then walk to the settlement to protect them. Swamp can be a useful defence and give you both a fighting chance. There is also a place at the other end of your island where the Dakini can Landbridge over.

There are two Stone Heads on the world. The first is at the opposite end of your island and contains three Single Shot Teleport spell. This spell has no range and will Teleport the Shaman to wherever you cast it. The second Stone Head is at the end of the Dakini's settlement and contains a Single Shot Volcano spell. When this spell is released, the dormant Volcano next to the Stone Head will erupt and destroy some of the Dakini settlement.

WORLD 20 – ARCHIPELAGO

Although you only face the Dakini on this world, you aren't given much land to build on. Therefore, you need to use your Landbridge spell to expand your territory. There are plenty of islands around that you can Landbridge to and many of them have Wildmen that you can Convert to expand your tribe.

The Dakini guard a Vault of Knowledge containing the Angel of Death spell. This can be reached quite easily, although it is guarded by Firewarriors in Guard Towers. There is also a Stone Head on another island that contains a Single Shot Landbridge spell. When this spell is released, another Stone Head will appear elsewhere containing a Single Shot Flatten spell. Other Stone Heads will, in turn, grant you Single Shot Firestorm (this also casts a Firestorm around the Head, killing your followers) and Volcano spells.

Since the Dakini are on another island, they will use Boats to attack you. They can be problematic as you are surrounded by water. A good trick is to Landbridge to their island, forcing them to attack you over land through a narrow corridor. You can guard this corridor with Firewarriors and Swamps.

WORLD 21 – FRACTURED EARTH

This world is very unstable and Volcanoes can erupt at any moment. Unstable fissures can be closed by casting the Flatten spell over them. The Totem Pole near your Reincarnation Site will close one of these fissures for you and prevent an eruption. The Dakini are fond of Volcanoes and will try to cast one on your settlement at any opportunity.

The Dakini guard a Vault of Knowledge containing the Volcano spell, but it is away from their main settlement and therefore vulnerable. The Stone Head at the opposite end of the island contains two Single Shot Erode spells.

The landscape is barren and hard to navigate. The Dakini like to use Balloons to reach your settlement and will attack from the sea behind you instead of the land. Raiding parties are often sent from the small settlement next to the Vault of Knowledge.

WORLD 22 – SOLO

The final special world sees you without followers and with only the Shaman to command. This can be a tortuous world so save often.

There are three obelisks on the world. The first is next to you when you start and grants you full mana and spells. The second is on an island near the first and third is guarded by the Matak tribe. Each grants you more mana again. You need to defeat all the tribes just using these spells. Remember that, as you have no followers, you cannot charge up any spells once they've been cast. Blast is therefore nearly useless.

When you defeat the Dakini, you will see a Boat next to their Boat House. You can use this to reach the Chumara island. On the Chumara's island is a Balloon that you can use to reach the Matak, although you can still use the Boat. Remember that killing the enemy Shamans can also provide you with mana and an Angel of Death can weaken the opposition before you get there.

WORLD 23 – INFERNO

The penultimate world and one of the most difficult. You are up against the three enemy tribes again and each have already constructed their settlements. You have plenty of space to build on, although you may need to create more with the Landbridge spell. There are lots of small hills nearby that you can use to create impassable walls and you can also cut off the Matak if you Landbridge in the right place.

The Stone Head on the world contains three Single Shot Firestorm spells, but since you have the spell anyway you might as well use it as a trap for the Dakini. Cast Swamp around it and you will kill all the Dakini followers who attempt to worship it.

The Chumara tribe are on an island on their own so they will use Boats and Balloons to reach you.

WORLD 24 – JOURNEY'S END

Your final world before your ascension to godhead. You are on your own from here.

WORLD 25 – THE BEGINNING

Ah, now that would be telling....