

# POPULOUS™: THE BEGINNING

## REFERENCE CARD

### WARNING: TO OWNERS OF PROJECTION TELEVISIONS

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

### EPILEPSY WARNING

#### PLEASE READ BEFORE USING THIS GAME OR ALLOWING YOUR CHILDREN TO USE IT.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life.

Such people may have a seizure while watching television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures.

If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor.

### PRECAUTIONS TO TAKE DURING USE

- Do not stand too close to the screen. Sit a good distance away from the screen, as far away as the length of the cable allows.
- Preferably play the game on a small screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

# SYSTEM REQUIREMENTS

## MINIMUM CONFIGURATION

- Windows® 95
- 133Mhz Intel® Pentium® processor
- 16MB RAM
- DirectX™ 6.0 (supplied with CD)
- 100MB free hard disk space
- 4xCD-ROM drive

## RECOMMENDED CONFIGURATION

- Windows 95/98 or other compatible operating system
- 200Mhz Intel Pentium processor or faster
- 32MB RAM
- DirectX 6 compatible sound card with DirectSound™ support.
- 3D Hardware Accelerator Card with DirectX support. See DirectX section of this Reference Card for supported cards.
- 110MB free hard disk space
- 8x CD-ROM drive

## MULTIPLAYER REQUIREMENTS

- Network (2-4 players, 1 CD per player)
- IPX or TCP/IP compliant network
- Internet play requires Windows 95/98 supported 28.8Kbps modem or faster connection

## SUPPORTED INPUT DEVICES

- Mouse and Keyboard

## DISK PREPARATION

Before you install any software, it is critical that your hard drive be in proper working order. We recommend running ScanDisk and Disk Defragmenter. ScanDisk searches your hard drive for any lost allocation units as well as any cross-linked files and directories. Disk Defragmenter ensures that your data is sorted properly. Failure to verify this may result in corrupt data.

1. First, run ScanDisk. To start ScanDisk, left-click on the **START** button from the Taskbar. The Start menu opens.
2. From the Start menu, select **RUN**. Then, in the Run dialog box, type **scandisk** and click **OK**.

Once the program starts, ensure that you have selected **THOROUGH** in the Type of test section, make sure there is a check mark in the **AUTOMATICALLY FIX ERRORS** box and select the hard drive you are installing the game to (e.g., C:). Once everything is set up correctly, click **START** to have the program scan the drive and correct any errors.

3. Next, run Disk Defragmenter. To start Disk Defragmenter, left-click on the **START** button from the Taskbar. The Start menu opens.
4. From the Start menu, select **RUN**. Then, in the Run dialog box, type **DEFRAG** and click **OK**. As with ScanDisk, select the drive you are installing the game to and click **OK**.

# DIRECTX™ INSTALLATION NOTES

## READ THIS SECTION COMPLETELY BEFORE PLAYING POPULOUS: THE BEGINNING OR INSTALLING THE DIRECTX DRIVERS.

DirectX is an Application Programming Interface that allows Windows®95/Windows®98 based applications to have high-performance, real-time access to your hardware. It also reduces the complexity of installing and configuring your hardware. This makes the DirectX API well suited for Windows®95/Windows®98 games. *Populous: The Beginning* uses the DirectX 6 API (the latest version of DirectX at the time of release) and includes DirectX 6 files which you can install.

The DirectDraw, DirectSound and Direct3D components of DirectX may require updating your video, sound or 3D card drivers respectively, for proper operation of these components. Using video, sound and 3D card drivers that do not have DirectX 6 support will result in display, audio and 3D problems in DirectX 6 applications. During the installation of DirectX 6, your video, sound and 3D card drivers will be updated if required. The DirectX 6 files included with *Populous: The Beginning* includes drivers for most video, sound and 3D cards from the major manufacturers of these peripherals. For new hardware, for lesser-known brands of peripherals, or if you experience any problems running the game, you may have to contact your manufacturer to obtain drivers that have DirectX 6 support.

## INSTALLING DIRECTX 6

Directx 6 is part of the *Populous: The Beginning* installation procedure. When the installer asks you whether or not you want to install DirectX 6, select yes to proceed. If you already have it installed, select no.

If, for any reason, you did not install DirectX 6, you can install it from the *Populous: The Beginning* CD. Insert the CD in your CD-ROM drive then explore the root of the CD. Go into the Redist folder and then into the DirectX folder. Double click on **Dxsetup.exe** to run the DirectX 6 setup program.

**After installing DirectX 6** , check to see if your video, sound and 3D card drivers have DirectX 6 support:

1. Click the **Start** button on your Windows®95/Windows®98 Taskbar. Then click **Run** .
  2. From the Run dialog box, type "**c:\program files\directx\setup\dxdiag.exe**" (with quotation marks) then click **OK**.
- The DirectX diagnostics program gives you information on your video, sound and 3D card drivers. To check your video card drivers click on the **Display 1** tab, to check your sound card drivers click on the **Sound** tab and to check your 3D card drivers click on the **Display 2** tab. On each of these screens, the **Drivers** section tells you whether your driver is certified by Microsoft as supporting DirectX 6.
  - If your driver is reported as 'Certified: Yes' your device has DirectX 6 support and should work properly in DirectX 6 applications.
  - If your driver is reported as 'Certified: No' your device does not have DirectX 6 support and may experience problems running DirectX 6 applications. If this is the case please consult the notes section at the bottom of the DirectX Diagnostic Tool application. Windows 98 users may also consult the **Troubleshoot** button, accessed from the **Still Stuck ?** tab.

**Important Note:** During the installation of DirectX 6, the setup program detects whether or not your drivers can be updated successfully. If the driver being replaced has not been tested or replacing the driver is known to cause problems, the setup program warns you accordingly. We recommend you abide by these warnings.

# INSTALLING POPULOUS: THE BEGINNING

**Note** : *Populous: The Beginning* will only install and run on machines installed with Windows 95, Windows 98 or any other compatible operating system.

1. Start your machine and wait for the Windows 95/Windows 98 operating system to load.
2. Place the *Populous: The Beginning* CD in the CD drive.
3. Windows will automatically detect the CD and begin the installation. Follow the on-screen instructions to install *Populous: The Beginning*. If you need to install DirectX 6, you can do this as part of the installation. *Populous: The Beginning* will then be ready to play.
4. The installation program creates a program group called Bullfrog and adds it to your Start/Programs menu. Left-click on the **Start** button on your Windows task bar. Under PROGRAMS/BULLFROG, select POPULOUS and then select POPULOUS to play.

**Note**: Should Windows fail to recognise the CD and not run the installation program, run **setup.exe** from the root of the CD.

## CONFIGURING YOUR SPEAKERS

*Populous: The Beginning* uses QSound™ for 3D audio. We recommend that you configure your speakers correctly before running the game. Your speakers should be at the same height, level with your monitor. They should both face directly forward and each be the same distance from the centre of your monitor. This will create the optimal speaker layout for QSound™.

## UNINSTALLING

To uninstall *Populous: The Beginning*, go to the Populous in the **Start** menu and left-click on **Uninstall Populous** to proceed.

Should this fail to work, left-click on the **Start** menu, select **Settings** and then **Control Panel**. Run **Add-Remove Programs** and scroll down the list until you see Populous, select it and left-click on Add/Remove to uninstall.

If the uninstaller fails to completely remove *Populous: The Beginning* (it could, for example, not delete your Save folder), delete the folder to which you installed the game. For example, double left-click on **My Computer**, double left-click on the **C:** drive, double left-click on **Program Files**, double left click on the Bullfrog folder, right click on the Populous folder and select Delete. Click **yes** to confirm. This will send the remaining files to the Recycle Bin, which you will then need to empty.

## MULTIPLAYER

Multiplayer is available via LAN, modem or Internet.

# CREATING A GAME

When you first choose a service, your default name is Player. To change this, left-click on the name and type in a new one. Press **RETURN** to store the name.

Left-click on **BACK** to return to the Choose Service menu.

## IPX

In IPX, *Populous: The Beginning* automatically searches for created games and lists them on the screen for you.

- To host a new game, left-click on **CREATE NEW GAME**. If you want to change the name of your game, left-click on it, change it and press **RETURN**. Left-click on **OK** to proceed.
- To join a game already created, left-click on the name and left-click on **JOIN GAME**.

## WINSOCKET/CP/IP

On the Winsock service, you are provided with an Address Book. You can use this address book to store the Names, IP Addresses and Ports of your favourite opponents.

The game will automatically search these addresses for any games which have been created and will display them in the Games Box.

- To host a new game, left-click on **CREATE NEW GAME**. If you want to change the name of your game, left-click on it, change it and press **RETURN**. Left-click on **OK** to proceed.
- To join a game already created, left-click on the name and left-click on **JOIN GAME**.

## MODEM (2 PLAYER ONLY)

*Populous: The Beginning* automatically knows what type of modem you have installed so all you have to do is either create or join a game.

- To host a game, left-click on **CREATE NEW GAME**. If you want to change the name of your game, left-click on it, change it and press **RETURN**. Left-click on **OK** to proceed.
- If your opponent has already created a game, left-click on the name and left click on **JOIN GAME**. You will have to enter the telephone number of the host before you can start. Left-click on the phone number box, type it in and press **RETURN**. Left-click on **DIAL AND CONNECT** to join.

# STARTING A GAME

If you have joined a game, you will see a different screen to the host. The joiner will only be able to chat with the other players, while the host will be able to alter a number of different options to change the game.

At the top of the screen is a list of all the players. Each player can left-click under **Allies** to change their allegiance between **Neutral**, **Good** or **Evil**. When the game starts, those who chose either **Good** or **Evil** will be allied with each other. The last column shows which players are ready to start. Before each game can start, each player **must** left-click and toggle this option to **yes**.

To the right is the **Chat Box**. When a player sends a message, it will appear in this box. To send your own, left-click on the box underneath and type your message. When you press **RETURN**, the message will be sent.

To the left is the name of the level currently selected.

The host has a number of different options;

## TOGGLE RESTRICTIONS

- Left-click to enter the Restrictions menu and left-click OK to return.

The Restrictions List allows you to decide which spells and buildings will be included in the game. Each level has its own recommended restrictions list. Left-click on the arrow buttons to scroll through the list and left-click on <ON> to toggle.

## TOGGLE LEVEL LIST

- Left-click to enter the Level List menu and left-click OK to return.

This menu lists all the levels available to you, depending on how many players are in your game. Left-click on a name to select it.

## GUEST SPELLS

Guest spells are special spells which are used in normal multiplayer games: Teleport, Armageddon, Bloodlust or Random (one of the guest spells is randomly selected for you each time you start a game). Left-click to cycle through and choose one or use the random option to choose one for you.

## FOG OF WAR™

This toggles the Fog of War on or off. This option hides all the land under a thick fog, except those areas that your followers have explored. This can add a more strategic element to your games.

## SHAMAN

Left-click on this option to decide how many times each player's Shaman can be reincarnated.

## FORCE 640X480

Force all participating machines to run the game in the 640x480 resolution.

## FORGE WORLD

If you selected the Forge World option, you will have a limited amount of time to alter the landscape before the level begins. You have a number of Single Shot spells at your disposal which you can cast anywhere on the landscape. See the Encyclopaedia for more information on these spells.

## START

Left-click to begin the game.

# PLAY ON INTERNET MATCHUP SERVICE

For those with Internet capability, you can use the Internet Matchup Service to chat to other players and organise games. When you left-click on this option, *Populous: The Beginning* will quit and you will be taken to the EA Populous: The Beginning Internet Matchup Service page.

Internet Site: <http://www.populous.net>

## DIRECT3D VERSION

Direct3D is a technology that provides improved graphical quality and performance with dedicated 3D hardware cards. If you do not have a 3D hardware device, you will not be able to run the Direct3D version of the game.

If you encounter any problems with the Direct3D version of *Populous: The Beginning*, first follow the checklist below:

- Make sure that you have a 3D device capable of running the Direct3D version.
- Make sure that your 3D device drivers are the latest releases and completely up to date. You can get the latest drivers direct from the manufacturer of the device, either through their technical support or from their website. Many problems are caused by old and out of date drivers. You can find your manufacturer's technical support telephone numbers from the manuals you received either with your computer or with the 3D card. You can also contact your computer supplier if you cannot find these numbers.

**Note:** The Direct3D version of *Populous: The Beginning* does not have a Gamma Correction slider in the Graphics Options Menu from the Main Menu. You can adjust the Gamma Correction via the in-game options, but only if your 3D Card supports it.

## CHANGING BETWEEN HARDWARE AND SOFTWARE VERSIONS

To change between the hardware and software versions, go to the Populous folder of the Start Menu and click on **Select Hardware or Software**. This will allow you to change to the software version.

## DIRECT3D VERSION - TROUBLESHOOTING

### GENERAL

Most problems in the Direct3D version are a result of having out of date drivers for your 3D card. If you have a problem, try updating your display drivers first. You can usually obtain the latest drivers from your 3D card vendor's web page or by contacting their technical support directly. If this doesn't solve the issue, read on.

**Note:** You can still run the software version of the game instead if the Direct3D version does not work on your machine.

### PROBLEM: I GET A MESSAGE SAYING A 3D DEVICE WITH THE REQUIRED CAPABILITIES COULD NOT BE FOUND EVEN THOUGH I HAVE A 3D CARD!

**Solution:** If your card is not supported (check the 'Supported 3D Chipsets' list below) you will have to run the software version by selecting the 'Select Software or Hardware' option in the Populous folder of the Start Menu. If your card is supported, but it still says this, first make sure you have the correct 3D device selected (see below). Then make sure you have the latest drivers for that device.

## PROBLEM: I HAVE TWO 3D CARDS IN MY MACHINE, HOW DO I SELECT BETWEEN THEM?

Solution: After running *Populous: The Beginning*, go into the 'Options' menu, and then go into the 'Direct3D Options'. In this page, you can left-click on the device selection to select the appropriate device. The 'primary' device is the one that Windows uses. A 'secondary' device is an add-on card, like a 3DFX Voodoo 1 card. Note that if your primary 3D device doesn't have the required features, you won't be able to select it.

## PROBLEM: AFTER I RUN POPULOUS: THE BEGINNING, A MESSAGE TELLS ME THAT I DO NOT HAVE ENOUGH VIDEO MEMORY TO SUPPORT THE LOWEST RESOLUTION. CAN I GET IT TO WORK?

Solution: Unless you have another 3D card in your machine, you will have to run the software version. If you do have another 3D card in your machine, select it as detailed above. Alternatively you can upgrade your 3D card or upgrade the memory on your existing 3D card.

## PROBLEM: THE TEXT IN MESSAGES (TOOLTIPS ETC.) IS VERY UNCLEAR, IT APPEARS 'DIFFERENT' FROM THE SOFTWARE VERSION.

Solution: This is most likely a problem with the driver your 3D card is using. Obtaining and installing the latest driver from your 3D card vendor should solve the problem. If you have a Riva 128 based board (e.g. Diamond Viper 330, STB Velocity 128, etc.), you must make sure you have the latest driver. If you have a Rendition 2200 based board (e.g. Thriller 3D) you must make sure you have the latest driver and bios update, if that is what Rendition suggest (see their web page, or contact their technical support)

## PROBLEM: THE COLOUR PALETTE HAS CORRUPTED OR STARTED COMPLETELY BLACK. I HAVE TRIED CHANGING THE GAMMA, BUT IT DOES NOT FIX THE PROBLEM.

This sounds like a problem with your 3D card's Gamma Correction support. To turn off Gamma Correction in *Populous: The Beginning*, you can run the game with the following command line option (without quotes): "-nogamma".

## PROBLEM: THE 3D VERSION SEEMS SLOWER THAN THE SOFTWARE VERSION.

Solution: This can be true for certain 3D hardware cards, or it could be true simply because you have a slow 3D card in a very fast machine. If this is the case, we recommend using the software version

## ATI RAGE PRO BASED CARDS (ATI XPERT@WORK, ATI XPERT@PLAY, ATI XPERT 98, ALL-IN-WONDER PRO)

We suspect that, on a minority of cards, there may be a problem creating textures. To help solve this problem, please install the latest drivers possible, later than those included on the *Populous: The Beginning* CD.

**Note:** The ATI Rage Pro drivers current as of October 1998 have been included for your convenience. Since the release of this game, the drivers may have been updated, so first check the company website or support lines to make sure you have the most up-to-date available. They can be found on the CD in the **Redist\Graphics Drivers\ATI RagePro** directory. Read the **w82411.en.txt** and **licence.txt** before installing the drivers to see whether they will work with your 3D Hardware Card. Run **w82411.exe** to install the drivers.

## 3DFX VOODOO1/ VOODOO2 BASED BOARDS

Voodoo 1 based boards are: Diamond Monster 3D, Orchid Righteous, etc.

Voodoo 2 based boards are: Diamond Monster 3D II, Orchid Righteous II, Creative Voodoo Blaster 2, etc.

**Note:** The 3DFX reference drivers have been included on the *Populous:The Beginning* CD for your convenience. Use these drivers at your own risk, as they may not be compatible with your device or support all of its features. If in any doubt, download the Direct3D drivers for 3D device direct from the hardware manufacturer's website. The drivers can be found on the CD in the **Redist\Graphics Drivers\3Dfx Voodoo Reference** directory. Run **rlvg.exe** to install the drivers and read the readme.txt file.

### PROBLEM: I GET THIN LINES APPEARING ON THE LANDSCAPE TEXTURE.

Solution: This is a problem with revision 2.13 and 2.14 of the Voodoo1 reference drivers. Update your the drivers for your Voodoo 1 board. If the latest drivers from your board vendor do not fix the problem, you might have to install the latest drivers from 3DFX (see their web page, <http://www.3Dfx.com>) AT THE TIME OF WRITING, THE LATEST DIAMOND AND LATEST ORCHID DRIVERS DO NOT FIX THIS PROBLEM. INSTALL THE LATEST 3DFX DRIVERS, WHICH YOU CAN OBTAIN FROM THE 3DFX WEB PAGE.

### PROBLEM: I HAVE A VOODOO1 BUT CAN'T CHANGE RESOLUTION TO 800X600, ALTHOUGH I CAN IN THE SOFTWARE VERSION!

Solution: Voodoo 1 based boards cannot physically do 800x600 with zbuffering, and Populous uses zbuffering. If you want this resolution badly, run the software version.

### RIVA 128 BASED CARDS (STB VELOCITY 128, DIAMOND VIPER V330, ASUS 3DEXPLORER 3000, CANOPUS TOTAL3D 128V, ETC.)

**Note:** The nVidia RIVA 128 reference drivers have been included on the *Populous:The Beginning* CD for your convenience. Use these drivers at your own risk as they may not be compatible with your device or support all of its features. If in any doubt, download the Direct3D drivers for 3D device direct from the hardware manufacturer's website. The drivers can be found on the CD in the **Redist\Graphics Drivers\nVidia RIVA128 Reference** directory. Follow the instructions in the **277 readme.txt** to install the drivers.

**Note:** At time of writing, the Diamond Viper 330 Direct3D drivers do not work with *Populous:The Beginning*. We recommend that you either get the latest drivers from Diamond before running *Populous:The Beginning*, use the nVidia RIVA128 reference drivers included on the CD, or run the software version.

### PROBLEM: MY TEXT LOOKS A BIT FUNNY. IT DOESN'T LOOK THE SAME AS SOFTWARE VERSION.

Solution: Update your drivers to the latest available from your vendor. If this does not solve the problem, try installing the nVidia drivers (see their web page : <http://www.nvidia.com>)

### PROBLEM: THE LANDSCAPE LOOKS ALL 'MIXED UP'. SOME OF THE SEA IS ON THE MOUNTAINS AND VICE-VERSA!

Solution: See above. If this doesn't solve the problem, we recommend that you run the software version.

## POWERVR PCX2 BASED CARDS (MATROX M3D, VIDEOLOGIC APOCALYPSE 3DX/5D)

### PROBLEM: I SEE POLYGONS APPEAR ON THE USER-INTERFACE.

Solution: This is a problem with the sorting of translucent polygons by the driver. Again, if you experience this, you can run the software version.

## DIRECT3D DRIVERS

**Disclaimer:** The Direct3D drivers on the *Populous: The Beginning* CD are included for your own convenience. They are current as of October 1998 and are the same as those downloadable from each hardware manufacturer's website. Since the release of this game, the drivers may have been updated. Please follow this procedure for solving the problems with your 3D Hardware Card:

- First, if you have internet access, download the latest drivers from your 3D Hardware Card manufacturer's website. If not, contact the manufacturer through their technical support hotline. Remember, this is the 3D Hardware Card manufacturer and not the 3D chipset manufacturer.
- If this still doesn't work, download the latest reference drivers from the website of your hardware card's 3D chipset manufacturer. See the Reference Drivers section below for more information.
- Lastly, if the drivers for your 3D Hardware Card are included on the *Populous: The Beginning* CD, install these. This should be considered a last resort and you should regularly check with your 3D Hardware Card manufacturer for new and updated drivers.

## REFERENCE DRIVERS (3DFX, NVIDIA RIVA128)

The 3DFX and nVidia RIVA128 drivers are general reference drivers and not specific for a single 3D device. The reference drivers are drivers created by the 3D chip manufacturer and not the 3D hardware card manufacturer. Reference drivers support the graphics chip (around which a 3D card is based) directly. They do not necessarily support all the extra features that may be present on the card, such as TV-Out or Video-In, that a card manufacturer might provide. Reference drivers are provided by the chipset vendor as a service to the end user only - they do not necessarily come with any offer of technical support. If possible, we always recommend that you use the latest drivers provided by your card manufacturer, however, we provide reference drivers for two primary reasons:

1. Some chipsets are supported by so many 3D Hardware Card manufacturers that it is impractical to provide drivers for each variety separately. This is the case for 3DFX Voodoo1 and nVidia-RIVA128 chipsets.
2. In some cases, the reference drivers may allow the Direct3D version of *Populous* to work because they may be more recent, or have fewer bugs.

If you intend to install the nVidia-RIVA128 Reference Drivers, please read the **conditions.txt** in the nVidia driver folder of the CD.

## OTHER DRIVERS

Each of the drivers can be found on the *Populous:The Beginning* CD in the **RedistGraphics Drivers** folder. Most have a **readme.txt** in the folder that explains how to install them. If there isn't a **readme.txt**, proceed with the installation by running the **setup.exe** and following the onscreen instructions.

## DRIVERS PROVIDED ARE FOR THE FOLLOWING 3D HARDWARE DEVICES:

- ATI RagePro
- PowerVR PCX2
- Matrox M3D

## DIRECT3D VERSION - SUPPORTED AND UNSUPPORTED CHIPSETS

To find out whether or not your 3D Hardware Card is supported by *Populous:The Beginning*, you must know the make of 3D chip that the card is built from. The most popular of these include:ATI, 3DFX Voodoo 1/2, nVidia, Intel, Matrox.

There are many 3D Hardware Cards and chipsets on the market, and many more will be produced in the future, therefore a complete list is very hard to compile. If your card is not mentioned in the lists, but it supports the Direct3D standard, then it is likely to work. Simply try running the game following the normal installation instructions after installing the latest drivers for your card. Remember that even if your card is not supported directly, you can still run the game using the software version. To do this, go to the Populous folder of the Start Menu and click on **Select Hardware or Software**. This will allow you to change to the software version.

## SUPPORTED

CHIP MAKER	CHIPSET NAME(S)	3D CARDS
3DFX Interactive©	Voodoo™ I  Voodoo™ 2  Voodoo Rush™	Canopus Pure 3D™ Orchid Righteous 3D® Diamond Monster 3D™ etc. Creative Blaster Voodoo 2 Orchid Righteous 3D ®II Diamond Monster 3D™ II, etc. Intergraph Intense 3D™ etc.
3Dlabs® Exxtreme™	Permedia™ 2	Creative Graphics Blaster  Diamond FireGL 1000 Pro™ etc.
ATI™	Rage Pro™	ATI XPERT@WORK™ ATI XPERT@PLAY™ ATI XPERT 98™ All-in-Wonder Pro™ etc.

Intel™	i740™	ASUS V2740™ Diamond Stealth II G460™ Real3D Starfighter™ STB System Lightspeed 740™ Hercules Terminator 2x/1™ etc.
Matrox™ G200™/Marvel G200™	G200™	Millenium G200™/Mystique
NEC™	PowerVR™ PCX2™	Matrox m3D™ Videologic Apocalypse 3Dx™ Videologic Apocalypse 5D™/ etc.
5D Sonic™		
nVidia™	Riva 128™/ Riva 128 ZX™	STB Velocity 128™ ASUS 3DexPlover 3000™ Canopus Total3D 128V™ Canopus WitchDoctor™ Diamond Viper V330™ etc.
	Riva TNT™	Canopus SPECTRA 2500™ Diamond Viper-V550™ STB Velocity 4400™ etc.
Rendition™ 3D™/Conspiracy™	Verite 2100™/2200™	Diamond Stealth II S220™ Hercules Thriller
SiS™	SiS6326™	ASUS AGP-V1326™ Diamond Speedstart A50™ Genoa™ Hornet™ III etc.
S3® Inc	Savage3D™	Hercules Terminator Beast™ Nitro 3200™ etc.

# UNSUPPORTED

## CHIP MAKER

3Dlabs®  
Power 3DGL™

ATI™

Cirrus Logic™  
550™/560™

Matrox™  
Millennium™ / Millennium II™

NEC™

Number Nine™

Rendition™

S3® Inc

334™

Chromatic Research™

## CHIPSET NAME(S)

Permedia™  
Permedia NT™  
Permedia™ 2 Revision I

3D Rage™  
3D Rage II+™

Laguna3D™/3D-A™

MGA 1064™/1164™/2164™

PowerVR™ PCX1™

Ticket to Ride™

1000™

Virge®

Virge DX®

Virge GX®

Virge GX2®

Virge VX®

Mpact2™ 3DVD

## 3D CARDS

Deltron Technology RealVision

Diamond FireGL 1000™  
Hercules™ Dynamite 3D GL™

3D Xpression™  
3D Pro Turbo PC2TV™  
3D Xpression + PC2TV™  
All-in-Wonder™  
etc.

Videologic GrafixStar

Creative Graphics Blaster 3D™  
etc.

Matrox Mystique™/

Matrox Productiva G100™

PowerVR™ Apocalypse 3D™

Number Nine Revolution 3D™

Canopus Total3D™  
Creative 3D Blaster™  
Sierra Screamin' 3D™  
Intergraph Intense 3D 100™  
etc.

Diamond Stealth 2000™  
etc.

Diamond Stealth 3D 3000™  
etc.

STB Nitro 3D™  
etc.

Number Nine 9FX Reality

etc.  
Stealth 3D 3000™  
STB Velocity 3D™  
etc.

STB Nitro 3D™  
Diamond DVD Kit™  
etc.

# TROUBLESHOOTING

If you have any problems installing or using *Populous: The Beginning*, we want to help.

Please make sure you have read thoroughly the System Requirements and Installing *Populous: The Beginning* sections earlier in this booklet.

If you have followed the directions and are still experiencing problems installing or operating the game, below are some guides that might help solve the problem.

## RECEIVE "FILE NOT FOUND" ERROR MESSAGES WHEN INSTALLING OR RUNNING THE GAME

Make sure that the CD is in the CD drive. The CD must be in the drive to install and run the game.

## CD-ROM PERFORMANCE PROBLEMS

Be sure that you are using the latest 32-bit native Windows 95/Windows 98 driver to control your CD-ROM drive. You can configure these drivers from **Start>Settings>Control Panel>System Device Manager>CDROM Properties**.

Do not use a DOS-based 16-bit driver (loaded in CONFIG.SYS) to control your CD-ROM. Performance may be significantly reduced.

## WINDOWS 95/WINDOWS 98 VIDEO PROBLEMS

Choppy or stuttering video or audio problems while running in Windows 95/Windows 98 may be corrected by adjusting the CD-ROM read-ahead caching.

### TO ADJUST THE READ-AHEAD CACHE:

1. At the Windows 95/Windows 98 desktop, right-click the My Computer icon, then choose **Properties** from the pop-up menu.
2. Click the **Performance** tab, then click **File System**.
3. Click the **CD-ROM** tab, then click on the **Optimise access pattern for:** box and choose QUAD-SPEED OR HIGHER.
4. Move the **Supplementary cache size:** slider to SMALL, then click **Apply**.

**Note:** Moving the slider to LARGE will not improve *Populous: The Beginning* video performance, as it may actually hinder performance by reserving memory that would otherwise be available for the game.

## VIDEO PROBLEMS

Your Windows desktop resolution can be set to any size or colour palette for *Populous:The Beginning*. If you do experience problems, it is recommended that you change the colour palette to, at least, High Colour (16 bit).

To do this, right-click on your Windows desktop and left-click on **Properties** . Left-click on the **Settings** tab and left-click on the **Color Palette** dialog box. Left-click on High Colour (16bit).

## GENERAL VIDEO CARD INFORMATION

- During DirectX installation, the DirectX setup program attempts to install a display driver that supports DirectDraw for your video card. If your video card driver does not support DirectDraw, the DirectX setup program replaces your existing video card driver. In some cases, this may disable manufacturer specific utilities for your video card. If you want to keep these utilities functional, you may have to obtain the latest drivers with DirectDraw support directly from the manufacturer of your video card.
- If your video card driver already has DirectDraw support, but is not yet Certified by Microsoft, you are asked if you want to replace your current driver. In most cases, you do not want to replace your existing driver as this may disable Manufacturer specific utilities for your video card. If you do have video-related problems using your manufacturer's uncertified DirectDraw drivers, you may solve these problems by reinstalling DirectX and replacing your current video driver with a DirectX 6 video driver.

Please refer to the *DirectX Installation Notes* for more information.

## AUDIO PROBLEMS

*Populous:The Beginning* uses QSound to run its 3D audio. If you have any problems with audio, please follow the directions below:

## INSTALLED SOUND CARD, BUT THERE IS NO SOUND

- Make sure that your speakers are plugged in and turned on. Also, check that the volume is turned up and not muted.

## GENERAL SOUND CARD INFORMATION

- QSound uses the DirectSound drivers for your soundcard hardware. Make sure that you have the most recent drivers for your soundcard installed on your machine. You can install these drivers during the *Populous:The Beginning* installation (when the installer asks you whether you want to install DirectX). You can obtain the most recent drivers direct from the hardware manufacturer.
- If your soundcard hardware supports EAX (Environmental Audio Extensions) you will need the most recent drivers. Two files are used to drive EAX and if their modified dates are earlier than those listed below, you will need to replace them:

Name of file	Date (dd/mm/yy)
Eapci.vxd	02/07/98
Eapci95.drv	28/4/98

- If you are using Soundfonts (AWE32 and AWE64), you will need to install some new drivers. First, go to the Control Panel by selecting **Start>Settings>Control Panel** . Double left-click on **Add/Remove Programs** and scroll down the list of programs until you see **Soundfont Management System** . Select this and left-click on **Add/Remove** . Confirm that you want to remove the Soundfont Management System and wait for it to be deleted.
- Now, explore the root of the *Populous:The Beginning* CD. Double left-click on **Redist** and double left-click on **Soundfonts** . Double left-click on **setup.exe** inside this folder. Follow the instructions on screen to install the new Soundfont Management System.
- If you are still experiencing problems with Soundfonts, you may already have a Soundfont bank loaded onto your soundcard. You can clear the soundcard memory before re-setting your machine.
- If you are running another application that uses the soundcard, *Populous:The Beginning* may experience audio breakup or loss. Close all applications that require sound before running the game.
- If the game cannot find **Qmixer.dll** , you can re-copy the file from the root of the *Populous:The Beginning* CD to where you installed Populous, e.g. **c:\program files\bullfrog\populous** .

## MEMORY PROBLEMS

*Populous:The Beginning* requires 16 MB RAM and Virtual Memory **Enabled** . We advise that you let Windows 95/Windows 98 manage the amount of virtual memory automatically (the default setting), and that you have at least 70 MB free hard disk space after installation.

# TECHNICAL SUPPORT

If, after thoroughly reviewing ALL the procedures, you are still having a problem running this software, please read the following section.

## IMPORTANT: READ THIS SECTION CAREFULLY BEFORE YOU PHONE US

Today's PCs run with millions of different hardware and software combinations.

The following information **MUST** be obtained from the manufacturer of your PC or from within your enclosed documentation **BEFORE** calling our technical support line:

(N.B. The following information can be obtained direct from your PC manufacturer)

1. The error message displayed when the problem occurred (if any).
2. A listing of your machine spec , including:
  - CPU speed and make
  - Amount of RAM
  - CD-ROM speed and make
  - Sound card make
  - Video card make
  - Network card (If any)
  - Hard disk size and amount of free space
  - DirectX driver versions (see DirectX installation notes)
  - Joystick and Game card (If any)
  - 3D Hardware Card (If any)

(See the following section titled "How to obtain the information required")

If you cannot find the above information then you will need to consult your supplier or manufacturer.

## HOW TO OBTAIN THE INFORMATION REQUIRED

### WINDOWS 95/WINDOWS 98 USERS

1. Right click on **My Computer** .
2. Left click on **Properties** .
3. The General information screen will detail how much RAM you have and the CPU make eg. Intel/Cyrix.

**Please note:** Windows 95/Windows 98 does not always detect the Cyrix chip correctly, and therefore may describe it as a 486.

4. Now click on Device Manager.
5. Click on the `+` symbol on the relevant devices i.e.
  - CD-ROM
  - Display adapters

- Sound, video & game controllers.
- Network Adapters

You will then be able to see the manufacturer of these devices.

1. The CPU speed can be seen if you reset your PC and look towards the top left corner of the screen. You should see a CPU clock speed eg 166 MHz. This is the processor speed that you need.
2. Double left click on “**My Computer**” .
3. Left click on your hard drive (C:\) and this will list how much free disk space you have and the total amount of disk space you have on the system. Now close all windows down.

With this information you will be able to configure your machine correctly. If you have obtained this information, and are still having problems, then Electronic Arts has a Customer Service Department that is ready to help you with any problems you may encounter with the game.

However before you call the Customer Service Department, please check the Help File that is supplied with all of our software and can be accessed from the Windows 95/Windows 98 Tool Bar. You may find a very quick answer to the problem you are experiencing as this file contains answers to the most common problems.

Electronic Arts Customer Service has an Automated Help service on (01753) 546465, which is available, 24 hours a day, 7 days a week. This service contains Help documents (on Faxback, which are automatically sent back at the end of the call) and recorded messages that cover most common problems at present and these services are updated regularly. We also have manned lines available on the number above Monday to Thursday from 9.00 a.m. to 6.00 p.m. and 9.00 a.m. to 4.30 p.m. on Friday. Or you may write to us at the following address, including a daytime telephone number and the above information.

Electronic Arts Customer Service, PO BOX 835, Slough, Berkshire, England SL3 8XU.  
By Fax: 01753 546817

## HOW TO REACH US ON-LINE

Internet e-mail: [uk-support@ea.com](mailto:uk-support@ea.com)

Electronic Arts: <http://www.ea.com>

Bullfrog Productions: <http://www.bullfrog.co.uk>

Populous: The Beginning Matchmaker Service: <http://www.populous.net>

## CAN WE HELP YOU?

Do you have a problem or do you just want to ask a question?

If so, there are several ways you can obtain help or have your questions answered.

### 1. SOFTWARE “ON-LINE” HELP FILE.

All our new releases now include on-line help file with hints and tips on how to resolve problems that you may confront while trying to run the game. To access the help file simply click on the “Contact support” from the main Windows toolbar, under the games titles selection. This support file can give you access to relevant support sites via web links within the guide. It also gives you access to the Customer Support department via a support program within the guide. This program can then send us your details via E-mail or a Fax/Modem.

## 2. THE MANUAL AND REFERENCE CARD.

These two documents give you comprehensive details of everything you need to know to enjoy the game.

## 3. SUPPORT VIA ON-LINE SERVICES.

[HTTP://WWW.EA.COM](http://www.ea.com)

Electronic Arts has 24 hour support via our on-line services. Here you will find extensive product support and other information. In addition, you will find answers to Frequently Asked Questions (FAQ) plus patches, updates and demos. If you still cannot find an answer to your query, E-mail us on

[UK-SUPPORT@EA.COM](mailto:UK-SUPPORT@EA.COM)

You will receive an automated reply, normally within minutes, giving details of all the games you can automatically request trouble-shooting information on as well as a number of standard trouble-shooting guides and information sheets. If you still have an unanswered question you may contact a representative for a personal reply.

## 4. GAME HINTS AND CHEATS.

To acquire hints and cheats for the majority of our new releases you will need to call the Electronic Arts Hintline (Lines open 24 hours a day);

**0891 66 99 44.**

**Note:** This is a premium charge line at a cost of 50p per minute. Please obtain permission to call this number from the person who pays the phone bill, before you call.

## 5. CUSTOMER SUPPORT BY PHONE (INCLUDING FAXBACK).

If you still have not found the answer then you can contact us on our Customer Service number. On this number you will have access to a number of automated services including Faxback and recorded messages. You will also be able to talk to one of our Support Representatives, who will be pleased to help you with your questions. However, please ensure you have followed all normal trouble-shooting steps before you call. If you do call, please be sure to have all relevant information to hand.

## 6. HAVING PROBLEMS OBTAINING ONE OF OUR GAMES (DIRECT SALES).

Electronic Arts now has a Direct Sales department. We have over 100 titles currently available, covering most formats. If you have a problem finding any of our games at your local store then please call **01753 546465** for our Direct Sales department. They will be happy to assist you in finding the game you require.

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Please remember to include full details of the defect, your name, address and, where possible, a daytime telephone number where we can contact you.

Electronic Arts Customer Warranty, P.O. Box 835, Slough, SL3 8XU, UK.

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