



Level 1: Trip of Feudalism

You start out with a lot of land and some huts already built for you. The enemies have preachers, but you can't make a preacher training hut to counter them. The only thing you can use against them is firewarriors. There is a totem pole at the southeastern most part of their base. If you take a really long time getting ready to attack them, they will worship it and release 5 angels of death. Even if your followers worship it, the Angels of Death will belong to the Dakini.

- Send your two free braves to build huts, start building up a population. After you have a reasonable population, build your training huts and train a small number of warriors and firewarriors, while still building huts.
- Build huts and upgrade huts until you have reached the maximum population.
- Train 3/4 of your population into firewarriors and the rest into warriors, leaving around 5 braves in huts.
- Leave a small defensive group of 5 firewarriors and 2 warriors guarding at the point of your settlement closest to the enemy your troops not through the main entrance, but up the Eastern hill, where the Shaman and enemy preacher hut is.
- Once you have reached the part of the hill that they own, leave your troops standing. The enemy will send their preachers and warriors up to fight you, and with your firewarriors standing there you can easily pick them off.
- Once you have successfully depleted their preacher population and destroyed their preacher training hut, destroy the rest of their town.

Level 2: Failed Return Home

Your first timed level, and yet again they have preachers where you can't. You are trapped in a prison and you have a few braves to rescue you.

- Press space bar to skip the fly-by. Build up a town quickly, time is of the essence. Start with a guard tower, 1 hut, a training hut (warrior or firewarrior), another normal hut, a training hut (warrior or firewarrior) and another normal hut if you can squeeze it in.
- Train troops as soon as you have a surplus population enough to do so. Make mostly firewarriors with a few normal warriors.
- While you are still finishing up the last of your training, take what troops you have to attack the series of guard towers. Facing the enemy, attack the rightmost tower first using warriors. Then send your warriors to attack the leftmost guard tower (where there's a preacher) with your firewarriors to follow. You warriors may sit down, but the firewarriors should kill the preacher before they can be converted, and your warriors will kill the firewarriors there. Take your firewarriors to kill the remaining preacher. He is glitchy and can only be killed from the northwest.
- Now we start the real assault. If you have not already done so, use all your trained warriors. Any brave you get while the attack goes on should be turned into firewarriors and joined with the main party.
 - Ignore the boat, if it is still there.
- Attack the north eastern guard tower, being sure to send in your warriors first. Send your warriors to the southwestern guard towers then quickly command your firewarriors to kill the preacher. Move quickly down the mountain range. Use your warriors on enemy firewarriors and firewarrior on preachers. You can force your followers to stay on the mountain by commanding them next to the sharp spikes.
- Loop around, avoiding the stone head and kill the mass of firewarriors to the left of your imprisoned Shaman using normal warriors. There may also be a mass of preachers. Kill them because they will prevent you from being able to reach the Shaman.
- Send in your firewarriors to the only spot on the left mountain range that can reach the Shaman's prison (shown on screenshot). They will blast away at the prison and you're free.
- Kill all the enemies with your troops and spells.



This is the glitchy level which gives you a victory after about 1 minute of gameplay. However, you can download the glitch patch fix [here](#). Just unzip the files, and copy-paste the .dat and .hdr files into the Populous: Age of Chaos "levels" file on your computer. It will ask you if you want to replace the files, click "Yes to all".

If you've downloaded the patch, here is how you beat the level:

- First lie down a temple plan and command all your braves to chop wood then build the temple using the ctrl stacking command. Next, command all your trained followers to worship the totem pole. The totem pole makes 4 or 5 followers magically shielded, a useful feature at the beginning of the level.

- Have your Shaman uncharge every spell except covert. Charge 1 or 2 converts, use it on two groups of wildmen, then uncharge convert and charge up fireball.

- Once your braves have finished making the temple, send them inside to become preachers. By now your trained followers should be shielded. Send your trained followers, your Shaman and 2 braves southwest to the Dakini's base. Notice how they have no preachers? Camp your preachers close to their triplet of guard towers. Have your warriors and firewarriors close at hand in case you get attacked by the Dakini Shaman. As soon as your preachers are trained, send them to re-enforce your preacher camp.

- After you've trained around 4 preachers, you will be attacked by the Matak. Ignore them and abandon your temple. Your new base will be at the Dakini's. By now you should have converted several of the Dakini's warriors and braves. When you free up preachers send them deeper into Dakini territory; follow them closely by your warriors to tear up their base.

- Be careful, you will be attacked by the Matak at some point. Make sure you are ready for this with your Shaman and a few supporting trained followers. Cast lots of spells to protect your preachers.

- Build a guard tower and a temple as quickly as possible (my guard tower got destroyed in this picture). Train your braves and extra warriors into preachers and bolster your preacher defenses, or if you still are taking over the Dakini's land.

- As soon as the Dakini are eliminated and you have your defenses set up start working on building a settlement. Lay down hut plans first then a warrior hut and a firewarrior hut. The Matak will send a steady stream of attacks, so be ready for that with lots of preachers and spells. You should convert the attackers, so you shouldn't have to worry about training warriors and firewarriors very much.

- At some point the Matak will cast AOD. Firewarriors will help protect you from this.

- Build up a small to medium attacking party and attack the small Matak's site using earthquake and lightning bolt. Mop up the rest of their followers and prepare for an attack on the Chumara.

- Attacking the Chumara will be much more difficult. They build up a lot and their Shaman is will positioned and uses spells liberally. Use hypnotize on their fire guardpost followers and lightning bolt on their Shaman's guard tower.

- They will mass their followers to attack you. Normally I'd love this and use a mass kill spell like firestorm, but alas you have a bunch of lame spells! You can use lightning bolt, fireball or try to use a well-timed earthquake.

- You will probably need to regroup and use a few attacks because they rebuild pretty quickly. However, you should be able to reach their training huts and cut off their re-enforcements.

- Thanks to Fyn for the glitch-fix patch info!



Level 4: Canyon of Fire

This level is tricky. The two other tribes are very well established and you are in a valley. The timer tells when the Dakini will start worshipping their gargoyle, but they worship using a firewarrior, not a Shaman which the statue needs.

- Do not build defenses. Put all your braves into cutting wood and building a balloon hut. Uncharge all spells except 2 convert spells, convert some wildmen, then charge landbridge. Command your Shaman to guard in a guardfire in your reincarnation site. This will prevent a Dakini lightning bolt from killing you.
- You get attacked very early on from the Chumara. If you let them kill your Shaman they will be satisfied and leave.
- Make enough balloons for your start-up population (2 to 4 balloons, depending on how many followers survive). Gather up all your braves and your Shaman into your balloons. Make your braves carry wood in the balloons if you can.
- In the balloons, follow the canyon north until you see a break to the right. Go that way and head towards the stone head with the swamp, being careful to avoid any firewarriors. Shift-click on the swamp to delete it, and dump your population onto the island. Even though the island appears to be connected to the mainland, it isn't so you are safe. Worship the statue; it gives you a one-shot angel of death.
- Use your landbridge spell to flatten out the island and expand it. Set down a guard tower plan, and some huts. Be careful to not put any plans on top of the only two trees on your island. Also, try to not let your braves completely cut down the trees. Always leave at least 1 woodblock on the trees.
- Use your balloons to send your braves west to gather wood. There are several unguarded trees over there. Cutting wood from near your reincarnation site will provoke swarm spells from the Chumara and Dakini. Charge up landbridge and, when you have enough manna, magic shield.
- Continue using landbridges (and flatten land if you want) to expand your town; continue building huts. Build a firewarrior training hut, a balloon hut and a preacher hut. Take as much time as you need.
- Build up a firewarrior army with around 5 preachers. Make balloons and fill them with firewarriors. Cast magic shield on as many firewarriors as you can. Send the lot in to destroy the Dakini, taking out their firewarrior training hut and any firewarriors straggling around. If the shield wears off and there are a significant number of enemy firewarriors left, sent them back to get shields cast on them again.
- If your Shaman gets killed, watch the reincarnation site and move the Shaman as soon as she is reincarnated. If you don't, the Chumara will lightning bolt you.
- When you have dealt a large amount of damage and there are no firewarriors or preachers, send in your 5 preachers. Spread them out and convert as many enemy followers as you can.
- Do not worship the gargoyle, if it's still there. It just fills up the canyon with fire.
- Destroy their town and repeat the same procedure with the Chumara. However, be careful as their Shaman is tougher and has a better-defended guard tower.



Level 5: Prison Island

This level requires very fast movement, fast building skills (see building guide in tips) and multi-tasking. Your shaman is imprisoned and you are given an island with 3 braves. You must stop the enemy from attacking the totem pole and starting the endgame countdown. Use multiple save-games. There are 2 methods to achieving the "easy" stage of the level when you have 3 warriors guarding the totem pole. I beat it both ways, but I only have screenshots of method 2.

- Do not uncharge any spells when you are busy, even if a notice pops up. Building up is more important than spells. (Skip ahead to Method 2)

Method 1)

- This method will take many, many, many reloads and is very dependant on luck but is slightly easier to pull off than method 2.
- Immediately make your braves build a guard tower somewhere easy, not on top of the hill.
- Then have them make a boat house, and 1 boat as quickly as you can. Sometime around now the Shaman should start trying to worship the totem pole, but she keeps pausing to kneel.
- As soon as your boat is made, pile all 3 braves into it and head towards the shore. Try not to let them carry wood (this may interfere with fighting) and don't let the boat get close to the firewarrior guard tower.
- Save as a new savegame at the point where your braves are on the boat heading over.
- Unload your braves slightly North-West of the Shaman and have them attack her. If you are lucky, you will shove her into the water. If you are not, you will all get fire-balled and die. Even if you kill her without shoving her into water, the enemy tribe will come and finish the totem pole. Reload your savegame. This will take upwards of 25 reloads.
- As soon as the enemy Shaman has drowned send your braves back to your settlement. If you have 2 or 3 braves left, you're in good shape, if you have 1 or none, load your savegame.
- Build a warrior training hut and a house hut, in that order. You must get your timing perfect at this point.
- Train one of your braves to become a warrior, making sure no spells are being charged. You should still have your other braves working on the house hut at this point, and the enemy Shaman should be heading for the totem pole again. As soon as your warrior is ready, put him into the boat (make a new savegame) and send him to the same attack spot next to the totem pole.
- While this is going on, the house hut should be finished. Send 2 braves to become warriors, also being careful to not charge any spells.
- Your single warrior should arrive at the totem pole. Have him guard a guard post fire that you place directly in front of the totem pole. This will help keep your followers from being fire-balled.



- As soon as you've killed the Shaman, head back to your settlement. The Shaman kill should speed up any braves you're still training into warriors. Put all your warriors into the boat and send them over to guard using the guard fire in front of the totem pole. You now have 3 warriors guarding the totem pole.
(Skip ahead to both methods)

Method 2:

- This method is very time dependent and will require lots of quick movement. However, if you do everything perfectly you should require few or no reloads.

- Have your braves start building a guard tower, but reserve 1 brave for only cutting wood. Have him cut wood while the guard tower is being built. You can even have a second brave build wood while the guard tower is being erected; don't control the first brave's woodstack dropping (he'll leave it in front of the guard tower) and have the second brave deposit his wood south of the guard tower. This should leave you with 2 extra woodstacks in front of the guard tower and 1 or 2 woodstacks south of the guard tower.

- Have 1 brave build a boat hut south of the guard tower while a second brave builds a house hut facing the entrance of the guard tower. The third brave is still just cutting wood; make sure he deposits it in front of the boat hut. When the boat hut is finished command the builder and gatherer braves to build a boat.

- When the house hut is finished, place a warrior training hut plan and command the ex-house hut builder to collect wood for the training hut. This should be going on while your boat hut/ boat is being built. When you are close to the boat being finished, just have him build the training hut.

- Around now your boat will be built. Command 3 braves into the boat. Do not unload all 3 braves at once. Instead, unload 1 brave to fight the Shaman. The angle doesn't matter. He will die. Then command a second brave out of the boat to fight the Shaman. He will also die. Have your third brave return home and collect wood for the warrior training hut.

- These 2 fight should have disorientated the Dakini Shaman and she will kneel several times again before praying to the totem pole. This will cause her to lose all her progress and even stall a little more time after that.

- You should be able to finish the warrior training hut and train 3 warriors (the third warrior comes from the braves spawned from a hut) before the Shaman finishes the totem pole, however 1 or 2 warriors will work fine. If you only get 1 or 2 warriors in time, send them over to kill the Shaman; then send 1 back to pick up the rest making for 3 warriors total guarding the totem pole.

Both methods:

- You can finally breathe! Place a guardpost fire in front of the totem pole and command your warriors to guard it. Guarding helps keep the Dakini Shaman from fireballing you. If you have an extra brave at your base, start making normal huts to build up a population. If you don't, you'll have to wait for your empty hut to spawn a brave. Be careful of Shaman attacks; the AI gets smart about your guarding intentions. You may want to pretend you are sending your warriors past the Shaman to attack her so you don't get fireballed. Every time the Dakini Shaman is killed, her followers flock to the pole to try and pray. Three warriors handles them nicely.

- Do NOT worship the totem pole; it will still help your enemy, not you. Alternate save games for before a Shaman attacks and after you've killed her.

- While rare, the Dakini may eventually send preachers to the totem pole. You can prepare for this with firewarriors in a second boat stationed near the totem pole.



- When you have braves at your base, build up a firewarrior hut and finish off all the land you can with huts. Train up warriors and firewarriors. Build more boats, and send re-enforcements to the guard post if you wish, but 3 warriors are enough to maintain your control of the totem pole.
- The enemy's gradual attacks on your guard post have weakened them, by this point they may not have anybody guarding your Shaman. See what people you can pick off using firewarriors in a boat. Try to take out all the preachers.
- Send in your forces, which should now be well-trained. Take out any firewarriors and preachers first, then go for their training hut.
- You can either take out the settlement or liberate your Shaman first, but make sure your Shaman does not get killed after you free her.
- Done, whew!

Level 6: Test of Intuition

This level is a breath of fresh air after the last one. You have plenty of land, only 1 other tribe to fight and your Shaman is free. However, they have a height advantage. There are three totem poles, two of which will harm you while the third helps you.

- There is a small ridge overlooking your land and facing the enemy tribe, lay down 3 guard tower plans and send half your braves to work on that. Have your other braves start making a firewarrior hut.
- Uncharge all spells except lighting bolt and watch for the enemy Shaman on the cliff to the left (opposite side from her reincarnation site). She likes to walk over there and lightening bolt your town (if they attack by land). However, if you zap her a few times before she can do anything, her attempts will stop.
- Train 1 or 2 braves into firewarriors, and with your Shaman fill up the 3 guard towers. Use your braves to build lots of huts, including a warrior training hut and a boat house (it's best to place your boathouse on the eastern side), training braves into warriors and firewarriors as you go.
- The Dakini will either attack you either mainly by land or mainly by boat. Be prepared for either. When you have time, make a few boats and fill them with firewarriors. This will stop the sea attacks.
- If the enemy's land attacks become annoying, charge up swamp and lay a few down. That'll halt their attacks quickly.
- Use landbridge on the lake in your town and on the sea to lay more huts and gather a larger population. If you put your boat hut on the eastern shore, you can raise all the southern land.
- Build up several boats, filling some with firewarriors and some with normal warriors. Save your game. Choose one of the islands to worship a totem pole. For me it was the one on the right, not the guarded one in the middle.
- If the enemy tries to worship a pole, go kill them with warriors and do not worship that totem pole. Keep your firewarriors in the boat; they can blast away without getting preached if preachers show up.
- When you find the correct totem pole that helps you, you get a rechargeable angel of death. Cast AOD and gather up your armies. Let the AOD kill a lot of their firewarriors before you mount your attack. Note: sometimes the AOD can glitch and get stuck on the guard towers. If you want to cast multiple angels of death you should take these out.
- Destroy their town: be careful to kill preachers using firewarriors, take out their training huts, and destroy their huts. You know the drill.



Level 7: Island of Doom

This level is also pretty difficult, but at least you get to do it on your own time so get ready for a loooong haul. Your Shaman is trapped in a prison guarded by multiple Dakini firewarrior guard towers. You start out with 6 spies, 5 warriors, 2 firewarriors and 2 boats on an empty spit of land.

- Ignore the 2 totem poles guarded by 6 firewarrior guard towers. They give you lightning spells (moderately useful, if you really want to go for it) and a firewarrior training hut (which you have already). (If you decided to go get it, use your warriors to attack 1 side of guard towers from behind, then the other set from behind, then worship the poles.)

- Uncharge all spells except fireball, and when that is filled up, charge 1 swamp, then charge angel of death (AOD). Load all your warriors into boat 1. Load all your firewarriors into boat 2. Make a guard fire and have all your spies circle it. This'll give you a little extra manna. Save game.

- There's a steep slope your warriors can climb on the western slope (the one closest to you). Send your boated firewarriors to water a close distance away. Send your warriors up and attack the closest two guard towers to kill the two firewarriors. The Dakini may retaliate, but not quickly enough.

- Make your warriors go back into the boat, but not necessarily away. The Dakini will chase you with firewarriors and normal warriors. Send your two boated followers in, blast the nearest firewarrior you can, and get both boats out of there. Hopefully they knocked the enemy into the water and your followers are injured but not dead. If you lost any warriors or firewarriors, load your savegame. After a successful attack save your game.

- Now that the guard towers are out of the way we can play a little game that eats away at the Dakini's fighting population. Send your warriors up the slope as though they were going to attack. However, as soon as their troops are semi-close, command your warriors back into the boat and away. Swoop in for a quick cheap shot with your boated firewarriors and boat away quickly as soon as your blast hits. Repeat this several times, always making sure to save beforehand. The Dakini will inevitably make firewarrior guard posts, you can defeat these by sending your warriors in a boat close to land to distract the firewarriors, swoop in with your firewarriors and get a quick blast in before everyone boats away. If you lose any firewarriors or normal warriors, reload your savegame.

- When you have eaten away at the majority of the firewarrior population (they will retrain to maintain a small population), switch tactics. Move your boats to the other side of the island, close to the main landing strip. The firewarrior guard towers can't attack you, but conversely, you can't climb up to get them. Unload your warriors next to the southernmost guard tower. The Dakini will send their warriors (they should have almost no firewarriors by now) to get you. They will have to go around the little mountain to get to you, however.

- When the enemy warriors get close, put your warriors back into the boat. The Dakini warriors will still try to reach you so swoop in with your firewarriors and let them all slowly get burned.

- Double-check your warriors' health; make sure they're all full. Park your boat at that same sheltered Western strip of land. The Dakini should have almost no troops to send in after you, with the exception of a few firewarriors. Send in two warriors to worship the totem pole, wait about 3 seconds, then send in two more. Send your last warrior not to the totem pole, but slightly West of the totem pole to help draw away the guard tower fire. Be wary of their health, rotate warriors appropriately to draw away their fire. The Dakini will also probably send some firewarriors to fight you. Use two warriors to kill them if this happens.

- If you sense that you're going to successfully worshiping the totem pole, make a new savegame right before the bar is full. The totem pole makes a tornado which destroys the spy guard tower right next to the Shaman's prison. The tornado will always go in a random direction. However, for me it went over the southernmost western guard tower, taking out the firewarrior, all-right! If you really want an extra advantage, you can keep reloading your savegame and hope something like this happens for you too.



- As soon as your warriors are finished worshipping, send them back into the boat and away. Hopefully you still have all 5 warriors left. If you have 4, you may still be able to win, but I would reload and try again.
- Now that their spy is gone you can make use of your spies. Send your firewarrior boat back to your island and command them to guard at the guard post. Take 5 spies and have them pretend to be Dakini and jump in the boat.
- There is a very steep slope on the Western side, close to the northernmost western guard tower and some house huts. Send your spies to the base of this. Send out 2 or 3 spies to try and sabotage the firewarrior guard towers overlooking your Shaman. A tip is to not instruct them to sabotage the southern two towers directly, but have them climb first, and then give them the sabotage command. If any of the three guard towers on the eastern side also have firewarriors in them still, send a spy or 2 to sabotage these as well.
- Remember to not use all your spies, keep 1 in the boat so you can still get away if you need to.
- Leave 1 spy on their land, in disguise. Although I don't recommend it, you may also leave other spies (disguised appropriately) on the other tribe's land, close to their reincarnation site. You'll see why in a moment.
- Once you've destroyed the guard towers, you have two options. You can either decide to attack the prison directly, or you can play another game of warriors landing on the Eastern strip, firewarriors blasting from their boats to kill the now displaced guard tower firewarriors.
- When you attack them, send in 4 of your warriors to fight the prison. Place a guardpost at the northwest corner of the Shaman's prison and send your final warrior to guard this spot, allowing him to fight firewarriors when they attack your party. Because this guy gets blasted a lot, rotate warriors to the guarding position. Save liberally during this whole fight.
- Your Shaman is free! Incidentally, she will reincarnate here if she is ever killed. Have her worship the obelisk while you have the warriors fight off any enemy firewarrior attacks. You can use a swamp spell to help protect yourself.
- Command your Shaman and all the warriors you have left into your boat and away to your island.
- The obelisk will give you a free swarm spell, big whoop. However, it will also give all three enemy tribe a free balloon at their reincarnation site. Now is the time for your spies to leap into action (or more appropriately, leap into a balloon.) Steal the balloons and send your spies home to the tiny island. I personally only had a spy steal from the Dakini. (If you wish, you can always send your Shaman back to the Dakini Obelisk and get more balloons using your spies, but I didn't.)
- Command your Shaman and any remaining warriors into a boat and away to your island.
- Unload your spies and fill the balloons with your two firewarriors. If any of the other Shamans have balloons they will come and try to attack you. Knowing that Shamans in balloons get killed after only 2 blasts from a firewarrior, sick your ballooned firewarriors against them when they are close to your base. This will cause the balloon to drift over to your island allowing your Shaman to grab it.
- If you were not able to grab any balloons the enemy Shamans will come to your base and cast earthquake. Simply command all your followers and your Shaman into boats and this will not affect you. Your firewarriors will kill the enemy Shaman, and now you have a balloon and lots of manna to boot. This will help you charge up that AOD if it's not finished yet.
- Move your ballooned Shaman close to the Chumara base and cast AOD. This will help kill all the firewarriors. Their Shaman death will help recharge your AOD spell. Their base is so small and they cannot remake firewarriors, so making their base safe for your Shaman and firewarriors to fly around should be easily accomplished with 1 or 2 AOD spells.



- Once you've eliminated all their firewarriors, send your 3 balloons (using 2 firewarriors and your Shaman) to the obelisk the yellows are guarding and have the Shaman worship. Cast swamp if too many people Chumara followers try to attack your Shaman. This obelisk will give you 3 braves. Distribute the 3 braves into your 3 balloons and bring them back to your small island base.
 - Tear apart their town using your ballooned firewarriors, and eventually boated warriors but be careful; DO NOT kill all their followers. If you kill all their followers you will lose the game. Camp your Shaman slightly north of the reincarnation site. Use carefully aimed fireballs to push their Shaman into the water when she reincarnates and give yourself a little extra manna.
 - When there are almost no Chumara left (when I played this level, they were down to 1 warrior) they will try to attack your Shaman, but alas for them she is in a balloon! Use this to your advantage. Have your Shaman hover out of the way so that the Chumara's last followers will not be killed; I chose slightly north of the Chumara's reincarnation site.
 - Send all your followers to the Chumara's old base and build up a settlement, army and armada of boats at your leisure leaving around 3 braves untrained. When you have as big of an army as you can, unbuild each house hut by at least 1 woodblock. This will ensure that no braves are spawned from them during your final attack, potentially getting into a fight with the Chumara's last follower(s).
 - If you want more land, you can use the totem pole island.
 - Load your entire population into boats and balloons.
 - Go head out to fight the Matak. Unleash your AOD and whatever other spells you see fit. Tear up their settlement and destroy or convert all their followers. It helps to camp lots of firewarriors in balloons near the ramp that leads up from the beach to their main settlement.
 - Build a guard tower using your braves. I am not sure if this is a condition for victory, but the opening scroll seemed pretty stubborn on what you needed to do to win the level.
 - Whew! Level complete!
- Level 8: Split Ends

After that last level this one is also pretty easy. The start-up is a little rocky, but you can quickly get things under your thumb. You start out with 6 braves and a free convert spell. There is a totem pole in the lake guarded by the enemy Shaman's firewarrior guard towers.

- Act quickly and send 3 braves to build a preacher hut. Once they finish this hut send them inside. Send your other braves to start building guard towers, two on each side, starting with the East. Uncharge your convert spell but use your free convert spell on 1 or 2 wildmen if you can. Send these to help build the guardtowers. Once you are finished with guardtowers, start building house huts.
- The enemy tribe will start building guard towers in your territory in the east, how rude! Ignore the braves until you have some preachers (2 or 3) and then send the preachers to the enemy guard tower.
- By about now they should be sending a raiding party from the east. Your preachers should take care of this, but just in case have your Shaman handy for some fireballs. Charge up lightning bolt when your fireballs are full.



- They will attack again, but this time from the west, and with their Shaman. A few fireballs to their sides should propel them into the water, or use a lightning bolt if it's charged. Use your preachers to mop up the rest and gain some followers. Be careful to take out their Shaman because she will do some serious damage to your town if she gets close enough.
 - From now on, the going is easier. You have a settlement going, so build that up and make lots of preachers to guard. Always check if they are attacking, and never let the Shaman into your settlement. She will unleash some unruly spells like tornado, firestorm and volcano if you let her.
 - You can expand your settlement by using landbridge, if you desire.
 - When you are ready to attack, make a boathouse leading into the lake. Make two boats, both filled with preachers or warriors. Cast an invisible spell on one boat and command them to worship the totem pole. After a minute or so, cast invisible on the second boat and make them switch places. If you time it right, the first wave will be leaving when they are blinking or fully visible again.
 - Return your preacher boats to your settlement. If the enemy Shaman gets a boat she will unleash AOD.
 - The totem pole will unleash a firestorm on both entrances of the settlement. This doesn't do too much damage, but it does make them really mad. They will attack you with all their forces. If they don't attack you try to tick them off other ways like sending a small invisible raiding party. It's easier to attack them after they've emptied their town. Now their town is unguarded and easy to take over; send in your troops and make short work of their settlement.
- Level 9: Growing Pains

I laughed when I beat this level. It looks really intimidating, there is fog of war and they have what looks like pretty good defenses. Plus they attack early on using their Shaman. However, it's all psychological! They really have a terrible settlement that you can own in a few minutes.

- Build a preacher training hut first, uncharge your convert spell, and send about 2 or 3 of your braves to become preachers. Start the rest of your braves on building houses. They should attack you pretty soon, fireball their shaman if you can. Send the preachers to convert the attacking followers. Send all converted firewarriors to the corner of your reincarnation site overlooking the side facing the enemy. When you have extra manna, begin charging invisibility.
- After building 3 or so huts, constantly train and refresh your preacher population as you go.
- They will attack you several times making it look like they are really powerful, but they are really wasting all their resources on you. Send in an army of invisible preachers (I used only 6), and you will see how sad their settlement is. (look at that screenshot, pathetic!). Spread the preachers out and convert their entire settlement.
- Make sure you check all the areas of the fog of war for rogue enemy followers. I spent an extra 5 minutes trying to find their last follower to beat the game.



Level 10: Re-incarceration

When I first saw this level, I was worried. Another timed prison level, ahhh! But relax, it's very easy. You start out with 6 braves and an already-made guard tower, yay.

- Have your braves build two house huts south of the guard tower and 1 boat hut north of the guard tower. Sometime during your building the enemy Shaman will come and erode your landbridge that links to her town. There is a totem pole that restores this land, IGNORE IT! It's much more trouble that it's worth.
- Start construction on a preacher hut. Also, keep building house huts as quickly as you can. Build houses and train preachers at a constant rate. Fill your house huts with preachers to build your population while your braves construct houses. Use 2 braves for building boats. Make at least 4 boats and 20 preachers by about 3:00 time remaining.
- Pile all your preachers onto the boats and attack the Matak from their Western bank, where their reincarnation site is. Spread out your preachers and be wary of enemy firewarriors and preachers.

- Send the braves, warriors and firewarriors you've converted to attack your Shaman's prison. Use the "select visible followers" option instead of "select world followers" to avoid killing the braves at your settlement.
- When you've freed your Shaman, get her out of there on a boat and use your newly converted warriors, firewarriors and braves to demolish the Matak settlement. Advance the preachers to catch more braves and firewarriors.
- There may still be some enemy followers on boats or balloons, use your firewarriors or spells to get rid of them.

Level 11: Fight for your Right to Worship!

This level's medium-hard, but only because I don't like building up large defense systems or attacking quickly. If defense systems are your thing, this level is a piece of cake. There's a totem pole in the middle that releases 2 Angels of Death. The Chumara and the Dakini are allied together and you're allied with the Matak. Everyone can make preachers except for you.

- Start off by building a civilization, making sure to throw in a Firewarrior training hut followed by a warrior training hut. Start training warriors and firewarriors. Charge lightning bolts. The Chumara start worshipping the totem pole pretty early, but don't worry, it takes awhile to charge up.
- Build up a quick raiding party consisting of mostly firewarriors to attack them. Make sure that the totem pole is about 75 to 80% complete. Gather your Shaman and set off.
- Cast a lightning bolt on the Chumara Shaman and command most of your trained followers to worship. If you have extra followers, command the firewarriors to guard the Shaman. The totem pole should charge pretty quickly, and you can get out of there.
- The totem pole releases 2 AOD on your combined enemies. However, because they have pretty big firewarrior defenses, this doesn't do much damage. It just keeps the enemy Angels from getting you, and allows you to build up awhile in peace.



- If you like attacking quickly, build up a fast army of 30 trained followers: half warriors and half firewarriors. Go attack the Dakini. Lightning bolt the remaining firewarrior guard towers. Lightning bolt and fireball the Dakini warriors gathering at the base of the guard tower in their settlement, tear apart the Dakini's base, then go finish off the Chumara. They should have few or no preachers.
- If you don't like attacking quickly, build up as big of a civilization as you can. After awhile the Dakini will first try to attack you by land using a landbridge from the heavily forested middle-ground to a mountain peak in your land. Be prepared for this with your Shaman and lots of firewarriors.
- After their initial attack, the Dakini will attack with their Shaman by boat on your western coast. While this is nice because it gives you boats, watch out because if their Shaman gets onto your land she'll cast heavy-duty spells.
- The Dakini boat raids continue for awhile, but now the Chumara decided to attack you as well by land. While the Matak may help you a little (because they come through your shared land entrance), you may also want to be prepared for this.
- Take all your newly acquired boats and attack the Dakini's base from the east, slowly moving west. The Dakini may try a last-ditch attack on you by land, but it should be very easily crushed. The Dakini may have some followers stationed in the Chumara's base. If this is the case camp about 5 firewarriors southeast of the Dakini's reincarnation site to keep killing their Shaman.
- Rebuild your army and smash the Chumara.

Level 12: Escape from the Dakini

This level so far is the closest to giving me a nervous breakdown. You start with only your Shaman armed with 4 fireballs, 1 lightning and 2 swarm spells. You must traverse safely through the enemy base to get a boat and head on over to your allies, the Matak. I am just going to tell you how I beat this level, there may be other tactics, but I don't know them. Save as often as you can.

- Cast a swarm spell next to the closest guard tower (safe spot 1), sending the firewarrior running. Send your shaman up the hill so that she's standing on the hill in front of the guard tower, but out of the reach of the two standing firewarriors. Save your other swarm spell for later.
- Wait at this safe spot for the standing firewarriors to get hit by the swarm or to leave by themselves towards the house hut next to where you first started. Send your Shaman, walking semi-close to the western shore, to the first obelisk and have her worship. She will get blasted by firewarriors twice, but ignore that.
- While worshipping at the obelisk, you will get attacked by 1 or 2 warriors while worshipping; try to fireball them into the water using a fireball placed directly opposite the direction you want them to go. The obelisk will give you 2 swarm spells and 2 fireballs.
- Another warrior will chase you. Backtrack to the empty firewarrior guard tower until he decides to leave. Moving back and forth will keep the warriors from attacking you.
- There are a bunch of new huts filled with firewarriors and warriors just south of where the first obelisk was. Wait for these to get refilled with braves before you continue your journey.
- Move to the spot where the first obelisk was, then cross over to the eastern shore. Walk south along the eastern shore and make your Shaman climb the steep cliff up to the two abandoned guard towers. She may try to walk around, but do not allow that.



- You are now at a safe spot. If warriors start to come after you, move south along the eastern shore, but not past the 2 groups of trees. You can always command your Shaman to walk along multiple guard posts using the Ctrl-click stacking function. Wait for a time when there is little enemy foot-traffic past the second obelisk.
- Send your Shaman down the steep cliff west of the west-most guard tower. Have her walk just north of the obelisk and climb up to the enemy's re-incarnation site. DO NOT try to worship the second obelisk; it only gives you a lightning, and you will get killed or waste more spells than you get back.
- Lightning the enemy Shaman to recharge your fireballs spells (if you have less than 3 fireballs) and walk through the reincarnation site, then behind the firewarrior training hut (it might be a temple, if this is the case skip to "Cast a swarm spell").
- Walk so that you are right next to the boat hut. So close, and yet so far. There is an enemy guard tower to the east which has a steep slope down to the valley which has house huts and the boat hut. Wait for the Dakini's trained followers to disperse from the guard towers close to the reincarnation site.
- Cast a swarm spell in front of the guard tower with the slope. Send your Shaman down this slope, then walk directly west towards the boat tower. Have her climb the hill towards the boat; she will get attacked by braves, so blast them with your fireballs. When you can, jump into the empty boat. If there is no boat you will have to reload the last game that has a boat or restart and move your Shaman quicker.
- Being careful to avoid the enemy firewarrior guard tower islands, boat over to your allies, the Matak. Worship the gargoyle. You will get a note from the Matak allowing you to set up camp at their place if you help them defeat the Dakini (as though we weren't going to do that anyway).
- The gargoyle will give you 3 or 4 braves. Keep in mind that if your Shaman dies, she will not be reincarnated but at least now you will not lose. Have 1 of the braves jump into the boat to save it, while the other 3 braves finish construction on the warrior training hut and the house hut. Don't build the guard tower, in fact when you have spare time dismantle it. You can fit another house hut in its place.
- Build a firewarrior hut and some more houses. There is also a spot of land with enough room for 2 houses next to the Matak's firewarrior training hut if you put down a guard tower.
- Build up an army. The Matak will attack the Dakini a few times, but I didn't rush to help them out. They will skirmish on the two small guard tower islands. Use these skirmishes to steal some boats for your army.
- Eventually the Dakini will try to attack your main island. Try not to let them cast any spells, as I'm sure this is what causes the Matak to become more conservative and halt attacks on the Dakini, but really it doesn't matter. Just make sure they don't torch your settlement.
- The Dakini will also cast AOD. If it attacks the Matak either ignore it or send firewarriors to help them out. If it attacks you send all your firewarriors and make sure your Shaman is deep in Matak land.
- When you are ready to attack, send your boats to attack the land next to the Dakini reincarnation site. Make sure your Shaman gets off here and that she has a large number of trained followers with her. Not all of your boats will be able to fit next to the small climbing areas, so some of them will drop off close to where the original Shaman boat was and will unload there.
- Attack their town as much as you can. Target their training huts. Because you can't get as big of an army and your Shaman won't reincarnate, don't worry if you have to retreat and attack again. Use your lightning to attack huts and swarms to get rid of enemy preachers. Worship the second obelisk if you want, and finish wrecking their town.



Level 13: Volcano Top Chaos

You start out with a handful of mixed followers, 3 lightning bolts and a reincarnation site. The Dakini are menacingly close and the Matak are no longer your allies and there's pretty much no land for you to build on. A popup mockingly advises you to use invisibility to reach the volcano, but alas you cannot charge invisibility! (As an aside, it bothered me that this was the first snowy level, despite the fact that all the previous levels were further away from the sun.)

- Uncharge all spells except landbridge. Create a guard post in the southeastern corner of your reincarnation site and have all your followers circle it to create manna.
- Wait for the firewarriors close to your settlement to leave. 1 firewarrior may stay behind and guard, but you can easily get rid of him. Command 1 or 2 followers to guard your shaman using the "g" function.
- Send your Shaman south of the southernmost (and empty) Dakini guard tower. When the enemy Shaman is surrounded by followers, cast lightning bolt and retreat to your guard post. You'll get a measly amount of manna, and the Dakini will not retaliate.
- When the Dakini Shaman reincarnates, again send your Shaman south of the guard tower to lightning bolt her and then retreat. You are trying to whittle away at their forces while not losing all your manna. They will probably send a force to attack your unfinished volcano buildings, but ignore that.
- Some time around now, the Chumara will send a force to worship the totem pole. Keep an eye on this, but don't get concerned about it. When you have a land bridge spell all charged up make a bridge that lets out close to the totem pole, but do not cross it. Wait instead for the totem pole to be 80-85% complete. When the totem pole is close to being finished, do not lightning bolt the Shaman, but instead let them go attack your unfinished volcano town.
- When the totem pole is close to being finished, send in your Shaman. Don't let her stop moving because the Chumara Shaman casts lightning bolts. Fireball the northwestern-most Chumara worshipper. This will throw everyone, including their Shaman, into the water, giving you lots and lots of manna. You may want to use this manna to charge at least 1 swamp and the rest lightning bolts.
- Use your trained followers and your Shaman to finish worshiping the totem pole. It doesn't help you, but it will keep the Chumara away. It will cause the volcano to spew lava. If you're lucky enough that the Dakini was attacking you, fantastic. Your job got a lot easier. If not, then don't sweat it. It didn't happen with me. Retreat all your followers and your Shaman to your guard post, except your preacher. Have him camp out where the totem pole used to be. Alternatively, you could let them finish the totem pole but you'd lose lots of followers and manna in the process.
- The Chumara will send in a force of braves to where the totem pole used to be. This is great! Your preacher will convert them all and you'll have 8 or so new braves.
- Have the 8 new braves construct a temple west of your reincarnation site. Have your 4 old braves construct a hut east of your reincarnation site on the landbridge using the previously gathered wood.
- Place your Shaman where she can easily cast spells on the Dakini gathering spot. Cast a swamp or a few more lightning bolts whenever there's a Dakini Shaman there.
- Once your 8 braves have created a temple, convert all 8 into preachers. Save 2 preachers to defend your eastern side and hut, when you prepare the others for war. You will probably get attacked by individual Dakini raids or invisible groups. Catch these with your preachers, and either use them to help you defend or turn them into preachers as well.



- When the Dakini have no visible preachers and few firewarriors, send in your army of at least 5 preachers to convert followers. Leave 2 or 3 preachers at your base. Follow this up with 1 or 2 warriors. Watch over your preachers carefully with your Shaman. Use fireball and swarm to help protect them when you need to. Use your converted followers to tear apart the Dakini's settlement.

- Now you can claim the volcano like you're supposed to, if you want. I did because at this time the Matak attack you pretty heavily with firewarriors and their Shaman who always casts earthquake. You can defend against them with boated firewarriors. Note: they sometimes attack by land and after awhile will switch tactics and attack by boat from the south. There are patrolling Matak on the rim of the volcano. You can either ignore them and keep a distance or use lots of swamps to keep them at bay.

- Have your Shaman worship the volcano obelisk. It will give you lots of followers, yay! Another obelisk will pop up but ignore it. It creates a landbridge from the totem pole to the volcano, which is totally useless.

- Build up a large settlement with a firewarrior hut, another preacher hut (I basically abandoned my initial settlement) and a warrior hut. Make lots of houses. Be prepared; the Matak like to attack you like this: first simple spies, then a large army across the landbridge you made, then by boats northwest of the hill that is northwest of your reincarnation site, then by boats south of the previously mentioned point. Be sure to steal some of their boats from their failed attempts. Not to mention they are constantly sending guarding troops around the rim of the volcano. If you are good at making defense systems, then this part will be easy.

- When you have a good army and some spells go for a nice Blitzkrieg on the troublesome Matak; send your Shaman in a boat with some warriors close to their town. Cast a flurry of spell to do some major damage to their population. Then send in your army: preachers first followed by warriors and firewarriors. Destroy their settlement and end their annoying raids.

- Rebuild your army if you need to, but I had plenty left over for a direct attack on the relatively peaceful Chumara. A large section of their town is close to water, making it perfect for a boat equipped with a Shaman to sneak in and cast a volcano or 2 firestorms.

- Send in your army and destroy their town.

Level 14: Imprisoned Secrets

This level starts out with an ominous message informing you that all 3 tribes are allied against you and that it will be a "bloody battle", however, this level was one of the most fun!

- You start out on an island nicely separated from everyone else. The 3 other tribes all have boat huts, but they never make any boats to chase after you. You can build huts and train people basically at your leisure. You have plenty of land spells so you can easily expand your island to make more huts when you need to.

- The Dakini or the Matak make angels of death every so often, but don't let that concern you. Just build up a lot of firewarriors to defend yourself against it. A little-used trick is to rotate firewarriors. Send half your firewarriors towards the AOD, wait a few seconds, then send in the other half. If you time it right, half will blast the AOD while the other half are charging up and the AOD will take a lot of damage before it can kill a single follower.

- Build up a large population to generate manna. Lots of spells makes this level much more fun. Make a few boats and a raiding party of using a combination of your choice of trained followers. Fill around 4 boats, making sure your Shaman is in one of the boats.

- Go choose any of the prisons except the one at the Chumara's base. Break up the prison, defending your party using your Shaman's magic. Instruct your followers to pray, using your Shaman if you want. When the totem pole is almost full, hightail your Shaman out of there, because the worshippers will usually die. Each totem pole unleashes 3 or 4 volcanoes! Watch the beautiful destruction.

- Repeat this with the rest of the totem poles. The Chumara's totem pole will link your base with the mainland, so unless you want a fight I suggest saving this one for last or second to last.

- After unleashing all the totem poles, they should have almost nobody left. Send in your troops and pick off any survivors.



Level 15: The Fall of the Matak

This level advises you to be prepared to help the Matak from the strong Dakini. You are then sent on a quick fly-by showing how badly the Matak are being “weakened”. The Matak ask for your help (your land) pretty quickly.

- Have you ever heard that old adage “God helps those who help themselves”? Well you’re on your way to becoming a god, so this applies. If you just build huts and no defenses, you will be attacked on both sides from the Dakini and you’ll get no help from the lazy Matak. However, if you build up guard towers facing the old Matak land, the Matak will copy you and build up defenses as well. The Dakini will only attack you coming from the Matak’s old land.
- If both you and the Matak slack on defenses, you will be attacked on both sides. The Dakini Shaman will cast landbridge to reach your town from behind and enemy followers will attack from the other side, ouch.
- While I love the fact that the Matak are so helpful to you on this level, they are pretty land greedy. Place hut plans and build huts quickly to claim your own land; after all you’re entitled to more land than them, right? However, leave them room to build the 3 training huts and 1 to 3 house huts after that or else they won’t help you.
- Build up an army and some spells and thrash the Dakini’s land. Try to time your attack in synch with the Matak’s own attacks if you want, but remember Swarm spell affects your allies as well.

Level 16: Riverbed

This is a bit of a throwback to level 4. You’re stuck in a valley while the other 3 tribes are really built up. There’s a totem pole on an island close to the Chumara/ Matak’s base, which may be the “stonehead” they were referring to in the intro text.

- I tried building my base next to the reincarnation site, in several different places of the riverbed, in the vast stretches of wasteland but nothing stuck. You get attacked too quickly to build proper defenses. By the time you can get a dozen or so trained followers you get attacked by the one tribe (usually the Dakini); then another enemy tribe joins in.
- Instead, set all your braves to making house huts around your reincarnation site and start charging “Flatten Land”. Build up houses quickly and leave your braves inside when you have around 7 huts. The point is to build up manna. Two Dakini warriors run through your settlement, but if you’re careful to have your braves avoid them they’ll ignore you. If they attack blast them with fireballs.
- When you have close to 2 flatten land spells start watching out for attacks. When you have at least 20 followers or you get attacked abandon your settlement. Send all your braves west to the edge of the riverbed, next to where the land meets the water. On the western side close to where the water meets the land is a steep slope. Make sure your braves and Shaman climb this; send them all north to the island. Make a savegame.
- Cast a flatten land spell so that there is land next to the island but not so that you can climb up to the island. Gather all your followers and your Shaman close to the island, hugging the wall tightly. Cast flatten land on the top land right next to all your tribe; they will all be transported up onto the island. You can use this technique to re-unite your Shaman with the tribe if she gets killed.
- You should be cut off from the other 3 tribes, test this by commanding a brave to walk off your island, he should put up his arms indicating he can’t. Incidentally, watch your followers to make sure they don’t kill themselves doing this. Worship the totem pole if you want; it glitched for me and I never got the spell so I don’t know what it does. Probably Armageddon, but I’m just guessing.



- Build up a town. You have plenty of trees, but still try not to build over them. To expand your land, use the flatten land spell. When you can no longer use flatten land without connecting to the mainland, use erode to lower the surrounding land, then cast flatten land on your base. To get more manna, kill the Matak shaman using lightning frequently.

- Eat into the Matak land using erode and flatten land.

- When you have full population of trained followers and have a volcano charged up save, then kill your Shaman by commanding her to go where she can't. Send her deep into enemy territory and cast volcano, preferably where there's an enemy Shaman. Ward off enemy attacks using spells while you charge up a second volcano. Go trash another heavily populated area. If you're killed before you can charge up the second spell, don't worry, you can just attack from your reincarnation site.

- When you've dealt enough damage to the enemies cast a landbridge to link your town to the rest of the mainland. Send in your trained troops and tear apart the town. Save the Dakini for last because they have lame attacks.

Level 17: Forbidden Zones

This level starts out pretty badly for you. You are again in a prison, and a volcano erupts trashing your 3 training huts. There is a glitch where whenever the shaman casts a lightning spell your Shaman gets killed, but she will respawn in the prison. By now I am starting to doubt that I'm really the god's chosen tribe. Luckily you start out with some braves, some firewarriors and some preachers. There is also a gargoye at the enemy's entrance which helps you out lots!

- Wait for the lava to dissipate a little bit before doing anything. Charge up raid spells (1 landbridge, swarm, convert, and other lame spells) or nothing if you choose to leave your Shaman imprisoned. I personally hate when the spell charge bar blinks red, though. Place a hut plan and 3 guard tower plans facing the enemy's path. Build up several huts as quickly as you can and then rebuild your training huts. Build up a few extra warriors and fill up your guard towers with firewarriors and preachers.

- You will get attacked by boat from the northwest. They will either attack with one or two boats, and may or may not use their Shaman. If they use their shaman, send your firewarriors to the volcano ridge where they attack you from. If they don't, send in all your preachers and convert them all.

- When the enemy loses both their boats to you, they will attack you by land with their Shaman. These attacks are pretty intense. If the Shaman gets close enough to your base, she'll cast some heavy-duty spells. However, if you send your followers out to meet her, the bridge is so narrow a few fireballs and swarm spells will make short work of you. Therefore, try not to take both their boats until later. You can either endure these horribly trying raids or take the glitch shortcut.

- Glitchy shortcut: send some followers by boat just east of the gargoye, then have them walk the rest of the way towards the obelisk. You will have "won" the level.

- There are 2 other tactics if the glitch doesn't work: endure the raids, or raid attack.

Endure:

- I endured the raids and with many reloads, got lucky; when the Shaman attacked me I met her in the landbridge. She cast a volcano expanding the landbridge but leaving my settlement unscathed. Once the land became usable, I was able to really build up a huge population.

- When you have 2 boats and a good defense system, send 2 full boats of warriors to free your shaman. Leave 1 warrior in each boat and kill all the guarding firewarriors, then set to work freeing your Shaman. Bring her back to your settlement.



- When you think you're ready and attacks on your settlement have lessened, gather an attacking party. Send your Shaman towards the eastern passage, but do not take it. Instead cast landbridge on the gargoyles. Cast lightning on the two western guard towers. Cast either swarm spells or a firestorm spell on the surrounding enemy settlement. If you cast swarm, send your followers in to kill any enemies.

- When I played, I won just upon walking up to the gargoyles (that glitch!). However, if this doesn't glitch for you, the gargoyles will give you 5 angels of death! The enemy settlement is toast.

Raid:

- Focus on building up warriors and a few preachers. Once you have 10 followers you want to keep, pile them into the 2 boats and head off for your Shaman. Abandon everything else. Kill or convert the firewarriors guarding her. Free and take your Shaman and the remaining trained followers to the boat landing spot and sneak up to the gargoyles. Cast swarm or lightning on the western firewarrior guard towers and worship the gargoyles. Once the 5 AOD's have been released, retreat to your settlement and wait for the dust to settle. Then send in your army and mop up any survivors.

Level 18: Sacred Area

Another difficult level. You start out with 6 or 7 braves and in a valley. While the other two tribes are not necessarily well established, they are very aggressive. The Dakini will quickly take over your area and the Chumara quickly start worshipping the totem pole that releases 2 angels of death. This will destroy your population. This level has lots of wildmen. A popup will sometimes appear mentioning faults and the flatten land spell. Ignore these, they have nothing to do with the level.

- Cast a convert spell on the cluster of wildmen close to your reincarnation site. Command all your followers to guard your Shaman and head out east. (Note: the directions on this level are counter-intuitive). Cast covert on the wildmen on the cliff directly east of your reincarnation site. Command them to guard your Shaman. When you have enough converted braves start charging lightning and then swarm.

- On the very east-most point of the island are lots of wildmen. Cast convert spell on these wildmen, despite the fact that they are out of reach. You will start walking towards them and will come up on the Chumara's land.

- You will get attacked by firewarriors. Use a few blast spells on them to kill them and send your braves to kill the rest. There will be a few enemy braves trying to build a warrior training hut. Send your braves to kill them.

- Use the convert spell on the wildmen at the east. You will have to command your braves halfway up the hill, then to the top of the hill to ensure that they do not go around the southern ridge. You should now have enough braves to also charge up swarm. Have most of your braves still guard your Shaman, while around 5 braves build a guard tower and then a hut when you can.

- Move your Shaman towards the totem pole. This should be cutting it pretty close to when the totem pole is fully charged. Cast lightning bolt on the Chumara Shaman as soon as you can. You will get blasted by the firewarrior guard tower, but your braves act as a shield.

- They will probably get mad and attack you or try to continue worshipping the totem pole. If try to continue worshipping, cast swarm at the totem pole. If they attack you, use swarm on the guard tower and cast some blasts to kill the attackers.

- Return to your settlement and expand. Build some training huts and 1 or 2 more normal huts. The Chumara shaman will retreat to the valley and covert wildmen in an attempt to rebuild their settlement, but kill any braves they send up. Speaking of wildmen, with all the killings there should be lots of new wildmen spawned. Check the eastern ridge and other places for wildmen. Convert them.



- Train up a nice attacking party: lots of warriors and preachers and a few firewarriors. Keep in mind it doesn't need to be very large.

- Go destroy any remnants of the Chumara tribe. Lightning bolt the Dakini's Shaman and start worshiping the totem pole. Send in your preachers and warriors to ensure you can finish worshiping the totem pole. The two angels of death it releases will tear apart any resistance the Dakini has left and your troops can easily finish off any Dakini left.

Level 19: Solo Battle

Levels where it's just your Shaman tend to be fun. You get lots of killer spells and don't need to worry about building up a settlement.

- Charge AOD whenever your fireball spells are full. Worship the gargoyle. You'll get 3 hypnotize spells and a new obelisk will pop up. Hypnotize the close warriors and command them to attack the western guard tower containing the firewarrior. Send your Shaman around the western cliff and cut across their land through the Dakini's reincarnation site.

- Head towards the obelisk avoiding houses and enemy followers. Worship it. It will give you 2 swarm spells. You can use a hypnotize spell on a preacher and try to have him convert some followers to your cause before he turns back into a Dakini. I was able to capture a brave and a warrior with this technique.

- Cast 1 swarm spell close to the entrance of the eastern firewarrior guard tower. The firewarrior will get sent out running. If you're lucky, a glitch will also send the Shaman out running in a direction where you can easily blast her into the water. If not, you'll have to use 2 or 3 blasts to kill her.

- Go around the guardtowers to their west and jump into the boat, then jump out to ensure it doesn't sink. There should be a preacher close to the imprisoned totem pole. Cast a hypnotize spell on him and many braves will be converted. Immediately instruct them away from the preacher towards your Shaman.

- You want to next break up the prison but there are 2 dangers. When the enemy Shaman returns she will tend to lightning your Shaman. Remedy this by blasting her into the water or by keeping your Shaman moving. Also, there may be a firewarrior in the southernmost hut. You can lure it out and then fireblast it, or try to keep on the northern side of the prison, but I recommend the first option.

- The totem pole, once freed, will give you a preacher a firewarrior. Finally, some real troops! Use your preacher to convert the braves of the northwestern hut. Guard the preacher with your Shaman and your firewarrior. Send one of your braves into the boat to safeguard it. Remember, this boat is your life. If you lose it, the level is over.

- Once you have a nice population slowly move to the Dakini's other half of the population. Kill them all using whatever you can: braves, firewarrior, and Shaman fireblasts. Try your best to convert any warriors left there using your preacher, but that's not necessary. If you lose your preacher I recommend reloading your best savegame. Without the preacher you'll have a lot of trouble.

- Place a guardpost and command all but 1 of your followers to follow it. This will give you extra manna. Send out your Shaman and 1 follower to the obelisk on the small island. Send your Shaman to worship the obelisk and command your follower back into the boat. Once the obelisk is charged you'll get the ability to charge swarm. The island will also sink a little bit into 2 separate islands cutting you off from your boat. Send your follower in the boat to meet up with your Shaman. Now take your Shaman up to the ramped obelisk and pray there. You will get 2 firestorm spells. One of these obelisks will cause a stone head to raise in the old Dakini land.



- You can command your followers to worship the stonehead and the next stonehead that will pop up after, but they'll give you training huts. Without a guardtower, however these huts are useless. Continue charging up an AOD.
 - There are enemy warriors trapped at the bottom of cliffs close to the ocean. Send your preacher in a boat to preach them; then load your new warriors into your boat and back to your base. Do this several times until you have a sizeable army.
 - The Matak are the easiest to attack. Move in your boat with your Shaman and cast an AOD. The firewarrior guard towers will keep it off for awhile, but this will weaken their defenses.
 - While they are in chaos fighting off the AOD you can send in a few followers to worship the totem pole. I'd avoid sending in your Shaman because the Matak Shaman likes to lightning bolt her if she stays there awhile. You will get lightning bolts and the ability to charge lightning.
 - When the AOD dies, I'd wait and charge up another one, but that is your choice. When you move in, cast an AOD and release 3 warriors and your preacher. Make sure to take out the enemy shaman, preferably with a lightning bolt. Tear apart their town from the north moving slowly south. Retreat and regroup if you need to.
 - Be wary of the enemy Shaman's lightning bolt attacks on your own Shaman and do not let your preacher die. Also be sure not to leave your boat unguarded for long stretches, an enemy Matak may try to steal it. Once you've destroyed their town, command your Shaman and 4 followers back into the boat; instruct the rest to guard a guardpost to generate manna.
 - Free and worship the totem pole. It will give you Tornado.
 - Now it's time to take out the Chumara. Do not cast an AOD, their mass of guard towers will take it out too quickly. Instead cast as many lightning bolts and tornados on their towers first then cast AOD.
 - Send in an army; it doesn't matter by now if you use a preacher or not. You can command your Shaman to worship the obelisk if you want, it will give you an erode spell.
 - Your warriors should make short work of the rest of their town; be wary however many of the huts contain firewarriors.
- Level 20: Prison from Hell
- Your Shaman is again imprisoned, but this time the prison is trapped: upon freeing her the valley fills with lava. You have another count-down timer, but it doesn't seem to do anything.
- Start your braves to building a settlement with a warrior training hut. You can build a firewarrior training hut as well, but I didn't. When training people turn off spells. You can just leave all the spells off if you want.
 - Do not worship either of the totem poles. The Dakini's totem pole will cause lava to burn your settlement. The one closest to you will give you a volcano spell, which is useless because you cannot free your Shaman. Everything seems to be a trap on this level.
 - Build up an attacking party quickly. Wait for the Dakini to gather an attacking party; this will draw their firewarriors away from the guard towers. Send out the preachers first to the town to convert as many as you can. Use your warriors to tear down their huts and kill their Shaman. However, you can use an entire army of just preachers if you want.
 - Don't worry about the count-down timer, but it seems best to destroy or at least attack them around the time this thing reaches zero so that they won't build up a bigger population.



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21: Trapped Allies

This level doesn't look so bad, and it's not because of a glitch! You are supposed to free your allied Shaman apparently before a countdown-clock expires but nothing really happens if you don't.

- Ignore the Chumara Shaman and focus on your own defenses. Send your Shaman to the gargoyle and start building a settlement. The gargoyle will give your Shaman the ability to train lightning then swarm. You may train some of your braves into firewarriors. Send all your trained followers to guard at the entrance of your base.

- 3 braves should spawn a few seconds after the game starts. Instruct them to build 3 separate guard towers on the eastern slope overlooking the entrance to your settlement. I like to use the ctrl-click stacking command so I can ignore them for awhile.

- If a Dakini balloon passes over that contains braves or firewarriors attack it with your firewarriors. Hopefully you can score at least one of these. If so put your firewarriors in it.

- Train up all your braves into warriors and firewarriors except the ones working on guard towers. Fill them with preachers and firewarriors. By now the Dakini Shaman should have lightning bolted the Chumara's prison, but surprise! The Chumara Shaman is still alive.

- Due to a glitch the Chumara Shaman will die if you release her now. You have to first severely reduce the Dakini population and kill the Dakini Shaman. You can only release the Chumara Shaman while the Dakini Shaman is still dead.

- Prepare for a large raid. Go and destroy the eastern Dakini settlement, then move onto the western settlement, pausing to train followers. When there are few enemy followers left, work on the Chumara's prison. When the prison is close to being destroyed, kill the Dakini Shaman and win the level. You will still win even if not all the Dakini are dead which leads right into. . .

Level 22: Defensive Tactics [sic]

Recognize this level? I hope you learned your lesson from the last level to never leave any Dakini alive ever, ever, ever. At least now you have some allies to help you out. This level is a bit of a pain because your braves are "wood stupid." You have to manually command them to go cut down wood because they will always act like they don't know where to get some.

- Start out having your braves build a civilization: a few huts, a temple and dismantle your only guardtower for some more building room.

- The Chumara will start building a guard tower on the sad little western mound. They will be preached by the Dakini quickly. I used my Shaman's hand combat to ward them off, but be careful you don't get too close to the Dakini's firewarrior guardtowers.

- The Dakini will possibly send an attacking party to the Chumara's guardtower mound. If this is the case, send your preacher in to convert them.

- When you have extra braves train preachers. Then work on more huts, a warrior hut, or a firewarrior hut. You can do both if you wish (I didn't, too little space).

- Set up good defenses to your northern front of preachers and a few close-by firewarriors or normal warriors. Also put a few troops to your south-east corner, they sometimes attack from here.



- Send your Shaman to lightning bolt the closest firewarrior guard towers. This will make them mad, and they will attack you. However, this turns out great! You will end up converting most if not all of their warriors and their preachers and firewarriors will all get blasted by you.

- Do this a few times to thin the Dakini out and boost your population. If you get low on preachers train your extra warriors into preachers.

- I took out their eastern base first again then headed west. However, it doesn't matter. This time you have a few extra spells like tornado that you can use on their training huts. Try to take out their guard towers using spells. Their long-range firewarriors get annoying really quick.

- Be wary, they have well-stocked huts containing warriors and firewarriors. Be sure to mix preachers with warriors well.

- Destroy their town and do not leave any stragglers.

- P.S. [Sic] means the misspelling was there, and I'm just quoting it. It's bad spelling in British and American English.

Level 23: Overkill

What a daunting name! The level is just as hard as the name suggests, if you don't use the right tricks. You start out with 21 braves, a temple and a warrior training hut on a series of connected islands. The Dakini, Chumara and Matak all have huge, fully-build civilizations and they are all allied against you.

- You will be attacked very quickly by massive combined armies. Send everyone to your island with the temple and make your followers busy constructing house huts. Charge up flatten land and nothing else. Train perhaps 2 or 3 preachers in case you get attacked by lone enemies. Command any idle braves to guard your Shaman for more manna. Cast convert on as many wildmen as you can.

- As soon as you have 1 flatten land spell cast it just south of the temple, next to the water to sink the landbridge. The land to the north, while appearing to be connected to the rest of the land is really not. You are now effectively sealed off! Just watch them all try to reach you and die!

- Charge up more flatten lands and erodes to connect your island to other islands, and then disconnect your island chain from the rest of the world. When you have several islands, use flatten land to connect everything into a huge landmass and get a 199 population. Make sure to place a firewarrior and warrior hut.

- Build up a "raiding" party using your whole population (Save about 5 at home). Connect your land to theirs using flatten land, cross everyone over, then use erode to permanently strand your party in enemy territory. Take out as much as you can using your followers and spells. When everyone gets killed, regroup for another "raid". Do this several times until you've beaten everyone.

If the land to the north IS connected to your temple (due to a glitch-fix or whatever):

- Charge up flatten land and command around 5 braves to become preachers. Have the rest build buildings, then have them too become preachers as soon as the original 5 have already become preachers. Also command 3 braves to become warriors. Cast convert on as many wildmen as you can.

- Command 3 warriors to guard your Shaman. This will shield her from stray attackers and firewarrior blasts. There should be a huge Dakini attacking party gathering to the south. Send your Shaman northwest of the attacking party so that they should ignore her when they run by to attack your settlement. Uncharge all spells except fireball when they attack and make sure all your preachers are at the southernmost tip of your settlement. Try to keep a steady stream of preachers coming out of the temple. If you have no braves and more than 5 warriors, turn them into preachers.



- You will want to fireball the charging enemies so that they are blown into the water. Aim carefully to get the max amount killed, and only blast in firwarriors, preachers, and enemy Shamans. This is very important or else you will lose. Killing the enemy Shaman is very important because even Swarm will devastate your defenses. Do not use swarm on them, this will only allow enemies into your base
- When you kill an enemy Shaman and get her manna, charge erode.
- Get ready for wave 2. Convert any nearby wildmen and build up preachers. Return your Shaman to her defensive position. Abandon the southern island of your settlement and instead have all your preachers guard at the land strip between the temple island and the warrior training hut island.
- When the enemies (probably all 3 tribes) attack, blast them into the water targeting the firwarriors, preachers, and enemy Shamans again. Hopefully you will kill enough so that your population does not get overwhelmed. They will destroy your warrior and firewarrior training huts, but as long as your temple is intact, you are fine.
- If your warrior hut has been destroyed, do not worry (allowing you have the erode spells).
- When the attack is over you should now have 2 erode spells charged up. Erode the land bridge connecting you to the south and then erode the landbridge east of your reincarnation site island. Charge up another erode.
- Train preachers like mad still, we are not out of the woods yet. Prepare for an attack, this time from the north. Set up preachers and firewarriors northwest of the preacher training hut island.
- The Dakini should be starting another attack on you. Use the fireball trick again until your last erode charges up. If you have a swarm, use it to allow your Shaman to walk north. Cast erode just north of the Dakini's guard post/tower island. This should effectively seal you off from the rest of the tribes for good. You are now in the clear! The rest of the level is really easy compared to this.
- Charge up flatten land and set your braves to building up the 5 house huts you originally made. In all the chaos, I am sure they haven't been upgraded.
- Use flatten land spells to connect your islands (focus on the ones that have trees first) and build lots of huts. Rebuild a warrior hut and firewarrior hut. Build up a civilization until you have a maximum population. Train all your braves except a small number, say 5. Charge up all your spells.
- Time for a "raid" on the Dakini using all of your trained followers. Attacking is easier because they already attacked you with a lot of their population. Command 5 warriors, 5 firwarriors, and 2 preachers to guard your Shaman. Go south and cast flatten land on the other side of the gap twice to create a bridge and then sink the bridge with an erode once all your followers have crossed it.
- Attack the Dakini. Cast a few Swarms to induce some chaos. Send your followers in 1 direction and your Shaman in another. Try to take out the enemy Shamans quickly to minimize their annoying use of spells.
- Have your Shaman cast a volcano and then two successive earthquakes making sure all 3 spells are well spread out. Then have your followers torch everything, moving slowly north.
- It is almost certain that your entire party will get killed pretty quickly, but your Shaman reincarnates back on your island. Simply charge up all your spells again and rebuild your population and repeat the attack. It should take between 2 and 4 raids to destroy the rest of the enemies.



Level 24: Stairway to the Stars

This level's title makes me have the song, "Stairway to Heaven" stuck in my head all day. You start out with the best population ever in the game but no Shaman. There is a spiral path leading to the stairway to the stars guarded by the Dakini. You start out looking at a lone Matak guardtower, which is there for unknown reasons.

- You can build up for a long trek around the spiral or take a shortcut. Unbuild the guard tower and start construction on a balloon hut. Have your braves build balloons as soon as you can. Command your preachers to the northeastern most part of your settlement, close to where the guard tower used to be. When the Dakini attack, the preachers will convert them. If they use their Shaman or preachers, send in your firewarriors and warriors.
- By now the Dakini should have sent quite a few followers to attack you and you should convert most of them. You have a sizeable army to attack the long way if you want, but I recommend taking the short cut.
- When you have several balloons, fill them with trained followers, including a good amount of firewarriors. Send them south past the reincarnation site, then unload them in front of the stairway. Command them to cross the border on foot. If you've sent enough followers, the level is over.

Level 25: The God Realm

This level is cool because you're a God, but the "ghostly" follower images are annoying. Also, I wish we could have had more spells. The point of being godly is having omnipotence, not cast-a-few-lame-spells-potence. Also, I have difficulty telling the difference between braves and warriors on this level.

- Charge flatten land. Command all your followers to the peninsula west of where they initially start out.
- Have them build a guard tower just inside the cliffs and have your preachers guard the entrance. Put 1 follower into the boat. Watch out for enemy Shaman attacks; use your fireball spells to blast them into the water. You should be able to mostly fend off enemy attacks, but if you get desperate put all your followers into the boat and unload them once your base is safe.
- Cast flatten land on the cliff right next to your entrance to seal it off from the rest of the world. Build up huts and a population.
- While your population is building, charge up lame spells like landbridge. These don't do much damage in the normal game but as a god they are very destructive to potential populations. Use these at diagonal angles to make unusable terrain. Kill the enemy Shamans using fireballs and lightning bolts for extra manna.
- When you have a large population, you can charge the medium spells. Kill their population using spells. They should be spread out, weak and unable to rebuild. Send in your preachers to convert them all.
- There are several totem poles and scattered about the land, but for the most part I ignored them. They grant you training buildings. The only totem-pole of interest is the one northwest of your base which grants you a warrior hut. Worship the stone heads. The one guarded by Dakini firewarrior guardtowers gives you the ability to make temples: important for the aforementioned preachers. The stonehead near the Chumara reincarnation site that charges best with 22 followers gives your several high-level spells as would be expected, and I think it's worth it just for the fun of getting that many spells.
- There is an obelisk with a strange-looking Stonehenge next to it. I am not sure how this works, perhaps there is something you can do to make your Shaman take corporeal form and worship this, but I couldn't find a way.
- Slowly tear apart 1 tribe's civilization at a time.
- Congratulations! You have secured the entire solar system and god realm for you and your tribe alone!