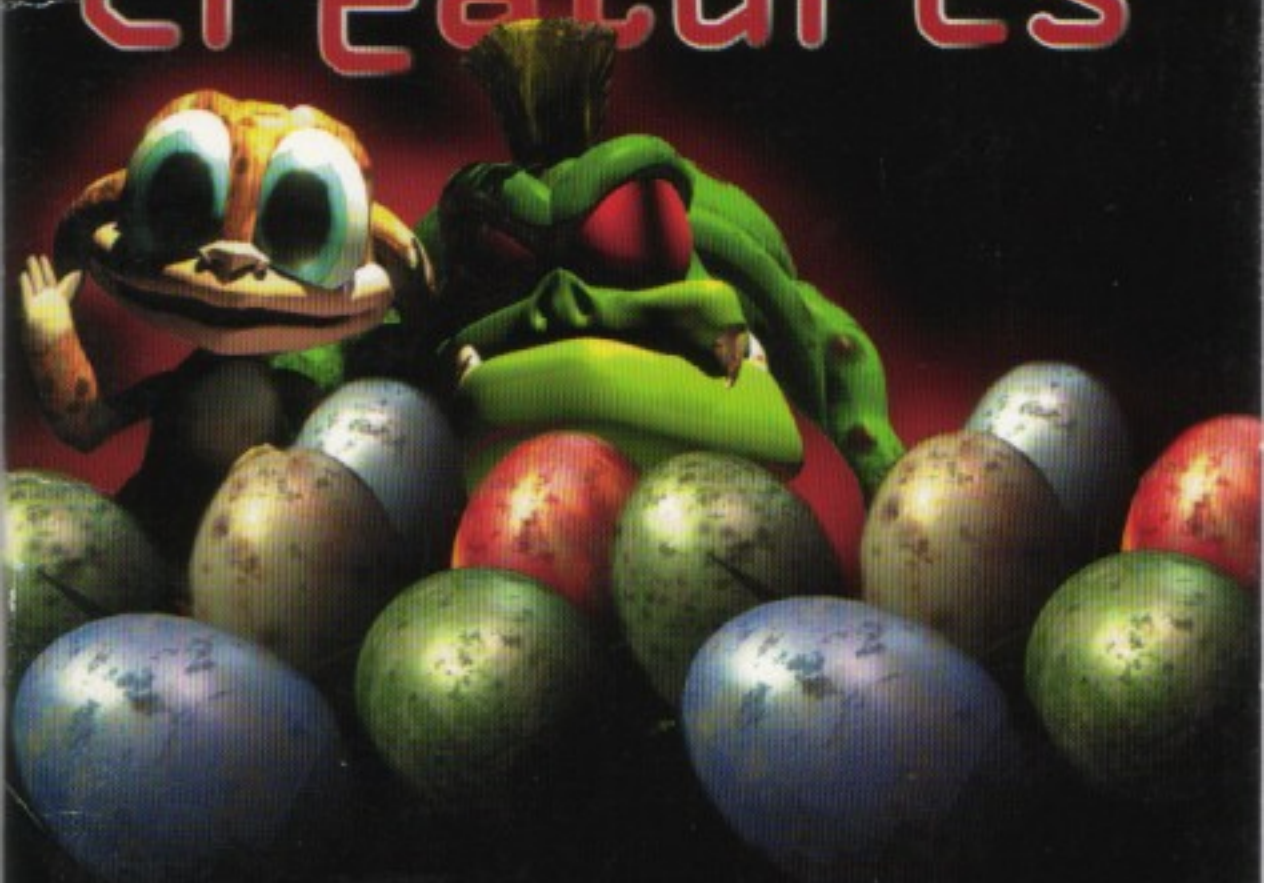


THEIR LIFE IS IN YOUR HANDS...

The Chronicles of Nornia

creatures



MINDSCAPE
ENTERTAINMENT

TABLE OF CONTENTS

creatures™



*This product has been rated by the Entertainment Software Rating Board.
For information about the ESRB rating, or to comment about the
appropriateness of the rating, please contact the ESRB
at 1-800-771-3772.*

TABLE OF CONTENTS

1.0 What CREATURES is All About	2
1.1 Getting Started	4
1.2 CREATURES Controls	4
1.3 The Hand	5
2.0 Raising Your First Norn	5
2.1 Hatching Your First Norn	7
2.2 The Computer	8
2.3 Registering a Norn's Birth	9
2.4 Objects Within Albia	11
2.5 Communicating With Your Norn	13
2.6 Disciplining Your Norn	14
2.7 As Your Norn Grows	15
3.0 The Food Sources of Albia	16
4.0 Breeding Your Norns	17
4.1 Advanced Breeding	18
4.2 Breeding for Generations	19
5.0 Sending a Norn to a Friend	19
6.0 The Grendels	20
7.0 Favorite Places	20
8.0 Looking After Sick Norns	22
8.1 Table of Plant Effects	23
8.2 Table of Weed Effects	23
9.0 The Chemicals of The Science Kit	24
10.0 The Applets	24
10.1 The Owner's Kit	25
10.2 The Health Kit	25
10.3 The Science Kit	25
10.4 The Breeder's Kit	26
10.5 The Performance Kit	26
10.6 The Creature Graveyard	27
11.0 CREATURES Upgrades via the Internet	27
12.0 The Emergency Kit	28
12.1 Accessing the Emergency Kit	28

INTRODUCTION

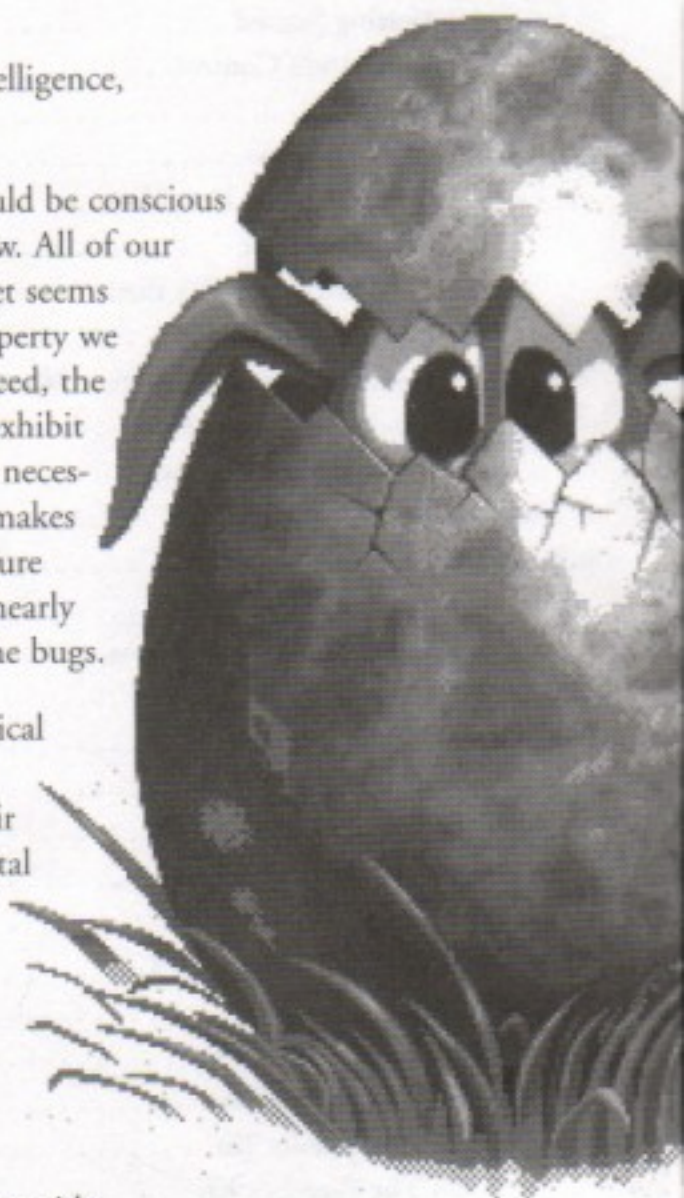
1.0 What CREATURES is All About

We've all heard of artificial intelligence, CREATURES is artificial *life*.

The dream that computers could be conscious remains science fiction, for now. All of our computing power on the planet seems unable to find that elusive property we have called self awareness. Indeed, the only systems on Earth which exhibit the adaptability and flexibility necessary are biological systems. It makes sense, therefore, to turn to nature for our answers, as it has had nearly 3.5 *billion* years to iron out the bugs.

CREATURES models real biological systems inside your computer. They come complete with their own biochemistry, brains, digital DNA, and an environment in which to live.

None of the behavior you see has been specifically programmed. The creatures make their own choices, and learn from their mistakes. You guide them through their lives, helping them through the bad patches and enjoying the good times. When they become adults, your creatures can mate, and their children have their own unique genetic material.



The possibilities are boundless. Everything from their poses to the individual chemical reactions inside their bloodstream are genetically specified. Who knows? A tenth generation creature could possibly be considerably more intelligent than those you start with.

Your creatures live in their own world, called Albia. Albia is a huge world, it contains many exciting places to visit, and many dangers. The creatures you hatch are from the species known as Norns. Norns are a friendly, curious, social species; eager to learn and experience life to the fullest. Grendels live in the trees, with different genetic material; they are violent, steal food, and carry diseases.

A selection of tools is provided so that you can help your Norns through life, from the Owner's Kit which allows you to name and take photographs of your Norn, to the Science Kit which lets you delve into their deepest biological workings.

Above all, CREATURES is for your enjoyment. You can become as involved as you want, the ultimate aim being to breed Norns through multiple generations. You may be the parent of the first super intelligent Norn!



1.1 Getting Started

Welcome to the Chronicles of Nornia. Throughout this guide you should receive tips on how to look after your Norns correctly, enabling you to get the most from your creatures and the world they live in. It is highly recommended that you run through the brief Tutorial before beginning play. Just click on the **Tutorial** button when you start the game.



There is much to learn about the world of Albia and the creatures that live there. Hopefully this guide can help you to breed your Norns happily and safely through many generations. Extensive in-game help is also available. If you have a question during game play on a topic not covered in this manual, simply press the Help button to get more information.

1.2 CREATURES Controls



The CREATURES display is made up of a status bar at the bottom of the window, a tool-bar at the top (which gives you short-cut access to many menu options) and a window onto Albia, the world in which your Norns live. Both the keyboard and mouse are used to interact with your creatures and the world of Albia. When you move your mouse pointer into Albia, it changes into a hand.

CREATURES can be played on either the Macintosh or an IBM compatible computer. The controls are very similar. Throughout this guide, the term "click" means to move the mouse pointer, or the hand over the desired area and press the left mouse button. If you are using a Macintosh, simply click the mouse button. Also throughout this guide, the term "right-click" means to move the mouse pointer to the desired area and press the right mouse button, however if you are using a Macintosh, you should hold down the **Control** key and click the mouse button.

1.3 The Hand



The hand is how you interact with your Norns and the rest of the world of Albia. The Norns see the hand, and can even be taught to associate the hand with your name. Move the hand over an object and click (left-click if you are playing on an IBM compatible system) to use an object, for example, to call for the elevator or start the player piano.

You can also use the hand to reward or punish your Norns' behavior by tickling or spanking. Clicking the hand on your Norn's nose rewards it for good behavior by a tickle. Clicking the hand over your Norn's bottom spansks the creature, to punish it for bad behavior. *It is important not to confuse a young Norn with punishment for good behavior or vice versa.*

You can pick up many objects by right-clicking with the mouse (or if you are using a Macintosh, by holding down the **Control** key and clicking the mouse button). Drop objects by repeating the action. Most small objects, like toys, and food items, can be picked up and moved around Albia.

2.0 Raising Your First Norn

Norns are alive, and should be considered to be similar to small children. If you look after your Norn as you would a two year old child, you won't go far wrong. As with children, Norns can be a bit of a handful, so don't hatch too many too quickly or your world will be full of little Norns that you can't give the amount of attention and care they need.

2.1 Hatching Your First Norn



Initially it is best to hatch one Norn, male or female, it doesn't matter which. Open the Hatchery by clicking on the Hatchery button, or by selecting **Hatchery** from the Tools Menu. Choose the gender of the Norn you would like to hatch by running the cursor over the eggs, and double-clicking on the one you want. The egg now appears in your world. In the wild, eggs do hatch in their own time but in order to speed up the process place your egg in the incubator and wait for your Norn to be born. To place your egg in the incubator, simply pick it up as you would any other object, drag it with the hand over to the incubator, and drop it.



TIP: A word of warning; eggs do hatch by themselves in their own time but if you disturb and move eggs around the world they will not hatch without the use of the incubator.

Your Norn emerges from the incubator a small baby, innocent and vulnerable to the ravages of the world. When your Norns are first-born they are very attentive to the hand (you). They move slowly and walk on all fours, and are very susceptible to disease, so it is important to keep them away from the Grendels and certain dangerous herbs that can be found in Albia.

It is very important to get your baby Norn to the computer as soon as you can after it is born. As with human babies, Norns do not understand language at birth so you need to use the computer to teach them the concepts of language.

Your baby Norn may be unsure about moving from the incubator or may have even run all the way into the garden. There are two easy ways you can get your Norn to the computer:

The first is to put the hand to the right of the lift next to the incubator. After birth the Norn normally walks towards the hand. As your Norn walks through the lift press the button and it rises with the lift to the floor above. Once the lift has stopped, quickly press one of the top buttons on the computer - this makes a noise and attracts its attention. Once the Norn has walked to the computer send the lift down again. This stops it from playing in the lift.

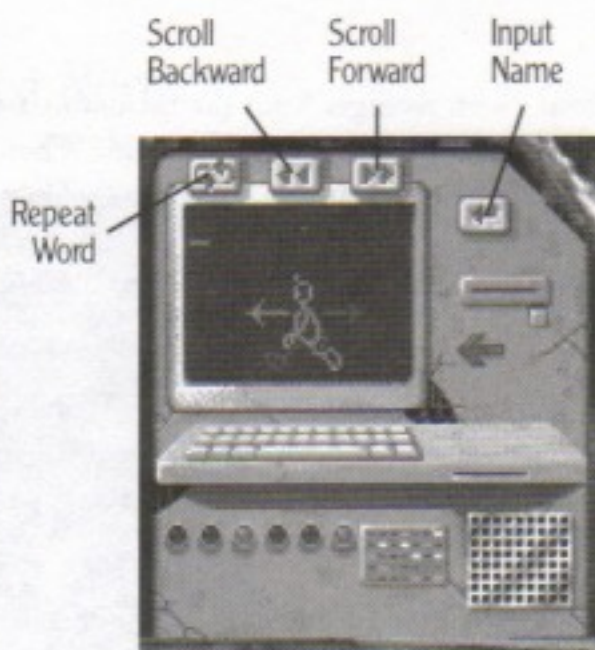
The second way to get your Norn to the computer is to use the ball. If your Norn has wandered away from the incubator pick up and drop the ball in the direction you want the Norn to walk. It hears the ball bouncing and wants to play with it. Repeat the process moving the ball away from the Norn whenever it gets near to it. Coax the Norn all the way over to the lift by the incubator and repeat the process above to get the Norn to the computer.

TIP: The teleporter found at the end of the garden transports your Norn directly to the computer. Press the red button to activate it when your Norn is standing on the teleport pad.

2.2 The Computer

The computer is one of the most important objects in Albia. It teaches your Norn the fourteen concepts of language used to guide and influence your Norn's life. Once your Norn is standing next to the computer, press the left button at the top of the computer to repeat the current concept on screen. Your Norn

attempts to speak the word you are trying to teach it. Repeat the concept until the Norn says the word correctly. Once the Norn says the word correctly it then knows and understands what to do if you say the word to it.



The two arrow buttons cycle the fourteen concepts to the left or right. The circular arrows button at the top left repeats the concept currently on the screen. Default names for the various concepts have been programmed into the computer, however, if you wish to rename the concept, simply click on the large arrow button on the far right side of the computer screen, to input a new name. Repeat the process until your Norn has learned all fourteen concepts very well. It is important to teach all of your Norns the concepts as soon as they are born. If left untaught, the other Norns in the world can teach the babies language, but it is possible that an adult Norn could learn baby language.

TIP: The more times you repeat a concept on the computer screen the better the Norn learns that concept. It is advised that once a concept is said correctly that you repeat it a further three or four times. This radically reduces the possibility of adults learning baby talk and strengthens their ability to teach others.

Once you have taught your Norn one or two of the concepts yourself it most likely carries on learning even if you leave it alone. This is a good point to register your Norn's birth. You may have noticed that when your Norn leaves the incubator the word **Birth** appears in the task bar in the bottom right corner of the screen next to the score. Now double click on the word **Birth**, which takes you directly to the Owner's Kit. Once you have registered your Norn's birth, check all the words on the computer once more to ensure your Norn knows all the concepts clearly.

2.3 Registering a Norn's Birth



Once the Owner's Kit has opened you are confronted with the title page of a large key. If you look at the top of the kit, you see various tabs which take you to the sub pages of the kit.

Left click on the tab marked with "dog tags." You are shown a page full of empty boxes. This is the Norn registry page. It is here that you are able to enter your Norn's name, your own name, your address, phone number and e-mail address. Once all the information that you require has been entered press the **Register Birth** button at the bottom right of the kit. Another tab appears at the top of your kit. Click on this new tab to open the birth certificate page.

TIP: If you wish to monitor the breeding of your Norns easily, it is a good idea to name your Norns alphabetically. Name all your first generations (from the hatchery) with names beginning with "A." Later when you have a second generation birth (from a natural egg) name the Norn beginning with "B" and so on. This makes it easy later on to tell which creatures are from which generations.

The birth certificate shows you the name of your Norn, the time of its birth and its parents. If your creature is of first generation (from the Hatchery) then the parent's name is always "Unknown," but as your Norns have babies, the true parents are stated on their birth certificates.

Once you have finished looking at the Owner's Kit, you can close it by clicking on the X in the top right corner. You can reopen it at any time by clicking on the Owner's Kit button on the menu bar. For more information on the Owner's Kit, see section 10.0 The Applets, beginning on page 24, or consult the in-game help menus.

Your Norn should now know its name and have been taught by the computer all the concepts of language needed to communicate. It is now possible to type "come" and it comes to the hand. Type "look" and it looks at the object nearest to the hand and so on. Following is a table describing all fourteen concepts.



Sleep

Asks a Norn to sleep



Look

Tells Norn to look at the object closest to your hand



Push

Tells Norn to activate an object or push it



Pull

Tells Norn to activate an object or pull it



Stop

Tells Norn to stop what it is doing



Yes

Reinforces an action the Norn has performed correctly



No

Punishes a Norn when it has done something wrong



Come

Asks Norn to come towards the hand



Run

Tells Norn to run away very fast



Get

Tells Norn to pick up an object



Drop

Tells Norn to drop an object



What

Asks Norn what it thinks it is doing



Right

Tells Norn to walk to the right



Left

Tells Norn to walk to the left

You are now ready to explore the world of Albia. Your Norn may know how to communicate but it needs to be taught the names of all the objects and plants within the world. It also needs to learn the dangers and pleasures to be found and how to use the vehicles to travel across the land and seas.

2.4 Objects Within Albia

There are many objects to be found in Albia. It is important that your Norn knows the names of all objects in the world to communicate properly. Once your Norn is able to distinguish different objects, you are able to instruct it to operate them.

IMPORTANT NOTE: It is very important to note that all objects within Albia are categorized. There are approximately twenty different categories of objects. Once your Norn knows the name of one object it associates the same name to all other objects within that group. It is also a good idea to keep the names short to cut down on typing.

The following table illustrates all the categories found in CREATURES and all the objects within those categories.

<i>Suggested Category Name</i>	<i>Objects within that category</i>
Food	Carrots, Cheese, Honey, Lemons
Drink	Coffee, Hootch (small green cups)
Button	Call button for lift
Lift	Green lift button
Mover	All vehicles including teleporter
Toys (Small Toys)	Ball, Spinning top, Radio
Bigtoys (Large Toys)	Jack-in-a-box, Robot, Flibberty-gibbit (Helicopter springy thing)
Plants	All the plants that make Norns well
Weeds	All the plants that make Norns ill
Grendel	The Grendel (Big nasty green monster)
Norn	Other Norns (all in same group)
Music	Harp, Trumpet, Drum, Jukebox
Animals	Birds, Jellyfish, Sea Horses, Bees, Goldfish
Fire	Kitchen Fire
Shower	Kitchen Clock, Shower
Water	Waterfall
Slide	Slide projector and screen
Bang	Cannon in Lighthouse
Vendor	The Hives, The Still, The Carrot Vendor

Now all you have to do is teach your Norns the name of all twenty categories and they know the names of all the objects in Albia. This is very simple to do. First, open the creature's view (the eye icon in the toolbar)—this enables you to see what the creature is concentrating on.



Put your hand icon near the object you wish to name. Now you have taught your Norn all the concepts so all you have to do is type "look" to make the creature look at the object nearest to the hand. You now see the object you wish to name in the center of the creature's view.



Once the Norn is looking at any object you can type the name you wish to call that object/category. Enter the name e.g. "Food" and the Norn tries to repeat it. As with the computer you have to repeat the concept several times in order to get the Norn to remember the object. Once the Norn repeats the word correctly it knows the name of the object but also associates the same word to all other objects in that category.

It is important to watch the creature's view and make sure the Norn keeps looking at the object while you name it. If it is distracted and looks at another object you may call another object the wrong name by mistake.

TIP: You can use CTRL-S to repeat the last thing you typed. To speed up the learning process and to avoid mistakes, type in the name of the object e.g. "Food" and then press CTRL-S several times quickly until the Norn says the name correctly.

If you make a mistake and call a category the wrong name by accident, simply rename it to the correct name. It is impossible to name two categories the same so if by accident you call the toys "food" you are unable to name food "food." You have to rename the toys "toys" and then the food "food."

2.5 Communicating With Your Norn

Once your Norn has learned the concepts on the computer and the objects within the world it is very easy to communicate with your Norn. By simply combining the words from the computer and the name of the objects, you are able to influence your creatures' behavior. For example, if you wanted your Norn called Amy to pick up a carrot you would simply type "AMY GET FOOD" - this is assuming that you have called the category containing carrots, "Food."

There are two ways you can activate the objects of Albia. One is by using the word "PUSH" and the other is by using the word "PULL." If you wanted to get your Norn to eat a carrot, all you need to do is type "PUSH FOOD." If you want your Norn to play with a toy or play an instrument simply type "PUSH (Name of category object is in)." By using these words it is possible to get Norns to do almost anything - play instruments, use vehicles, attack Grendels, play with toys, or eat.

TIP: When using vehicles the word "PUSH" makes the vehicle go right whereas the word "PULL" makes the vehicle go left. When using a lift, the word "PUSH" makes the lift go down whereas the word "PULL" makes the lift go up.

Another important word used to communicate with your Norn is "COME." If you simply type the word "COME" all the Norns that hear the word come to the hand. If you want one Norn to come to the hand call their name e.g. "AMY COME." One particularly good way to get Norns to come to you is to call them to an object e.g. "AMY COME HAND" where "HAND" is the name of your hand.

TIP: If you have a group of Norns together and you would like one particular Norn to come to you, a very effective method is to simply call that Norn's name. For example if you wanted to call Amy away from a group of Norns simply type "AMY" and she should come to you. None of the other Norns understand "Amy" and so they continue with what they are doing.

If you are curious to know what your creature is trying to do or what it is looking at you can simply type in the word "WHAT" and the creature tells you what it is doing.

Just because you tell your Norn to do something it does not mean it does it. You are only suggesting to your Norn what it should do; they do have minds of their own and only eat if they are hungry or feel like it. If you try to get a Norn to do something that it doesn't want to do, it won't do it.

NOTE: Sometimes it is very difficult to get Norns to do what you want them to do when there is another Norn in the area. They take great pleasure in playing with other Norns and are distracted from your commands. It is a good idea to keep sick or hungry Norns away from others as it is then far easier to get them to eat plants and food to make them well again.

2.6 Disciplining Your Norn

It is important to teach your Norns right and wrong. If your Norn does something that is wrong it must be disciplined. Equally, if your Norn does something correctly, it should be rewarded. If taught correctly your Norn soon learns what to do and what not to do.

There are two ways in which this can be achieved. The first is to use the tickle and spank function. If you click the hand on the upper half of a Norn it receives a tickle. In the same manner if you click on the bottom half of your Norn it receives a spank. A tickle rewards your Norn and a spank punishes it.

If you tickle a Norn when it does something correctly it is rewarded and receives pleasure. Your Norn then links pleasure to the action and therefore thinks that this action is the correct thing to do. The more you reward your Norns for doing the right things the more likely they are to do the action by themselves.

In the same way, if your Norn does something wrong and you spank it, it is punished and receives pain. Your Norn then links pain to this action and in order to avoid pain again it does not repeat the action. The more you punish your Norn for doing bad things the less likely it is to do them by itself.

Please note that the Norns look to you as their keeper and parent. If you punish Norns for doing good things like eating they think it is wrong to eat and so don't eat by themselves. This may cause them to starve. It is very important to teach your Norns correctly if you want them to grow up to be normal.

When playing CREATURES it is sometimes very difficult to spank/tickle your Norn. it may be in a vehicle or in the shower or simply standing in a group of Norns. It is in such occasions that the second method of discipline comes into use. If you are finding it difficult to spank/tickle your Norn simply use the words "YES" and "NO." If you type the word "YES" your Norn is rewarded. If you type the word "NO" your Norn is punished.






This works in exactly the same way as spank and tickle, but is less distracting - your Norn does not pay attention to your hand.

TIP: One other use of the spank is to get a stubborn Norn to do something it doesn't want to do. If you tell a Norn to do something and it doesn't and you wait and ask it again and it doesn't do it, then a single spank and a repetition of the command usually changes his mind.

2.7 As Your Norn Grows

When your Norn is born, it is just a little baby and unaware of his surroundings, but as it gets older it adapts and grows as human babies grow. As your Norn grows his physical form changes. As a baby, it is small and walks slowly on all fours, but as it gets older it gets bigger and stronger. As Norns move into old age their physical appearance changes again and they become gray and wrinkled. It is very easy to distinguish some stages of a Norn's life just by appearance.

Norns have a life span of about fifteen hours, which is split into five stages.

 STAGE	TIME (Approx.)	CHARACTERISTICS
Baby	0 Minutes	Norns are born weak and they rely on you to look after them and educate them. This is an ideal time to teach Norns language. At this stage Norns are very small and walk on all fours.
 Child	20 Minutes	Now walking on two feet, Norns are more inquisitive, independent. They move around faster and are less susceptible to disease.
 Adolescent	50 Minutes	In this stage Norns start to become more interested in the opposite sex. They start to develop their own characteristics and may show signs of genetic mutation or weaknesses.
 Adult	1 Hr 20 Min	Now full grown, Norns are able to fight off most diseases successfully. Although they may look like teens, they are very independent, and are able to breed.
 Pensioner	10 Hours	The Norn's life cycle has now come full circle. Norns become weaker as they get older and become more susceptible to disease. They are no longer able to mate and move around slowly.

TIP: For the first 20 minutes teach your baby Norn language and then stay within the limits of the garden, this is a safe area with lots of food. Once your Norn has developed into a child you can then venture out into the world.

3.0 The Food Sources of Albia

There are four types of food to be found within the world of Albia. They all differ in that some are very nutritious, while some are no more than junk food. The total effects and values of each of the food groups can be seen below.

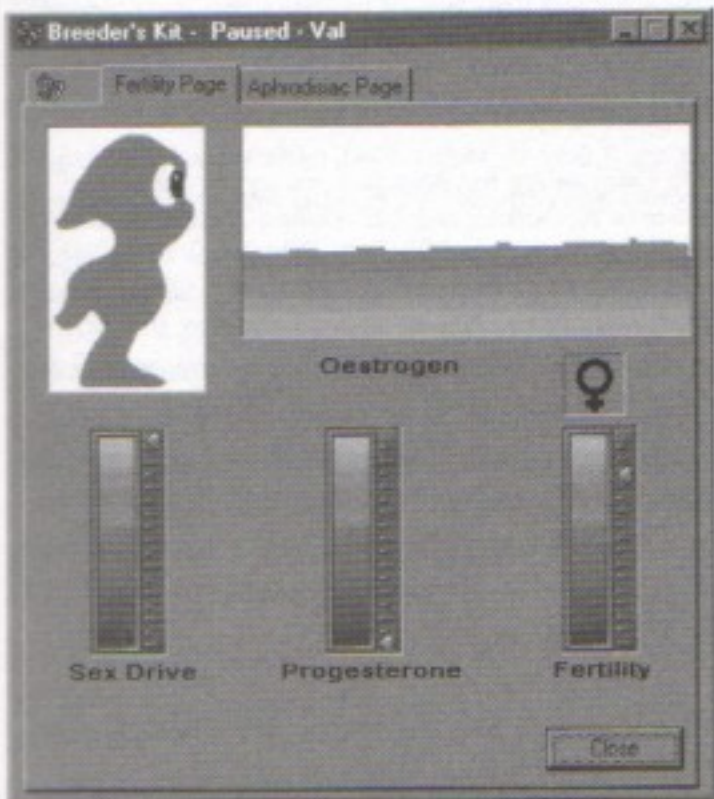
Food Type	Hunger	Need For Pleasure	Sex Drive	Starch	Pain	Adrenaline
Carrots	-100	-70		100		
Tomatoes			100	90		10
Honey	-150	-20		40		
Lemons	-50	-10		50	5	
Cheese	-250	-60		150		

In order to analyze the effects of each of the food types it is important to know that when a Norn is at maximum hunger its hunger value is +256. Thus, when a Norn eats a piece of cheese, its hunger is reduced to almost nothing. As you can see, cheese is the most nutritious food a Norn can eat but it is very scarce and of limited supply. Carrots are the second best food source for a Norn to eat and are grown in the garden. There are many pots of honey to be found in the world but these can be considered to be junk food. They radically reduce a Norn's hunger, but it gains little nutrition from them. Honey is only a quick temporary solution to hunger and you should try and get your Norns to eat the best food you can find.

TIP: Once a honey pot is empty it lies on its side. To refill a honey pot simply place the pot under the bee hives. In order to achieve this quickly, it is a good idea to save the bee hives as one of your favorite places. See section 7.0 Favorite Places, starting on page 20, for information on how to do this. You can then quickly jump to the hives, fill your honey pots and get back to your Norn. Another useful tip is that you can find an emergency supply of cheese in the Health kit, but be careful, there are only twelve pieces so use them sparingly.

4.0 Breeding Your Norns

As stated in section 2.7 (As Your Norn Grows) it is not possible for your Norns to mate until they are fully grown adults. You can tell when a Norn is able to breed by looking in the Breeder's Kit. If it is male you should see Testosterone being produced and if she is female you should see Oestrogen being produced.



Once your Norns are old enough to mate it is important to get them to mate at the correct time. There are various key points to successful mating. Female Norn's oestrogen cycles from high to low. It is important to try and get the Norns to mate when the female is on her downward cycle. You should also check that the male has a high testosterone and fertility level and both of the Norns have a high sex drive level. If all of these parameters are at a sufficient level you should be able to get a pregnancy. For more information on the Breeder's Kit, see section 10.0 The Applets, beginning on page 24, or consult the in-game help menus.

Norns like to kiss, it's a sign of affection. You should be familiar with the kissing noise that Norns make as it is very distinctive. You may have heard another noise that Norns make, it is a prolonged kissing noise fol-



lowed by a loud "pop." This is the noise of mating. If you hear this noise you should check your females within the Breeder's Kit and see if one is pregnant. You know when a female Norn is pregnant as a number appears in her stomach denoting the number of months she is pregnant. A normal Norn pregnancy varies from five to seven months.

TIP: Once an egg has been laid you see the word "egg" appear in the bottom task bar. Double clicking on this button takes you immediately to the location of the egg.

After your Norn has produced the egg the number in her stomach slowly reduces as she recovers from the pregnancy. Once the number has disappeared she can mate again. It is important to keep pregnant females safe and away from Grendels and poisonous herbs as they can lose their babies if they become ill or very weak.

4.1 Advanced Breeding

Once you have mastered breeding your Norns you can be more selective with which Norns you allow to mate. By looking in the Science Kit and analyzing your Norns, you can experiment to try and produce original genetic strands of creature. Who knows what type of Norns you may be able to produce? For more information on the Science Kit, see section 10.0 The Applets, beginning on page 24, or consult the in-game help menus.

It is said that Norns have a recessive gene in their bodies which may genetically change their color if mated with another similar Norn. Can you breed a genetically colored Norn? If you do you can trade them on the CREATURES web page with other breeders and create even stranger colors. If you do manage to breed unusually colored Norns we would be very interested to hear from you.

TIP: If you hatch a Norn which has a genetic defect and you don't want it to breed, try to get your Norn to eat an ugly tomato. These can be found in your Breeder's kit and around your world. On eating the ugly tomato, your Norn loses his sex drive and thus not be interested in mating.

4.2 Breeding For Generations

To produce many generations quickly, you should hatch a female and teach her the computer's concepts. Once this is done you should guide her through the garden, up in the lift to the tree house, across in the cable car and keep her around by the bee hives. Now hatch a male, teach him with the computer and guide him through the garden to the far right, take him down in the lift to the temple and keep him there.

Once this is done you should hatch another female teach her with the computer and keep her in the garden. Your Norns should now be only 20 minutes older than each other. If you keep these Norns separate until they are adults you should be able to coax the male to the oldest female, get them to mate and once the female is pregnant guide the male to the other female. This gives you a nice genetic pool to breed with.

It is important to note that if you breed two Norns from the Hatchery and have two babies and then breed with the two babies you are really limiting your genetic pool and eventually all your Norns are going to look the same and have similar characteristics. For a variety of Norns you should try and keep your genetic pool as large as possible as this increases the chance of colored Norns and those with interesting characteristics.

5.0 Sending a Norn to a Friend



As well as living on your computer, Norns may be stored, or sent to friends. Trading Norns with your friends is one way to increase your gene pool. Simply click on the File option at the top of the screen, hold down the mouse button, scroll to the **Export Current Creature** option, and release the mouse button. You can name the file, and save it to disk. This file may then be copied to a floppy disk, or e-mailed to others. Similarly, a Norn may be introduced into Albia using the **Import Creature** option.

NOTE: You may only trade Norns between friends using the same platform, either IBM or Macintosh.

6.0 The Grendels



You may have already witnessed an encounter with a Grendel. These green skinned red eyed monsters are evil and have a different genetic make-up than the Norns. They love to steal food and beat up the Norns. It is advised to stay away from them as much as possible since they carry diseases that can seriously damage your Norns' health.

Grendels do not have the genetic structure to reproduce. They are born up in the trees by the ocean. Grendels tend to head for the desert island and are rarely seen in the garden. Avoid the desert island until your Norns are at least in their childhood stage. If you see a Grendel ahead of your Norn try and operate a lift manually and guide your Norn as far away as possible. Luckily, only one Grendel is roaming the world at any given time, and once it dies it takes several minutes for a new Grendel to be born.

TIP: You can manually control the lift near to where the Grendels are born. If you take the Grendel in the lift right to the bottom it is faced with the Death Cap Mushroom. Wave your hand icon by the mushroom and it should eat it. Do this once or twice and it dies. This gives you a break of about 30 minutes until one appears again.

7.0 Favorite Places



It is possible within the program to save six favorite places. These can be used to check the state of your food supply, check where the Grendel is, or just for convenience, to move vehicles to your Norns. To save a location, simply open the Camera menu by clicking on **Camera** at the top of the screen, holding down the mouse button, scrolling down to the **Add a New Favorite Place**... option, and releasing the mouse button. You are asked to name your favorite place. To center the view window on a previously saved favorite place, click on **Camera** and scroll down to the name of the place you want to go. If you decide you want to save a different place, and all six slots are already filled, you can **Remove from Favorite Places**... to free up a space. The following are suggestions for your six favorite places:

No.	Location	Reason For Use
1	The Incubator	To jump quickly to new born Norns and check on the progress of hatching eggs. <i>Note: This location can not be removed</i>
2	The Garden	To check on your food supply and Norns who may be playing there.
3	The Bee Hives	Very useful to refill Honey Pots quickly.
4	Cable Car - Right Hand Side	Useful for moving the Cable Car to the Bee Hives.
5	The Grendel Tree	Useful to check on the position of a Grendel.
6	The Desert Island	Useful for checking the Grendel's position and for moving the submarine and steamboat to your Norns.








Favorite places can also help you avoid the Grendel. If you need to remove a Grendel from your Norns, send the Grendel up in a lift manually and save a favorite place at the top of the shaft. When the Grendel starts to go up in the lift you can skip to your favorite place and wait for it. When the Grendel gets to the top of the lift you can coax it out of the lift by bouncing a ball or playing with a toy. Once the Grendel has come out of the lift you can send the lift back down stopping the Grendel from directly returning to your Norns. You then can periodically check on the Grendel's location and make sure it has not moved towards your Norns.

TIP: You can skip around the world by using your favorite places. Move to the edge of the garden and save the location. Move the scrolling bars fully back to the left and then select the location you just saved. You are now back at the new location with the scroll bars to the left. You can scroll the bars right again and progress around the world. By continuing to do this you can travel anywhere within Albia.

8.0 Looking After Sick Norns





What happens if your Norn gets really ill? Well, you need to find out what is wrong with it. By using the biochemistry monitor in the Science Kit you should be able to determine if the Norn is ill due to a Grendel encounter (Glycotoxin) or due to a cold. Maybe it has just eaten a bad plant (Sleep Toxin/Fever Toxin). If your Norn is sneezing and coughing it is obvious that your Norn has just caught a cold.

The following is the best overall advice for treating sick Norns:








-  Feed them well with good food, carrots or cheese.
Avoid junk food such as honey.
-  Keep them well away from other Norns, especially babies as Alban diseases can be very contagious.
-  If any other Norns get infected with the same illness, quarantine them until they are well.
-  If you have a really ill Norn (Less than 15%) then use the chemicals in the Science Kit to inject them with energy and save their lives.
-  Keep them well away from the Grendel, it's nasty, quite dangerous.
-  Don't breed unwell Norns, they may well pass the disease on to their children.
-  Monitor their health regularly. Keep a good eye on the sick until they can look after themselves again.

There are other cures in the world to help you. These can be found in the form of plants that grow in the garden and around the world. If you can get a Norn to eat the correct plant then this greatly reduces some symptoms of their illness. However, some plants have an adverse effect on your Norn, and you should teach them not to eat these 'weeds'. A full table of plant effects follows.

8.1 Table of Plant Effects

Qualities	<i>Feverfew</i>	<i>Gentian</i>	<i>Morning Glory</i>	<i>Tomato</i>
				
Pain	100			
Hunger	100			
Starch	90	90	90	90
Histamine A				
Histamine B				
Sleep Toxin				
Fever Toxin				
Sleepiness			-100	
Tiredness			-100	
Hotness		-100		
Coldness		-100		
Sex Drive				100
Glycotoxin				
Adrenaline				10

8.2 Table of Weed Effects

Qualities	<i>Rhubarb</i>	<i>Death Cap</i>	<i>Pyrethium</i>	<i>Nightshade</i>	<i>Campanula</i>	<i>Laburnum</i>	<i>Ugly Tomato</i>
							
Pain		100	100				
Hunger		100	100				
Starch	90		90	90	90		90
Histamine A	100				100	100	
Histamine B						100	
Sleep Toxin	100					90	
Fever Toxin					100	70	
Sleepiness				100			
Tiredness				100			
Hotness		100					
Coldness							
Sex Drive							-100
Glycotoxin		100					
Adrenaline							10

9.0 The Chemicals Of The Science Kit

There are various chemicals to be found in the Science Kit. Each chemical has a different effect on your Norn's body and can be used to cure illness and disease. There are seven chemicals available and they have the following effects.

Chemical	Effect (Note: This value is 1 unit, a full syringe is 30 Units)
Energy	+2 Glucose +1 Aging
Adrenaline	+2 Adrenaline
Pain Killer	-2 Pain +1 sleepiness
Cough Medicine	-2 Histamine A +2 sleepiness
Sleeping Pill	+2 sleepiness
Wake up Pill	-1 Glucose -2 Sleepiness +1 Adrenaline
Antioxidant	+1 Aging

It should also be noted that these chemicals do have some side effects and should be used in an emergency only.

10.0 The Applets

CREATURES has several tools which can simplify your task as a Norn Breeder. They enable you to monitor your Norns' health, administer medicine, record milestones in their lives, and much more. These tools, called applets, can be accessed via the toolbar. Some can only be opened if you have selected a Norn.

10.1 The Owner's Kit



The Owner's Kit allows you to name your Norns. You can also register their births, and take photographs of them for your records. Photos can be saved and sent to your friends, or just kept for old times' sake. When your Norns die, you can choose one of their photos to go onto the headstone. More specific information on each of the Owner's Kit options can be found in the in-game help files under Applets, Toys and Tools.



10.2 The Health Kit



The Health Kit takes all the complex chemical reactions and brain activity and presents them in an easy to understand form.

At a glance, you can see if your Norn is running a high temperature, and how tired or hungry it is.

There is even a simple brain monitor to show activity taking place in the different brain lobes. A doctor's page helps you to heal them when they are sick by providing herbs which can cure different ailments. More specific information on each of the Health Kit options can be found in the in-game help files under Applets, Toys and Tools.



10.3 The Science Kit



For the more advanced user, the Science Kit allows you to delve into the deepest workings of your Norn. You can monitor the actual blood stream levels of

all the hormones and chemicals, view the chromosome map, monitor what your Norn is thinking, or even inject certain chemicals directly into it.

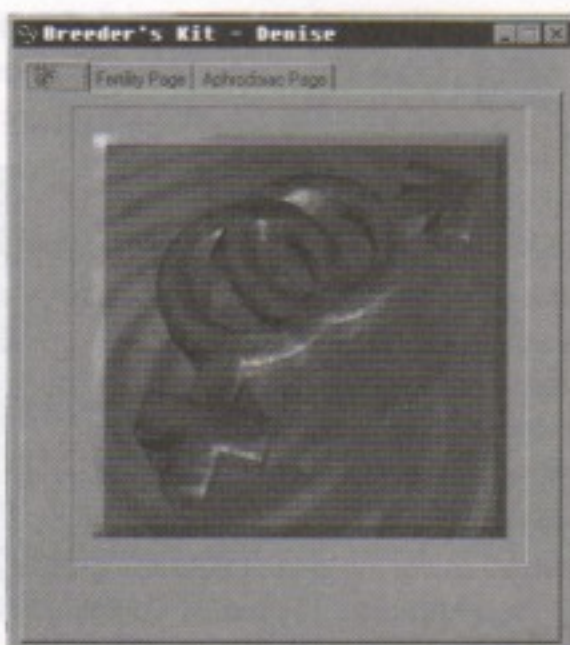
Extensive information on each of the Science Kit options can be found in the in-game help files under Applets, Toys and Tools.



10.4 The Breeder's Kit



Your Norns breed happily in the wild. They have some basic instincts, which help them to be curious, eat, and breed. Their overall goal is to lead a healthy life and have children. However, as the Breeder, you may want more control over the reproductive cycle of your Norns, to steer them in directions that nature would never take them. The Breeder's Kit helps you to monitor the mating process, from testing for pregnancy to injecting aphrodisiacs into Albia to 'help the process!' More specific information on each of the Breeder's Kit options can be found in the in-game help files under Applets, Toys and Tools.



10.5 The Performance Kit



The objective of CREATURES is to breed Norns through as many generations as you can. The Performance Kit can be run at any time, and show you how you are doing. The higher the Breeder's score at the base of the screen, the more successful you are! Information on how your Breeder's score is calculated, and on how to improve your score by breeding your Norns more successfully, can be found in the in-game help files under Applets, Toys and Tools, in the Performance Kit section.



10.6 The Creature Graveyard



Norns, like other biological life forms, die eventually.

This could be from disease, starvation, or from natural causes (just plain old age). When they die, the word **DEATH** appears on the status bar. You can double-click on this word to go to the place of death, and run the Creature Graveyard. Pick a photograph, write a few words and store it for the future. You can run the Creature Graveyard at any time to bring back the memories and images of past Norns. More specific

information on each of the Creature Graveyard options can be found in the in-game help files under Applets, Toys and Tools.



11.0 CREATURES Upgrades Via the Internet



If you have either a direct Internet connection via a local area network, or you use an Internet service provider, then CREATURES gives you access to new objects, CREATURES products, and help via the CREATURES World Wide Web. Pressing the Web button takes you directly into the site: <http://creatures.mindscape.com>

For future upgrades to your world you should regularly check the CREATURES Web site. If you are not on the net, check magazine covers. There are upgrades planned for your world and a Christmas pack is available with new objects for your Norns to play with.

New Norns are already available on the net with genetic color mutations to help you breed strangely colored Norns. Check out the CREATURES web site for a list of alternate CREATURES web sites that have Norns for downloading.

NOTE: Some upgrades are not available to Macintosh users.

12.0 The Emergency Kit

If you have lost game data due to an applications or hard drive failure, or if you ran out of eggs in your original Hatchery without breeding any new ones, you can activate the Emergency Kit.

Caution: If it's not broken, don't fix it. Restoring or resetting the CREATURES world can result in the loss of your Norns if you don't export them first. Also, you cannot get more eggs from the Emergency Kit unless you have completely run out of other eggs.

12.1 Accessing the Emergency Kit

Windows®95:

1. Quit out of CREATURES.
2. Click the Windows 95 "Start" button.
3. Select the "Programs" button and the "CREATURES" icon, then click on the "Emergency Kit" button. This opens the Emergency Kit menu screen.

Windows®3.1:

1. Quit out of CREATURES.
2. Open the file manager and double click on the directory where CREATURES is installed.
3. Double-click on BACKUP.EXE, this opens the Emergency Kit menu screen.

From the Emergency Kit menu screen you have four options:

1. Choose **Restore World** to recover the game from the last backup.
2. Choose **New World** to reset the world entirely. This kills all Norns, so be sure to export all your Norns before using this option or you lose all your work so far.
3. Choose **More Eggs** to obtain another batch of Norn Eggs.
Note: if you do this, you are starting again from the first generation. The goal of CREATURES is to breed Norns over successive generations so that natural selection and evolution can improve them over time.
4. Choose **Cancel** to exit the Emergency Kit.

Macintosh

1. Quit out of CREATURES.
2. Double-click on the CREATURES CD icon on the desktop, to open the CREATURES folder.
3. Double-click on the Install icon.
4. Click on **Continue** when you reach the troubleshooting information screen. This opens the Install window.
5. Click on the **Show Other Installations** icon at the top left corner of the Install window. This brings up the Other Installation Options window.

From the Other Installation Options window screen you have four options:

1. Select **Restore Egg Disk** and drag it onto the desired hard drive to obtain another batch of Norn Eggs. **Note:** if you do this, you are starting again from the first generation. The goal of CREATURES is to breed Norns over successive generations so that natural selection and evolution can improve them over time. This kills all your existing Norns.
2. Select **Repair Kit** and drag it onto the desired hard drive to reset the world entirely. This kills all Norns, so be sure to export all your Norns before using this option or you lose all your work so far.
3. Click on **Read Me** to get troubleshooting information on CREATURES
4. Click on **Quit** to exit the Installations application.

CYBERLIFE

Designed and conceived by Stephen Grand

Creative Input	Toby Simpson, Michael Hayward, Ian Saunter
Lead Programmer	Stephen Grand
Programming	Peter de Bourcier, Alima Adams, Peter Chilvers, Neil Taylor
Macintosh Programming	Keith Hook
Graphics	Marcus Broome, Mitch Phillips, Sean Nichols, Leavon Archer, Colin Swinbourne
Background Design	Mark Rafter
Model Construction	Complete Fabrications
Background Rendering	Jason Riley, Colin Swinbourne
Additional Graphics	Simon Smith
Creature Design	Marcus Broome, Mitch Phillips, Mark Rafter, Leavon Archer, Colin Swinbourne
Introduction Sequence	Marcus Broome
Audio/Visual Management	Pete Murphy
Music	Andrew Barnabus
Sound Effects	Paul "Bob" Arnold
Video Production	Tom Oswald
Video Processing	Tom Oswald, Steve Loughran
Lead Quality Assurance	Ben Simpson
Quality Assurance	Mark Ashton, Gareth Hughes, Craig Sullivan, Ben Simpson, Richard Edwards, Graeme Boxall, Sarah-Louise Lloyd, Chris Scurrah
Object Development	Ann Grand, Peter Chilvers, Peter de Bourcier
Documentation	Ann Grand, Toby Simpson, Peter de Bourcier, Peter Chilvers
Localization and Editing	Angela Simpson
Special Thanks To	Dave Cliff, Graeme Boxall
Warner Interactive Producer	Graeme Boxall
Warner QA Manager	Liam Delahunty
Warner Lead Tester	Craig "Ledski" Leigh
Warner Testers	Daniel Brooke, Richard Pomfret, Chris Tudor Smith

Produced and Directed by Toby Simpson

MINDSCAPE

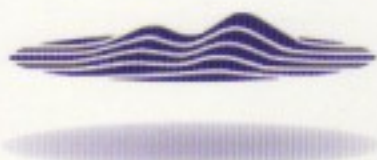
Producers	Sean Decker, Linda Norton,
Executive Marketing Manager	Jeff Hoff
Product Marketing Managers	Mike Lustenberger, Jeff Shirk
PR Manager	Kristen McEntire
Marketing Coordinators	Ruth Weston, Shannon Bross
Product Test Supervisor	Jason Ray
Lead Testers	Hugh Mason, Jason Bredice
Testers	Steven Peterson, Chris Lanka
Manual Editors	Anathea Lopez, Mark Whisler
Graphic Design and DTP	Gumas Communications, San Francisco

Screenshots in this manual are from the Windows 95 version of CREATURES.

Uses Smacker Video Technology. SmackPiw.exe is Copyright ©1994-1996 by Invisible, Inc. d.b.a. RAD Software. Redistribution of SmackPiw.exe is prohibited.



CyberLife



MINDSCAPE®
ENTERTAINMENT

675 ALMANOR AVE., SUITE #201, SUNNYVALE, CA 94086

<http://creatures.mindscape.com>

2212799-200001

Creatures™ and ©1996-97 CyberLife Technology Ltd. All rights reserved. Published and distributed by Mindscape, Inc. under exclusive license from CyberLife Technology. Produced under exclusive license from GT Interactive Software (Europe) Limited. Mindscape is a registered trademark and the Mindscape Logo is a trademark of Mindscape, Inc. Windows and Microsoft are registered trademarks of Microsoft Corporation. Macintosh is a registered trademark and Mac is a trademark of Apple Computer, Inc.

All other trademarks and registered trademarks are the property of their respective holders.