The Unofficial Creatures Guide

THEIR LIFE IS IN YOUR HANDS

TABLE OF CONTENTS

Supported Operating Systems and Minimum Specs

Creatures was released in 1996. The system specifications for Creatures (also called Creatures 1 or Original Creatures) are as follows:

Windows 95

Pentium 60 or faster
Double Speed CD-ROM (300k/sec)
16-bit Sound Card
256 Colors @640x480 minimum resolution
8MB RAM
40MB of hard drive disk space

Windows 3.11

Pentium 60 or faster
Double Speed CD-ROM (300k/sec)
16-bit Sound
Card 256 Colors @640x480 minimum resolution
8MB RAM
40MB of hard drive disk space

Windows operating system is designed to be backwards compatible and so far we're confident that our software will work on future versions of it, however we cannot guarantee that Creatures 1 will work on every new machine or new operating system indefinitely.

We'll continue to support the software for as long as we can, but it may simply be a case that Creatures will not work on your machine. If you haven't found an answer to your questions, please contact: customer_support@creaturelabs.com

PowerMacintosh System 7.5 - 7.9 (Not supported for System 8.0 onwards)

Double Speed CD-ROM (300k/sec)
256 Colors @640x480
8MB RAM with 8MB Virtual Memory (16MB without Virtual Memory)
35MB of hard drive space (plus 8Mb if using Virtual Memory)

For more details about Creature Labs' current Mac support policy see:
http://support.creaturelabs.com/support/C1_support/index.html

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 that 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 is 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!

Introduction

Welcome to the Complete Guide to Creatures. Throughout this guide we shall be giving you tips on how to look after your Norns correctly, enabling you to get the most from your Creatures and the world they live in. There is much to learn about the world of Albia and the Creatures that live there. Hopefully this guide will help you to breed your Norns happily and safely through many generations.

CREATURES Controls

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.

The Display

The Creatures display is made up of a status bar at the bottom of the window, a toolbar 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.

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 to use an object, for example, to call for the elevator or start the player piano.

You can pick up many objects by right-clicking with the mouse. Drop objects by repeating the action. Most small objects, like toys, and food items, can be picked up and moved around Albia.

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 spanks 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.

Raising Your First Norn

Creatures are alive, and should be considered as 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 attention and care they need.

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 will emerge 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 to the computer as soon as you can after he is born. As with human babies, Creatures do not understand language at birth so you need to use the computer to teach them the concepts of language.

Your baby may be unsure about moving from the incubator or may have even run all the way into the garden, but it is important to get your Norn to the computer as soon as you can. There are two 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 will normally walk towards the hand. As your Norn walks through the lift press the button and he will rise with the lift to the floor above. Once the lift has stopped, quickly press one of the top buttons on the computer - this will make a noise and attract his attention. Once the Norn has walked to the computer send the lift down again. This will stop him 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. He will hear the ball bouncing and want to play with it. Repeat the process moving the ball away from the Norn whenever he 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 that is found at the end of the garden will transport your Norn directly to the computer. Press the red button to activate it when your Norn is standing on the teleport pad.

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 will attempt to speak the word you are trying to teach him. Repeat the concept until the Norn says the word correctly. Once the Norn says the word correctly he will then know and understand what to do if you say the word to him.
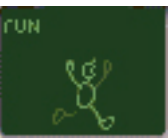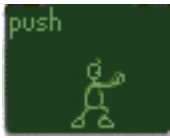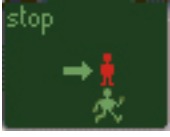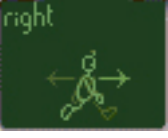
The two arrow buttons will cycle the fourteen concepts to the left or right respectively. Repeat the process until your Norn has learnt all fourteen concepts very well. It is important to teach all of your Norns the concepts as soon as they are born. If left untaught, the other Norns in the world will teach the babies language, but it is possible that an adult Norn could learn baby language.
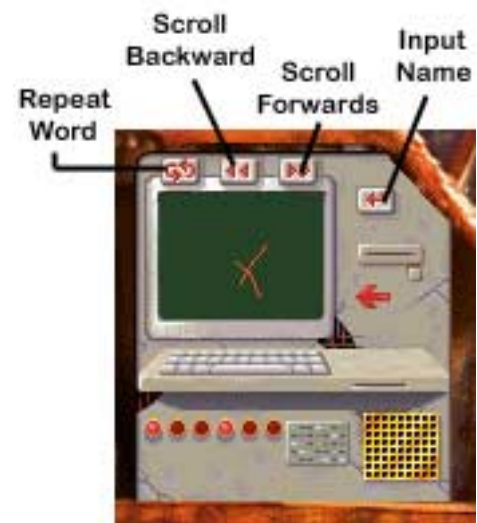
TIP: The more times you repeat a concept on the computer screen the better the Norn will learn that concept. It is advised that once a concept is said correctly that you repeat it a further three or four times. This will radically reduce the possibility of adults learning baby talk and strengthen their ability to teach others.

Once you have taught your Norn one or two of the concepts yourself he will most likely carry on learning if you leave him alone. This is a good time to register your Norn's birth. Once you have registered your Norns birth finally check all the words on the computer once more to ensure your Norn knows all the concepts clearly.

Following is a Table describing all fourteen concepts that can be taught to your Norn via the computer.

Concept Icon	Default Word	Purpose	Concept Icon	Default Word	Purpose
	Sleep	Asks a Norn to sleep		Come	Asks Norn to come towards the hand
	Look	Tells Norn to look at the object closest to your hand		Run	Tells Norn to run away very fast
	Push	Tells Norn to activate and object, or push it		Get	Tells Norn to pick up an object
	Pull	Tells Norn to activate an object, or pull it		Drop	Tells Norn to drop an object
	Stop	Tells Norn to stop what it is doing		What	Asks Norn what it thinks it is doing
	Yes	Reinforces an action that the Norn has performed correctly		Right	Tells Norn to walk to the right
	No	Punishes a Norn when it has done something wrong		Left	Tells Norn to walk to the left

Computer Concepts

Registering a Norn's Birth

You will have noticed that when your Norn leaves the incubator the word "Birth" appears in the taskbar in the bottom right corner of the screen next to the score. Now double left click on the word 'Birth' and this will take you directly to the Owner's Kit.

Once the Owner's Kit has opened you will be confronted with the title page of a large key. If you look at the top of the kit, you will see various tabs that take you to the sub pages of the kit. Left click on the tab marked "Register the Birth". You will now be confronted with 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 email address. Once all the information that you require has been entered press the "Register Birth" button at the bottom right of the kit. You will then notice another tab appear at the top of your kit. Press the left button 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 will always be "Unknown", but as your Norns have babies, the true parents will be 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 The Applets beginning on page 20, or consult the in-game help menus.

When you are finished registering your Norn, you and your Norn should now be ready to explore the world of Albia. Your Norn will most likely now know its name and all the concepts of language needed to communicate. It is now possible to type "come" and he will come to the hand. Type "look" and he will look at the object nearest to the hand etc. Your Norn may know how to communicate but he needs to be taught the names of all the objects and plants within the world. He also needs to learn the dangers and pleasures to be found and how to use the vehicles to travel across the land and seas.

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 will be able to instruct him to operate them.

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 he/she will associate 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.

Now all you have to do is teach your Norns the name of all twenty categories and he/she will know the names of all the objects in Albia. This is very simple to do.

- Firstly, open the Creature's view (the eye icon in the toolbar) - this enables you to see what the creature is concentrating on.

9
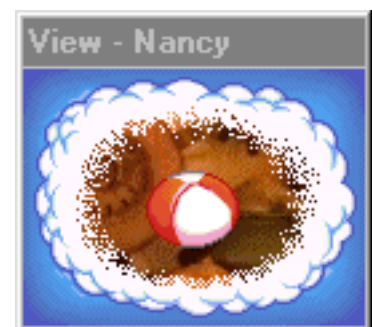
- Put your hand icon near to the object you wish to name. Now you have taught your Norn all the concepts so all you have to do is type "look" to make the creature look at the object nearest to the hand. You will now see the object you wish to name in the center of the creature's view.

- 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 will try 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 he will now know the name of the object but will also associate the same words 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 he is distracted and looks at another object you may call another object the wrong name by mistake.

- If you make a mistake and call a category the wrong name by accident then 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 will be unable to name food "food". You will have to rename the toys "toys" and then the food "food".

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.

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

Suggested Category Name	Objects within that category
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, Flipper-D-jib-it (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
Vender	The Hives, The Still, The Carrot Vender

Object Categories

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 simple 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" will make the vehicle go right whereas the word "PULL" will make the vehicle go left. When using lifts the word "PUSH" will make the lift go down whereas the word "PULL" will make 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 will 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 their name but to call them to an object e.g. "AMY COME DADDY" where "DADDY" is the name of your hand.

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.

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 will come to you. None of the other Norns understand 'Amy' and so continue with what they are doing.

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

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

Disciplining your Norn

It is important to teach your Norns right and wrong. If your Norn does something that is wrong he must be disciplined. Equally, if your Norn does something correctly, he must be rewarded. If taught correctly your Norn will soon learn 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 slap function. If you press the left mouse button on the upper half of a Norn he will receive a tickle. In the same manner if

you press the left mouse button on the bottom half of your Norn he will receive a slap. A tickle rewards your Norn and a slap punishes him.

If you tickle a Norn when he does something correctly he will be rewarded and receive pleasure. Your Norn will link pleasure to the action and therefore think 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 slap him, he will be punished and receive pain. Your Norn will link pain to this action and in order to avoid pain again he will not repeat the action. The more you punish your Norn for doing bad things the less likely he is to do them by himself.

Please note that the Norns look to you as their keeper and parent. If you punish Norns for doing good things like eating they will think it is wrong to eat and so will not 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 slap or tickle your Norn. He 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 slap/tickle your Norn simply use the words "YES" and "NO". If you type the word "YES" your Norn will be rewarded. If you type the word "NO" your Norn will be punished. This works in exactly the same way as slap and tickle, but is less distracting - your Norn will not pay attention to your hand.

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

As Your Norn Grows

When your Norn is born, he is just a little baby and unaware of his surroundings, but as he gets older he will adapt and grow as human babies grow. You will see that as your Norn grows his physical form will change. As a baby, he will be small and walk slowly on all fours, but as he gets older he will get bigger and stronger. As Norns move into old age their physical appearance will change again and they will become grey and wrinkly. It is very easy to distinguish the various stages of a Norns life just by their appearance.

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.

Norns have a life span of about fifteen hours and this is split into five stages.

	STAGE	TIME (Approx.)	CHARACTERISTICS
	Baby	0 Minutes	Norns are born weak, they rely on you to look after them and educate them. This is an ideal time to teach Norns language. At this stage Norns will be 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 characters and may show signs of genetic mutation or weaknesses.
	Adult	1 Hr 20 Minutes	Now full grown, Norns are able to fight off most diseases successfully. They are very independent, and are now able to breed.
	Pensioner	10 Hours	The Norns 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.

The 5 Stages Of Norn Life

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 in figure 3.0 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		

Food Nutrition

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 his hunger value is +256. Thus, when a Norn eats a piece of cheese, his hunger will be reduced to almost nothing. As you can see from Fig 3.0 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 for a Norn to eat as they grow in the garden and are a very valuable food source. 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 Norns hunger but he 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 will lie 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. 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.

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 to Norns. They love to steal food and beat up the Norns. It is advised to stay away from them as much as possible as 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.

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 he will be faced with the Death Cap Mushroom. Wave your hand icon by the mushroom and he should eat it. Do this once or twice and he will die. This will give you a break of about 30 minutes until he appears again.

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. The best six favorites Places are as follows:

No.	Location	Reason For Use
1	The Incubator	To jump quickly to newborn Norns and check on progress of hatching eggs. Note: This location cannot be removed.
2	The Garden	To check on your food supply and Norns who may be playing there.
3	The Bee Hives	Very useful to refill your 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 the Grendel.
6	The Desert Island	Useful for checking the Grendels position and for moving the submarine and steamboat to your Norns.

Suggested Favorite Places

Favorite places can also help you avoid the Grendels. 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 him. When the Grendel gets to the top of the lift you can coax him 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 Grendel directly returning to your Norns. You will then be able to periodically check on the Grendels location and make sure he 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 will now be back at the new location with the scroll bars to the left. You will now be able to scroll the bars right again and progress around the world. By continuing to do this you can travel anywhere within Albia.

Looking After Sick Norns

What happens if your Norn gets really ill? Well, you need to find out what is wrong with him. 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 he 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 best overall advice for treating unwell Norns is to:

- 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 Albian 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 Grendels.

- 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 will greatly reduce some symptoms of their illnesses. A full table of plant effects can be seen in figure 5.0 and 5.1.

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 7 chemicals available and have the following effects.

Chemical	Effect (Note: This value is 1 unit, a full syringe is 30 Units)
Energy	+2 Glucose +1 Ageing
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 Ageing

Science Kit Chemicals

TIP: These chemicals do have some side effects and should be used in an emergency only.

Table of Plant Effects

Plant Effects	Feverfew	Gentian	Morning Glory	Tomato
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

Plants and their qualities

Table of Weed Effects

Weed Effects	Baobab	Death Cap	Pyrethium	Nightshade	Campanula	Laburnum	Ugly Tomato
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

Weeds and their qualities

Breeding Your Norns

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 Breeders Kit. If your Norn is male you will see Testosterone being produced and if it is female you will 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. A female Norn's oestrogen level 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.

Norns like to kiss; it's a sign of affection. You will 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 followed by a loud "pop". This is the noise of mating. If you hear this noise you should check your female within the Breeders kit and see if she is pregnant. You will 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 four to five months.

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

After your Norn has given birth the number in her stomach will slowly reduce as she recovers from the pregnancy. Once the number has disappeared she will be able to mate again. It is important to keep pregnant females safe and away from Grendels and poisonous herbs as she could lose the baby if she becomes ill or very weak.

Advanced Breeding

Once you have mastered how to breed your Norns you will be able to be more selective with which Norns you allow to mate. By looking in the Science kit and analyzing your Norns, you will be able to experiment to try and produce original genetic strands of creature. Who knows what type of Norns you may be able to produce?

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

TIP: If you hatch a Norn that 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 will lose its sex drive and thus not be interested in mating.

Breeding For Generations

To produce many generations quickly, you should hatch a female and teach her the computer and surroundings. 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 beehives. Now hatch a male, teach him the computer and guide him through he 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 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 will 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 will give you a nice genetic pool to breed with.

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

The Applets

CREATURES has several tools that 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.

The Owners 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.

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 that 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.

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.

The Breeders 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.

Observation Kit

The Observation kit is an add-on to the original Creatures game. It is also the kit most recommended for careful Norn breeders.   This kit is most helpful in that it allows you to keep track of the condition of all your Norns at a glance in one easy to read list. There are also options that allow you to set alarms so that you can be alerted when a Norn falls ill, becomes pregnant, or is about to give birth. To get your own Observation Kit, or to learn more about it, go to http://support.creaturelabs.com

Injector Kit

The Injector Kit (also known as the Object Injector) is an add-on to the original Creatures game. It allows the user to add extra objects to the game for added game play. Extra objects include new toys for your Norns to play with, new ways to deal with the Grendel, new and improved critters & plant life, and the extra special Christmas add on packs from Creature Labs. To get your own Injector Kit, or to learn more about it, go to http://support.creaturelabs.com

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.

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.

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 Norns, 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.

Accessing the Emergency Kit

Windows®95/98/ME:
1. Quit out of CREATURES.
2. Click the Windows "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.

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.

Creatures Upgrades

For future upgrades to your world you should regularly check the Creature Labs website. 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 colour mutations to help you breed strange coloured Norns. Check out the Cyberlife Website for a list of alternate Creatures Websites that have Norn's for downloading.

Further Help

If you have any questions about, or problems with Creatures please contact:
customer_support@creaturelabs.com

CREDITS

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