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creatures 2



A huge living world, and six Norn eggs waiting to be hatched. Begin with your first baby Creature and start exploring Albia for the first time. With dangers lurking around every corner, you're going to have to be on your guard if you and your family of Norns are ever going to build a peaceful existence. Ultimately, you may even find the genetic splicing machine, and your chance to rid Albia of the menace of the vicious Grendels forever.

They'll make you laugh.
They'll make you cry.
They'll make you think.



Preface

Albia has been injured, its surface ripped away by a devastating volcanic eruption. But that is not all... The secret laboratories of the ancient race of Shee, together with all of the deserted experiments and machinery, have been revealed after earthquakes tore the land apart. The legacy of the Shee may hold the only hope for the Norns of Albia. Explore a dangerous and exciting new world, leading to the discovery of the place where the Norns themselves were created.

Welcome to Creatures 2

Creatures 2 contains the most advanced artificial organisms ever created. Each Norn you hatch comes from its own Digital DNA, and contains the same chemicals and organs that you would find in a real living animal. Their brains allow them to think for themselves, developing the skills to survive in the wild. Eventually, they may breed and have their own children and each child will then have its own unique DNA.

Your goal is to create a thriving population of Norns. To find all the food and activities your Norns will need to live long, healthy lives, you'll have to explore Albia. You'll be battling against the weather, and a collection of plants and animals with their own agendas for survival. At some point, you'll bump into the vicious Grendels – disease ridden, violent creatures created by accident by the Shee many thousands of years ago. Scattered around Albia are new machines and devices to help you with your Norn care. Ranging from the Science Kit that allows you to monitor their biochemistry, and the Neuroscience Kit that lets you tinker with their brains, you may even find the key to controlling the Grendels on Albia: The genetic splicing machine!

Norns... Breed them. Teach them. Explore with them. Learn with them.

Sounds enormously complex. Is it?

No, not really. Creatures 2 creates virtual animals that behave just like real animals. This actually makes them easier to interact with, because they do what you'd expect them to do. This would be a very complicated thing to do if we had to program each and every action a creature could take. Indeed, this is the way that most people have created artificial animals before. The catch is, that "every action" is a lot of actions and you couldn't get your creature to do anything we hadn't thought of and programmed for. So in Creatures 2, we modelled the building blocks of life itself and used these building blocks as a sort of "biological construction set" to make animals out of. Every Norn, Grendel and Ettin in Creatures 2 is its own living system, complete with a bloodstream, brain and body organs. The genetic code for the creatures is called Digital DNA, and allows your creatures to actually evolve over time. With over 550 individual genes, and hundreds of trillions of possible genetic combinations the sky really is the limit. With millions of Norns getting exchanged on the Internet, it is possible that you could be the first Creatures 2 owner to breed a Norn far more intelligent than the ones you'll start with! The bottom line is that nature is very good at making animals: So we've copied nature!

Installing Creatures 2

Creatures 2 comes on one CD-ROM, complete with facilities to automate installation. Insert your Creatures 2 CD, follow instructions, and you should be hatching your first Norn in just a few minutes!

Before you start

To install Creatures 2, you will need:

- Windows 95, Windows 98 or Windows NT 4 (Service Patch 3 or higher required for NT)
- 16 MB of RAM
- 200 MB of free hard drive space
- 16-bit video card with at least 2 MB of video RAM. Microsoft DirectX compatible drivers required
- 16-bit sound card and Microsoft DirectX compatible drivers

The installation process

Start your computer. When Windows has loaded, insert the Creatures 2 CD-ROM. After a few seconds, you will see this window appear:

Click on the Install button and follow instructions. If you do not change any of the defaults, the Set-up program will install Creatures 2 on your C: drive in the "Program Files\Creatures 2" folder.

During the installation process, Set-up may need to install Microsoft DirectX onto your computer. DirectX is required before Creatures 2 will work, so if you are not sure if you already have it, click on the Yes button when asked if you would like to install DirectX.

After installation is complete, you may need to restart your computer. Usually, this is a result of DirectX making changes to your video and sound drivers to allow Creatures 2 to function correctly. If you are asked to restart, remove your Creatures 2 CD, restart your computer and then re-insert the CD once Windows has loaded.

You can now either run Creatures 2 by clicking on the Run Creatures 2 button on the above dialog, or through the START menu:

You're now ready to hatch your first Norn!



Creatures 2 – The summary

For those who want to get started quickly, we recommend reading this page at the very least!

What am I trying to do?

1. Hatch and breed some Norns. They die after around 10 hours, so you'll need to get them to breed in order to maintain a population of creatures.
2. Explore Albia and find the secret machinery. To live long enough to breed, your Norns will need to explore Albia. Along the way you will find new machinery and devices to help you.
3. Ultimately, you will have access to the genetic splicing machine that allows you to mate two Creatures together and create an instant crossbreed. This includes Ettins and Grendels!

Albia in a nutshell

An Albian year lasts 8 hours, divided into 4 seasons of 2 hours each. Each season contains 4 days. Day, season and temperature are shown on the status bar at the base of the main Creatures 2 window.

You are represented in Albia with the Hand graphic. You move this around using the mouse. You can interact with a lot of the objects in Albia by positioning the hand over hotspots and clicking once with the left mouse button. You can pick a lot of objects up by moving the hand over an object and clicking once with the right mouse button. Click again to release. BUT: You cannot pick Norns up unless they are drowning in the ocean. You cannot drop a rescued Norn in a place you have not yet visited.

You can see what an object is by moving the hand over the top of it and waiting. The word in square brackets is the name of the category, the word before is the name that the currently selected Norn has learnt for that object.

Norn care in a nutshell

- Norns behave a lot like very young children. If you treat them a little like toddlers, you can't go wrong: Punish them when they make mistakes, and reward them when they get things right.



Punishing a Norn by clicking on her bottom. The devil icon indicates punishing a Norn.



Rewarding a Norn by clicking on her nose – note the angel graphic on the hand to denote a reward.

- You can reward a Norn by tickling it on the nose (click on their nose) and you can punish one by clicking on their bottom.
- Norns live about 10 hours, and reach adolescence after about 1½ hours. After this point, they have the potential to breed.
- To see what a Norn is looking at, select "Creature's Eye View" from the "Camera" menu. Norns can be taught the names of objects by typing a name for an object whilst the selected Norn is looking at it (Norns may not get it first time – you can repeat the last thing you typed by holding CTRL down and tapping the 'S' key). Concepts, such as look, eat and hit can be taught using the learning machine computer. Words for feelings, such as hungry, lonely and scared can be taught using a second computer underneath where your Norns first hatch (use the elevator to the right).



This learning computer teaches concepts (verbs) such as look, get, eat and push.



This learning computer teaches feelings, such as cold, lonely, hungry and frightened.

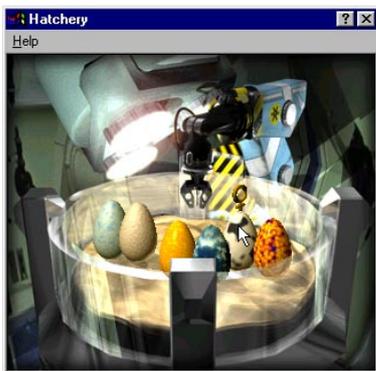
When you have taught a Norn to speak, you can better understand their needs and you can also talk to them by issuing commands like "Alice eat food" to suggest actions for them. Of course, they may not always pay attention to you!



Playing Creatures – The five step guide

This section of the manual guides you through the birth and early stages of your first Norn. Once you've worked through this, the next section will give you more details of Norn care and information about living in Albia.

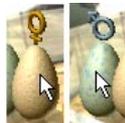
The Creatures 2 display consists of a main program window, a status bar, toolbar buttons to allow quick access to program features and some menu options. When you start Creatures 2, you'll get a Tip of the day. You can turn these off by un-checking the "Show tips at startup" on the tip of the day dialog window. The main window looks like this:



STEP 1: Hatch an egg

Click on the Hatchery button on the toolbar to view the six eggs you start with:

The Hatchery will appear after a second or two. You have a total of 6 eggs initially, 3 containing female Norns and three containing male Norns. When you run out, you will be prompted and asked if you'd like additional eggs.



Female egg Male egg

If you move your mouse pointer over the eggs, you can see if they are female or male.

Double click on an egg to transfer it into Albia. For the purposes of this guide, we'll hatch a female.

If I can get new eggs easily, why do I only have 6 in the Hatchery?

Life is precious, and the power of natural selection and evolution is incredible.

If you keep going back to "generation one" (i.e., your originals) Creatures, then any progress nature has made with your Norns will be wiped out. The best bet is always to breed naturally, as that way, only the strongest Digital DNA will survive.

Pick the egg up by moving your hand over it and clicking once with the right mouse button. Then move the hand over the Incubator object and click on the right mouse button once more to release the egg. If the egg doesn't drop into the incubator, try again paying careful attention to where you release the egg.



The egg will take about 30 seconds to hatch, which is the time it takes for Creatures 2 to work through the Digital DNA and build a new creature from scratch.

Your Creature will be unique, its DNA is taken from a combination of two parent DNA strands that we include on your CD-ROM. When she is born, she won't know how to eat, how to breed or how to protect herself. She will feel pain, feel scared, bored and hungry, only she won't know why at first. By experimenting, playing, trying things and exploring – and with your help – she'll gradually learn how to survive.

Soon, she'll pop out of the egg. You'll see a BIRTH event appear on the event toolbar. You can double click on this to accept the event – but don't do that just yet!

STEP 2: Teach a few basics, and name your Norn

Select Creature's View from the Camera menu. Another window will appear. Move this to somewhere out the way on your screen, but where you can still easily see it. The object in the middle of this new window shows you what your Norn is looking at. Wave your hand around near to your new born Norn. The more exaggerated you can make the movements, the more the hand will stand out to your baby creature.



After a few seconds of this, you should see the creature focusing her attention on your hand. Making sure that the Norn is still looking at your hand, and the Creatures 2 main window is selected, type "daddy" (or "mummy" if you are a female Norn parent!).

You may need to repeat the word several times before she learns it. You can hold the CTRL key down

and tap the 'S' key to repeat the last thing you typed. All being well, after a few times she'll learn the name for the hand.

You'll find that if your Norn is looking at something else, you can encourage her to look at your hand just by typing in the word you named it, in this case "mummy." This will tempt the Norn to focus her attention on the hand. This works with any object once it has been named, incidentally, so once your Norn knows the word for food you can type "food" to tempt her to direct her attention at it.

Will eggs hatch in the wild?

Yes, but it will take some time. It is always quicker to put eggs into the incubator object to hatch them – however, if you just leave the eggs around, they will eventually hatch in the wild unless you touch them. Once you've touched them, though, they go into a state of suspended animation until they are placed in the incubator! TIP: This can be used to store eggs and prevent them from hatching until you want them to!



Let us teach your Norn to follow the hand object. Tickle her on the nose by clicking on it. The hand shows a little angel graphic to indicate that you are positioned correctly over her nose. If you see a red devil instead, you're positioned to slap your Norn – which you do when she misbehaves.

Now move the hand away. If she walks towards it, tickle her again and repeat the process. She enjoys it, and she's learning that if she walks towards the hand, she gets a nice tickle. It is a little like attracting a toddler with candy! If she doesn't want to pay attention, try slapping her briefly and repeating the process.

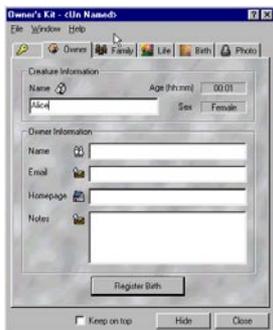
Hey! This is difficult!

I can't make her look at the hand.

Persevere! Try clicking on the Norn's nose to give her a tickle, and then wave the hand around her head a few times. As soon as she focuses her attention on your hand, tickle her again to reward her for doing that. If you really have no luck, try hatching a new Norn and trying again. You can always come back to this Norn later. If you want to get your first Norn out the way, export her using the File menu. This places her in a file on your hard drive. You can always import her back into your Albia later when you have more experience as a Norn parent.

BIRTH Now it is time to name her.

Double click on the BIRTH event. This opens the Owner's Kit applet and automatically makes the appropriate Norn the currently selected one (you can only have one of your Norns selected at once).



There are eight of these applets; each designed to help you with a specific aspect of Norn care.

The Owner's Kit deals with birth registration, photograph album and general information about your Norn's life. Click on the tab labelled Owner to enter birth registration information.

Name your Norn by clicking in the name box and typing a choice. You can also enter details about yourself as the parent below that. This information can then be used to identify the parents of any given Norn when it is transferred over the Internet.

Caution: BE CAREFUL as to how much information about yourself you give away! If you decide to exchange your Norns over the Internet, all of the information you give on this screen will be transferred too. So think twice before effectively publishing your e-mail address and real name on the Internet.

Useful tip! *Once you've had a lot of Norns, it can become difficult to keep track of which generation they are. Try naming your first creatures with names beginning with 'A', and their children with names beginning with 'B'. That way, you can easily identify which generation any given Norn is.*

When you have typed in your information, click on the Register Birth button to register the creature's birth. This will also teach your Norn her name, in this case, Alice.

STEP 3: Lots of talk

The process we used in Step 2 to name the hand can be used to name any object in Albia. The catch is, you have to wait until your Norn decides to look at an object before you can name it. This can be enormously time consuming if you have an uncooperative Norn!

Useful tip! *Norns not paying attention? Try waving an object around in front of them, or throwing it on the floor near to them – either way, this can be highly effective at attracting attention to an object before you've taught your Norns to speak properly.*

Fortunately there is an easier way. Norns are able to learn to associate words with basic concepts such as "pull", "eat" and "look". Once they know these words and what they mean, they are able to use them in conversation as well as responding to them when they are typed in.

There is a learning computer just to the right of the incubator that can be used to teach your Norn names of concepts. Each word in the computer has its own page, and you can cycle through the pages using the left and right buttons. There is also a button to repeat the current on-screen word.



The Learning Computer. Both types (one for concepts, one for feelings) operate identically but have different word lists.



Concepts may need to be repeated several times before a Norn learns the word. Words you may wish to teach your Norn early on are:

| | |
|------|---|
| Look | Encourages a Norn to look at an object. |
| Eat | Asks a Norn to eat an object. |
| Come | Asks a Norn to approach an object. |

You can teach your Norn these words by getting her to the learning computer, and then cycling through the various pages until you come to the above words. Then repeat them several times, remembering to tickle your Norn occasionally if she is a quick learner. Watch out for her playing with the machine too! There is a separate row of buttons on the learning machine low enough for your Norn to operate!

Useful tip! When young, Norns may learn what the words are before their meaning. This does not necessarily mean your Norn will never understand that word, it might just mean that the genetic instinct has not been processed yet.

To talk to your Norn, move the hand so that it is relatively near to her and type a sentence. For example:



Asking Alice to approach the hand object



Asking Alice what she is thinking and why

Using the Norn's name at the start of the sentence is optional, but if you don't use a name, then any Norn within earshot will be able to hear your command! This can be useful sometimes, but at other times when you wish to address your conversation with just one Norn it is worth using the name to avoid confusion. You can use "look" to ask a Norn to look at an object. This is an easy way of teaching your Norn the names of objects. If you've taught your Norn the name for food, for example, you can then try sentences such as:

Alice come food Asks Alice to approach the nearest food object.
 Alice eat food Asks Alice to eat the food.

... then by a process of issuing commands and rewarding good responses, you can quickly teach your Norn how to survive.

Useful tip! Hey! My Norn ignores me. When you issue a sentence, if your Norn ignores you, try slapping her on the bottom and then re-issuing the command. When she finally obeys, remember to reward her so that she learns that obeying you is a good thing to do!

Over the first hour or so of a Norn's life, you'll want to teach her names to many of the objects so that you are able to communicate with her effectively. Important! Objects in Albia are categorised! This means that cheese and honey are both Processed food. Norns are only able to understand categories. You can find out what category any object is simply by holding the hand over it for a second or two. The table below lists the categories and some example objects that are in them:

| Category | Examples | Category | Examples |
|--------------------|---------------------------------------|-------------------|--------------------------------------|
| System | Hand. | Button | Elevator call button. |
| Nature | Waterfalls, waves and torches. | Good plant | Tomato plant, nut plant. |
| Creature Eggs | Norn, Grendel and Ettin eggs. | Processed food | Cheese, honey. |
| Food vendor | Cheese dispenser | Drinks | Water pump, water fountain. |
| Implements | Seed launchers, doors and pick-ups. | Detritus | Mouldy food. |
| Medicines | Pill bottles and other medicines. | Toys | Balls, toy car, toy dog. |
| Weather | Clouds, rain and snow. | Bad plant | Cactus, puff-ball. |
| Animal house | Ants nests, bee hives. | Dangerous bug | Ants, bees, gnats. |
| Harmless bug | Caterpillars, butterflies, snails. | Dangerous critter | Bats, crabs. |
| Harmless critter | Fish, chameleons, rabbits. | Seeds | Cactus seeds, truffid seeds, etc. |
| Roots | Carrots, potatoes. | Flowers | Spyro, Pear plant. |
| Fruits and berries | Pear fruit, arnica berries. | Vehicles | Submarine. |
| Up/Down movers | Elevators. | Computers | Learning machines. |
| A/V Equipment | Gadgets such as clock and calendar. | Left/Right movers | Dingy, rowing boat. |
| Incubators | Incubator | Teleporters | Teleporters and other magic devices. |
| Machinery | Large machinery such as gene machine. | | |

In the room below the Incubator room, you'll find a second learning machine that can be used to teach the Norn to associate words with feelings and qualifiers. This is very useful, as it will allow your Norn to tell you how she actually feels.



The table below lists all of the various concepts you can teach your Norn and what they mean:

| Learning Machine for Concepts | Learning machine for Feelings |
|---|--|
| Push (Activate an object.) | Pain (Creature is in pain.) |
| Pull (Activate an object.) | Sad |
| Stop (Deactivate an object.) | Hungry |
| Come (Approach an object.) | Cold |
| Run (Retreat from an object.) | Hot |
| Get | Tired |
| Drop | Sleepy |
| What (What are you doing?) | Lonely |
| Rest | Crowded |
| Left | Scared |
| Right | Bored |
| Eat | Angry |
| Look (Focus attention on an object.) | Friendly (Creature has high sex drive.) |
| Yes (Reward a creature.) | Hurt (Creature is injured.) |
| No (Punish a creature.) | Choking (Creature is suffocating.) |
| Why (Why are you doing that?) | Thirsty |
| | Stressed |

Remember that once you have taught one Norn how to speak, other Norns will pick up new words simply by listening! So teach a Norn well, and it will help you teach the others.

Useful tip! "what" and "why" are very, very useful!

You can find out what your Norn is thinking and why!

STEP 4: A little care and exploration

Now you are ready to start exploring Albia. We recommend you just have the one Norn at first, to learn how to interact and explore a little before you hatch a partner. Norns are not ready to breed until they are nearly 2 hours old, so you have plenty of time to wait!

We've already introduced tickling and slapping, as well as use of words such as "come" and "look" to tempt your Norn to explore. There are also other ways of interacting with your Norns by using the Pointer toolbar:

 This small toolbar can be used to change the action the hand has inside Albia. There are two basic modes of operation

With a combination of temptation, commands and pushing and shoving you should be able to easily explore all of Albia. Start by exploring the area around you, and familiarise yourself with the two learning machines and the various toys around. Make sure you teach your Norn how to eat!

Navigating around Albia

You will notice that you can only normally see areas of Albia where a Norn is. There are some features that help you get back to places you've already visited at least once. The first method is by using the Ecology Kit applet, which you can start from the Tools menu or the toolbar icon:

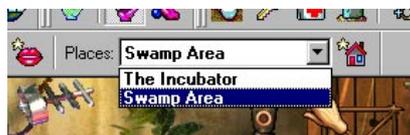


Select the Location tab, and then click on any of the colour areas of the map. These coloured areas show the parts of Albia you've visited.

If you check the "Keep on top" check-box in the Ecology Kit (or any of the applets) then the applet window will be kept on top of all the other windows.



You can also mark favourite places so that they can easily be returned to using Add favourite place on the Camera menu.



Favourite places appear on the toolbar, and can easily be selected and jumped to by clicking on the button to the right of the drop-down favourite place box.

Using the applets for Norn care

Remember you have access to the Owner's Kit to take photographs of your Norn, or perhaps look at the family tree.



NOTE! You need to have a Norn selected to use many of the applets. To select a Norn, pick a name from your Creatures menu, or click on a Norn with the right mouse button. You can also use the TAB key to select a Norn. Pressing TAB repeatedly cycles through all of your Norns.

There are also other applets you may wish to use that will help you with your Norn care. All of them can be "kept on top" by checking the "Keep on top" check-box. This will ensure that the applet window remains on top of all of your other windows.

Health Kit

Requires a Norn to be selected.

The Health Kit applet provides basic medical care for your Norns. It has pages to monitor the state of internal organs, and see whether your Norn is hungry, sleepy or bored. There is also a selection of medicines that can help cure or relieve a variety of illnesses.



Creature Graveyard

Like real animals, Norns do not live forever. Normally, they should live for about 9 hours, but occasionally they may die earlier due to accident, injury or illness. The Creature Graveyard allows you to write a few words to remember the dead with. You can even pick a photograph that you've taken to place on the gravestone. The graveyard lets you look through the gravestones. The Creature Graveyard can be run by double clicking on a DEATH event on the status bar:



Breeder's Kit

Requires a Norn to be selected.

The Breeder's Kit monitors the reproductive processes inside Norns. It also has fertility tests and pregnancy progress indicators for female Norns. There is even a selection of aphrodisiacs to help tempt stubborn Norns into mating.



Observation Kit

The Observation Kit shows a list of all the Norns in Albia together with some information about them, such as age, sex and health status. This window is sizeable, so you can keep it on screen all the time. Advanced users of the Observation Kit can set alarms to go off when certain chemicals appear in the Norn's bloodstream.





Ecology Kit

Albia has a complex eco-system, which can be monitored with the Ecology Kit. The Ecology Kit has pages that show complete maps of Albia and allow you to view the temperature, wind speeds and positions of organic and inorganic nutrients – handy to find out where plants may grow.



Agent Injector

The Agent Injector allows you to add new objects into your Albia. These objects can be downloaded from the Internet, or purchased in add-on CD-ROMs. There is a special page so you can check objects to see if they are dangerous before injecting them into Albia.



There are two other applets that you don't initially have access to, although you can find special objects inside Albia that will enable them. They are highly advanced tools, so be careful!



Enables the Science Kit applet



Enables the Neuroscience Kit applet



Enables some additional advanced features in the Science Kit applet

Science Kit

Requires a Norn to be selected.

The Science Kit is an advanced applet for monitoring a Norn. It has pages to view the levels of chemicals in the bloodstream and use a hypodermic needle to save an ill Norn's life. If you manage to enable the additional advanced features of the Science Kit then you can inject any quantity of any chemical, and view the genetic makeup of a Norn. This can be useful for advanced medical care.



Neuroscience Kit

Requires a Norn to be selected.

The Neuroscience Kit is a special advanced applet for monitoring brain activity in Norns. With it, you can examine the brain lobe layout and even fire individual neurone cells inside the brain itself.



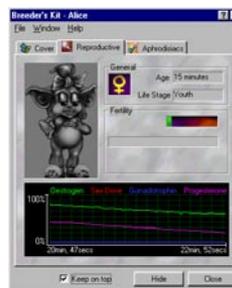
STEP 5: What to expect – Breeding them

After your Norn reaches the age of around 2 hours, she will reach adolescence. This is a confusing time for Norns, as all sorts of new genes switch on to allow them to breed. Both male and female Norns start getting a sex drive, and have the potential to breed.

After you've got used to interacting with one Norn, you will probably wish to hatch a partner of the opposite sex.

Useful tip! Train Norns in isolation at first! Whilst you're learning how to look after Norns, it is much easier to teach them if you keep them away from other Norns. Norns find each other fascinating as they do interesting and unpredictable things, sometimes it can be hard to separate them. If you're finding it very difficult to get two Norns apart, export one of them using Export current Norn on the File menu. This will remove the selected Norn from Albia, and put her on the hard drive. You can re-import her at a convenient moment when it is safer. Imported Norns appear near the Incubator.

You can use the Breeder's Kit to monitor the fertility and breeding process of Norns:



If a fertile male and female Norn meet each other, there is a chance that they will mate – so long as their sex drive is high. When Norns mate, you hear a long kissing sound with a pop at the end – known as a kisspop! Just because they've mated does not necessarily mean the female Norn will get pregnant. You can check in the Breeder's Kit to be sure.

Don't worry if you don't get a pregnant Norn first time, it may take an hour before you can coax them into breeding. Once you've got your first egg, you can either wait for it to hatch in the wild, or drop it into the incubator as soon as the egg has stopped growing.



Creatures 2 – The sequence of events

A game of Creatures 2 can go on indefinitely, as you can theoretically continue breeding your Norns forever. Each generation of Norns has its own unique Digital DNA, so the possibilities are potentially endless. Likewise, with Albia changing all around you, and with the opportunity to add new objects and creatures into Albia from the Internet or from add-on CDROM packs, Creatures 2 can evolve alongside you. To give you some idea of how things develop over a typical game of Creatures 2, here is a table that shows a lifespan of a Norn and what you might expect as both the Norns and Albia develop. But do remember that each and every game of Creatures 2 is different, and the table below is just a guideline. Also note that Albian time is not always the same as real time, and they can be different by as much as 25%!

| After | You should expect: |
|---------------|--|
| 10 minutes | First Norn hatched, named and taught some basic words. |
| 30 minutes | First Norn knows most words and has explored a little. You could hatch a second Norn at this stage. You've probably got access to the Science Kit by now. Your first Norn is entering late childhood. |
| 1 ½ hours | First Norn is an adolescent now and can potentially breed. It is now late spring in Albia and warming up as summer approaches. |
| 2 hours | Summer has arrived. Your two Norns meet for the first time and start getting to know each other. |
| 3 hours | You've probably seen the first baby Norn by now! Your first natural birth. It is mid summer, and there are butterflies flying around pollinating flowers. You will probably have met the vicious Grendel and the Ettins by now. |
| 5 hours | You may have had several natural births now, and those second generation Norns could even be breeding themselves. If you've been exploring you're likely to have found all of the new features, including the Advanced Science Kit and Neuroscience Kit. |
| After that... | Albia will continue to change, your Norns will develop, and you'll eventually find and learn how to use the genetic splicing machine – allowing you to take two creatures (including Ettins and Grendels) and cross-breed them to generate a new egg |

Some things you'll need to know

Creatures 2 is a very advanced and powerful product, even though it is designed to be easy to use. There are many special program features that can increase your enjoyment of the product. This section of the manual describes several of these features, as well as talking about the status bar and some of the menu options in more detail.

HEY! I've got a Norn selected, but he walked off screen and now I can't see him!

You've accidentally switched off camera tracking. Click on the Camera Tracking toolbar button, or select Track current Norn from the View menu. You can also switch between smooth scrolling (where the selected Norn always remains at the centre of the screen) or normal scrolling, where your view of Albia is adjusted when the selected Norn walks close to the screen edge.

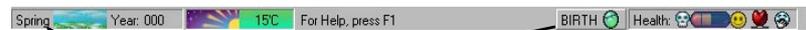
Selecting a Norn

You need to have a Norn selected in order to use applets such as the Science Kit, Health Kit and Owner's Kit. Creatures 2 will automatically change your view of Albia so that you can see the currently selected Norn. Norns can be selected from the Creatures menu.

You can also use the TAB key to cycle between all of your Norns one at a time. The selected Norn's name is shown on the window title bar, and information as to her current state of health is shown at the right of the status bar:

The status bar and toolbar manipulation

The Status Bar is at the bottom of the screen and is divided into three basic sections:



Albia information: Season, Game year, Time of day, Temperature

Events: Laid eggs (EGG), Norn births (BIRTH), Norn deaths (DEATH). Double click on an event to clear it and move to the appropriate part of Albia.

Selected Norn information: Health bar. Above 75% or so is good health. If a Norn becomes critically ill, then this bar will flash red. This is normally the time for some serious health care!

The indicator at the far right of the Selected Norn Information (right hand side of the status bar) shows what is most important to the selected Norn at any given time:

| | | |
|-------------|---------|-------------------|
| Tired | Bored | Need for pleasure |
| Cold | Crowded | Fear |
| Hot | Hungry | Injured |
| Lonely | Angry | Pain |
| Amorous | Sleepy | Stressed |
| Suffocation | Thirsty | |



Both the status bar and toolbars can be switched on and off using the View menu.

Keyboard short-cuts and full screen mode

There are several keyboard short cuts designed to make using Creatures 2 easier.They are:

| | |
|------------|---|
| CTRL and S | Repeat the last piece of text you typed in. |
| TAB | Select a different Norn – pressing TAB repeatedly cycles through all of your Norns |
| F1 | Start help.This is context sensitive,so if you press it inside the Science Kit you'll get help on the Science Kit |
| F7 | Toggle the Standard toolbar on and off |
| F8 | Toggle the Pointer toolbar on and off |
| F9 | Toggle the Applets toolbar on and off |
| F10 | Toggle the speech history and favourite places toolbar on and off |
| F11 | Toggle the status bar on and off |
| F12 | Full screen mode on and off (if used in conjunction with F7 to F11 can create a true full screen Creatures 2) |
| Arrow Keys | Scroll around Albia.If you hold SHIFT down at the same time, the screen will move in larger chunks. |

Illness

Albia is a wonderful exciting world, but it also contains dangers. From the vicious Grendel lurking near the swamps, to the irritable bees that have a habit of stinging passing Norns. Albia also has bacteria, the smallest of nature's organisms. Some are trapped in caves and others are carried by other creatures, such as the Grendels. If infected by germs, Norns can catch diseases that can make them very ill. If your Norns start coughing and sneezing, or running a fever, they could have caught a disease. You can use the Health Kit to monitor their heart, and select from a variety of medicines.

If you have gained access to the Science Kit applet, you can try some very advanced medicine, including injecting your Norn with various medicines and other chemicals. It is even possible to restart a Norn's heart after it has stopped if you know the right chemicals to inject!

If your Norn is ill, try and keep her in quarantine, away from other Norns, so that the infection doesn't spread – particularly if your Norn is sneezing, as that spreads disease very quickly. Keep the ill Norn warm, and well fed to speed a recovery.



Albia

Albia is a vast disc world. If you keep travelling to the right, the east, then eventually, you will end up back where you started. Since the vast volcanic eruption, Albia has changed considerably. Almost all of the old world was completely destroyed, and now the ancient hidden laboratories of the ancient race of Shee (now, sadly, long since gone) are revealed for the first time.

Albia is just like a real world, it has seasons, days, nights, and weather. During the long winter nights, it can get very, very cold outside. So cold, in fact, that even the sea itself can freeze (giving Grendels a short cut to visit you...). Each of the plants and animals you see has its own life cycle. Cacti need to be pollinated before they can seed each year, and insects need flowers to feed from so that they too can survive. This forms a huge, living eco-system for your Norns to live in.

There are many things to discover, and this section covers some of the plants and animals you may meet and introduces you to the Grendels, Ettins and Norns.



Plants and Animals

There are many plants and animals to find in Albia, and many of them will only live in certain environmental conditions. Here is a selection of some of the things you can expect to see:

| | | |
|--|---------------|--|
|  | Spinnomosa | Likes warm, desert conditions, grows all year round (except winter) in the mornings, produces flowers at night. |
|  | Spikeocausius | Likes warm, desert conditions, produces flowers in springtime nights. |
|  | Pear plant | Likes temperate/sub tropical conditions, opens sepals during the day to reveal a juicy fruit. Is dormant during winter. |
|  | Gelsemium | A strange mushroom type plant that grows in very few places – the fruit is a valued medicine and will not survive off the plant for very long if the conditions are not right. |
|  | Troffid plant | This plant is a hardy species that can survive in a wide range of climates. The fruit is good source of nutrition. |
|  | Carrot | A staple diet food for Norns and many other creatures in Albia. |
|  | Potato | Another root food source for Norns, high in starch. |

| | | | |
|--|---|---|---|
|  |  |  |  |
| Ant | Bat | Bee | Snail |
| Ants are known to eat both carrots and rotten fruit. | Bats only come out at night, and can be dangerous. | Bees are relatively harmless unless disturbed, in which case, run! | Not much is known about the Albian snail, but it appears harmless. |
|  |  |  |  |
| Jellyfish | Zander fish | Goldfish | Anemone |
| The Jellyfish can be highly dangerous if touched. | These fish school later in the year before breeding. They are very tasty to Norns. | Albian goldfishes have memories of only a few seconds. | Anemones are harmless, but tend to wrap up and hide when touched. |

Creatures

| The Norns | The Grendels | The Ettins |
|--|--|--|
|  |  |  |
| Created thousands of years ago by the Shee, the Norns are peaceful Creatures who enjoy living and exploring. | An unfortunate side effect of the Shee's experimentation in Creatures led to the vicious Grendel. And now there is a new even more vicious species of Grendel loose! | The Ettins were created by the Shee to act as constructors, builders and workers. They have lost most of this instinct over the years, but can still be very active. |

New in Creatures 2 Deluxe are the Golden Desert Norns and the Frog Norns from the Creatures Life Kits:

| Golden Desert Norns | Frog Norns |
|--|---|
|  |  |
| This variant loves the warm places of Albia, despite its covering of thick warm fur. | The Frog Norns must be injected as frogspawn into Albia. The frogspawn will hatch into tadpoles, which will grow first into froglets and then adult frogs. They must not stray too far from their home pond or they will die! |



Creatures 2 and the Internet

Creatures 2 has a wide range of expansion options, allowing you to exchange Norns and objects over the Internet. There are hundreds of web sites and forums as well as many small Creatures communities who swap information, creatures and new objects. The Creature Labs web site is specifically designed for Creatures owners, and provides a wide range of information ranging from developer data for those wishing to add new objects themselves to genetics editors and free downloads to enhance your program.

Internet resources

With hundreds of web sites out there, the best place to start is a search engine. Try typing "Creatures, Creature Labs, Norn" into the keywords box, and see what comes out.

Caution: *Creature Labs do not control the content of third party web sites, and take no responsibility for the material presented on them.*

Exchanging Norns on the Internet

The Norns in Creatures 2 can be easily stored on your hard drive, or even e-mailed to a friend over the Internet. You can use the "Export Selected Creature" option on the File menu to remove a Creature from Albia. Once you have selected a folder to store your creature in, a file will be created that contains it. By default, it will be called "creature_name.exp". For example, if you exported a creature called Alice to your desktop you'd get a file called "Alice.exp".

This file can be then e-mailed as you would e-mail any other file – check out the instructions for your e-mail program to find out how to send attachments. You can also put Norns onto your own personal website so that other users can have a look at them too.

If you wish to send a Norn directly by e-mail without having to go through the exporting stage, you can use the "Send to" option on the File menu.

Adding new objects

Every plant, animal and insect in Albia is a separate system called an autonomous agent, or just "agent" for short. Most people just refer to them as objects. You can add new agents into Albia in many ways. Both the Health Kit and Breeder's Kit have pages for you to add medicines into Albia. In the same way that this works, you can also add many other objects. Creature Labs develops a collection of new agents, some of which are free to download from our web site, and will be available on add-on CD-ROMs. In addition to Creature Labs's agents, many Creatures users have learnt how to develop their own agents.

Use the Agent Injector to add new agents into Albia, as well as analysing them for possible danger beforehand.

Credits

| | |
|--|---|
| Design | Toby Simpson |
| Additional design | Robin E. Charlton, Mark Ashton, the Creatures development team |
| Lead Programmer and systems design | Robin E. Charlton |
| Lead Agent Engineer and ecology design | Mark Ashton |
| Programming | Ben Campbell, Robert Dickson |
| DirectX "stuff" | Chris Wylie |
| Macintosh programming | Keith Hook |
| Agent Engineering | John "But why?" Ferguson |
| Genetic Engineering | Sandra Linkletter |
| Additional Genetic Engineering | Eric Goodwin |
| Art Direction | Colin Swinbourne |
| Graphic Artists | Claudio Berni, Ceri Llewellyn, Darren Thomas, Paul Simon, Sean Nicholls, Colin Swinbourne |
| Introduction Sequence modelling | Claudio Berni, Ceri Llewellyn |
| Neuroscience and brain remodelling | Dylan Banarse |
| In game music | Peter Chilvers |
| Sound effects | Oscar Wilkinson, Mark Ashton |
| Intro sequence music, post production | Richard Joseph |
| Additional prototyping and development | Gary Buckley, Dharmesh Raithatha, Alima Adams |
| QA and Production Manager | Ben Simpson |
| Manual and help file | Toby Simpson |
| Quality Assurance | The Creatures Team, Oscar Wilkinson, Tytn Hayes |
| With thanks to | Howard Newmark, Lisa de Araujo, Lee Singleton, and David Bishop |
| Original Creatures concept and design | Steve Grand, OBE |