

Contents

1. GETTING SET UP	1
1.1 BEFORE WE START	1
1.2 INSTALLATION AND SET-UP	2
2. PLAYING CREATURES 3	6
2.1 WHAT ARE YOU TRYING TO DO?	6
2.2 HOW DO I DO THIS?	6
2.3 THE VERY BASICS—STUFF YOU REALLY NEED TO KNOW!	7
2.4 GETTING STARTED	9
2.5 USING THE WORLD SWITCHER	10
3. THE SIX STEP GUIDE TO YOUR FIRST NORNS	12
STEP #1: NAME YOUR NORNS!	12
STEP #2: BASIC NORN CARE AND TEACHING THEM	12
STEP #3: TEACH THEM TO TALK!	13
<i>Talking to Norns</i>	15
STEP #4: BREED THEM!	17
STEP #5: CARE FOR THEM!	18
STEP #6: GIVE THEM A GOOD BURIAL!	19
4. THE WORLD AND EVERYTHING IN IT	21
4.1 A GUIDED TOUR OF THE SHIP	22
4.1.1 <i>The Norn Terrarium</i>	22
4.1.2 <i>The Jungle Terrarium</i>	23
4.1.3 <i>The Aquatic Terrarium</i>	25
4.1.4 <i>The Ettin Terrarium</i>	26
4.2 NORNS, GRENDELS AND ETTINS	27
4.2.1 <i>Norns</i>	27
4.2.2 <i>Grendels</i>	28
4.2.3 <i>Ettins</i>	28
4.3 CONNECTING AGENTS AND BLUEPRINTS	28
4.3.1 <i>The basics of connecting agents</i>	29
4.3.2 <i>Blueprints</i>	30
4.3.3 <i>Things you can connect together</i>	31
4.4 THE BIG MACHINES	32
4.4.1 <i>Chemical energy and recyclers</i>	32
5. THE INTERNET AND PRODUCT EXPANSION	34
5.1 EXCHANGING CREATURES	34
5.2 DEVELOPING FOR CREATURES	35



1. Getting set up

Even in a virtual world there is real danger!

Over a thousand years ago, the ancient civilisation of Shee left the disk world of Albia in a giant spaceship to find a new, more spherical, home. When the Grendels attacked them during the flight, they escaped to their new planet's surface and abandoned the spaceship in orbit.

The spaceship remains, and with your help the remaining Norns can thrive. But watch out for the Grendels, a vicious breed of nasty animals intent on hurting your Norns or even stealing their eggs!

To help you you'll find a host of advanced machines, all of which can be plugged together to make huge automated devices. The bridge and engineering contain an encyclopaedic range of gadgets to aid you in your quest to protect your Norns.

But be careful... it's a jungle out there!

1.1 Before we start

In this manual, we'll refer to a number of phrases such as "right click on" and "select". When we refer to "click on" or "select" we mean moving the mouse pointer or the Creatures 3 hand object (it replaces your mouse pointer when you're running Creatures 3) over something and pressing the *left mouse button* and then releasing it. Right click is the same action, but using your *right mouse button*. Another definition that may help you whilst getting set up is:

DirectX 7 Setup

DirectX. DirectX is Microsoft's program code that allows products such as Creatures 3 easy access to your computer's features such as the display or the sound card. This game requires DirectX 7. If you do not have DirectX 7, then it can be installed or reinstalled from the CD. Installing DirectX 7 is an option when installing the game. It can also be installed by exploring the game CD, and opening the DIRECTX folder. Double click on DXSETUP.EXE to start the DirectX 7 install.

Using either the Install DirectX 7 button from the Autorun or DXSETUP.EXE, you can install DirectX 7, reinstall DirectX 7, test your drivers certification, or reinstate your previous audio and video driver as described following.



DirectX Disclaimer

Creatures 3 utilizes Microsoft's DirectX sound and video drivers. DirectX is a programming tool created by Microsoft, and the installation of DirectX may cause video problems and system anomalies with computers using video drivers that aren't DirectX compliant. DirectX is a Microsoft product, and as such, this publisher cannot be responsible for changes that might occur to your computer system due to its installation. For DirectX related problems that cannot be fixed by updating to your video card's latest Windows driver set, you must contact either Microsoft or the manufacturer of your video card for further technical support or service.

Microsoft retains all intellectual property rights to DirectX. The user has been granted a limited license to use DirectX with Microsoft operating system products.

1.2 Installation and set-up

Welcome to Creatures 3! First things first, let us get your new product running on your computer. Creatures 3 requires the following before you start:

- Computer with at least a 200Mhz MMX processor (or equivalent)
- Windows 95 or Windows 98
- 32MB of RAM
- 350MB of free hard drive space
- A sound card with DirectX compatible drivers (although Creatures 3 will work without one!)
- A graphics card with DirectX compatible drivers
- CD-ROM or DVD-ROM drive

To install Creatures 3 on your computer, follow the following steps:

1. Insert the CD-ROM in your CD-ROM drive.
2. After a few seconds, a window should appear with the options for you to view the introduction sequence or install the product. Click on "Install".

Nothing happened! AutoRun may not be set up on your computer. Double click on the desktop icon "My Computer", then double click on the icon for your CD-ROM drive. If the above window does not show, double click on the icon for "Autorun.exe".

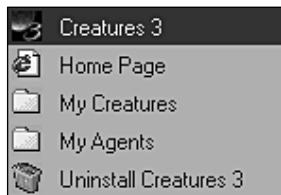
3. The installer will now run. Follow the instructions on screen. When the installer asks you if you would like to install DirectX, **we recommend you click on the "Yes" button, as Creatures 3 requires DirectX to function.** If you already have DirectX installed, the DirectX installation procedure will not overwrite a newer version should you have one installed.



4. After installation is complete you *may* need to restart your computer. You will be prompted if this is required.

Job done! Creatures 3 is now ready to run on your computer. You can start it by selecting "Creatures 3" from the START menu. If you've accepted the defaults during the installation (i.e., you've clicked on the NEXT buttons without changing any options), you can run Creatures 3 by:

1. Click on the START button.
2. Click on "Programs"
3. Click on "Creatures 3"
4. Click on "Creatures 3" again. There are other options on this last menu for uninstalling Creatures 3 should you wish to do so.



- Starts Creatures 3.
- Opens your default web browser and attempts to connect to the Creatures 3 home page.
- Opens your "My Creatures" folder. When you export your creatures out of the world to exchange with friends, or have new creatures you wish to place in your world – they go into this folder.
- Opens your "My Agents" folder. When you produce a blueprint for connecting agents (see 4.3), this is where they go! You can also use other players' blueprints by placing them in this folder.
- Uninstalls Creatures 3 from your hard drive.

You need to have your Creatures 3 CD-ROM in the drive in order to run Creatures 3!

You can exit Creatures 3 by using the Options menu on the right of the Creatures 3 screen or by pressing your ESC (escape) key. When you exit Creatures, your **game will automatically be saved**. When you restart the product, it will resume from where you left off.

Note: Occasionally, while playing the game you may notice a brief pause. This is Creatures 3 making a backup copy of your creatures and world, so that if anything goes wrong (such as your computer crashing) it is able to recover from the backup.

.....

Tip – Help! Creatures 3 vanished suddenly!

Creatures 3 runs full screen. Occasionally, if you have other applications running, they may interrupt Creatures 3. If you still have a Creatures 3 icon on your task bar, you can restore the game by clicking on it.

.....



2. Playing Creatures 3

2.1 What are you trying to do?

You're trying to successfully breed a population of Norns. Norns are creatures that were created a thousand years ago by an advanced race called the Shee. Norns live for around seven hours, and have their own bloodstream, brains and even a genetic structure called Creatures Digital DNA. Norns are peaceful, friendly animals. They can learn to have simple conversations, they just love carrots and cheese, and they're an endangered species. Why? Because their keepers, the Shee, have left the spaceship and gone to the planet below. Without the Shee's help and attention, the Norns are at risk from all sorts of dangers – from the vicious, dangerous Grendels to the invisible bacteria that float around the spaceship on the breeze.

With your help, the Norns can thrive. You can protect them, teach them, breed them and even construct vast automated machines that help you in your quest. Ultimately, you may even be responsible for breeding Norns that can fight off Grendel attacks independently of you! It is a tough challenge. Nature's worst is waiting to get in your way... good luck!

2.2 How do I do this?

Norns are based on real animals. They eat, sleep, talk, play, learn, breed and eventually die. Norns are robust creatures, and they have strong survival instincts. Given enough time, they'll figure out how to manage the basics all on their own. However, with your help they can do this much faster and generally live happier lives. You don't directly control the Norns, as they are living things. You can ask them to do something, but they may choose to do something else. Over time, if you treat them well, they'll learn to respect you and listen to you. Your job inside Creatures 3 therefore involves many things, including:

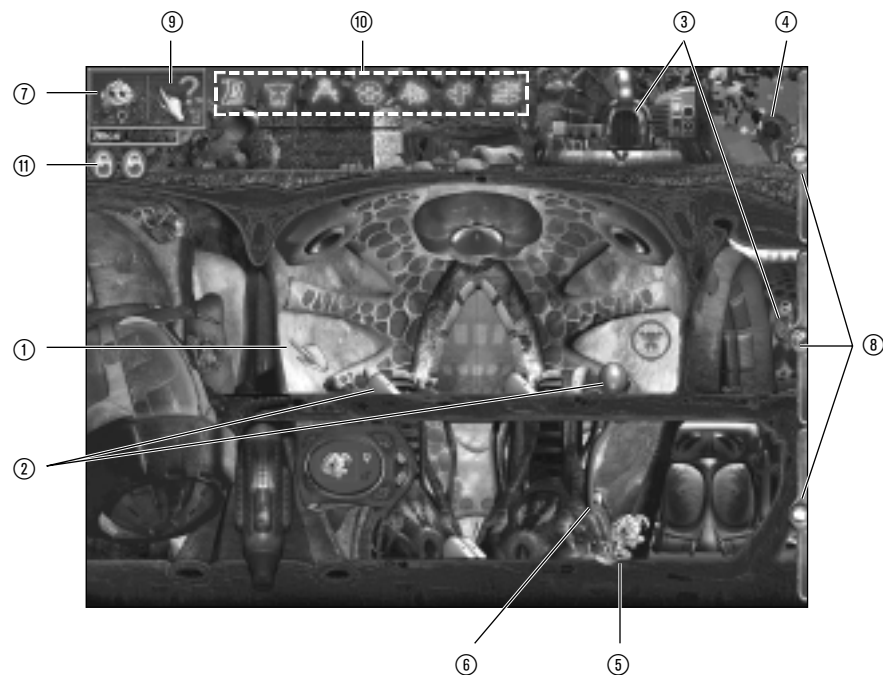
- **Teaching and hatching Norns.** Norns will breed by themselves, but you need to start the population with either a **Starter Family** (pre-taught male and female Norns) or some **Eggs** (to hatch your own Norns from scratch). Using the **Learning Room** you can teach them basic language so that they can communicate with you and each other.
- **Norn care.** Like real animals, Norns can get ill or be injured. You can diagnose problems and treat them in the **Medical Room**, located on the ship's **Bridge**.
- **Protecting your Norns.** You can construct vast machines to help you protect and look after your Norns. This is achieved by connecting lots of little machines together to make larger systems.
- **Breeding Norns.** You can encourage Norns to breed by getting them together in the right place at the right time. Norns reach adolescence after about 30 minutes, and can breed after about 45 minutes.



2.3 The very basics—stuff you really need to know!

Creatures 3 is set on a vast spaceship. This consists of a central section called the **Main Corridor**, with the ship's **Bridge** at one end and **Engineering** at the other. Off the main corridor are four large environments, called Terrariums. Each of these has its own ecology, its own dangers and its own food-chain. See section 4 for details of the whole ship.

A typical Creatures 3 screen looks like this:



- ① **The Hand.** This is your representation in the world. You can move the hand around with the mouse. The hand object is an agent (see below).
- ② **Agents.** An agent is an object in the world. Every object in the world (a plant, bee, door, Norn or even the hand) is an agent. Many agents perform actions. Creatures can trigger actions by playing with agents. You can trigger them by clicking on complete agents, or the buttons and controls on those agents.
- ③ **Machine agents.** These are just agents like the plants and animals, but they have special connection ports that allow them to be connected together, just as in this picture, to make larger machines that perform more complex tasks.

- ④ **Picking up an agent.** Many agents can be picked up. You can pick up an agent by moving the hand over the top of it and clicking with the right mouse button. Clicking on the right mouse button a second time will release the agent and it will fall to the ground under gravity (unless it is a bee or a bird, for example, in which case it will fly away!). **Norns cannot be picked up!** However, when you right click on them, you can lead them by the hand and they automatically become the **currently selected creature**.
- ⑤ **A creature.** Norns, Grendels and Ettins are different from the other agents in the world. These agents have their own Creatures Digital DNA, and have a genetically specified biochemistry and brain. They can learn and adapt in much the same way that we do. Each creature has its own personality.
- ⑥ **Currently selected creature.** The little red arrow shows the currently selected creature. The screen will automatically scroll to ensure that the currently selected creature is always on screen. You can change the currently selected creature by pressing TAB or by using the **Creature selector** (see below).
- ⑦ **Heads up display (HUD).** This shows the head of the currently selected creature, its name and its gender. It also has a button for **Agent Help** (see below). If you have more than one creature and press the TAB button repeatedly, you'll cycle through all of your creatures and this information will change.
- ⑧ **User Interface Components.** There are three “menus” in Creatures 3, the Norn Selector, Options and the Inventory. Clicking on one of these tabs will open the menu. Clicking on it again will close the menu. The Norn Selector allows you to see a summary of all of your creatures, their gender and their names. You can click on a creature to make it the **selected creature**. The options menu contains basic game control functionality such as sound effects on/off, music on/off and pause. Your Inventory is a little like a box of things you can carry around with you. This is handy for storing machines, food and other bits and pieces you'll need for Norn care.
- ⑨ **Agent Help.** You can find out information about any agent by using Agent Help. The hand pointer will change to show a question mark next to it, and you can click on any agent using the right mouse button (the left mouse button has a different action that speaks an agent's name so that creatures can learn it). This will bring up a window that explains what that agent is and what it does. Using Agent Help on a creature will let you see all sorts of useful information about that creature including their photograph album, history of important life events and allows you to name them.
- ⑩ **Favorite place.** Once you have visited a new area of the spaceship, a new icon will appear here. You can click on these to move quickly to that area of the spaceship.
- ⑪ **Events.** These show key events that have occurred, such as pregnancy, birth and death. You can click on one to clear the event and jump to the creature or place where the event occurred.



In addition, there are several keyboard shortcuts that you can use to help you:

- **TAB** Cycle between your creatures.
- **ESC** Exits Creatures 3. This will show a confirmation dialog so you can be sure you did wish to quit. Your creatures and your world will automatically be saved!
- **F1** Toggles Agent Help.
- **F6-F12** Speech hot-keys. These are predefined with some phrases that will be useful when teaching your creatures.
- **CTRL-S** While holding down CTRL (control) press the S key, this will repeat the last phrase you typed.



If you just type on the keyboard, you'll see a "speech bubble" appear. This is the mechanism for communicating with your creatures! If you just type a sentence, such as "eat fruit", then every creature within hearing range will hear that. So long as they understand the words, they'll consider performing that action. If you wish to address a sentence to a

particular creature, you can prefix the sentence with the creature's name – so "Alice eat food" will be directed towards the Norn named "Alice".

If you bring up a speech bubble by accident, press the backspace button a few times until it disappears.

2.4 Getting started

When you start Creatures 3 for the first time, you'll be asked to enter a name for your world. This is so that if you send creatures to other Creatures 3 players using e-mail, they can know where it came from. It is easiest if you pick your own name for this.

After a brief pause, you'll be given the option of starting with two pre-trained "ready-to-breed" adult Norns (called a **Starter Family**), or hatch your own Norns from eggs. If you have played Creatures products before, you may wish to start with eggs. If you'd like to play around, experiment and get the hang of what Norn care is all about, then we recommend you pick the **Starter Family**. You'll see an option window like the one at the top of the next page:



Tip – I've tried eggs, now I want a starter family!

If you select the wrong one, and you wish at a later date to have a starter family, you can do this by creating a new world from the world switcher (see 2.5).

If you selected the Eggs button:

Creatures 3 will start with two eggs, and they'll be just next to the egg laying machine. One of these contains a female Norn, and the other contains a male one. Pick up the egg (using the right mouse button) and drop it into the Incubator agent.

The egg will now hatch. This process takes about 10 seconds. Your newborn Norn will pop out of the incubator when it has hatched.



If you selected the Starter Family button:



Creatures 3 will start with two Norns, a female and male, both at breeding age. These will be positioned next to the incubator (see above).

This particular starter family escaped off to the Norn Terrarium pond on the far right to find food before a picture could be taken!

2.5 Using the world switcher

Whenever you exit Creatures 3 or restart it after the first time, you'll be presented with the **world switcher**. Creatures 3 lets you have more than one world in which to play. These are kept totally separate, so if several people in your family are playing, then they can each have their own world and creatures. The first time you run Creatures 3, you are asked to name your initial world. After that, you'll be presented with a list of all the worlds that you have and you get an option of which to load:





List of worlds

This is a list of all of the worlds that you have created. Click on one to select it. You need to select a world in order to load it, delete it or protect it with a password. Double clicking on a world will select it and load it automatically.

Load a world

Click on this to start Creatures 3 with the currently selected world.

Password protect a world

You can optionally give a world a password. If you try and load a world that has a password, you will need to enter the password in order to play it. **Don't forget your password!**

Delete a world

If you've finished with a world, you can delete it by selecting it and clicking on this button. **Remember: If you delete a world, it is gone forever along with all of the creatures that were in it!** If you chose a password for your world, you'll need to enter it in order to delete.

Create a new world

Click on this to create a new world. You'll be asked to enter a name for it, after which it will load automatically.

Quit Creatures 3

Clicking on this will exit Creatures 3 and return you to your desktop.

3. The Six Step Guide to your first Norns

Step #1: Name your Norns!

Norns can be named using the **Agent Help** facility. Press F1 or click on the Agent Help activate control on the HUD (at the top left of the screen). The hand object will change to show a question mark.



Selecting Agent Help by using the HUD. Pressing F1 will toggle help on/off

Now right-click on the Norn you wish to name. A window will open that lets you see all sorts of information about that creature, including major life events (birth, pregnancy, etc.), a photograph album and general information:

Click in the name box and type in the name for your creature.

Close the window by clicking on

the round close button at the top right. If you click on the **Creatures** menu, you'll see your creature's name shown on the display.

Once a creature is named, you can talk to it specifically.



Step #2: Basic Norn care and teaching them

Your Norns will learn the difference between positive and negative actions themselves. If they touched a fire, for example, they would get burned and would learn that touching fires is a bad thing to do. Likewise, when they eat, they learn that eating reduces hunger – so when they're hungry, they'll go looking for food.

Although they're very effective at learning by themselves, you can help with this process by rewarding or punishing their actions. If you click on a Norn's nose, you'll



hear a little scratching sound as you tickle her. This will reward the Norn, and make her feel happier and more relaxed. Likewise, when your Norn does something silly or dangerous, you can click on her bottom to give her a light slap.



Punishment: A little slap...



...and tickle for reward!

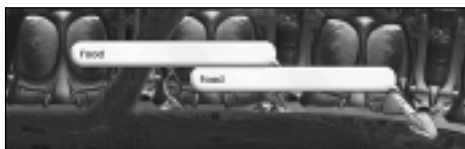
Later on, when you've taught your Norns to speak, you can dispense with the physical contact and tell them about right and wrong by speaking to them (see Step #3).

Step #3: Teach them to talk!

Norns can learn a simple language that lets them communicate with you and with each other. In most cases, this takes the form of subject-verb-noun sentences along the lines of "Melanie eat food". Norns are also able to express their current need, so you may also see creatures saying things like "Melanie very tired". This helps you to identify what is the biggest issue for a creature and help them accordingly. You can teach your Norns to speak in several ways:

Naming agents

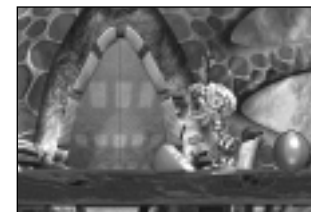
Each agent has a category name, such as "fruit", "food" and "machine". You can easily teach creatures the names of these categories. Just press F1 to switch Agent Help on, and left-click on the agent you wish to teach to your creatures. *Any creature within range* will hear the category name and start learning it. Norns won't pick it up immediately, so you may have to click several times before they learn the category.



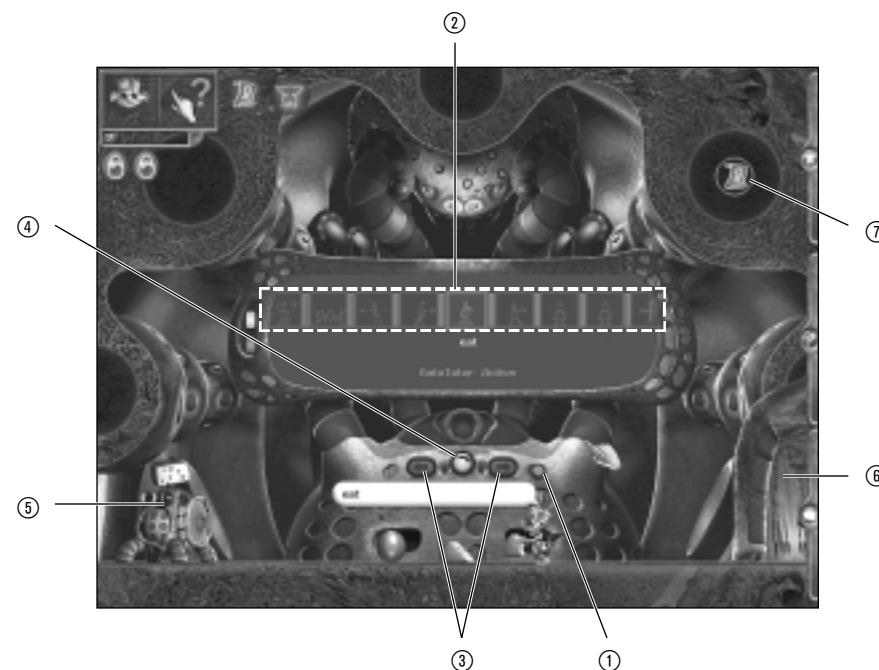
Clicking on an object to name the category

Naming actions and feelings

This is achieved in two ways. The first is the learning room, which is located just above the egg laying machine. The learning room contains a vast machine specifically designed by the Shee to teach creatures how to speak. You can get a creature into this room by getting her next to the door and then clicking on the door.



The learning machine looks like this:



- ① **Power button.** Clicking on this button will switch the learning machine on and off.
- ② **Word type.** You can teach Norns two categories of words from this machine: feelings and action words. These buttons switch between the two.
- ③ **Change word.** This will change the word you're currently teaching. Just as with agent categories, it may take several attempts before a creature picks it up correctly.
- ④ **Auto teacher.** The learning machine can be switched into automatic mode, where it cycles through each and every word in the machine continuously. This is a good way of teaching Norns to talk while you do something else.



- ⑤ **Cheese machine.** The cheese machine provides your Norn students with something to eat whilst they are learning.
- ⑥ **Exit door.** This door is the exit to the Learning Room and will return you to the Norn Terrarium.
- ⑦ **Room Icon.** Revealed on your Favorite Place Row when you explore a new place, these icons allow you to move quickly between areas you've already been.



The second way Norns can learn to speak is by finding Stones of Knowledge, such as the one to the left.

There are several of these scattered around the space-ship and when a Norn activates one, the stone will impart all sorts of words directly into the creature's brain.

Stones of knowledge are very handy short cuts for teaching—once you've located them!

Talking to Norns

Once you've taught them the words, you're ready to communicate with them. To talk to creatures, move your hand object near to them (so that they can hear you!), and just type something! Press your Enter button when you're done, and the sentence will be spoken out. If you wish to talk to lots of creatures at once, then use a sentence without a creature's name. **If you wish to direct something at one particular Norn, just use her name** (i.e., "eat food" will be heard by every Norn within hearing range, but "Alice eat food" will only be heard by the Norn called Alice).

Here are some examples of things you may wish to do:

- ❖ **Attracting their attention to an agent.** To do this, just type in the name of the agent category you wish them to look at. You can also do this using the "look" word, e.g., "look food", or "bob look machine".
- ❖ **Finding out what they're doing.** Type "what". A creature may respond with something like "melanie approach food" which would indicate the Norn called Melanie is trying to walk towards some food.
- ❖ **Finding out why they're doing it.** Type "express". A creature may respond with a sentence like "lucy hungry".
- ❖ **Asking them to do something.** Typical instructions to a creature might be sentences like "alice eat food", "jennie approach machine", or "dilbert push door".

Tip – What category is this agent?

If you're not sure what category an agent is, and you wish to use it in a sentence, simply switch Agent Help on, and left click on the agent in question. Its agent category will then be spoken (and as an added bonus, any creature in hearing range will be reminded of the word!).

Push	Perform an action on an agent. Pushing a cheese machine will cause it to produce a lump of cheese. Pushed elevators will go up, pulled ones will go down
Pull	Perform an action on an agent. This is similar to push, but usually has a different action on an agent
Approach	Walk towards an agent
Retreat	Walk away from an agent
Hit	Hit an agent. This is mostly useful for encouraging Norns to hit Grendels
Get	Pick up an agent
Drop	Drop the agent you are carrying
Yes	Another way of rewarding the creature for the action it has just taken. Works the same as tickling the creature on the nose
No	Another way of punishing the creature for the action it has just taken. This works the same as slapping the creature
Look	Look at an agent
Eat	Eat an agent
Express	State current desires and needs
Happy	Similar to express, this will ask creatures how they are
Left	Travel towards the left
Right	Travel towards the right
What	Asks what a creature is doing
Rest	Encourages a creature to take a rest. If a creature is really tired, it may sleep, but that depends on whether it has more pressing things to worry about!

Creatures will build up relationships with other creatures, so you may see your creatures expressing how they feel about other ones. Creatures remember whether interactions with other creatures were positive or negative, but don't worry – enemies won't stay enemies forever! You can find out what one creature feels about another by asking it. For example, type "bob like lucy" or "bob hate lucy" and bob may respond with whether he likes or hates lucy.

Tip – Norns learn off each other!

Norns learn off each other! If you have a baby Norn that does not know how to speak, you'll see it gradually pick up language from the creatures around it. If you're not careful, and a baby gets trapped by Grendels, you may find your Norns speaking in Grendel language. Also, you'll note that Norns can communicate what they've learnt, so you may see a sequence like this:

Laura: "laura hungry for starch"

Bob: "laura eat seed"

In this instance, Bob has suggested to Laura that eating a seed is a good way of dealing with her hunger for starch.



Step #4: Breed them!

Once you've taught them some basic language, and you're dealing with the moment-to-moment care such as providing food or entertainment for your Norns as required, you can work towards having your first baby Norn. Norns are usually fertile after about 45 minutes of life. This varies because each creature is slightly different, and when you start breeding your own they'll get genetic mutations that may change when (or indeed if) they'll become fertile. You can use Agent Help to find out which life stage your Norns are at.



Lucy is just over half an hour old, and is adolescent – almost ready for her first baby!

When Norns are fertile, they release pheromone chemicals that other creatures can detect. Mating is a strong instinct for them and usually they'll breed without your help. However, you can certainly speed the process along by encouraging the males to be next to the females at the right time! Likewise, if a creature uses the "push" action (see the word list table in step 3, above) on another creature, that can trigger the breeding action. Try saying "push norn" to a bunch of adult creatures and see what happens! You'll know when they breed, as you'll hear a long KISSSSS-pop sound.

Females will

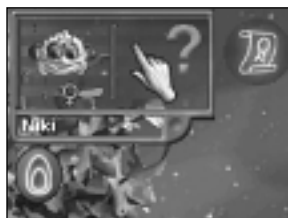
not always become pregnant after mating, as it depends on where she is in her hormone cycle. If she does become pregnant, then you'll see a Pregnancy event appear on the HUD at the top left of the screen.



Clicking on this event will take you directly to the creature that is pregnant.

When she lays her egg (after about 10 minutes), an egg event will appear. Clicking on this will take you directly to the new egg.

You can either hatch this egg yourself in the incubator, or just wait for it to hatch in the wild.



You can use agent help on a Norn to find out a history of a Norn's life!

In the screenshot to the left, the egg and gender symbols next to the dates for each event in a creature's history can be clicked on. Clicking on one of these symbols takes you directly to the appropriate creature, so you can easily find out information about a child or parents.

Step #5: Care for them!

Your Norns have a complex internal biochemistry. This includes an immune system that attempts to fight off infections from bacteria. There are loads of bacteria floating around the Shee spacecraft, and they mutate and change just as the creatures themselves do. Occasionally

(or regularly if your Norns visit the dangerous areas such as the Jungle terrarium often), your Norn may contract an illness. There are agents in the world you can use to scan a creature for infection:

Here we see a Norn activating the portable medical scanner. The full circular meter indicates he is healthy. To the right of the scanner is the Emergency Medical Teleporter that will take a creature directly to the Medical Bay located on the bridge (see below).



If you have an ill creature, the best advice is:

- Keep her warm!
- Make sure she is well fed.
- Keep her away from other Norns and serious distractions – be warned that some diseases can be really infectious and you don't want the germs passed on to other creatures.

This also applies to hurt and injured creatures. If your Norns are attacked by Grendels, then they could need some serious medical assistance and tender loving care to get them back into shape.

If your Norn continues to get worse, you may need to get her to the medical bay that is situated on the ship's bridge. This will require you to explore the world a little, and leave the safety of the Norn Terrarium.



To use the medical bay, first you have to lock the creature into the medical pod and activate the screens. Use Agent Help to find out the details on each object if you're not sure.

To lock a creature into the medical pod, just get her to stand next to it and click on the pod. You may need to open the pod first (also by clicking on it).

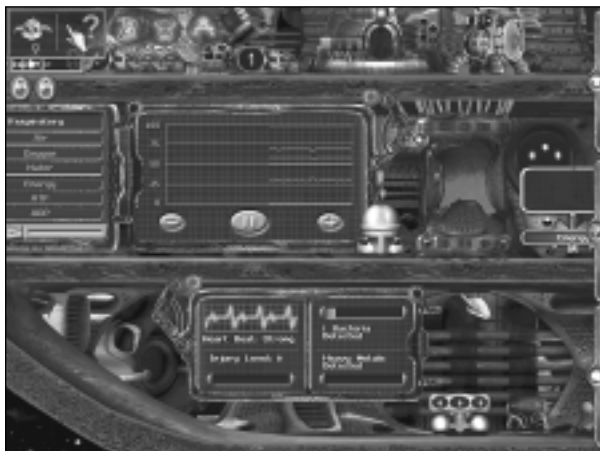
You can look at all sorts of information and even monitor the chemical concentrations in a creature's bloodstream.

Also in the medical bay you'll find several useful smaller objects that you can either connect to other agents (see "Connecting agents and Blueprints") or carry around in your inventory just in case you need to administer or diagnose a problem in a hurry.

Once you've got the hang of connecting agents together to make bigger machines, you can even automate the entire process of medical care by plugging a medical scanner into the emergency medical teleporter so that ill creatures are automatically teleported right to the medical bay!

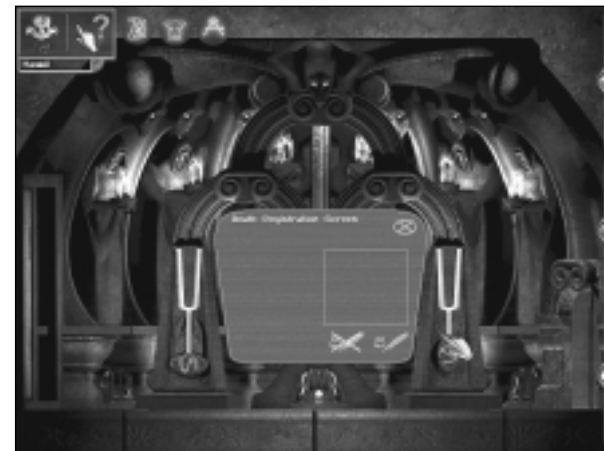
Step #6: Give them a good burial!

Eventually, your Norns will die. The natural life span of an average Norn is about 7 hours. This varies depending on how your creature has been cared for. Remember that they can die early of infection or injury, or even starve to death. There are some dangerous plants and animals out there—some of which can strip a Norn to the skeleton in just 30 seconds.



When a Norn dies, you'll get a death event appear. You can click on this to proceed to the crypt and register the death. The crypt is located above the learning room door. You can enter this any time to look at previous creatures that have died as well as for registering new deaths.

When you decide to register a creature's death, you have the option of selecting a photograph and writing a few words to remember them by.



A note on advanced information about your Norns

As well as examining the infections and biochemistry of one of your creatures using the medical room (see Step 5), you can also look at some advanced information about a creature's genetic mutations. To do this, select agent help on a Norn and click on the icon to the left of the red close button:



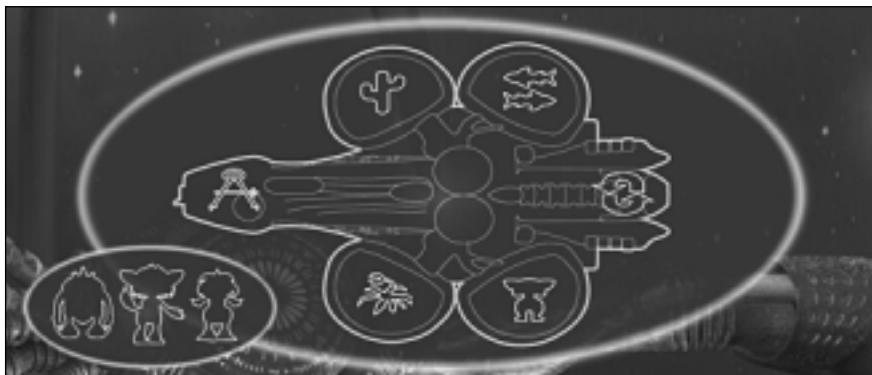
This shows:

- Your creature's moniker. A moniker is a unique genetic identifier for your creature.
- Crossover points. This is the number of places where the creature's DNA was shared between both parents.
- Point mutations. This tells you how many genes were mutated. A higher number indicates a creature with a lot of genetic mutations – and they can be very interesting indeed!



4. the world and everything in it

Creatures 3 is set on a vast, living spacecraft. The spacecraft was designed many centuries ago by the ancient race of Shee, to carry themselves and their genetic creations (including the Norns and Ettins) to a new, spherical planet. Their previous home was called Albia, which was a strange disc shaped world with very little space to build on. The Grendels were stowaways and caused all sorts of havoc when they appeared in the jungle terrarium. The Shee abandoned ship and went down to the surface of their new planet—leaving the Norns and Ettins alone to fight the Grendel onslaught.



The ship itself consists of four large terrariums, each housing a particular set of species. Connecting these together is a central corridor with a bridge and engineering section at each end.

Key to terrarium symbols:



Ettin Terrarium



Aquatic Terrarium



Engineering Bridge



Jungle Terrarium



Norn Terrarium

Bear in mind that in addition to the main doors from the central corridor, there are all sorts of other doors that offer shortcuts to get from one terrarium to another. These can also be used by the Grendels to mount sneaky attack missions on your Norns and their eggs!

4.1 A guided tour of the ship

Each of the four terrariums houses a unique set of plants and animals. There is nothing preventing you from moving them between terrariums, but bear in mind that piranha in the aquatic terrarium could eat all the other fish before you know what has happened because they have no natural predators.

Tip – Something is now extinct! And I liked it! What do I do?

You'll find seed and egg launchers in each terrarium that will allow you to produce new plants and animals! Each one is different, but here are a couple of examples to help you along:



◀ This seed and egg launcher can be found in the Ettin Terrarium. Click on the green buttons to see what living thing is produced!



This rather scary looking device is the seed and egg launcher in the Jungle Terrarium. You may not want to click on this at all, for fear of what might come out!

4.1.1 The Norn Terrarium

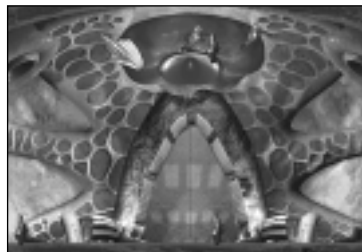


This is a safe, relatively friendly area where your Norns are hatched. There is enough food here to successfully bring up and breed your Norns. Here are some of the inhabitants and machines that you'll find in the Norn terrarium:

Crypt entrance

This is the entrance to the crypt. When your Norns die, you can create a headstone for them in here. Click on the stone door to enter the crypt. The crypt entrance is right above the learning room entrance.





Learning Room entrance

This is the entrance to the learning room, where you can teach your creatures to speak. It is directly above the egg laying machine, and just to the right of the incubator where you hatch eggs.

Dragonfly

Dragonflies flit around feasting on any insect that passes by, lounging on plants and mating. Once they have mated the females will find a nice spot at the pond and drop their eggs into it.



Bees

A Bee, as you may know, is quite busy. It will leave the hive, look for flowers and bring back nice, sweet nectar. Don't be misled by its cute appearance though! If a bee is tormented it will chemically call for back up before giving its tormentor a vicious sting. Then, any nearby bees will home in on its attacker.

4.1.2 The Jungle Terrarium



Originally designed to hold all the vicious, nasty plants and creatures that the Shee didn't want mixed with the others, this was an ideal home for the stow-away Grendels to live in. A Grendel mother lives here, occasionally laying eggs. If any of your Norn eggs go missing, this is definitely the place to look! You'll find all sorts of dangerous things here, from the pirhana to the swarming wasps with all sorts of nasty invisible bacteria floating around. Be warned!



Pirhana

A ferocious fish that can strip a creature of flesh in less than a minute. Keep well away from these guys if you like your bones on the inside.

Wasps

This insect will feed on fruit and is generally solitary. However, if it is picked on it will repeatedly sting its attacker and call other wasps into the battle.



Mossie Fly

Avoid this little pest! He has a nasty bite and will follow your creatures around. Train your creatures to ignore its incessant whining, and whatever you do make sure they don't try and pick them up or poke them.

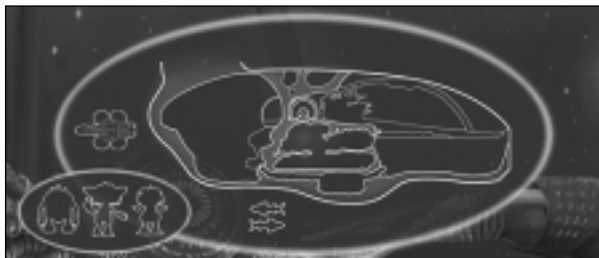
Rocklice

An evil beast that eats insects by burying into the ground and grabbing anything that passes by. It sleeps underground too and can walk, jump and generally be very nasty.





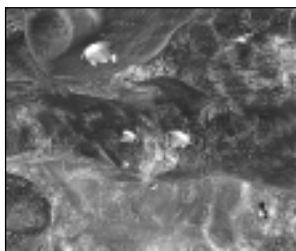
4.1.3 The Aquatic Terrarium



Albia's oceans were always rich in life. Some of the tropical fish were the Shee's greatest creations, so they allocated a whole terrarium and filled it with marine life.

Handle fish

Handle fish enjoy swimming with each other, but will move towards food when they are hungry. Handle fish only eat the seeds of the Gumin Grass plant and without certain chemicals found in this seed the handle fish population would soon dwindle down to nothing. Should you ever find you have run out of handle fish, you can create more handle fish eggs by activating the fish egg launcher. You can find the fish egg launcher in the dark, damp rooms between the Eastern and Western marine areas.

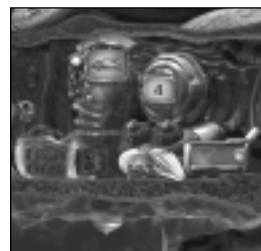


Rainbow Sharklings

The attractive coloration of the rainbow sharkling tends to deceive other underwater creatures into thinking they are among friends - but this sharkling is a fierce and hungry beast of the deep! Rainbow sharklings take great pleasure in consuming fish of all types, and have even been known to take a bite or two out of any underwater Norns, Ettins or Grendels! It is rumored that the rainbow tint of these sharklings can mutate over time - which means you could end up with all sorts of colored sharklings - providing they are kept well fed!

Clown fish

This is a clown fish. Clown fish enjoy swimming with each other, and will move towards food when they are hungry. Clown fish only eat the colorful aquamites and if they cannot find a stable source of aquamites the clown fish population would soon dwindle down to nothing. Should you ever find you have run out of clown fish, you can create more clown fish eggs by activating the fish egg launcher.



Fish egg launcher

This is a fixed position fish egg launcher. Press the flashing yellow button to turn the power on, then click on the screens to choose a fish species and also how many eggs of that fish you want to make. To get the fish splurter to make the eggs, click on the flashing light blue button. The eggs will be splurted into the fish nursery - to get them out of there you will need to open the circular doors at the end of either subaquatic tunnel.

4.1.4 The Ettin Terrarium



The Ettins love hot, dry deserts. This desert comes complete with a volcano machine that you can automate using connecting agents if you wish to! If you want, you can design a machine that will make the volcano erupt when

a Grendel appears by attaching a creature detector to the volcano activate control.

Volcano

This is the dangerous Ettin Terrarium volcano. It will erupt occasionally itself, but can be triggered automatically if you wish. The hot rocks coming out can be very painful for your creatures, so watch out! Some of the animals in the Ettin Terrarium feed off the rocks.



Volcano Automatic Eruption!

This is a picture of the basement underneath the volcano. By attaching another agent to the erupt button on the volcano, you can make it erupt on command! In the above example, this volcano will erupt whenever a Grendel approaches. For added effect, move the detector to the floor above, right next to the volcano itself.



Cacbana and Desert Grass

The cacbana is perfectly suited to its desert environment because it requires no moisture to live. The only time water is important for the plant is when seeds are produced. The desert grass is a very heat-tolerant strain of grass that can be grown in extremely dry conditions.

Gnarler

This is the Gnarler, sometimes referred to by its ancient Albian name 'Hungarius Oscari.' The Gnarler was the result of a unique experiment in producing a lifeform who lived off inorganic matter. As a result the Gnarler eats rocks, or more specifically gains nutrients from the minerals covering the rock.



4.2 Norns, Grendels and Ettins

The Shee created three major species of creatures during their time on Albia¹. They brought all three of these with them on their trek across space, although it has to be said, the Grendels were an accident. Each of these creatures has its own Creatures Digital DNA (dDNA), a biochemistry and a complex brain that allows them to learn, think and communicate.

4.2.1 Norns



These are Norns of the past – Norns that still remember much of the Shee's teachings. They are cute, loveable, friendly creatures who like each other's company, love to have fun, and just love to explore.

Sometimes, the Norn's need to explore can get them into a real pickle!

¹ Actually they created many more—some of which we've yet to meet!

4.2.2 Grendels

Grendels were a great mistake of the Shee. They were created by accident, and then banished. They're nasty, disease carrying creatures that get extreme pleasure from violence.

A Grendel Mother managed to get on board the Shee spacecraft and she occasionally lays eggs. Grendels love hurting Norns, and their favorite activity is stealing Norn eggs. Grendels may dismantle your connecting machines, to try and take apart your defences.



Tip – How do I breed Grendels and Ettins?

You can use the Genetic Splicing machine to create female Grendels and Ettins. All of the initial Grendels and Ettins you will get are male, and egg laying machines will continue to create new eggs when the originals die. See 4.4 for an introduction to the Genetic Splicing machine.

4.2.3 Ettins



Ettins are peaceful hoarders. They have a nasty habit of stealing your machines and taking them back to the Ettin terrarium. They'll even generously disconnect them first. No-one really knows why they do this, they just do!

If you've discovered that something has gone missing, you know where to go in order to get it back!

4.3 Connecting agents and blueprints

Whilst playing Creatures 3, you'll find lots of useful machine agents such as the creature detector and emergency medical teleporter. All of these agents can be connected together to make larger, more complicated machines. This is a powerful mechanism and there is no practical limit to what you can connect together or what you can achieve with your mega-machines. As an example, you could place a Norn smell emitter in the airlock. This would tend to attract Grendels to the airlock. In the airlock, you could have a creature detector agent set to detect Grendels and plug that into the airlock door. You've now constructed a machine that will automatically attract Grendels and then send them out of the airlock to their doom!

Another example of a connecting agent would be connecting a medical scanner to the emergency medical teleporter. This could then detect ill creatures and send them straight to the medical bay. By using a creature detector in the medical bay attached to a radio transmitter, you could have all sorts of sirens and flashing lights go off all



around the world to warn you that an ill creature has been detected and placed in medical.

By making effective use of connecting agents, you can automate many tasks and set up large communication networks to defend your Norns against Grendels as well as keeping you updated on where your Norns are.

4.3.1 The basics of connecting agents



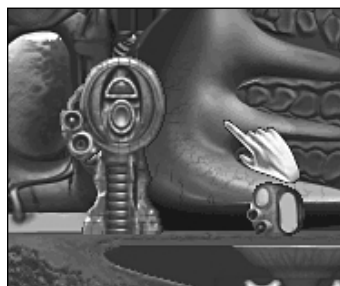
Step #1: Recognize the machines with ports

Machines that can be connected together have an output port and an input port. These are the connectors that allow them to be linked.

Output ports have little pins in the middle, so they're easy to recognize.

Step #2: Locate your machines!

In the Norn Terrarium, you'll find many machine agents that can be connected. Let us construct a simple machine that makes a light illuminate when you press a button. For this, we'll need a light box and a button. There are a few of these around the Norn Terrarium, so they're easy to find.



Step #3: Connect an input to an output port

To connect them, we click on the output port of the button. If you move the mouse around, you'll now see a dotted line that moves in the direction the flow would go. If this is moving away from the button, you've got the right one. If it is moving into the button, you accidentally clicked on the wrong port – so press the right mouse button once to cancel the operation and try again.



Step #4: Finish the connection

Now move the hand so it is over the input port of the light box, and click again. If you got it right, you'll now have a line between the two that animates to show direction of flow.

Click on the button and you'll see the light illuminate! Congratulations, you've built your first machine.

.....
Tip – What does this do?
Remember, if you're not sure what an agent does, press F1 to switch Agent Help on and right click on the machine!
.....



4.3.2 Blueprints

Once you've constructed your machine, you may wish to keep a reference of what you connected to what to allow it to be reconstructed another time. Likewise, you may even wish to send construction details of your machine to someone else so that they can make it too. You can do this using blueprints.



You can make a blueprint of any machine you've constructed. It's simple to do, just select agent help (using F1) and right click on any of the individual agents that are part of your connected system.

At the top right of the window is a button to generate a blueprint, just to the left of the red close button. Click on this to produce a blueprint object...

... and after pressing this button, close the agent help window and you'll have your blueprint!





If you click on the blueprint, you'll get a complete description of what you have to plug into what in order to make the machine.

You'll also note the box that lets you type in a name for that blueprint and export it to your hard drive. This allows you to exchange blueprints with other Creatures 3 users. When you save out a blueprint, it will go into your "My Agents" folder. You can find this from the START menu under Creatures 3.

If you wish to be able to use someone else's blueprint, just copy it into your "My Agents" folder and use the Creator machine in Engineering (see 4.4) to import it into your world.

If you take this blueprint to the Replicator agent in the spaceship's engineering section (see 4.4), you can even make all the parts you need in one go.

If your machine contained fixed parts such as elevator call buttons or doors, then these will not be created by the replicator.

4.3.3 Things you can connect together

You'll notice connecting agent ports on pretty much every machine in the entire spaceship, including doors, weather machines, egg launchers, trapdoors, airlocks and elevators. You could design a machine that opened a door for Norns, but not Grendels, or called elevators for Norns but not if a Grendel was in range.

4.4 The big machines

The Shee spacecraft has a collection of vast machines in engineering. These perform a number of tasks that you may find useful. They are:

Replicator



The replicator allows you to make an exact copy of another agent. This is handy when you're trying to make a large machine out of connecting agents, but you're short of a part. So long as you've got one of them, you can make another using the replicator.

Creator

The creator is similar to the Replicator, except it creates agents from scratch. You can select a number of different things to create and then make them.



Gene Splicer



The gene splicer lets you splice two creatures together. It has two pods to lock creatures in and some controls to influence the genetic splicing operation. If you lock a Grendel in one pod, and a Norn in the other, you can even make your own half-Grendel half-Norn creatures!

4.4.1 Chemical energy and recyclers

The replicator, creator and gene splicer work using the spaceship's chemical energy. When you use these machines, the chemical energy will drain away and take some time to recharge. Each machine has an indicator on it that shows the chemical energy level in that machine:



Monitoring chemical energy



Viewing a display of current energy levels



There are two ways in which you can speed up the recharging rate:

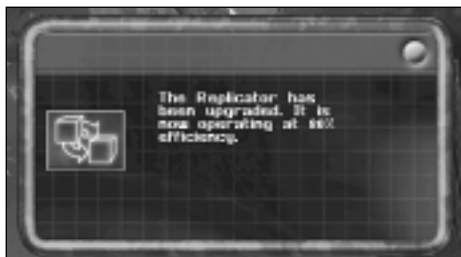
Recycle Agents You No Longer Need



Around the spaceship, you'll find several recycling machines. You can drop agents in these and recycle them back into chemical energy by clicking on the recycle button.

Increase the Efficiency of the Machines

Dotted around the spaceship are several agents that hold keys to upgrading the replicator, creator and gene splicer. They can only be activated by Norns. Use Agent Help to find out which machine will be



upgraded when you find one and then encourage a Norn to push it. The machines start at 60% efficiency and can be upgraded all the way to 100%. The current efficiency for any machine is shown on the machine itself.

Tip – Hey, I found a key and it didn't upgrade a machine!



You'll find some keys dotted around that activate other things, rather than upgrade the "big three" machines. Use Agent Help to find out what they will do! There is even one that will allow you to interact with the Grendels and Ettins more directly.

▲ I wonder what this pick-up does? J

5. the Internet and product expansion

Creatures 3 is uniquely designed, allowing you to expand or develop for the product yourself if you wish to. You can easily turn your Norns into files so that they can be e-mailed to other players of Creatures 3, or exchange blueprints. If you wish to, you can learn to make your own agents and creatures either for yourself or for distribution over the Internet to others. This section of the manual will briefly cover these aspects of Creatures 3 and point you in the right direction if you're interested in learning more.

5.1 Exchanging creatures

You can export a Norn to your hard drive using the Export button on the Norn selector. This will turn your Norn into a file on your hard drive. You can then e-mail this to someone else, or just keep it for later use.

To Export a Norn:

1. Open the Norn selector
2. Ensure the creature you wish to export is selected (red arrow above)
3. Click on the 'minus' button



To Import a Norn:

1. Open the Norn selector
2. Click on the 'plus' button
3. Select the Norn you wish to import

Exported Norns will go into your "My Creatures" folder (which you can open from the START menu).

Later on, once you've found the appropriate key in the world, you can even export Ettins and Grendels or your own creations from the gene splicer machine in engineering.

The export files for creatures are quite big, but they do compress easily, so you may wish to compress them using a compression utility. There are many of these available on the Internet.



5.2 Developing for creatures

The agents in Creatures 3 are called "autonomous agents". You can develop your own agents using a special programming language called CAOS. If you're interested in learning about CAOS, then you can join the free Creatures Developer's Program (the CDN). See www.creaturelabs.com for information on the CDN. This will also allow you access to the Creatures 3 development team to answer your development questions.

If you don't wish to learn programming, but you are interested in other aspects of fiddling with Creatures 3 you can play with their Creatures Digital DNA (dDNA). This can be achieved naturally using selective breeding and the gene splicer inside the Creatures 3 world or by editing the dDNA directly using the Genetics Kit gene editor. This is a complex tool, available to buy on-line through the CDN. If you're interested in learning some more first, try searching the Internet for third party tools that may allow you to play about with the genetics without having to buy a further application.

It is always worth searching around on the Internet to see what other players have created, as there is a wealth of exciting and useful information, agents and alternative types of creature available to download.

Please note: Gameware cannot be held responsible for the content of any third party creations for Creatures 3.



Credits

**At Creature Labs, Ltd.
(A division of Gameware Development Ltd.):**

Creatures 3 concept and design	Toby Simpson
Additional design	Claudio Berni, Mark Ashton, Robert Dickson, Francis Irving, Barnaby Green, Ashley Harman, Lee Singleton, David Bishop and the Creatures 3 Development Team
Lead programmer and physics system	Robert Dickson
Lead agent engineer	Mark Ashton
Lead artist	Claudio Berni
Software engineering and development tools	Francis Irving, Guy Tristram, Daniel Silverstone, Gavin Buttimore, David Bhowmik
Neuroscience and biological components	Gavin Buttimore, David Bhowmik
Additional core engine development	Alima Adams, Ben Campbell
Agent engineering	Barnaby Green, Ashley Harman
Additional agent engineering	John Ferguson
Art director	Colin Swinbourne
Artwork	Claudio Berni, Timothy Mews, Colin Swinbourne, Sean Nicholls, Ceri Llewellyn
User interface visuals	Nathan Thomas
Additional graphics	Nathan Thomas, Paul Simon, Oliver Dunn, Barnaby Green
Genetic engineering	Eric Goodwin, Helen Burchmore
Angry Scotsman	Robert Dickson
Additional neuroscience	Dylan Banarse
Introduction sequence concept	Colin Swinbourne
Introduction sequence modelling	Claudio Berni