

## Your goal

To hatch, train and raise a pair of Norns to breeding age and get a second generation offspring!

## What will make it hard

**Grendels!** They will get into the Norn Terrarium and kill your Norns.

**Ettins!** They'll dismantle your best laid defenses.

## The 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.

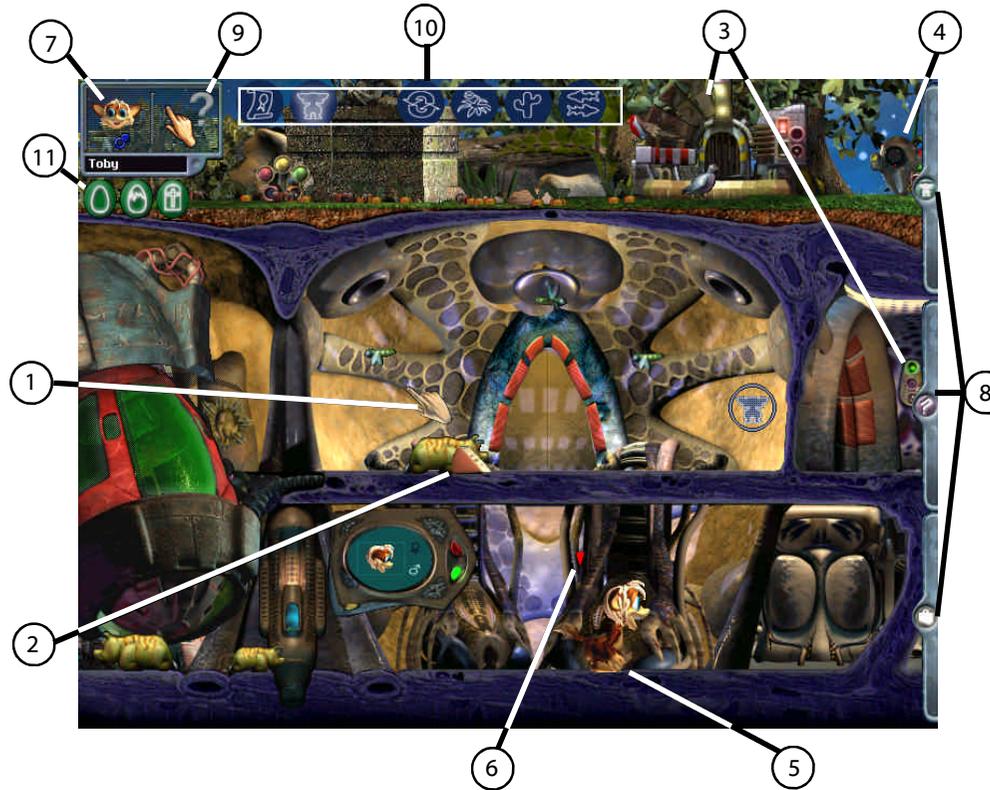
A typical Creatures 3 screen looks like this:

**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 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.

## Get Started

When the game starts, you'll be given the option of starting with pre-trained adults or hatch your own from eggs. Choose the egg option.



If you really don't want to worry about the Grendel menace, you'll want to skip down to Step 5 as soon as the game starts.

## Play!

**1. Name yourself** – click on the central user interface unit and type the name you would like the creatures to call you in the text box. Some users like to be called Daddy or Mummy, or choose your own name if you're not quite ready for the responsibility.



**2. Pick up egg** using your right mouse button and drop it into the incubator.

**3. Name your Norn** – Press F1 or click on the Agent Help icon. The hand object will

change to a question mark. Right click on the Norn you wish to name. Click on the name box and type in the name for your creature.

A note: Norns learn the difference between right and wrong on their own, however, you can help them learn by rewarding and punishing their actions. To reward a Norn for good behaviour, click on its nose. To punish your Norn, click on its bottom.

**4. Teach them to talk** – This is a two part, quick-start process.



**Part 1:** Take your Norn to the Learning Room, just above the egg-laying machine; right click on the Norn to lead them in the direction you want to go. Move to the lift just to the right and press the call button to call the lift. Guide your Norn in front of the lift and click on the call button on the upper floor. This will close the creature in the lift and it will go up one level. Lead the Norn to the left and in front of the door. Click on the door to enter the room.

Click on the red button to switch the machine on. Press the upper of the two buttons on the far left and use the right

and left arrow buttons until you get to the word "push" click on the word until the Norn repeats it successfully.



**Part 2:** Go to the Stone of Knowledge to learn the rest. Go to the door below the treehouse (it's round!) and once you've entered the corridor, chose the next door along - the Grendel jungle. Once inside, go right to the elevator call button and up two levels. You'll find the Stone of Knowledge to the left of the elevator. Take the Norn to the stone and turn on Agent help. Left click on the stone to teach the Norn the name of the object. Once she can repeat it back correctly, instruct her to "push tool" to activate it. She will now know have most words in her vocabulary. You will still need to teach your Norn the names of objects by left-clicking them whilst in Agent Help.

**5. Grendel Invasion!** - A Grendel can be a serious threat to your Norns, killing them before they've learned to speak. If a Grendel appears in the Norn Terrarium, you need to try and fight it off.



There is a Sludge Gun in the Tree house at the left of the Terrarium. You can use this to try and drive off or kill the Grendel invader but it is not terribly effective to use in this way. A better solution is to set it near one of the doors, connect it to a Grendel detector and be safe forever (until you leave the safety of the Norn Terrarium, of course).



To create an Auto Grendel Defence, take the Sludge Gun and a Creature Detector (also in the Tree House) down to a door. Click on the bottom left output port (the one with the pin in it) on the creature detector and drag to the bottom right input port of the detector. Cycle through the creature faces and choose Grendel.

You'll also need another of these for the other Terrarium door, but before you do

this, you should do two more things: make a blueprint of your machine and replicate it. (Alternatively, you can rummage around the ship to find more detectors and sludge guns).

To make a blueprint, select agent help and right click on either machine. Press the button next to the close button and then give your blueprint a name. When you close the Agent Help window, you'll have a blueprint. Put this in your inventory.

**6. Go get some power-ups.** You'll need these to increase the efficiency of the Replicator and Creator machines, so you can make your Grendel detector; to be able to select Grendels and Ettins; to pick up your creatures; and to activate the Splicing Machine. You need Norns to activate the power-ups, so if you've skipped down to this step, you'll need to find the materials on the ship as you won't be able to replicate your blueprint.

#### Creator Efficiency:

1. In the Norn Terrarium at the top level of the treehouse. You will need to get your Norn to take a ride in the elevator. Tell your Norn to 'push tool', your Norn will then activate the power-up.

#### Replicator Efficiency:



1. This is found in the Norn Terrarium. Lead your Norn into a lift, and take them into the tree house. To the far right you will come across the Replicator Efficiency power-up. It lies near the Atmosphere Gizmo.

#### Recycler Efficiency:



1. This is found in the Ettin Desert. Make your way to the volcano controls, and the Recycler Efficiency tool is to the left of these controls.

#### Grendel and Ettin Selector:

Take your Norn to the Grendel Area. Take the lift, one floor up, so that you are in amongst the trees. To the far right is the selector. Get your Norn to activate the Power-Up.

#### Carry Norns:



'Carry Norns' allows you to pick up your Norns by right clicking above their heads, moving them around and then right clicking them again to release them. Take your Norn to the Aquatic Terrarium, and make your way to the beach, which is situated to the far right of this world. To the right of the water's edge, you should find a sea-elevator. Lead your Norn onto this lift, and click on the button (your Norn can do this for you as well). The elevator will descend to the seabed, where you will find the Carry Norns tool. Instruct your Norn by telling him/her to 'push tool'.

#### Splicing machine:

This is quite difficult to get to, but is worth the mission. Lead your Norn to the Grendel Area, and take a lift 1 floor down. To the far right you should see a pond. Be very careful though, as there are piranha in the pool. Walk across the ramp and over the pool. The Splicing Machine lies to the RIGHT of the other agent. Do not click the button on the left, in doing so, the ramp will move away, leaving your Norn to fall into the pool, and eaten alive by the carnivorous fish!



**7. Make the other Auto Grendel defence.** Now that your machines are at working levels, go to the Creator machine. The Creator Machine is in Engineering. This is found to the right of the bridge. Take the lift to the level below. The Creator Machine is to the left. To make it work, you need to have your blueprint first saved inside your inventory. When you get to the Creator Machine, open up your inventory (bottom right hand side of screen) and drag it into the black screen right of the Creator Efficiency Info Bar. Now that this is down, activate the machine, by clicking on the blueish square button. Put this in your inventor to bring back to the Norn Terrarium.

### 8. You should be safe now for a while.

So hatch another Norn or two to get ready for breeding. This could take an hour or so before they're ready to breed, so in the meantime, try a little creature splicing.

### 9. Grab an Ettin and a Grendel and take them to the Engineering area.

You can pick up a creature by right clicking it. Scroll through your favourite places using page up and page down keys. The Gene Splicer machine is to the right and three levels down from the central corridor. Put a creature in front of one of the egg-shaped pods and click on it to lock the creature in. Put the other in front of the other pod and do the same. Choose a gender for your creation and press the green button to activate the machine. A mixed-up baby will appear and the donor creatures will have given their lives to make this event possible. Notice that two death events appear under the HUD.

### 10. Check the health of your creatures –

The medical bay is located on the bridge and to the left. Take your creature to the bay and lock in into the medical pod. Activate the screen by pressing the blue button. Alternatively, place the creature in front of the Antigen detector and turn it on.



If you do detect an illness, you can use the Anti-bacterial spray. It's possible to wire the two machines together to make it automatically spray the creature when it gets ill.



Also in the medical area, to the right of the pod is a potion machine.

Click on the screen or the arrow to change the potion type and click the red button to generate a bottle. You can use agent help on the potion bottle to find out exactly what it does. Why not choose Fertility Potion and put it in your inventory. You may need it later!

**11. Creatures die from old age** after around three hours (depending on the creature and the speed of the machine running the application. If a creature dies, you'll see a death event under the HUD.



Click on this to be taken to the crypt so you can set a remembrance for the dearly departed. Press the quill icon to view the list of dead creatures, or click on the tombstone icon, to view your creatures tombstone.



### 12. Do you have a breeding pair yet?

Norns will breed when they reach the adult life stage. Hopefully they're getting along and perhaps they've even mated on their own, but if they just don't want to mate, you can get them to drink your

fertility potion to encourage them along. Put the potion in front of the Norn and type "eat potion." No guarantees that you'll have a pregnant Norn after this, but if you do, you'll see a pregnancy event show up under the HUD.

Click on this to be taken to the pregnant Norn. If you see an egg event appear, she's laid the egg and you can click on the egg event to be taken to the new egg. Now you can let it hatch on your own or take it to the incubator.

**13. Congratulations**, you've successfully bred a second generation Norn! Why not stay and play awhile?