

Creatures 2

Power-ups and Help on How to Keep Your Norns Alive

by Mark Clarkson

CREATURES 2 is a lot more difficult than the original (and that's putting it mildly). If you're tired of watching as your Norns keel over one after the other, here's our handy guide to help you find those power-ups, along with some general tips:



- 1** **SCIENCE KIT**
- 2** **ADVANCED SCIENCE KIT**
- 3** **NEUROSCIENCE KIT**
- 4** **GRENDDEL/ETTIN SELECTION**

- 5** **INFINITE SCROLL**

- 6** Spend some time teaching your Norn to come when called. Do this very early in the game. Your next quest is to retrieve the Science Kit (see #1). Get your Norn to follow the path shown to the Science Kit and tell it to "get implement." The Science Kit contains medicine to revive severely ill or injured Norns; without it, you will lose a lot of Norns.
- 7** You can't physically pick up a Norn unless it falls in the water. You can grab a Norn to keep it from drowning. If a Norn won't go where you want it to, consider pushing it into the water on purpose with the push hand, then picking it up and moving it where you want. Quickly, though!
- 8** Imported Norns always appear in the Incubator Room. So, one way you can move a Norn to the Incubator Room is by exporting it, then reimporting it. If you have two Norns that you want to...ahem...get together, you can accomplish this feat by exporting and reimporting both of them in rapid succession.

If your Norn is in a coma (stars are circling its head), grab this to save it.

Even better than the basic kit because it lets you do genetic analysis.

The way to pick your Norns' brains.

This lets you select Grendels and Ettins as well as Norns.

Once you have this, you can scroll anywhere within the land of Albia.

Until you find the Infinite Scroll power-up (see #5), it's hard to view places where there are no Norns. You can use the Ecology Kit's location tab to jump directly to anywhere in Albia where a Norn has been.

See the Review

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Mark Clarkson has been playing computer games since the most realistic life-forms were Winky, Blinky, Inky, and Sue. He is no doubt performing some demented genetic experimentation in his basement right now.