PlayStation

NTSC U/C

PlayStation

EVERYONE

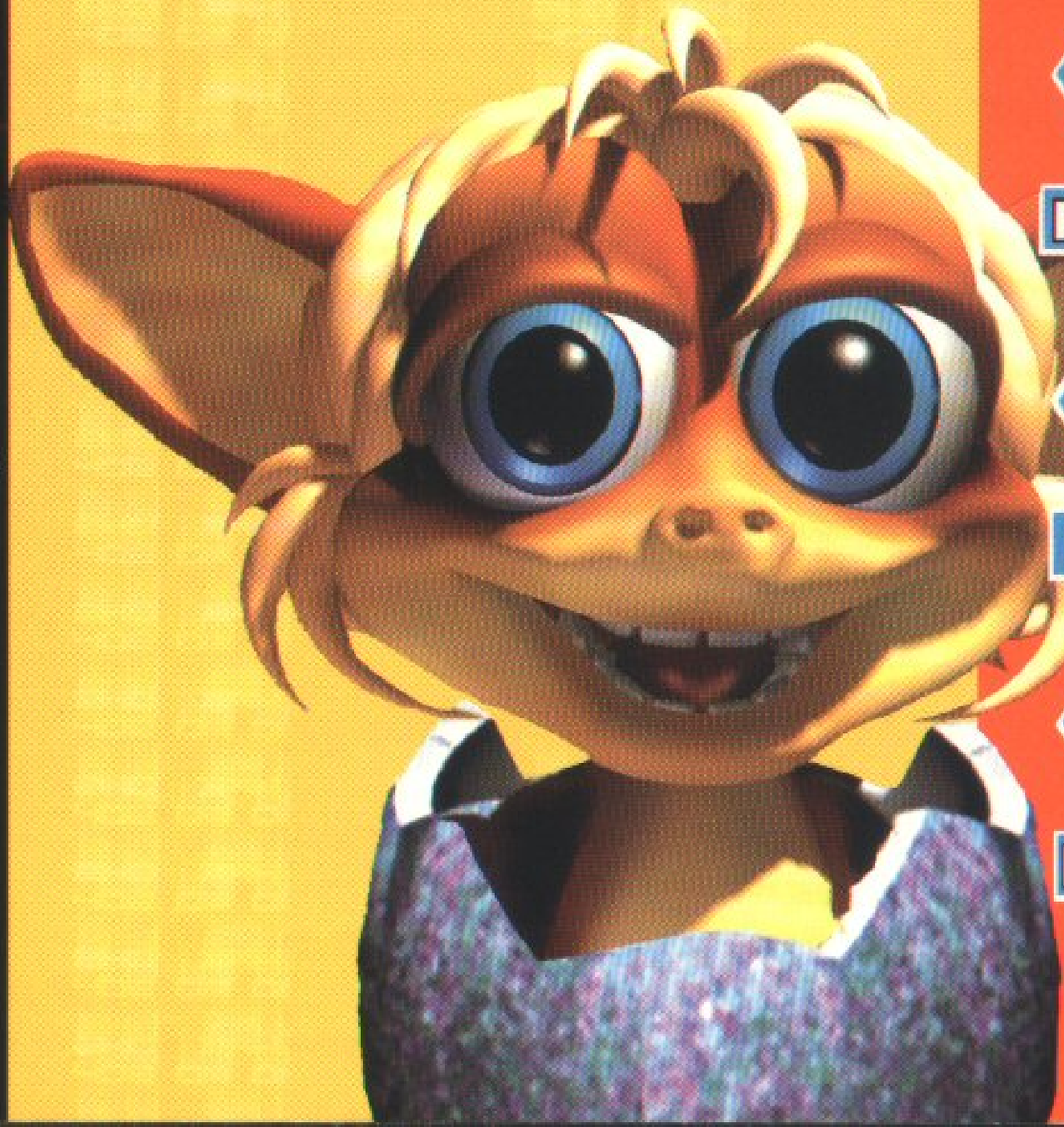
CONTENT RATED BY ESRB

SLUS-01438



FEATURING CYBER LIFE TECHNOLOGY

# creatures™





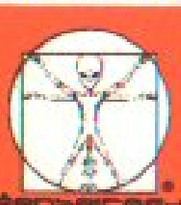
RAISE ME



FEED ME



LOVE ME



ENTERTAINMENT

**WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

**WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

**USE OF UNOFFICIAL PRODUCT:**

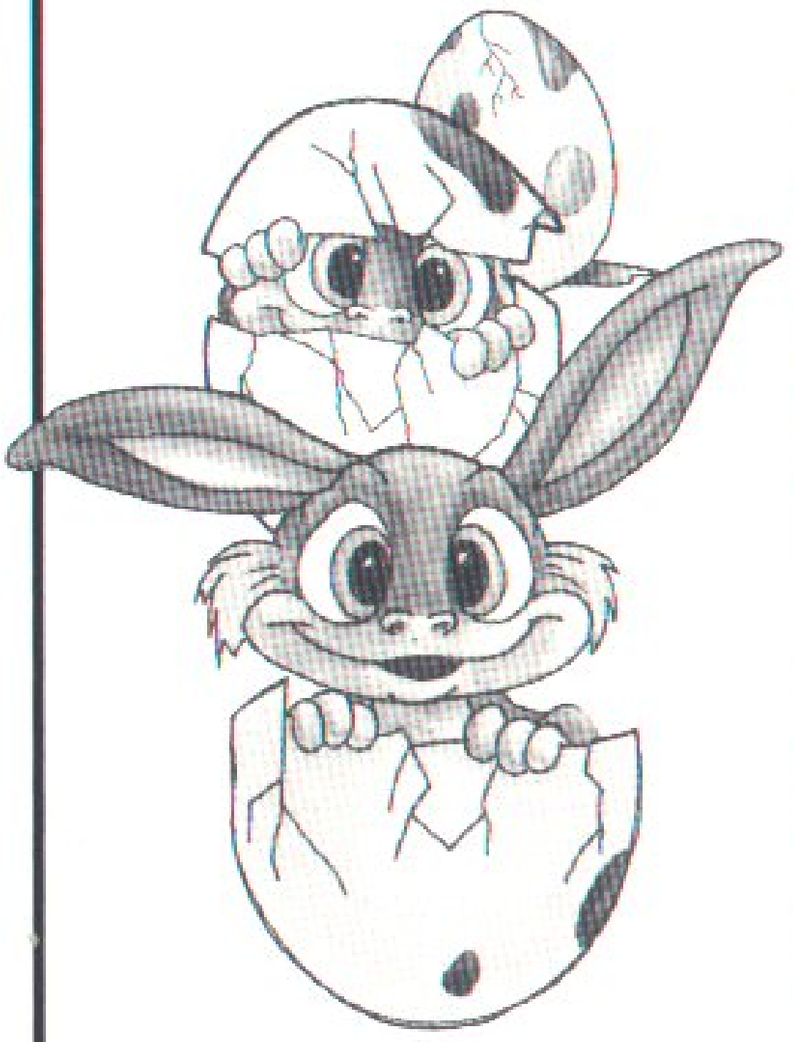
The use of unofficial products and peripherials may damage your PlayStation game console and invalidate your console warranty.

**HANDLING YOUR PLAYSTATION DISC:**

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

# Contents

# creatures




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# Introduction

The world of Creatures is influenced by everything you do. You control the development of the creature culture, which can flourish with your compassion, or, just as easily, crumble under your neglect.



The game begins in the Tree World of Albia, where the native inhabitants, called the Shee, have left behind an adult Creature couple. As the caretaker Scrubby, your duty is to ensure the survival of these Creatures, called Norns, by populating three entire worlds with healthy, intelligent individuals. These worlds are the *Tree World*, the *Island World*, and the *Swamp World*, and the only way to access new worlds is through a special transport gate that the Shee left behind.

Remember, Norns aren't programmed, they're taught. And they learn fast! You must guide each Norn through the critical stages of life, from embryo to old age. Cyber Life technology gives them digital DNA, so their knowledge and experiences are passed down to future generations. Teach them, don't neglect them, and watch as each Norn develops a personality of his or her own. Feed them when they're hungry, heal them when they're sick, praise them when they're good. They learn from you and they depend on you!



# Getting Started

Thank you for purchasing *Creatures*

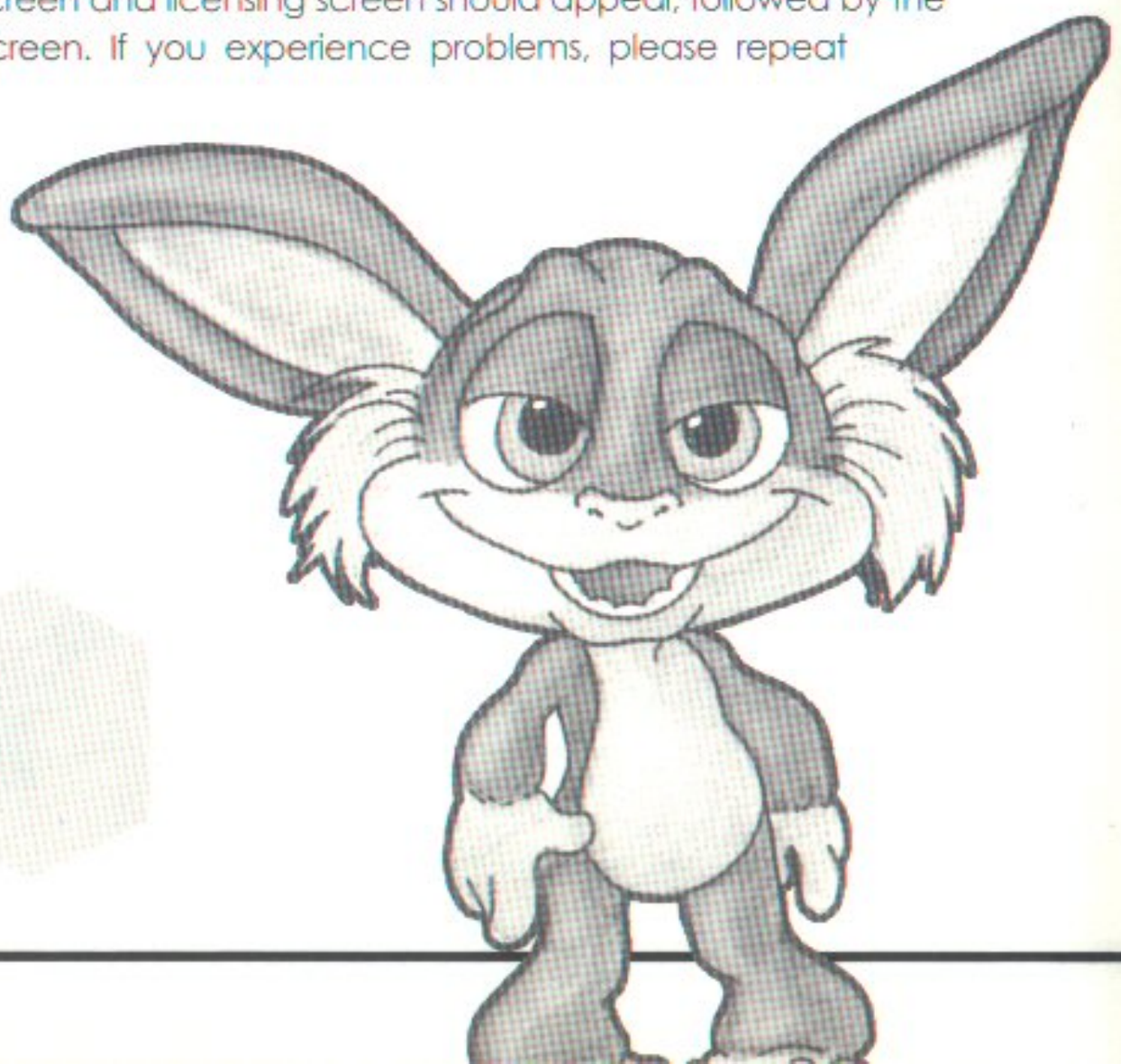
1. Before inserting the CD, make sure that your PlayStation® is switched off. The system may be damaged if the CD is inserted while your PlayStation® system is on.

2. Insert the Creatures CD into the PlayStation® CD tray.

3. Turn ON the PlayStation® POWER button.

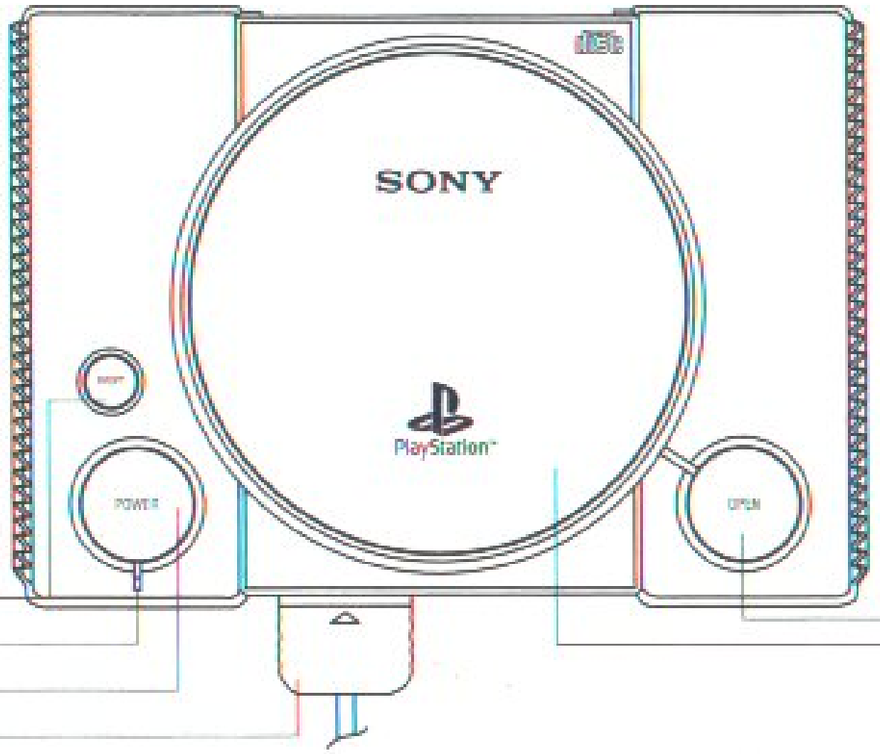
4. The PlayStation® logo screen and licensing screen should appear, followed by the Creatures introduction screen. If you experience problems, please repeat steps 1 and 2.

5. Press START and begin the game!

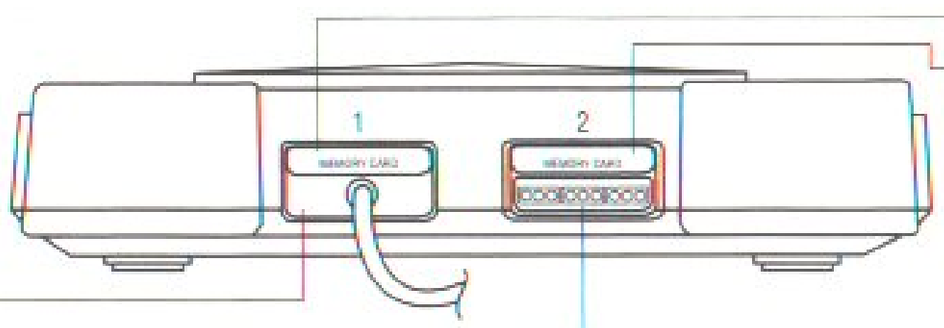


## Console

### Top View

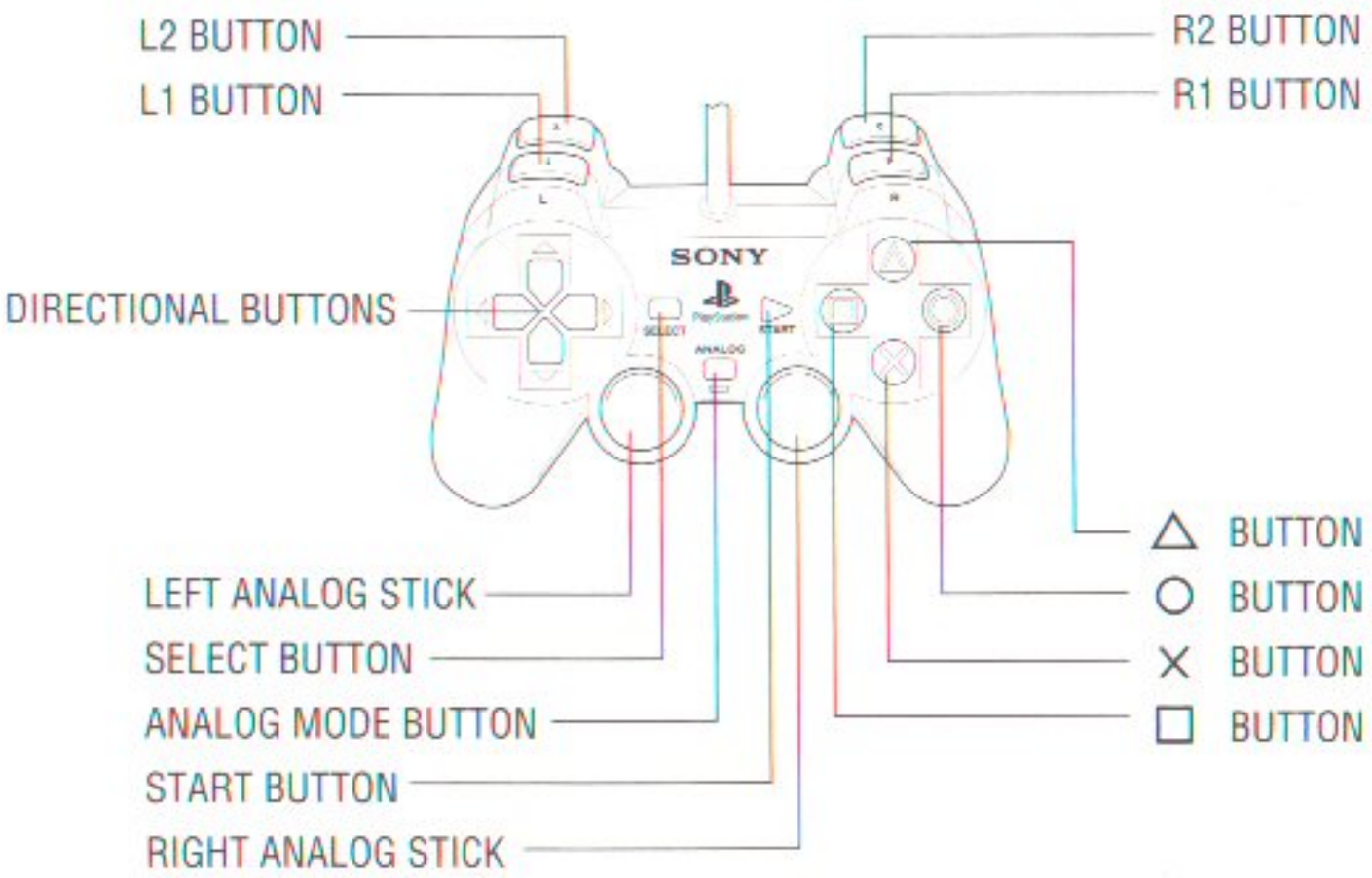



### Front View



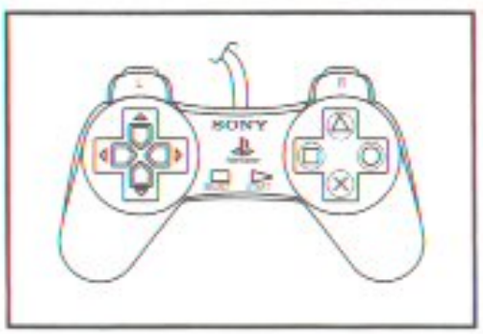
# Controller

**DUALSHOCK™ analog controller**




**NOTE:** Compatible only in Digital and Analog mode
or
Compatible only in Digital and Vibration mode
or
Compatible only in Digital mode

**NOTE:** You may have a controller that looks like this,
if so please follow the digital instructions outlined above.



# Controls

**START:** Brings up the menu through which you may select important game options.

**SELECT BUTTON:** Switch between Norns.

**⊗ BUTTON:** *Positive Button* – Influences and reinforces actions in a positive way.
For Example:
- Praising a Norn for a specific behavior
- Calling a Norn to come to you
- Instructing a Norn to take a certain item

**◎ BUTTON:** *Negative Button* – Influences and reinforces actions in a negative way.
For Example:
- Scolding a Norn for a specific behavior
- Telling a Norn to go away
- Instructing a Norn to leave a certain item alone




**Note:** You control Scrubby, the Norn caretaker, not the Norns themselves. However your actions influence the Norns behavior and development.

**△ BUTTON:** Picks up and drops items.

**□ BUTTON:** Activates items.

**L1 BUTTON:** This button tells the selected Norn to leave Scrubby.

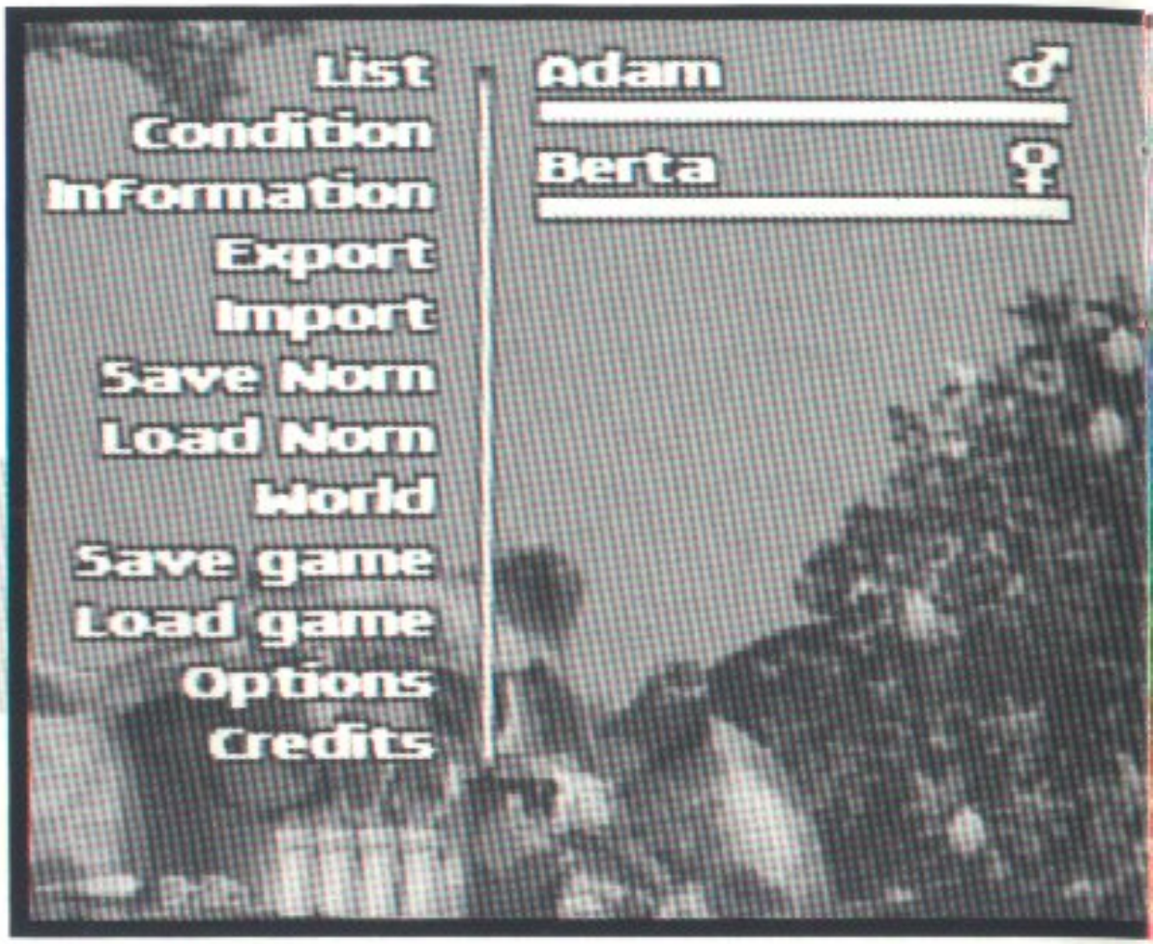
**L2 BUTTON:** Access the menu directly (alternative to start).

**R1 BUTTON:** This button tells the selected Norn to come to Scrubby.

**R2 BUTTON:** If Scrubby is positioned directly above an object, this button will ask the selected Norn to come and take the object.

## Status Screens

Press **START** or **L2** while playing to access the main menu. Press the Control Pad up and down to select an option, then right to access that option. Once the option has been accessed, change the option settings with the ◎ or ⊗ buttons.






**List**

This lists all your active Norns. The green bar shows their life power. When a Norn's life power runs out, it dies. Next to a Norn's name is a gender symbol indicating whether it is male or female. If there is an egg next to a female's gender symbol, she will soon lay an egg.





**Condition**

This is where you can check to see what a Norn needs. The screen has several bars, which provide information about the most vital life-functions of your current Norn. All these bars together make up your life-power.



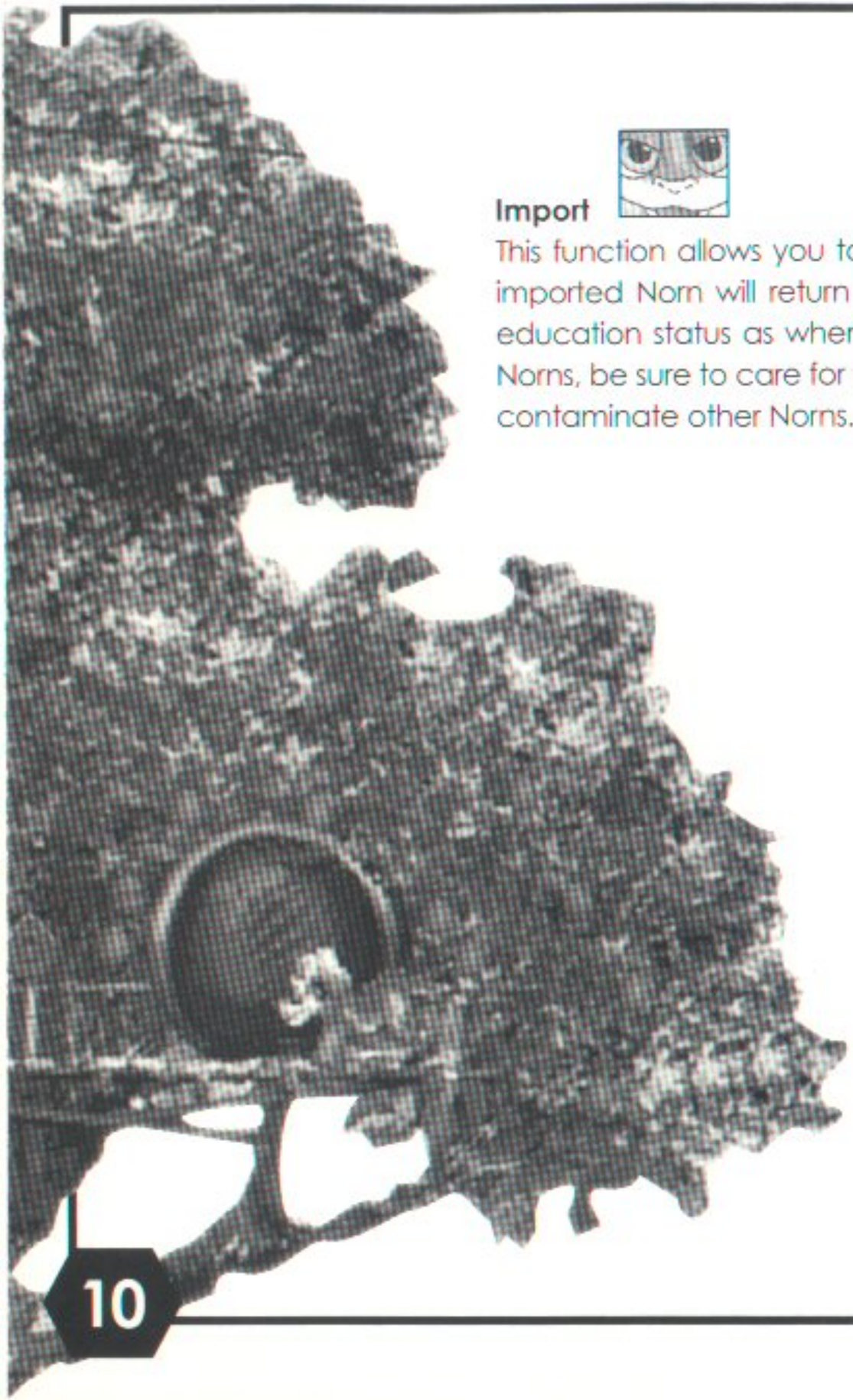
**Information**

The information includes age, time of birth, as well as how long you have played.



**Export**

Once exported, a Norn cannot age, become ill, or die. It's like pausing a Norn without pausing the game! This may be useful at times when there is not enough food or you are unsure how to care for a sick Norn. You may also wish to export two specific Norns if you wish them to mate.





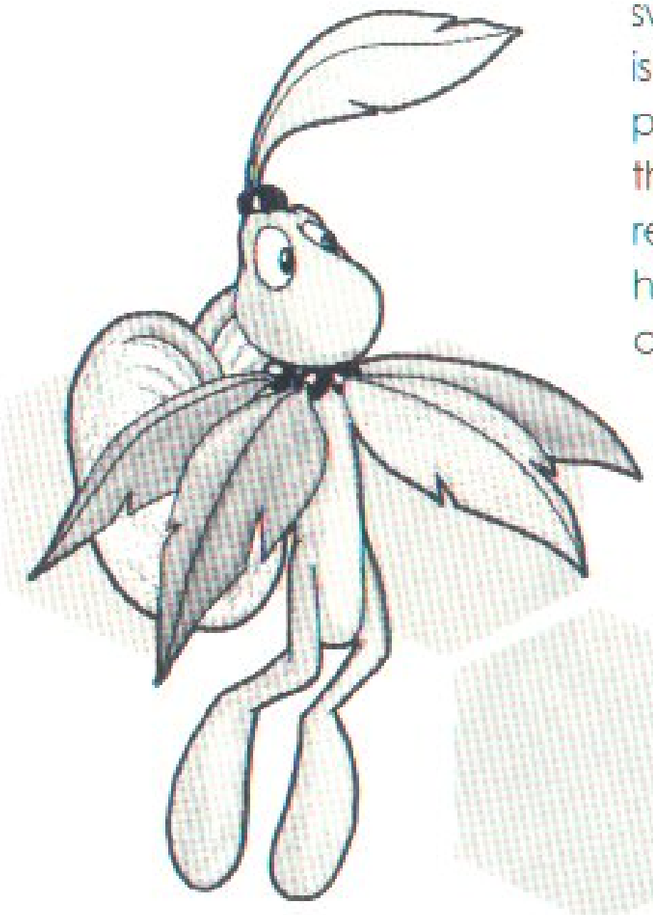
**Import**

This function allows you to bring back an exported Norn. An imported Norn will return with exactly the same health and education status as when it was exported. If you import sick Norns, be sure to care for them right away because they may contaminate other Norns.



**Save/Load Norn**

Share Norns with fellow Creatures PSOne players! Does a friend have a Norn with special characteristics that you would like to see in your Norns? No problem. Simply transfer them to your PSOne. Use the menu option 'Save Norns' to store your chosen Norn onto the Memory Card, then use 'Load Norn' to load them back into your (or anyone else's) game.





**World**

Once Norns have started to breed in a new world, you may switch between the worlds in this screen. Only the world that is currently selected remains active. The others will be paused until you go back to them. You can also fully reset the game on this screen. Remember, resetting the game will reset all populated worlds and delete all exported Norns! If however, you reset just the worlds and not the game, you can keep your exported Norns.



**Save/Load Game**

Save your latest game information. The game also features an automatic save function that is activated every 20 minutes. The birth and death of a Norn are automatically saved. You will also load your saved game using these options.



**Options**

This screen allows you to adjust sound and music volumes. You may also switch help messages on or off.

## Raising Creatures

Norns will develop, grow, and learn based on your actions. For the population to become strong, you must always be aware of your Norns needs and behaviors. Neglecting to care for even one Norn may cause unwanted behaviors and illnesses to be passed to future generations. You can keep track of everything you need to know using the status screens within the main menu.

### Praising



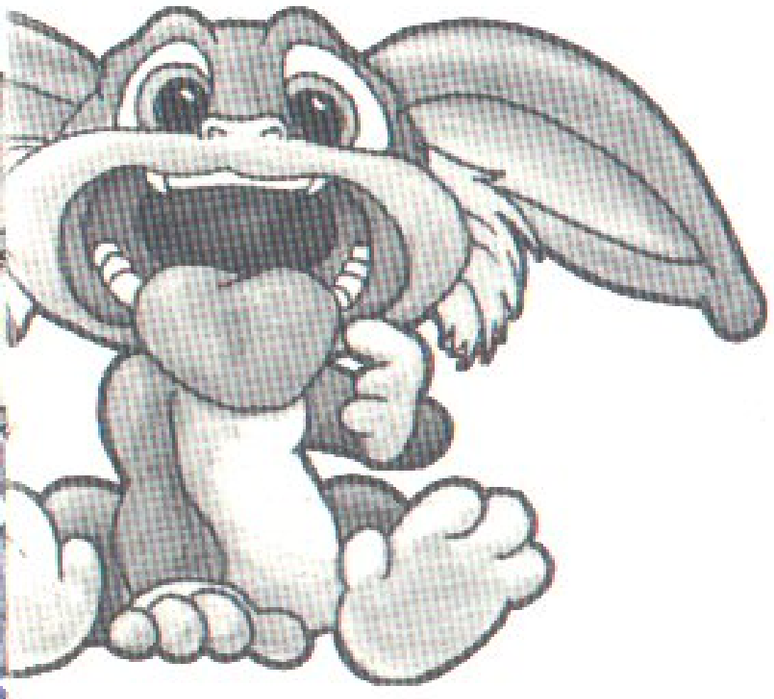

When a Norn does something that you like, it is important to praise that Norn. You must do so right away, because praise only rewards a behavior just completed. The more praise a Norn receives for a behavior, the better the chances that he or she will learn to repeat that behavior. Praising a Norn repeatedly after a specific action strengthens the reward message to your Norn. Be careful, though. Too much praising after a specific action may make your Norn fall asleep, which may be dangerous if the Norn is outside and not sheltered.



## Scolding

Norns may become aggressive or even harmful to other Norns. Scolding a Norn immediately after such a behavior teaches him or her that the behavior is bad. The more you scold a Norn for a behavior, the better the chances that the Norn will learn not to do that behavior. Scolding a Norn repeatedly after a specific action strengthens the punishment message to your Norn. However too much scolding after a specific action may harm or even kill your Norn.





## Feeding

An important part of raising your Norns is teaching them to eat. Norns eventually learn to eat on their own, however there may be times, either when they are sick or simply can't reach a food item, when they will need your help. Remember that the amount of available food will decrease as your Norns eat. Though the food will grow back, try exploring your environment to find more. Feeding cannot be used as a reward for behavior.

### Healing

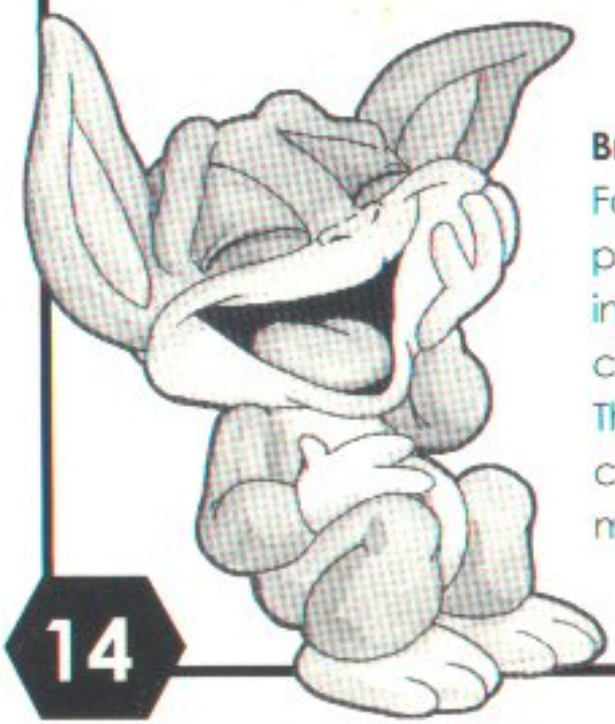
Keeping your Norns healthy is critical. It will be obvious when they are ill, because they will act sick! This includes when a Norn becomes exhausted, because that Norn will not be able to take care of itself. There are a number of herbs that will heal a sick Norn.





### Playing

Having fun is good for Norns' health. There may be times when a Norn becomes tired or bored and begins to act aggressively toward others. Providing Norns with a toy may keep them happy and out of trouble. Remember, a happy, well-behaved Norn tends to have happy, well-behaved offspring.



### Breeding

For their species to survive, you must make sure the Norn population is strong and growing. It is important that individuals who mate have good genes so that good characteristics are passed to future generations. Though Norns will sometimes mate on their own, you can compel Norns with desirable characteristics to mate by giving them the red herb.

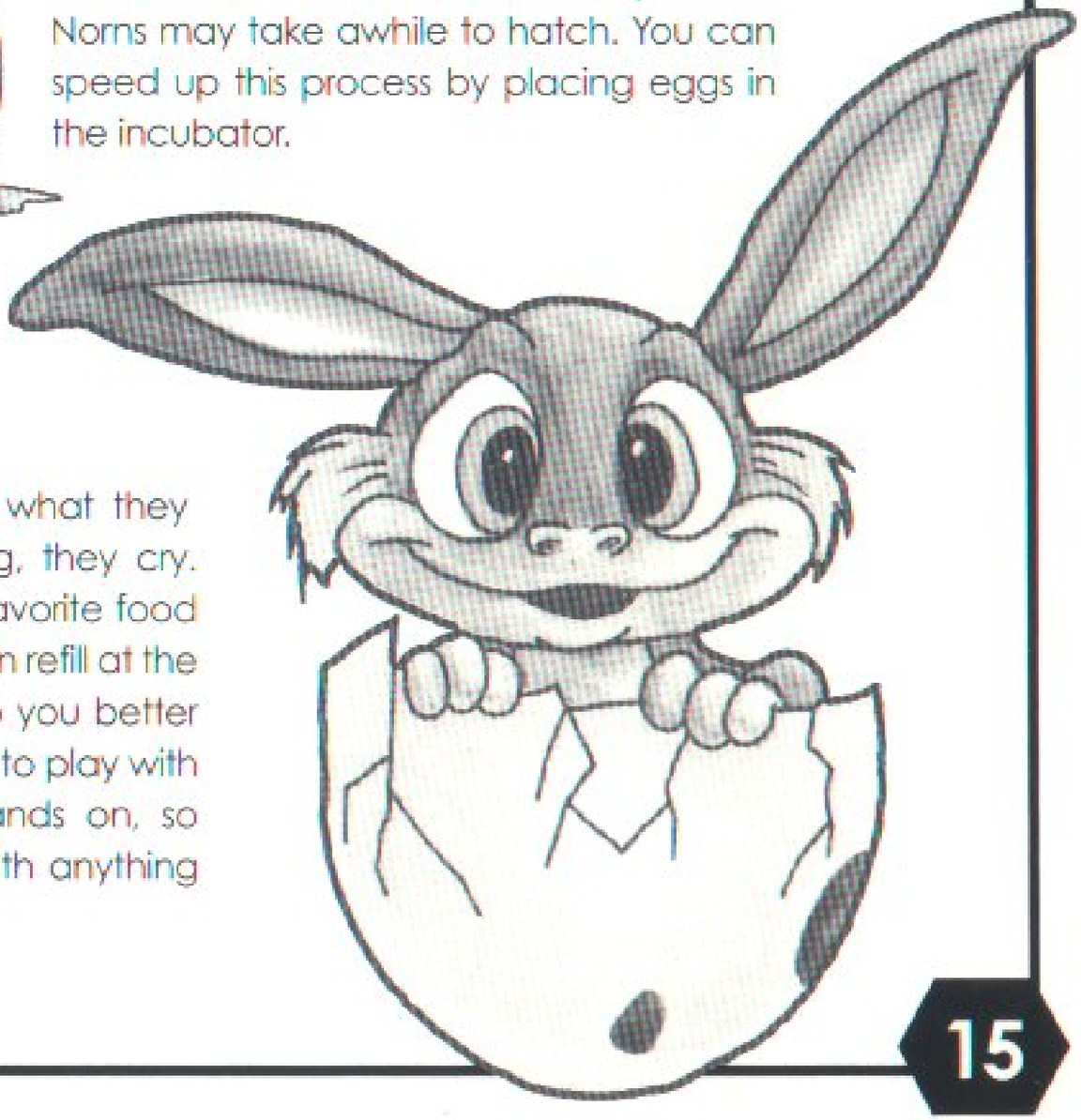
# Creature Life-Cycle

Throughout their lives, Norns experience various stages of development - just like natural beings! In the same way, their needs will be different at each stage. It's important to start teaching your Norns right away. The more they learn early in their lives, the better off they will be later. Be sure to check the Condition status screen to see what those needs are.



**Egg**

Inside the protective shell, the developing Norns have all the nutrition they need. Norns may take awhile to hatch. You can speed up this process by placing eggs in the incubator.



**Baby**

As babies, Norns cannot tell you what they need. When they want something, they cry. Usually they are just hungry. Their favorite food is milk from the bottle, which you can refill at the machine. Baby Norns learn fast, so you better keep track of them. They also tend to play with everything they can get their hands on, so make sure they are not playing with anything that could be harmful.

**Toddler**

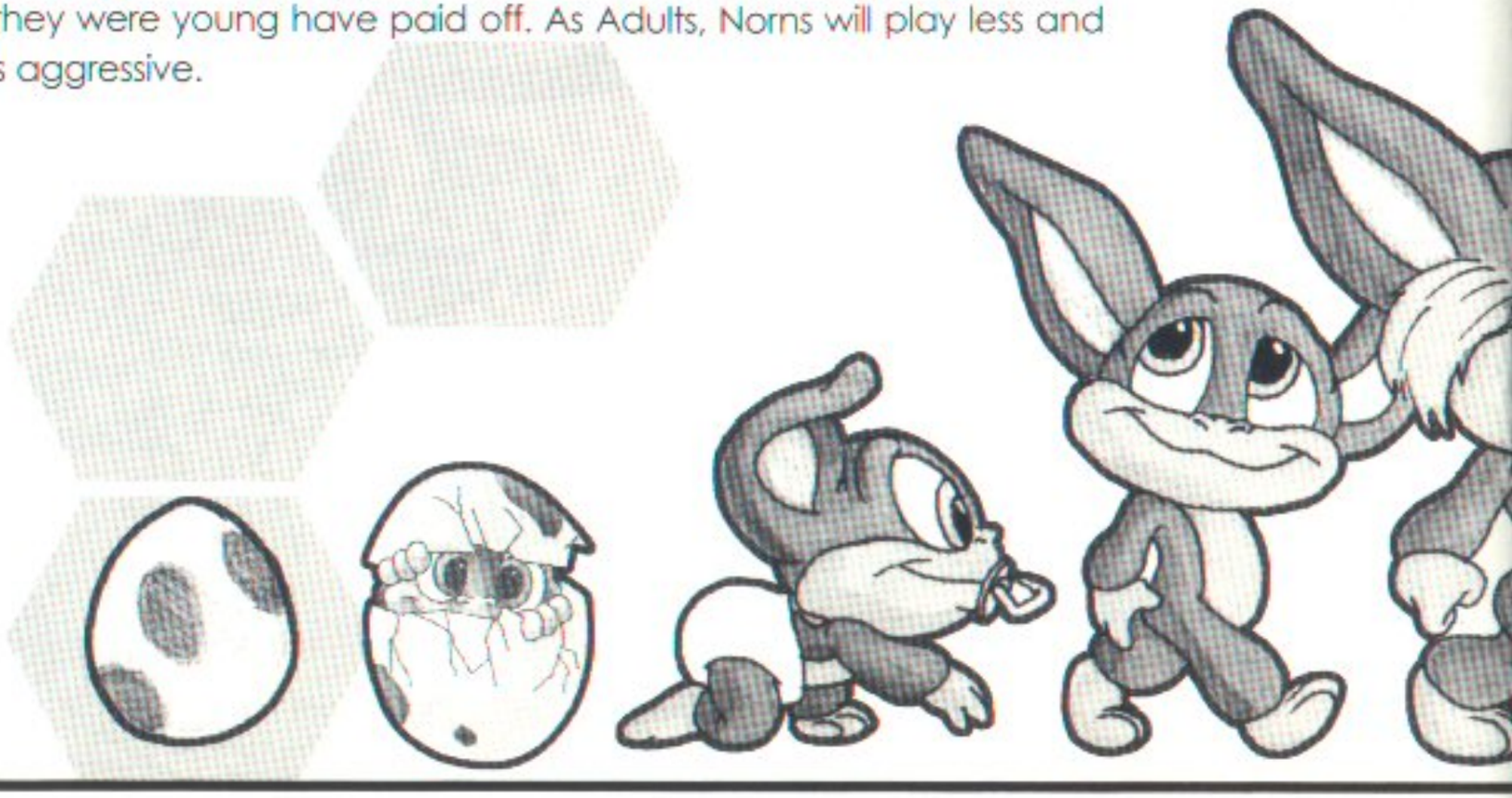
This is the stage where Norns learn best, so be very careful about what you teach them. As toddlers, they will begin to explore their environment and play with any type of toy. So stay on your toes, because lessons Norns didn't learn as toddlers will be very difficult to teach them when they are older.

**Teenager**

Teenage Norns can be highly problematic and quite awkward. They are no longer children, but not quite grown up yet. They often seem restless and may become aggressive. Knowing what their needs are can help prevent this. In time, they become interested in the opposite sex and begin to flirt.

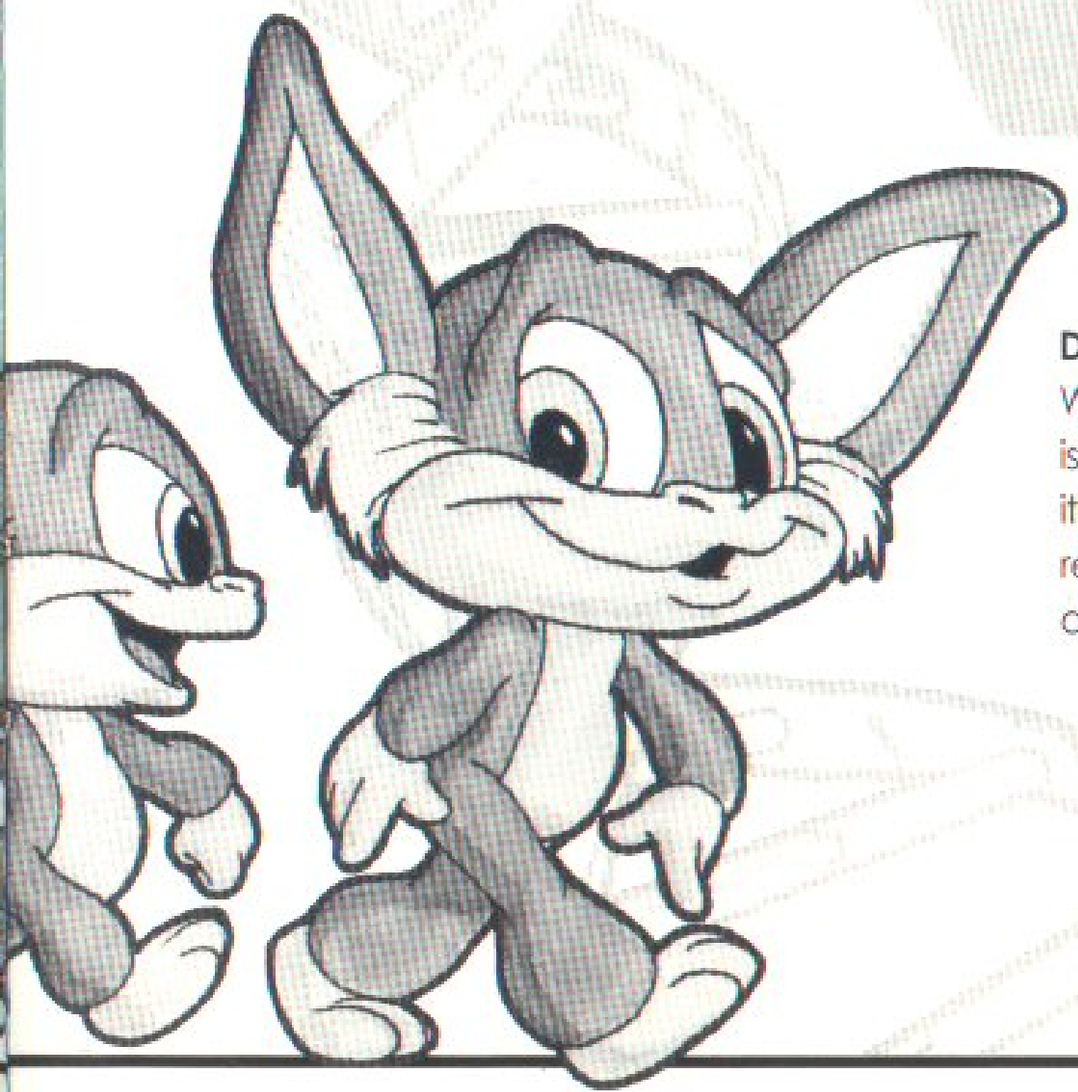
**Adult**

This is the stage where you get to see if the lessons you taught your Norns when they were young have paid off. As Adults, Norns will play less and are less aggressive.



**Senior**

At a certain age, the pace of Norn life tends to slow down. They'll prefer staying closer to home and may, at times, forget lessons they have learned. Female seniors rarely lay eggs, although senior males can still breed. Also, seniors are more prone to illness. Injuries take longer to heal. If Norns are to lead a long life, you must take especially good care of them when they are old.



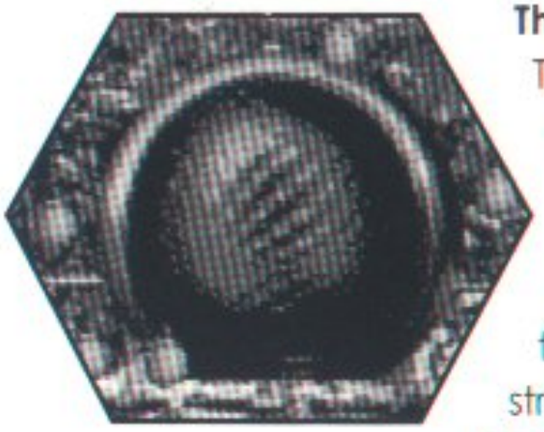


**Death**

When a Norn dies, it will remain where it is for a very long time, unless you choose it with the **SELECT** button. You will then receive a message about the cause of death and the Norn will disappear.

# Items

The following are examples of items you will find in the game and some helpful information about them. You will find many other items like these as you play.



**The Transport Gate**

This is the gate through which you can take a Norn couple to a new world. To go to the second world, you must leave the first world with a thriving population of at least six Norns. To go to the third world, you must leave the second world with at least eight Norns. Be certain that the Norns you take through the gate are some of your strongest and smartest, because the entire population of the new world will start with them!

**Grendels**

Grendels are creatures that will try to make your Norns sick or get them to misbehave. However, there are no Grendels on the Tree World.



**Milk**

Best for babies, but can be given to older Norns if the food supply is low.

**Apples**

A tasty treat that grow on the trees.



**Carrots**

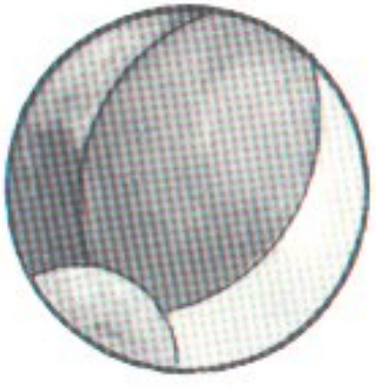
A Norn favorite. Carrots help keep Norns strong.





**Teddy Bear**
Always good to help keep younger Norns happy.

**Ball**
Great for entertaining a bored or aggressive Norn.



**Blue Herb**
Helps relieve pain and cure some illnesses.





**Purple Pods**
Helps tired Norns. Careful, too much can be harmful.

**Note:** Some herbs may be harmful. They will look different than the good herbs.

# Frequently Asked Questions

**The bar below the name of my current Norn is decreasing. How do I know what to do?**

Access the main menu and check what your Norn needs (food? sleep?). If the health bar is decreasing then your Norn is ill. Normally, illnesses go away in time if your Norn rests. But you may also give it special healing herbs.

**My Norns are about to starve. Where do I get food?**

If all food has been eaten, it will take a while before new food grows. Explore the level with Scrubby to see if you can find any food to take back to your Norns. If there is no food whatsoever, then you should export a few of your Norns fast. However, there is always milk.

**My Norn is hungry, but does not eat. What can I do?**

First of all, it is important that you teach your Norn at an early age that food is something positive. As a grown-up, it will then eat on its own. If it doesn't, try this: Have Scrubby grab some food, move just above the Norn, and drop the food. The Norn should now at least hold the food.

**Why don't my Norns come when Scrubby calls them?**

The command to come only applies to the currently selected Norn. Are you sure you have selected the correct Norn? Other Norns may also come along out of curiosity. If, however, the selected Norn does not come, you probably did not teach it well.

**I have not been looking after my Norn for a while. Why does it no longer obey me?**

Norns not only learn from Scrubby, but also from other Norns or even Grendels! If a well-educated Norn is in contact with a poorly educated Norn, it might pick up some bad habits. On the other hand, very well educated parents are able to educate their offspring without much outside help.

**Norns often do not want to eat. What can I do about it?**

Norn babies prefer the baby bottle. Once it is empty, refill it at the machine. If you cannot find the bottle, try carrots.

**All my Norns are dead or there are no more couples that can mate. How can I continue playing?**

If you still have Norns who have been exported, you may simply import them to continue playing. If you have already accessed the second or third world, you may breed new Norns in the previous world and then let them pass through the gate to the next world. If you are still in the first world and have no more Norns, your species is extinct. Start a new game.

**Why do some Norns grow older than others?**

Some Norns die unnatural deaths due to starvation, illness or violence. Also, Norn lifestyles bear a major impact on life expectancy. Norns who are healthy, well rested, and well sheltered live longer than Norns who are not.

**My Norn plays with food. Now there is no food left. What can I do?**

Norns may play with food because they are bored. Always make sure there are toys to play with instead. The food will grow back after a while. Praising your Norn will also temporarily relieve boredom. Norns need attention!

**Why does my Norn always hit others?**

Some Norns become aggressive if they are bored. Keep them occupied by giving them something to play with. Also, if you punish your Norns too intensely or too often, they may become aggressive and hurt others.

**One of my Norns is very slow or only moves backward and forward. Why is this?**

There may a defect in the genes. This is natural and just happens sometimes. It is better not to use this Norn for breeding because it can pass this characteristic to its babies.

**I found a strange item in the first world up in the tree. What can I do with it?**

You may have found the gate to a new world! It works like to a teleporter. It can be used if at least six Norns remain in the old world.

**I am in the second world but one of my Norns has died and now I cannot breed any more offspring. What can I do?**

In the menu, select the first world. Play in that world until you have more than six Norns, then send others through the gate to the next world.

**I have exported Norns from the first world. Can I import them to the second or third world?**

Yes, but only if you have accessed those worlds through the Transport Gate and you have at least six Norns remaining in the first world (you will need at least eight Norns remaining in the second world to access the third world).

**What happens to my Norns in the worlds in which I am not currently playing?**

Norns only age and evolve in the selected world. Worlds that have not been selected will rest as if your PlayStation® was switched off.

**There are unfriendly little green characters in the Island World and Swamp World. What are they?**

Those are Grendels. Grendels come from the swamps and are best described as genetic errors created by the Shee. They hold similar genes to the Norns, yet are violent, steal food and at times even Norn eggs. They also transfer diseases, so you should keep your Norns away from them. Theoretically, you can also try to educate Grendels.

**Is it true that the Island World and the Swamp World hide special extras?**

Rumors have it that there are paths that lead places where no one has been before, but they are difficult to find. Surely these are nothing but rumors...

**Why are some of my newborn Norns suddenly incredibly fast, slow, stupid, etc.?**

Norns' behavior and characteristics can improve through good training, or deteriorate through neglect. Still, many characteristics are not learned, but are inherited from ancestors. Sometimes, however, genetic mutations can cause Norns to have characteristics that are extremely different than their parents. This new characteristic can then be passed on.

**Are my Norns really alive?**

Yes. Life is defined by a number of characteristics, such as response to stimulation, ability to reproduce, metabolism, death, and evolution. Your Norns meet this definition, so it is possible to say that they really are alive!

# Credits

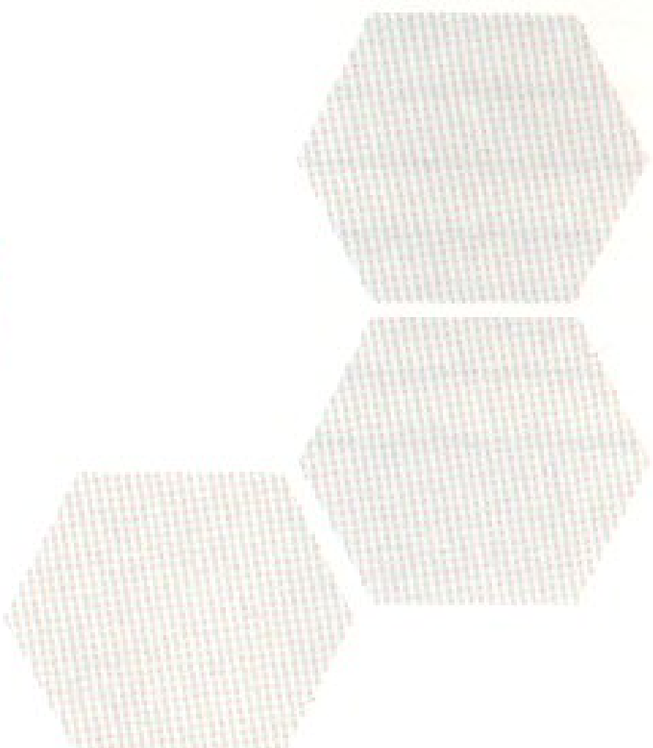
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# Notes

CONSPIRACY ENTERTAINMENT 90-day Warranty

# WARRANTY

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