Discover a world of fun with your very own virtual pet!

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Introduction

Congratulations on your purchase of a remarkable entertainment product. Almost everyone has heard of artificial intelligence; Creatures Village is artificial life.

Just like a pet, the Norns in Creatures Village are there to amuse you and be cared for. You can develop special relationships with your Norns. Each is unique and has its own individual personality. This is because Creatures Village models real biological systems inside your computer. The Norns come with their own biochemistry, brains, Creatures Digital DNA™ and a rich environment in which to live.

None of the Norns' behaviours have been specifically programmed. They make their own choices and learn from their mistakes. You guide them around their world and experience it with them, helping them to play, eat and learn.

Within the Creatures Village world, you can experience the effects of seasonal change on the living ecosystem. You will find that flowers bloom in spring and the trees lose their leaves during the fall; caterpillars grow into butterflies and bees pollinate the plants allowing them to seed.

Just like in real life, Norns will eventually find a mate and produce offspring that carry the same traits as their parents, but with their own personalities. After 5 hours or so, the Norns will grow old and die. They can then be buried in a special corner of the garden.

Installation

Installing Creatures Village

Creatures Village comes on one CD-ROM and AutoPlay will launch the installer to guide you through the installation process. Soon you will be playing with your first baby Norn!

Before you start:
To install Creatures Village, you will need:

- 200MHz Pentium processor or faster
- Windows 95/98/2000/XP
- 32 MB RAM
- 4x CD-ROM or faster
- 16 bit sound card
- 2 MB 16-Bit colour SVGA display adapter (800 X 600 resolution)
- 560 Mb of free hard disk space

Please note that both the graphics cards and sound cards require DirectX-compatible drivers.

The installation process - Start your computer. Once Windows has loaded, insert the Creatures Village CD-ROM. Assuming AutoPlay is enabled, after a few seconds, you will see an installation window appear.

Click on the Install button and follow the on-screen instructions. If you do not change any of the default settings, the Set-up program will install Creatures Village on your C: drive in the "Program Files\Gameware Development\Creatures Village\" folder. Creatures Village will use approximately 560 Mb of hard disk space.

During the installation process, Set-up may need to install Microsoft™ DirectX onto your computer. DirectX is required before Creatures Village will work.

After the installation is complete, you may need to restart your computer. Usually, this is a result of DirectX making changes to your video and sound drivers so that Creatures Village will function correctly. If you are asked to restart, remove your Creatures Village CD, and restart your computer.

You can now run Creatures Village directly from the START menu.

Running Creatures Village for the first time - When you run Creatures Village for the first time your screen resolution may change. Don't worry - when you leave Creatures Village this will be reset back to your own desktop setting. Some computer configurations may encounter a dialog box when the product is first run that says that "Converting Graphics;" this is necessary on some systems so that you are able to see the images correctly.

It is important that you read these instructions before you start to play, they will give you an understanding of all the key game features and functions so you can enjoy your experiences with your Norns to their full potential. Remember to keep these instructions at hand so you can use them as a reference guide.

Lets get going…

Playing Creatures Village

Creating a new Creatures Village World

As soon as you start Creatures Village for the first time, you will be presented with a button with the word "New" underneath. You will use this feature to create different worlds for your friends or family. You can create a total of 10 worlds. Click on the button and type your name or any word (a maximum of 10 letters and no spaces or numbers) that you would like to use to describe your new world. Hit "Return" or "Enter" on your keyboard to register it. You'll see stars exploding telling you that you were successful.

Now you need only click on the door to the world you have created to enter your world. When you start Creatures Village again, you will be able to choose any world you've created or start a new world.

You and the glove - Once you have created or chosen your world, you will find yourself in the Nestery. All baby Norns are born here. In the centre of the room is a glove and this is how you are represented in the Creatures Village world. The glove is used to operate objects and to pick things up.

The glove can also be used to command the Norn to come to you. Click the mouse while the glove is not over any object and you will see that it makes a beckoning motion. This will call the Norn to the glove (if it feels like coming, of course!).

Using the mouse buttons - In Creatures Village there is no need to worry about which mouse buttons do what, as they both perform the same function. For example, if you move your glove over the clock on the shelf in the Nestery and press any mouse button, each will make the clock's alarm bell ring!

Three click operation - Some objects (the garden fork, for example) will require a series of mouse clicks, as described below.

Hold the glove over the object you want to use.

1. Click once with your mouse button - this action will pick the object up.

2. Clicking the mouse button for a second time will allow the object to function.

3. When you want the object to stop, click a third time and the object will drop. Until you use the third click, the object will continue its task.

Hatching a Norn - By now you will be ready to hatch your first Norn. This is a very important time for you and your new baby Norn, so make sure you're ready.

Selecting an egg - Move your glove over to the egg basket and click on any of the three eggs you see. Pick the egg up and hold it carefully over the crib. Drop it into the crib by clicking again.

Incubating an egg - Once the egg has been dropped into the crib, a blanket will automatically be pulled across the egg to keep it warm. Once the egg has hatched, the alarm clock will ring and a brand new baby Norn will crawl out of the crib and onto the Nestery floor.

Your first Norn!!

Congratulations on hatching your first Norn! No doubt you will be eager to play with your new baby, but you must first give your pet a name. You must name your Norn before you can move on so that they can be easily identified once you have several Norns in your world.

Naming your Norn

The Naming machine - In the centre of the room you'll notice a machine. This is the naming machine and it will automatically name your Norn. Once the machine has activated, it will select the Norn that was hatched last for naming.

A name chosen for you - As soon the naming machine starts you will notice that a name has been offered to you. If you want to use this name (there are both boy and girl names) click on the 'tick' bubble. If you would prefer to give your Norn a name of your own, click on the 'cross' bubble.

Tick **Cross**

Choosing your own name - If you decide to choose your own name and you have clicked on the 'cross' bubble, the alphabet will appear above the naming machine. Move your glove over the letters, clicking on each letter in turn until you have completed your Norn's new name.

If you make a mistake, use the arrow bubble to go back a letter. Once you have finished typing the name, click on the tick button.

Well done. You have named your Norn!

Once you have completed the naming process you will notice that one of the bubbles at the top of your screen now contains your newly hatched Norn's face and its name underneath. These are the Norn selector bubbles and are explained in more detail later on in this manual.

Before you take your Norn out and about, you should learn how to teach and guide it. The following sections will demonstrate how to do this.

Teaching your Norn

As with most pets, Norns need to be taught what is right and wrong. This will help the Norns to live happily and enjoy their lives. Remember - just like us, Norns are born with no knowledge of the world around them. It's up to you as their 'guardian' to teach them how to live and survive within their environment.

Please refer to the section on 'General Norn Care' for further information about caring for your Norn.

Guiding your Norn - In Creatures Village you can hold your Norn's hand. You may find this helpful when guiding your Norns around the various locations in their world. Remember that Norns have their own ideas about where they would like to go and may need to be persuaded to go where you want them to!

To hold your Norn's hand, simply move your glove over the Norn and click with either mouse button. Your Norn will then hold onto the glove. Now, move the glove - either to the left or right - and your Norn will follow. To release the Norn's hand, click again

Reward and punishment - Just like we do, Norns learn about right or wrong by having these concepts reinforced. Let's say a child is sent to bed without any dessert for getting a poor score on a test at school. This is called 'negative reinforcement' and occurs when one has done something wrong and is punished for it. Hopefully the child will not enjoy missing out on dessert and will quickly learn how to avoid a repeat performance - by working harder at school, for example.

Of course, if a child received a good score and was taken for ice cream as a reward, this would be 'positive reinforcement'. The chances are that the child enjoyed the ice cream experience and would want to repeat the action that prompted it.

The same process works for your Norns. You will notice two floating characters in the top corners of the play area and these will help you with positive and negative reinforcement.

Stickle

Stickle. Stickle is a flying tickle stick. Clicking on Stickle will make him tickle your Norn. The Norns enjoy this, so Stickle should be used as a reward when your Norn has done something you want them to repeat. You will notice that the glove makes the "thumbs up" motion when placed over Stickle.

Jet. Jet is a flying water can and sprays your Norn with water. Like most pets, Norns do not like this. You should use Jet when your Norn has been naughty. When you do this, the glove will show "thumbs down."

Jet

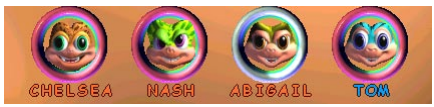
You can also use keyboard shortcuts to activate both Stickle and Jet. Pressing the S key will activate Stickle; likewise pressing the J key will activate Jet.

A brief note on reinforcement - By using Stickle and Jet, you can teach your Norn about the surrounding world and how to use and play with the various objects you will find. Remember, as with everything, too much of either Stickle or Jet can be a bad thing, so think carefully before using them. Your Norns rely on you to guide them through life and teach them, but sometimes the best way to teach them is to let them learn from their own mistakes! You may need to experiment to find out what works best for your Norns.

Selecting a Norn

You have named your Norn, you know how to teach your Norns and you are ready to explore their world. To locate your Norns when they are out and about you can use the Norn selector bubbles found in the top centre of your screen. You can have a maximum of four Norns at any one time in Creatures Village.

The Norn selector bubbles - As explained previously, once you have hatched your Norns and completed the naming process, you will see bubbles in the top centre of the screen corresponding to each of your Norns (the names are blue for boys and orange for girls). Clicking on any of the bubbles will take you to the relevant Norn - wherever it is in the world.



Bubbles without Norns will show pictures of eggs representing un-hatched Norns. If you wish to return to the Nestery to hatch more Norns, simply click on a bubble with an egg in it. Remember, that if all four bubbles have Norns in them, you will not be able to hatch any further eggs until there is space available.

The Norn selector bubbles also tell you how each Norn is feeling. Watch for the facial expressions in the bubbles - they represent the Norn's current needs and feelings. (See General Norn care - Understanding your Norn's needs.)

Leaving the Nestery - Ready to explore? Let's get out of the Nestery and have a look around. You will find that many locations have doors. You or your Norn must open these before either of you can get through.

Using the doors - To open a door, simply hold the glove over it and click. To shut the door again, click on the same spot and the door will close. There are many different types of door in Creatures Village, from garden gates to some hidden doors (these are secrets, you will have to find these for yourself!), but they all function in the same way.

General Norn care

At last, you and your Norns are setting out on your own adventures. Now is the time for some basic advice on general Norn care.

Feeding your Norn - Just like you, your Norns require food in order to stay fit and healthy. Norns are mostly herbivore and can live long and healthy lives just eating the various vegetables and fruits that are available to them in their world. There are bonus food items hidden around the world that you can find during your adventures.

To feed your Norn, try to drop food near it; hopefully it will see the food and want to know what it is. If the Norn is hungry, it will pick the food up and eat it. If your Norns drop or do not pick up the food, they may not be hungry. Try to feed them again later.

To encourage eating, remember to use Stickle as positive reinforcement. The food will satisfy their hunger and they'll get extra reinforcement from the tickle, making them more likely to eat the food as soon as you give it to them in future.

Remember that too much food can make a Norn feel sick, just as it does with us.

Norn first aid - Once in a while your Norn may get sick and you'll know this by looking at your Norn or the selector bubbles. When they require medical help they may develop red spots or a faint green tinge. When this occurs, click on the Norn selector bubble and Bill the Pelican will appear on the screen. If Bill has a red cross on his wings then he is there to help you with your Norn.

Bill the Pelican will automatically transport your Norn to the Medical area. You can take your Norn to the location via the white gate in the garden, but Bill is the quickest way when a Norn is feeling ill.

Once your Norn has reached the medical area, click on the platform bell to call the doctor's horse and cart. Make sure your Norn is on the platform before you attempt to diagnose any illness.

Use the stethoscope and thermometer in the cart by clicking on them with your glove. Move them to the Norn and they will automatically take readings. Once you have checked your Norn, the doctor's machine will know what's wrong. Guide your Norn to the doctor's machine and it will be taken care of.

Moving off to the far left of the screen will return you to the garden area.

Understanding your Norns' needs - Your Norns have many needs, just like you. Because we can't understand the language that Norns speak, Creatures Village Norns use body language and facial expressions to communicate their needs to you. When they are hungry they will turn to face you and rub their stomachs. Soon you will understand your Norns and know if they need something or are feeling ill just by looking at them.

To help you with this, an example of some of the expressions are shown below. Remember: there are more expressions than these and you will have to learn what these are by getting to know each Norn individually.

Playing with your Norn - Earlier, we looked at positive and negative reinforcement and what it means to you and your Norn. If you are not sure what these concepts mean, please revisit the section 'Teaching your Norn.'

The best thing to do when trying to teach the Norn to play with a new toy is to use it in front of them, usually by clicking the mouse button when the hand is over the object in question. Your Norn will eventually learn what to do just by watching you. When they do use the toy for the first time, Stickle should be used to positively reinforce the action, making them more likely to use that toy again. With this method your Norn will learn how to use objects in their world and soon you may see your Norns playing together.

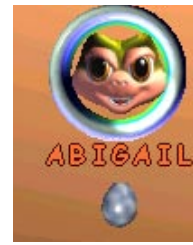
Remember to be patient when teaching your Norns - not many animals get things right the first time. The Norns know their own likes and dislikes and may not enjoy playing with the toy you are trying to share with them. It is up to you to learn the preferences of each Norn.

Eggs and mating - All living things need to mate and reproduce in order to survive as a species and this is also true with Norns. You will notice that your Norn will grow as it gets older and when it reaches adulthood, it will be ready to mate and produce its own offspring.

The first thing to remember is that you will need a boy and girl Norn and both must be adults. Once you have got them together you will have to wait to see if they like each other. If they do and they are both ready, you will hear a kissing sound followed by a pop; this indicates that they have successfully mated.

Don't worry, this is all there is to it… You may encounter questions about reproduction at this point. You may want to discuss how animals and other creatures reproduce. You may wish to explain, for example, that mammals such as dogs and cats have live births and may have many puppies or kittens at a time, whilst some animals such as elephants typically have only a single baby. Birds and other creatures lay eggs (like Norns). Some of them lay only one egg and others lay many eggs. Even insects in your back garden sometimes lay several eggs on the underside of leaves.

During the female's pregnancy you will see her stomach begin to grow. The bigger she gets, the closer she is to laying a Norn egg. When she is about to lay an egg, a small egg will appear beneath her name in the Norn selector bubble. Click the bubble as soon as it appears to watch the egg being laid.



Abigail is going to have a baby Norn!

Female Norns give birth sitting down. Once the egg has been safely delivered, click on any selector bubble with an egg in it and a giant egg box will appear and transport the egg safely to the Nestery. Once the new egg is in the nestery you will be able to hatch your first 'next generation' Norn! Don't forget that you can only have four Norns in your world at any one time! If there are already four, you will have to wait for a place to become available.

Depending on the age of your child, this may also be a good time to discuss how a baby creature inherits characteristics of both parents through their genes. The way in which genes are mixed during reproduction in Norns is similar to the process you'd find in real living systems. The main difference is that most animals and plants have pairs of chromosomes (there are exceptions, like the garden worm) whereas in Creatures Village, each Norn has just one chromosome.

During successful mating between Norns, the chromosomes are copied to produce a new one made up of genes from both parents. Genes actually consist of a very long double-helix molecule called DNA or deoxyribonucleic acid. DNA in Norns is called Creatures Digital DNA™. Creatures Digital DNA contains a set of computer instructions describing structures; these structures create systems out of which behaviour can emerge, just as in real biology.

The end of your Norn's life - Your Norns are 'virtually' alive and with your help they will live long and happy lives. As with all living things, they will eventually have to pass away to make room for new generations of Norns to be hatched. (Remember that you can only have four Norns alive at any one time.)

When a Norn is reaching the end of its life, its selector bubble will turn orange. All Norns die painlessly and peacefully in their sleep. If you select a Norn that is reaching the end of its life you will see it go to sleep. Usually a 'Z' rising from its body indicates a sleeping Norn. There will be no 'Z' if the Norn has died in its sleep.

You will also find that the Norn's name will have disappeared from the selector bubble and clicking on the deceased Norn's selector bubble will take it to the back garden where it will be placed in its own special place. Your Norns name will be automatically inscribed onto the rock above your Norn's resting area. Over time, older areas will become overgrown with grass to make room for more rest areas.

Though you may feel sad that your Norn has died, you will always have cherished memories of your little friend, and remember that you have plenty more living Norns to take care of - and maybe some new eggs to hatch! There will be many new adventures for you and your younger Norns and lots of new experiences yet to come…

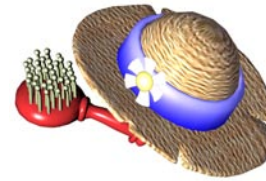
Notes for nervous parents

Again, death is a normal part of the life cycle of living creatures and you might like to prepare young children for this eventuality in advance. You may wish to explain, for example, how many of the creatures that share our world have their own individual lifecycles. A spider in your back garden may live anywhere from a few weeks to several years, whilst an adult Mayfly lives its entire life in the space of a single day. It may be useful to explain that the world is only so big, and it's not possible for every living creature to live forever as each generation must make room for the next - just like in Creatures Village.

Activities

In Creatures Village there are many activities and games you can share with your Norns. Some of these will remain secret until you discover them, but below are some examples of the activities you may encounter as you explore your world.

Dressing up - Creatures Village Norns enjoy being dressed up. The Dressing Up room will be the first room you come across after the Nestery. To dress up your Norn, simply click on the wardrobe door to open it and click on an item you wish the Norn to wear. You'll also find a variety of other articles of clothing in the room, including gloves, boots and hats.



Move the outfit or item of clothing to your chosen Norn and click again when the item is over your Norn. Your Norn will then change into the clothes you have chosen for them.

When opening the wardrobe for the first time, you will notice that there is one suit in the wardrobe: the Rock'n'Roll suit. There are more outfits to find in secret locations around the world, so be on the look-out for them.

To remove clothes from a Norn, pick up the coat hanger in the Dressing Up room and click over the Norn you want the clothes to be removed from. This will remove the clothes and set them back where they came from, ready to be worn another day.

In the winter, your Norns may get cold when they go outside. If they are shivering (by bouncing up and down) put the boots and gloves on them - this should keep them warm!

You will also find a hairbrush in the Dressing Up room. After a while, your Norn's hair may appear a bit messy. You can tidy them up by holding the hairbrush over them and clicking once.

Kitchen - Once you leave the Dressing Up room, you'll come to the Kitchen. Here you can bake cakes for your Norns. To do this, click on the recipe book on the shelf. The book will open up and provide you with a list of ingredients for each recipe.

Choose the recipe you would like to make by clicking on the left or right arrows and then click the "tick" mark in the top right hand corner of the book. All the ingredients will automatically be added to the cake tin. Open the oven door by clicking on it and place the cake tin in the oven. Shut the door and click on the cooking timer above the oven. When the timer runs out, the cake will be ready and the oven door will open automatically and the cake will fall to the floor.

Now, feed your Norn a nice snack.

Remember that there are some secret recipes to be found around the world, so look out for these. Also, while you are in the Kitchen, click on the pots and pans hanging from the ceiling to make lots of lovely noise! If you like, you can pick up the plates and drop them on the floor for a smashing time!

Toy room - Included in this room is a basketball net and scoreboard. To start this activity click on the 'play' sign. Your view will move so that the basketball is in sight. Simply click on the basketball to bounce it into the net. If you want to 'dunk' the ball, click on it again at the top of its bounce to make it 'hop' a little in the air, allowing you to manoeuvre the ball closer to the hoop. Although you may enjoy playing this game, remember that your Norn can take shots too.

You never know - there may be a bonus in it for you.

There are plenty of other toys in the room to stimulate your Norn's interest. Try clicking on the balloon machine and the other toys in the room. There is also a disco machine - click on it to play a variety of tunes and get the disco lights to flash to the music.

Garden - The garden area is just to the left of the front door of the house. Here you can grow and harvest food for your Norns. First, however, you must prepare the ground. Pick up the garden fork (remember that the fork uses the three click method – see "Using the mouse buttons") and move it to the dirt patch in the garden. Click again to turn over the soil so that it's ready for your seeds. The smaller the soil clump, the better prepared the ground is.

Now, pick up a seed packet and move it over the turned garden soil. The seeds will fall out of the packet automatically (don't worry, it's an everlasting packet so they wont run out!). Once this is done you will need to water them in, so get the watering can and give them a good sprinkle (the watering can also uses the three-click sequence).

As with all plants, one watering will not make them grow, so you must continue to water them. If it has not rained, you may need to water throughout spring and early summer to ensure that they grow into healthy plants that you can feed to your Norns (see the Creatures Village year).

Remember that it is very cold in winter and some plants will not grow, so make sure you have enough vegetables stockpiled to see your Norns through the cold season. There is, however, one plant that will grow fruit, even in the winter.

Many more activities…

As you visit more of the world you will come across many other games to play. In order to find these, you should explore everything by clicking on objects. You may find that some items do unexpected things!

We won't tell you where all the games are, but if you do find them and need help, see the instructions on the following pages.

Games you can play

Dragon Music Area - Once you begin exploring the locations in Creatures Village you will eventually come across the Dragon area. The Dragons in Creatures Village enjoy music and are generally quite friendly so play a bit of music and watch them dance!

Move your glove over the instruments to start playing, remembering that your Norn can play too. Between you, you should be able to get a good tune going.

You never know, there may be another bonus or two if you play long enough.

Cloud Game - When you enter CloudLand for the first time you will notice two funny looking characters on clouds to the left and right. These are the cloud generators and will help you to win toys for your Norns.

You will see a moving target at the bottom of the screen. Clicking on one of the cloud characters will make a cloud. Click on the other cloud character and it, too, will pop out a cloud. Wait for the two clouds to hit each other and watch for lightning - if it hits the target you'll win a toy, if not, then try again. Remember, timing is the key to this game…

Weather Machine - The Weather Machine allows you to change weather patterns around your world. If you are having a particularly hot summer and your plants are not growing well, you can make it rain. You will notice coloured handles with a green display monitor above them. If you click on one of the handles, the weather effect you've generated will appear in the monitor and will also occur across the entire outside map.

It can be fun to make it snow in the summer, but it will melt quickly!!!

Dungeon Game - In the dungeon there are hidden bonuses that you can get if you solve the sliding block game puzzle. Click on the coloured square resting against the blackboard. When the puzzle first appears in the centre of the screen, it will briefly show you the picture you have to make before it mixes itself up. You can only move a block that is next to the blank space. To do this, simply click on the block that you wish to move. Remember that you need to recreate the picture that you were shown at the start!

Once you have succeeded in recreating the picture, look to the left.

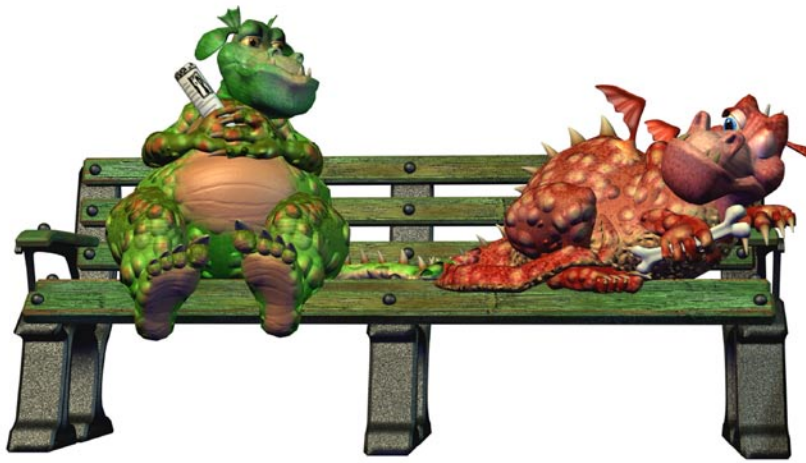
Motor Cloud game - The Motor Cloud game will give you the chance to pilot your Norn on their very own motor cloud. Once you have guided the Norn to the motor cloud click on the cloud's engine and it will start to move forward. You'll be able to fly the cloud up or down by clicking on the up and down arrows. Try to catch the bonuses that are floating around. Burst the balloon that's holding up the bonus with the pin on the front of the cloud and it will drop out of the sky for you to find in your world below.

Airship game - To play this game, click on the bubble generator to the far right of the deck. Now move your glove over to the sucker gun and click on it. Now you can direct the angle of the gun by moving your glove up and down. Click again to fire the sucker. Try to hit all the bubbles.

Parachute jumping and Tik the Tree - Once you have successfully navigated the motor cloud you will find yourself in the airship. From here you can take your Norns parachute jumping or they can slide down the slide that surrounds Tik the tree.

To take your Norn parachute-jumping, open the correct exit to get your Norn to jump, and the parachute will automatically attach itself to the Norn. Look for a handle on the wall with a r ed light next to it. Move your glove over this and click. The light will go green and the exit nearest the switch will open. Encourage your Norn to walk to the exit and watch your Norn gently parachute to the ground.

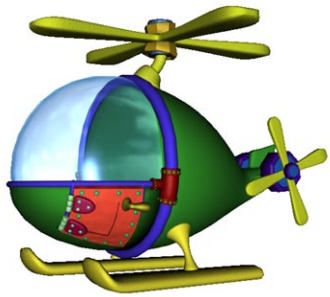
Secrets all over the place - There are many further secrets in Creatures Village for you to find. Explore everything and you may find exits and entrances to rooms that you have never seen before, and maybe the odd new toy or two for your Norns.



The Playground and the games you can play

You and your Norn can leave the garden area through the gate to the left of the garden shed. This will take you into the main playground area. However, there is much fun to be had before you get to the main playground - you still have to cross the swamp and get through Mud World!

Crossing the swamp



When you reach the swamp you will see a yellow boat in front of you. When you click on this, your Norn will get in, and be taken to the other side of the swamp. You will notice another boat will travel in the opposite direction, taking the place of the one you have just used. At the other side, your Norn will jump out.

Playing Whack-a-mole

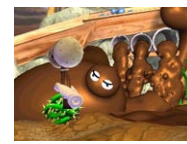
When you reach Mud World you will notice a big pile of mud with mud moles (little heads and eyes) popping up out of it every now and then. This is the whack-a-mole game.

You can play this by picking up the hammer on the rock next to the game. The idea is for you to use this hammer to bop the mud moles on the head. Pick up the hammer and try to line up the hammer with the emerging heads, clicking will then make the hammer work. The better you become, the faster the heads will appear.

Above the whack-a-mole game is the scoreboard. The gauge on the left is the timer. This will go down as you play. You can only score within this time limit. The gauge on the right is your score meter, and next to this gauge are pictures that represent the bonus item you will win if your score reaches the high score. Can you make the mud volcanoes spurt, or even get the top prize?

Cleaning your Norn after Mud World

Norns get muddy if a Mud bird drops a mud bomb on them. Muddy Norns are not allowed in the playground because mud will get in the machinery and stop it working. To fix this the owners of the playground built a Norn wash that will clean Norns that are muddy before they can enter the park.



You can use the hair dryer and hairbrush on your Norns to tidy them up but when they get on some of the rides their hair might stand on end again!

The Big Wheel

No playground is complete without a big wheel. The big wheel can be operated using the controls that sit under the left - hand side of the wheel. When your Norn is next to one of the big wheel's pods, just click on the pod and your Norn will get in. To make the big wheel go round, just click on one of the buttons on the control box – the higher the number, the faster the big wheel will spin! To stop the big wheel, just click the button marked with a cross, underneath the three speed buttons. Norns are very sensible, and will only get out of their vehicle if it is at the bottom of the big wheel – they might hurt themselves otherwise!

Try putting a Norn in each of the carts on the big wheel and turning the speed up. Try them all - one of them will give you a surprise…

Haunted House ride

This is a great ride to play with the lights off! As soon as your Norn is next to the green cart click on it and it will take the Norn into the ride. As the ride continues, various spooky inhabitants of the house will move by, scaring your Norns. To score and win bonuses in this game you must click on the spooks and ghouls when they jump out at your Norn. The light at the top left of your screen will flash red when the time is right for you to click on the ghosties – be careful not to click too early or too late, or you and your Norn will have to try again!
The more you click on them the greater the score, and the more bonuses you will win. Remember that the better you become the more challenging the game will become, the baddies becoming faster and faster.

Candyfloss

The Candyfloss machine makes candy floss for your Norns. Choose from the packets of color to get the right flavor for your Norns, mixing them up if you like to make multi-flavored candyfloss. To do this, just click on the packets that you require.
Once enough mixture has been added, the red button at the front of the bowl will start to flash. Click on this red button to make your floss. A stick will fly into the bowl producing lovely sticky candyfloss for your Norn.
You only have three flavors to start with, but there are three more flavors that can be found as bonuses throughout the game.

Jell-O making

Norns love Jell-O, so much so that there is a machine purpose built for them. To make a Jell-O, simply click on one of the colored buttons on the machine. You can add as many different colors as you want, so be inventive! Pull the flashing lever, and a Jell-O will pop out shaped like the mould in the machine. Different moulds appear on the shelves to the right of the Jell-O machine. To put a new mould in the machine simply pick it up and drop it over the current mould in the machine.
Remember that there are two further moulds to be found as bonuses around the world!

Toffee Apple making

The Toffee apple machine will make toffee apples for your Norns, using the apples that grow on the fruit tree to the right of the house. To get apples to this machine you must put them in the tube next to the tree, and they will then be transported to the toffee apple machine. When the Playgrounds were made, the builders left three apples in the apple tube - but once you've used these, you'll have to put apples in the tube yourself!
Before you continue you must choose the flavor you want. Click on either one of the red buttons at the top of the machine. This will change the flavor until you have found the one you want. Pressing the red flashing button will launch an apple from the tube into the top of the toffee apple machine. The apple will drop down on a stick and the topping will be added. You may find some more flavors around the world...

Pirate water game

Shiver my timbers, 'ere be a pirate game, the bounty be bonus pieces for your playground, arrrr…
To win the bonus pieces you must use the water hose to shoot the targets that appear. Targets to be aimed at are the shark-fins, pirate boat, barrels and flying fish. You get different points depending on the difficulty of the targets. See if you can figure out which is the most difficult target.

To play the game, simply move the hand over the pirate galleon. The hand will turn into a crosshair, and a scoreboard sail will unravel from the top of the ship. Use the crosshair to aim at a target, and click your mouse button to fire a blast of water. If your aim is good enough, you'll knock over your target! If you want to stop before your time has run out, just move your crosshair outside the pirate ship, and it'll turn back into the hand.

The Roller Coaster

Take your Norns on a wild roller coaster ride that you've designed yourself! Welcome to the Creatures Village roller coaster construction set. From here, you can build your own personal roller coaster, and take your Norns on an exciting ride!

Pype the snake is in charge of letting Norns into the ride, and for safety reasons only adult Norns will be allowed to ride the roller coaster. Young, elderly, or pregnant Norns aren't allowed on the ride – it might be too scary for them!
To get your Norn into the ride, click on the gate next to the pirate ship, and lead your Norn through it. The screen will change and you will see your Norn in a cart, riding the roller coaster. When the ride is over, your Norn will appear outside the gate again.
The red button to the left of the ride gate will take you to the construction set screen where you can build a new ride for your Norns.

Roller Coaster construction set

Ok, this screen has a few more buttons on it than most, so we will work around them from in a clockwise direction starting with the Norn selector bubbles.

The Norn selector bubbles allow you to check on the health of your Norns. Clicking on a bubble will take you out of the Roller Coaster construction screen.
At the top right, there is a cross that will exit you from this screen back into the normal game to rejoin your Norns.
In the middle is a display of your roller coaster. You can move this left or right by clicking the two orange arrows to the left and right of the display.
The bottom right hand corner shows possible scenery items you can add. If you're lucky, you might find more of these around the world! Click on a piece of scenery to add it to the last piece of the roller coaster.
The left hand corner of the screen is the most important part! Here you can actually build your roller coaster. You can add pieces of varying heights to make your roller coaster go up or down. To add a new piece to the roller coaster, click on it, and it will be added to the end of your current design, ready for scenery to be placed on top of it. For safety reasons, you can't make the roller coaster really steep - you can only add pieces one box higher than the previous piece.
You can give your coaster a trial run by clicking on the picture of a Norn at the top left of the coaster editor. This will take you to your coaster, and set an empty cart running on it. If you like your coaster, then take your Norn on it!
Once you've finished designing your thrilling roller coaster ride, exit the screen by clicking on the cross at the top right hand corner. Your roller coaster will now be saved, and ready to ride!

Cactus Juice

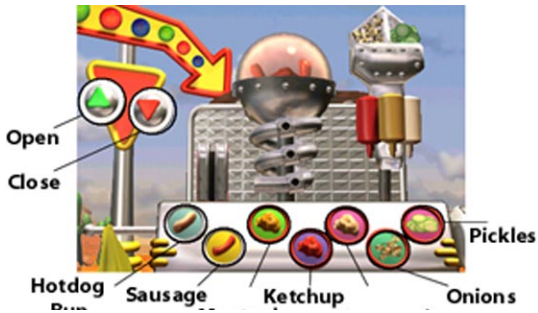
To the left of the roller coaster entrance is the cactus juice machine. Each of the four different cactus juices has a different effect on your Norn. To make some cactus juice for your Norn, click on the taps. A cup will appear and the tap will fill it up automatically. Some of the effects may not be visible, but you may find a difference in your Norn if you try the Strengtho-meter...

Strength-o-meter

Test your Norn's strength here. If your Norns are strong enough to hit the bell, you will receive a bonus item! You can also have a go yourself by clicking on the lever. This may help to attract your Norns to the game. Remember that only a Norn can reach the top and win the bonus, and that good healthy Norns stand a better chance. Does this mean that Norns are stronger than we are?

Making a hot dog

To open up the hot dog machine, click on the green open arrow on the sign to the left of the machine. This will open up the Hot-dog-a-tron.



To make a hot dog, place a bun on the conveyor belt by clicking on the button with a picture of a bun on it. Once this has been done you can add the sausage by clicking on the sausage button. The hot dog will then move down the conveyor belt, so that sauces and other delicious toppings can be added. Add mustard, ketchup, mayonnaise, onions and pickles by clicking on the buttons that represent them. Remember to place uneaten Hot dogs in the bin next to the machine. If this is not done, the playground will quickly become untidy.
Norns are messy eaters. They may need a little neatening up after their dinner...

Using the lifts

The lifts next to the mountain will take you up to the Night Time Mountain Top (the mountain is so high that it is in constant darkness). From here, you can get to the spaceship, or go winter sledding.

Fred the Furnace provides power to the lift to make it work. He has been alone over the past few years and has had little fuel added to his furnace, making him sad, and this in turn makes the lift move very

slowly. However all is not lost - you can make Fred happy again by mining and transporting fuel to his furnace. To do this use must use the equipment in the caves (see below, Caves).

To use the lift press the red button to the right of the cave door. This will call the lift. Once the lift has arrived simply click on the lift to send it and your Norn to the very top of the Creatures Village world.

Caves

Many years ago, in order to build the playground, the mountain was hollowed out, providing the building materials needed. Over the years various animals have used the caves as their home, making it an interesting place to visit.

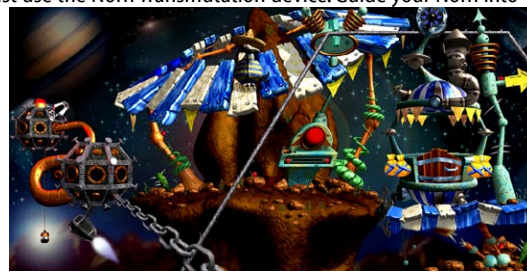
In the first cave is the device used to keep Fred happy and working. You will see a conveyor belt (this feeds directly into Fred's furnace) and a claw grabber to help you get the broken pieces of coal to the conveyor belt. To do this, use the left/right arrow control box to the left of the claw. This will move the claw along the roof of the cave. Press the big green button to make the claw drop and grab any coal underneath it. If coal is successfully picked up, the claw will automatically drop it onto the conveyor belt. You can then start the conveyor belt using the lever. The coal will then shuffle up the belt to Fred. This will feed Fred and make him a happy furnace!

However, the caves do not end here. Walking to the left will take you to another area of the cave. Here you can find hidden treasure using an old pickax. To do this, pick up the ax in your hand and click it over any rocks you may find. The pickax will break the rock open revealing any prizes within. You'll notice a wall with some shapes carved into it – if you can fit the right treasure into the right hole, you may get a surprise! To drop the pickax, click it over this wall, and it will return to where you you found it.
In the middle of the cave area is a panel with an old skeleton in it. Legend has it that an ancient Cave Norn used to live in the Playground, but nobody has seen him for a long time. Apparently, the Cave Norn's bones are hidden around the Creatures Village world… See if you can find all four of these bones – the skeleton will fill in as you find them to show your progress.

Remember the surprise for completing the hidden treasure puzzle in the caves? Well, only an ancient Norn could frighten such an old scary monster…
Try experimenting with the dynamite - it may surprise you… Remember to keep your Norns at a safe distance, though!

Night Time Mountain Top

From the Night Time Mountain Top you can get to the spaceship, the village square and bonus locations. To get to the space ship, you must use the Norn Transmutation device. Guide your Norn into the lower pod, and once the Norn is in the pod, click on the green button. You can gain access to the bonus locations also from here, see Bonus Locations below.



The Space ship

Using the Norn Transmutation device you can get to the spaceship, and from here, by using the transport pad in the center of the spaceship, you can get to the winter play area.

The people that built the device were not too accurate, so the Norn appears floating in space just short of the airlock. To get your Norn inside the spaceship, press the purple button in the middle of the tractor beam unit on the outside of the space ship. This will beam your Norn the rest of the way into the airlock.

In the middle of the spaceship on the floor you will see a glowing pad. This is the transport pad. To the right of the pad there is a control with two buttons on it that operate the pad. The bottom button will boost the Norn up onto the large step next to the pad, while the top button will boost the Norn to the Winter Play area. To get back down to the Night Time Mountain Top, move your Norn underneath the tractor beam, and press the floor. A chute will open up, and your Norn will fall back to the planet. Click around the back wall of the spaceship, you never know what might happen….

Winter play

The owners of the space ship love winter sports (although no one has seen the owners for many years, maybe you will…). When you enter the winter play area you will be at the bottom of the slope. Click on the door of the chair lift to open it, guide your Norn in and then shut the door. The chair lift will start and take your Norn to the top of the hill, ready to sledge all the way back down.

To start the game you must put your Norn in a sled. You can choose which color sled you want by clicking the left and right arrows of the sled shed. Pictures of your chosen sled will appear above the arrows. If you like the currently displayed sled's color, click on the red button, and your sled will zoom out of the shed. Be sure to try every different color of sled – you may get a reward! Click on the sled to open the door, and then click again to put your Norn inside the sled. Once the Norn is inside, the sled will start and the screen will change to the downhill part of the game.

Avoid the obstacles on the slope to speed up enough to win the bonuses in the jump section at the end. Click on the sled to move it in and out of the screen. Each time you hit something your sled will slow down. When you reach the bottom, your sled will jump and depending on your speed, you may win a bonus.

Once the ride is done your Norn will drop out of the sled. There are some hot drinks here to help warm your Norn up after its long, cold journey. To leave this area, walk through the door to the right and you will be back in the space ship.

Bonus locations

To gain access to these areas, you will first have to go to the Nighttime Mountain Top with your Norn. There, in the middle of the screen, you will find a lever with a pointing hand indicator. Click on the lever to flip it from right to left. This will change the location that the lift will go to. If the lever points to the left, the lift will take you to the bonus locations. If it points to the right, it will take you to the back to the bottom of the mountain by the caves.

The Village Square

In the Village Square you can feed the local family of ducks using the breadcrumb dispenser. Simply click on the red button and a packet of breadcrumbs will drop out. Pick this up in your hand, and then click again to make the crumbs drop out. One further click will drop the bag from your hand. Your Norns may also enjoy feeding the ducks.

You will also notice two doors leading from the Square into some buildings. The door on the left will take you to the Print Shop, and the door on the right will take you to the Clothes Shop.

The Clothes shop

In the Clothes shop, you can place new clothes on your Norn. All outfits can be previewed on the mannequin provided. To dress your Norns up, click once on the clothes to pick them up, and then drag the items until they are over the Norn or mannequin, and click once more.

The Print shop

From the Print shop you can draw and print out your own designs to decorate the walls of your house (your real one, that is, not the one in the game!). When you enter the print shop all your drawing tools will open automatically, except for the canvas. You must click on a number from the filing cabinet to open a canvas and start your drawing.

Use the palette to choose your pen color by clicking on the color you want to use. To draw, move the pen to the canvas and click on the mouse, holding down the mouse button for as long as you want to draw.

You can also place clip art images on your drawing by selecting them from the book in the top left-hand corner. To place a clip art image click on it, bring it across to the canvas, and then click again to drop it. Holding down shift will make the image bigger, whilst holding down ctrl will shrink the image.

To save an image, click on the open folder. A tick and a cross will appear, click the tick to save the image, or the cross if you don't wish to save it.

You may have also noticed the camera in this room. This camera can be used to take photographs around the world. Click on the camera and it will fly into the corner. Using the Norn selector bubbles you can jump to the locations of your Norns, and the camera will follow. To take a photograph, click on the camera. The camera will then follow the hand. Click again to start a frame, then drag the frame until you have the photograph you need. Clicking again to take the picture, and the picture will then appear in the photo album in the print shop. Click on the book, and you will see the picture you took. You can now place it on the canvas.

More bonus items…a few clues

Bonus items are all over the world, not just on the games. You may want to try the fishing game - you never know what might come out of that swamp! There have also been rumors of a secret underground lab near the caves where Norns can be changed into different shapes, colors, and even have their hair replaced. Can you find the Mad Labs?

The Creatures Village Year

Creatures Village has a yearly cycle, with a winter, spring, summer and autumn. Just as the seasons do on Earth, this affects the plants and wildlife in the world. You will notice, for example, that you will not be able to grow vegetables in the winter, that some of the flowers close up at night, and that if you watch the caterpillars really carefully they will go through all the stages real caterpillars do to get to butterflies.

Night and day

You will notice that the day is a lot longer then the night, giving you and your Norns more time to play. Some of your Norns may stay awake at night. This is the perfect opportunity to explore the nocturnal world!

Seasons

Each season in Creatures Village will bring new things to explore. Remember that your Norns will get cold in the winter so put some warm clothes on before you start exploring, and watch out for those spring thunderstorms!

Remember that a change is a great excuse to explore areas again. You never know when you will find something new.

Watching the world go by

When you are playing with your Norn, remember that sometimes it's great just to sit back and watch your Norn explore and learn. Every Norn is a little bit different, even if they look the same, so you never know what it might do next. The Creatures Village world, as with the world around us, is a fascinating place, so have fun in it!

Credits and thanks

at Creature Labs

Producer	Ben Simpson
Design	Ben Simpson, Jonathan Skuse
Additional design	David Bishop, Ben Gonshaw, The Creatures Village Team
Senior/Lead Programmer	Alima Adams
Programming	Mark Bennett
Lead Agent Engineering	Jonathan Skuse
Agent Engineering	Ben Gonshaw, Kirsty Trigg
Genetic Engineering	Helen Burchmore
Art Direction	Darren Thomas
3D Artists	Darren Thomas, Oliver Dunn, Ruthine Burton, Colin Swinborne, Nigel Brownjohn, Matthew Jeffery, Andy Dyson
Introduction sequence modelling	Darren Thomas, Oliver Dunn
Neuroscience and brain remodelling	Gavin Buttimore
Music (in game and introduction sequence)	Peter Chilvers
Sound Effects	Jonathan Skuse, Ben Gonshaw, Kirsty Trigg
Additional prototyping and development	Gavin Buttimore, Mark Bennett
QA Supervisor at Creature Labs	Paul 'yeah, run that by me again' Dobson
QA testers at Creature Labs	Paul Dobson, Pete Morrish, Greg Brown
Marketing Team	Lisa de Araujo, Gill Collins, Darren Cantell
Manual and Help files	Ben Simpson, Lis Morris, Gill Collins
Development Director	Ian Saunter
Marketing Director	Howard Newmark
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Play Testers:	Sharla Swinbourne - aged 8, Laura Saunter - aged 13, Jamie Saunter - aged 10, Siobhan Pigott - aged 7

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