PlayStation®

NTSC | U/C

PlayStation®

creatures™

Raised in Space

RAISE ME

FEED ME

LOVE ME

EVERYONE

CONTENT RATED BY ESRB

SLUS-01553

Conspiracy ENTERTAINMENT

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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.

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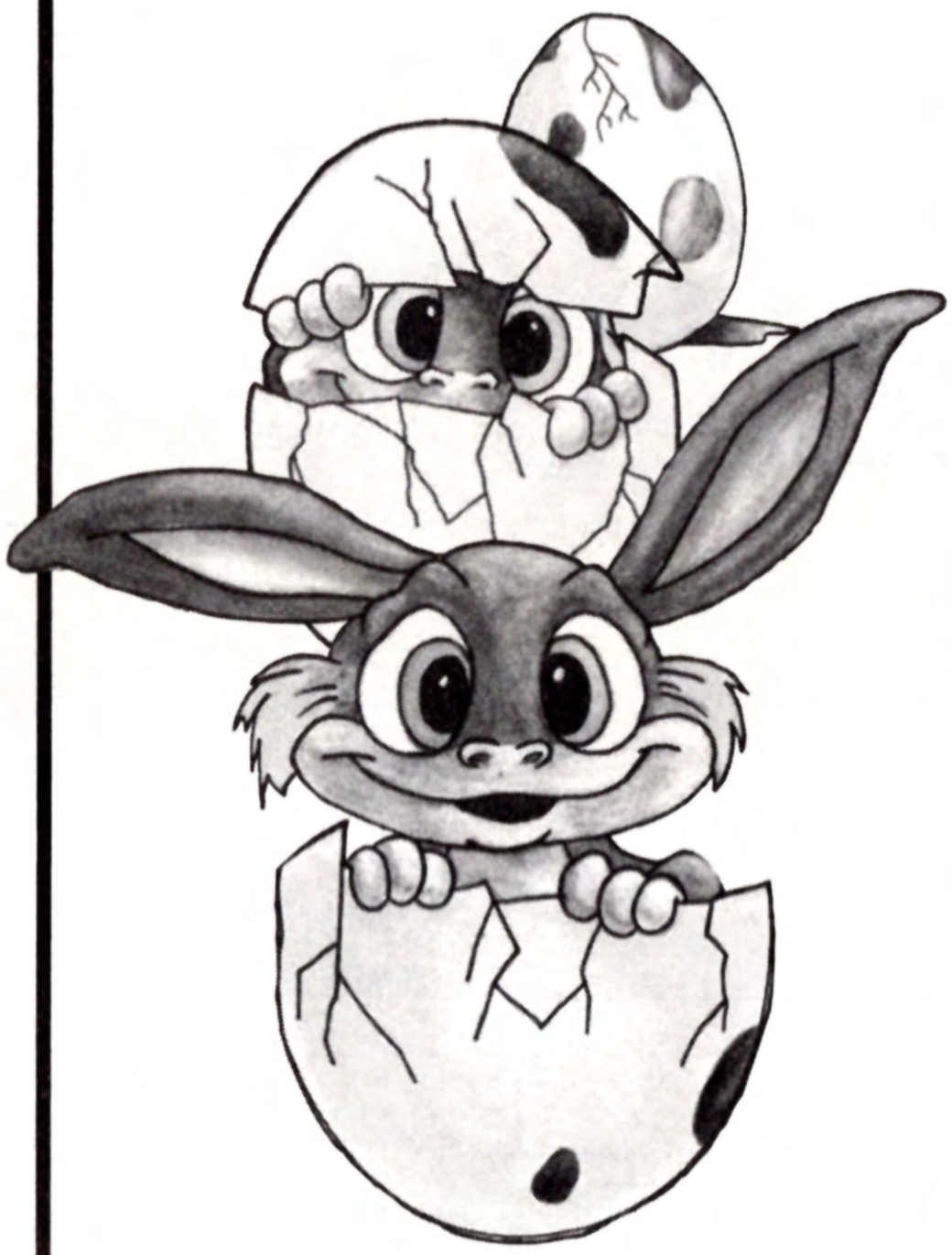

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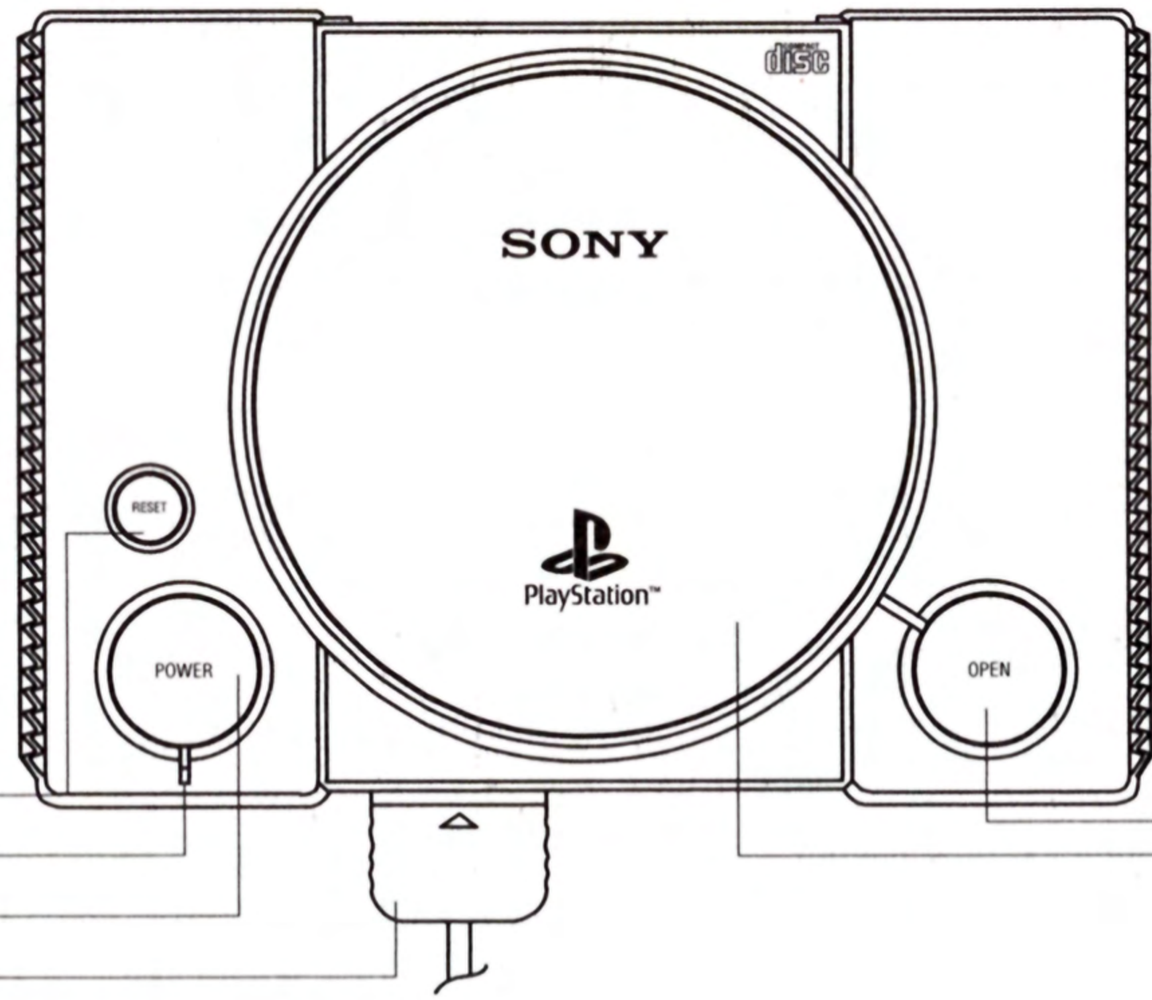
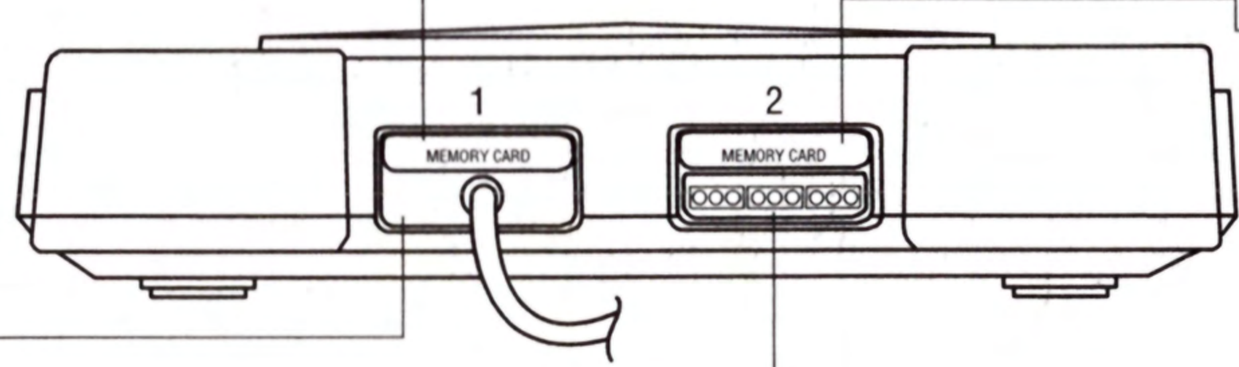
Console

Top View

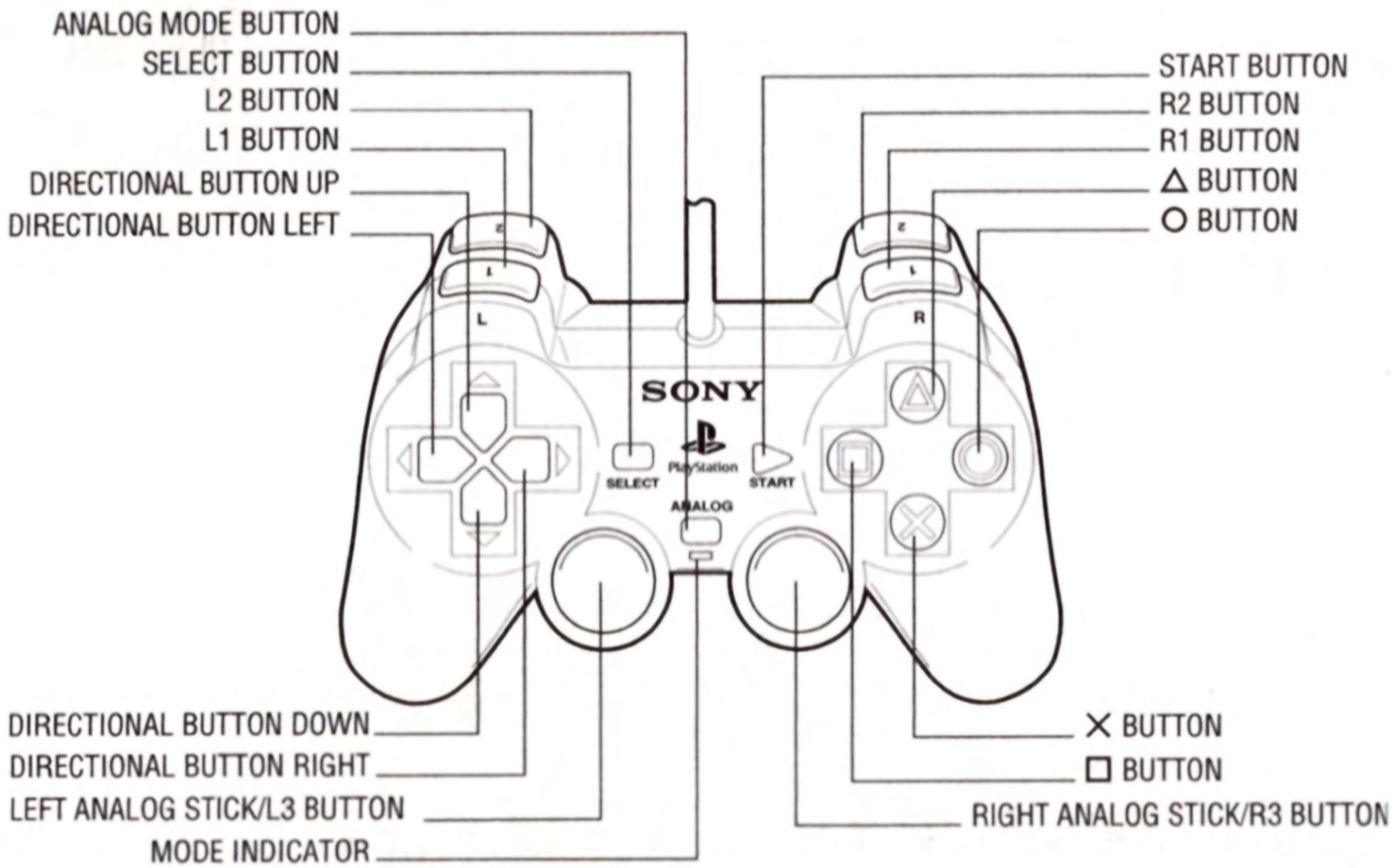


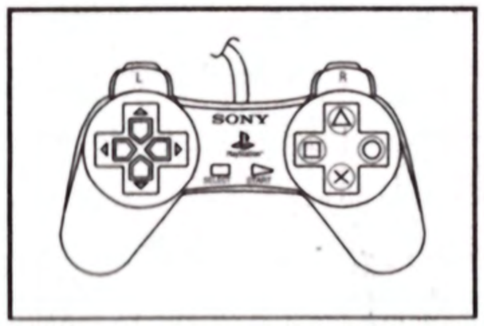
Front View



Controller/Controls

DUALSHOCK® analog controller





NOTE: Compatible only in Digital and Analog mode

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

As your Norns lead an independent life, you will not be able to control them directly. Scrubby, the caretaker (left behind by the Shee to act as an observer), will help your Norns perform certain actions or help teach them the difference between right and wrong. Scrubby can be moved with the Directional buttons.

START: Moves Scrubby directly back to the home of the Norns.

SELECT BUTTON: Brings up the menu through when you may select important game options and information.

⊗ **BUTTON**: *Positive button* – Influences and reinforces actions in a positive way.
For Example:

- Praising any Creature for a specific behavior.
- Calling the activated Norn to come to you.
- Instructing the activated Norn to take a certain item.
- Making a Norn sleep by pressing this button repeatedly.

Controls

◎ BUTTON: *Negative button* – Influences and reinforces actions in a negative way. For Example:

- Scolding any Creature for a specific behavior.
- Telling a Norn to go away.
- Instructing an activated Norn to leave a certain item alone.
- Smacking a Creature.

△ BUTTON:

- Picks up and drops items.
- Makes elevators go up when pressed close to an elevator
- Takes an item from a Creature.
- Forces the Creature to drop the Star it is carrying.

□ BUTTON:

- Activates items.
- Makes elevators go up and down when pressed close to an elevator.
- Instructs a Norn to use a carried item when pressed closed to a Norn.
- Opens closed, but not locked doors, and lets Scrubby pass.
- Displays a help text when Scrubby is located at some items.

L1 BUTTON: Tells the selected Norn to come to Scrubby.

L2 BUTTON: After pressing this button, you can use the Directional buttons and the ⊗ button to select which Norn to activate. The active Norn is indicated by a halo over its head and the active Norn's name is highlighted in the list on the left hand border of the screen.

R1 BUTTON: Moves Scrubby directly next to the activated Creature.

R2 BUTTON: Allows a Creature to be activated if Scrubby is located close to it.

Getting Started

Thank you for purchasing *Creatures Raised In Space*.

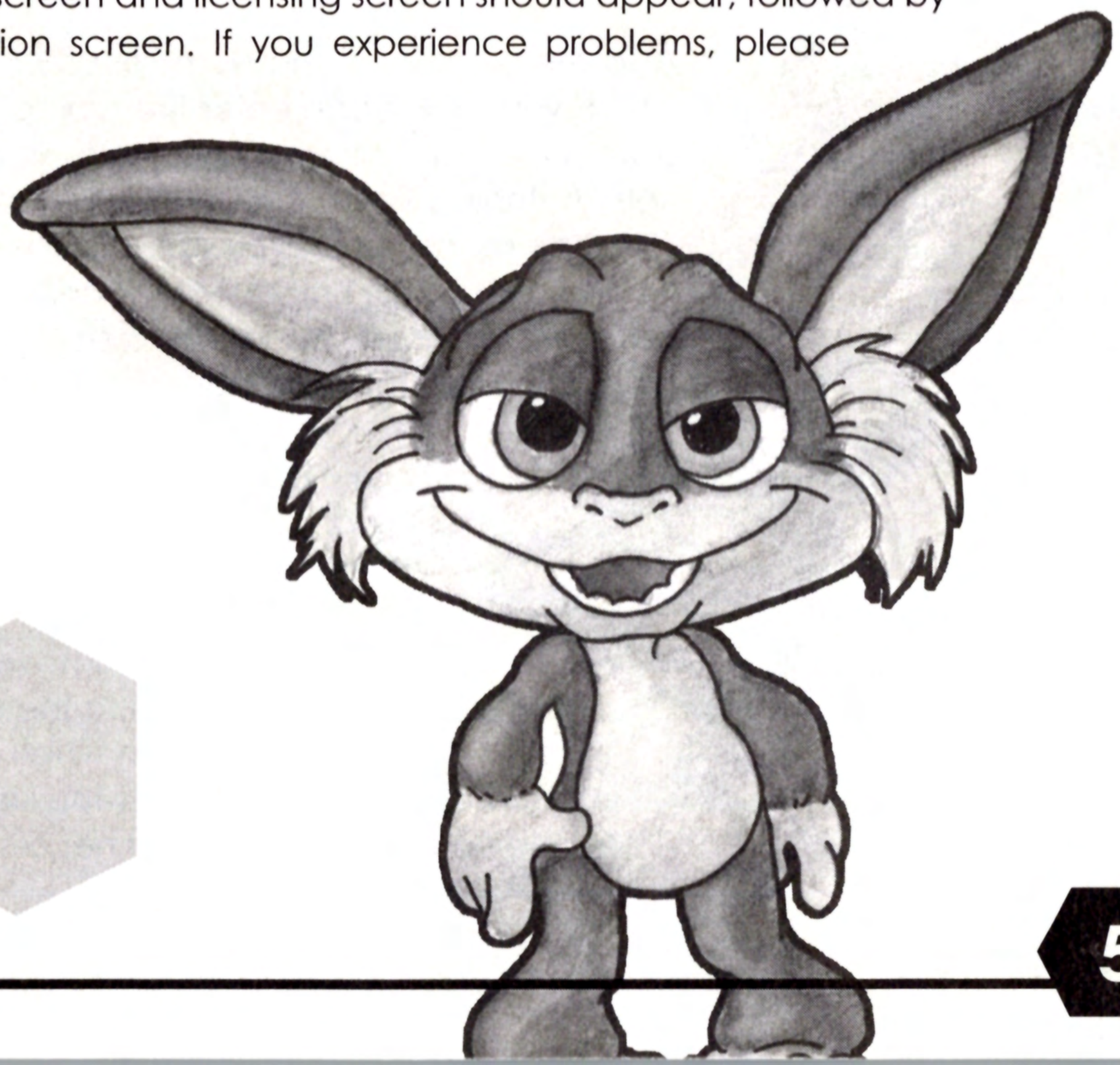
1. Before inserting the CD, make sure that your PlayStation® is switched off. The system may be damaged if the CD is inserted while your PlayStation® system is on.

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

3. Turn ON the PlayStation® POWER button.

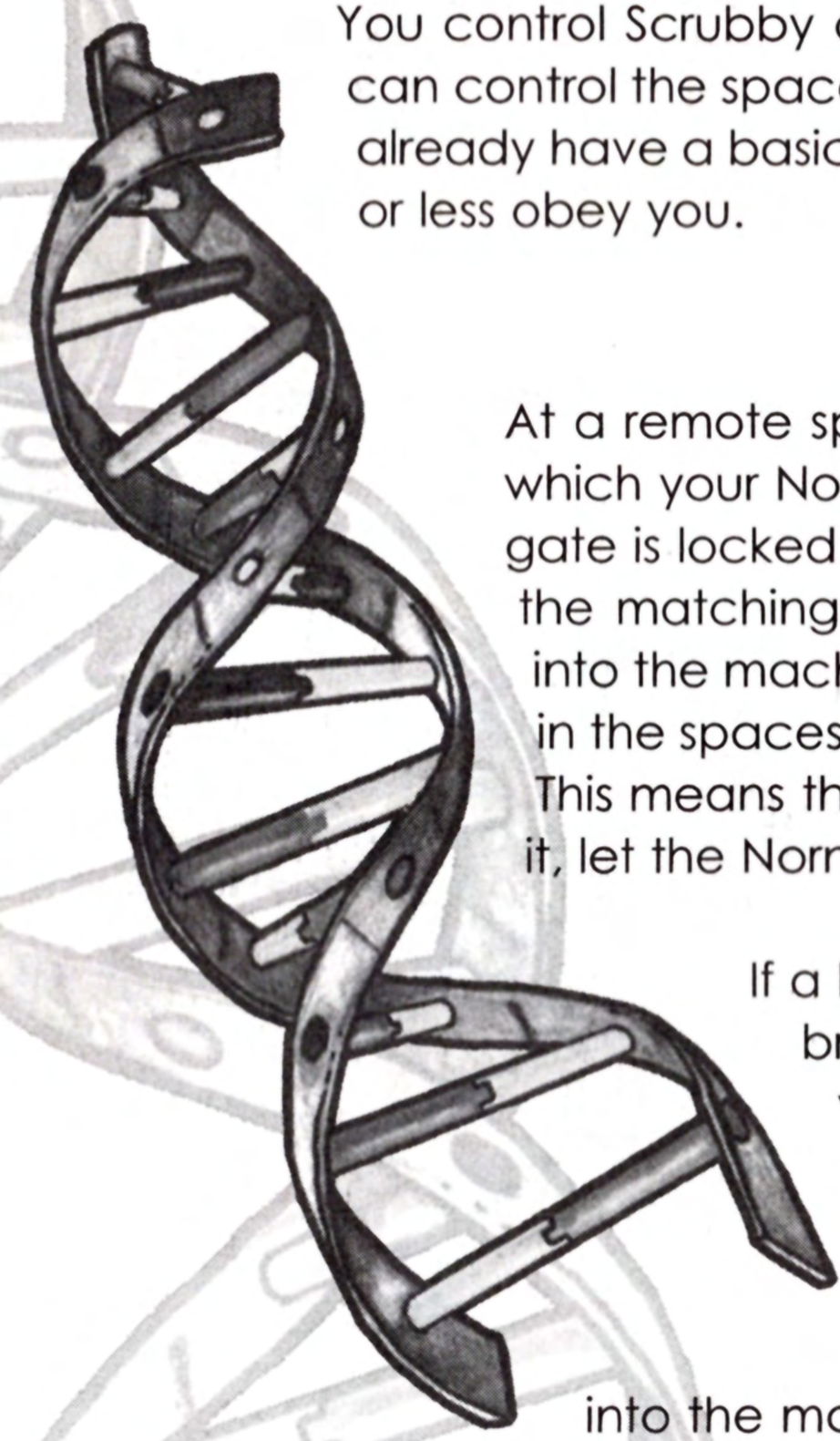
4. The PlayStation® logo screen and licensing screen should appear, followed by the Creatures introduction screen. If you experience problems, please repeat steps 1 and 2.

5. Select "Start New Game" and begin the game!



Introduction

The game starts in the Norn Terrarium of the abandoned spaceship of the Shee. The race of the Shee, who constructed the spaceship, abandoned it, lacking the resources to care for the artificial life forms they created. You control Scrubby and it is your task to train the Norns so that they can control the spaceship. You begin with an adult pair of Norns. They already have a basic understanding of your commands and will more or less obey you.



At a remote spot in the Norn Terrarium there is a gate through which your Norns can enter the next part of the spaceship. This gate is locked. However, there is a machine that can produce the matching key if enough energy stars have been inserted into the machine. Energy stars can be found almost anywhere in the spaceship. Unfortunately, only the Norns can take them. This means that if you locate a star, you must guide a Norn to it, let the Norn take the star, and bring it to the machine.

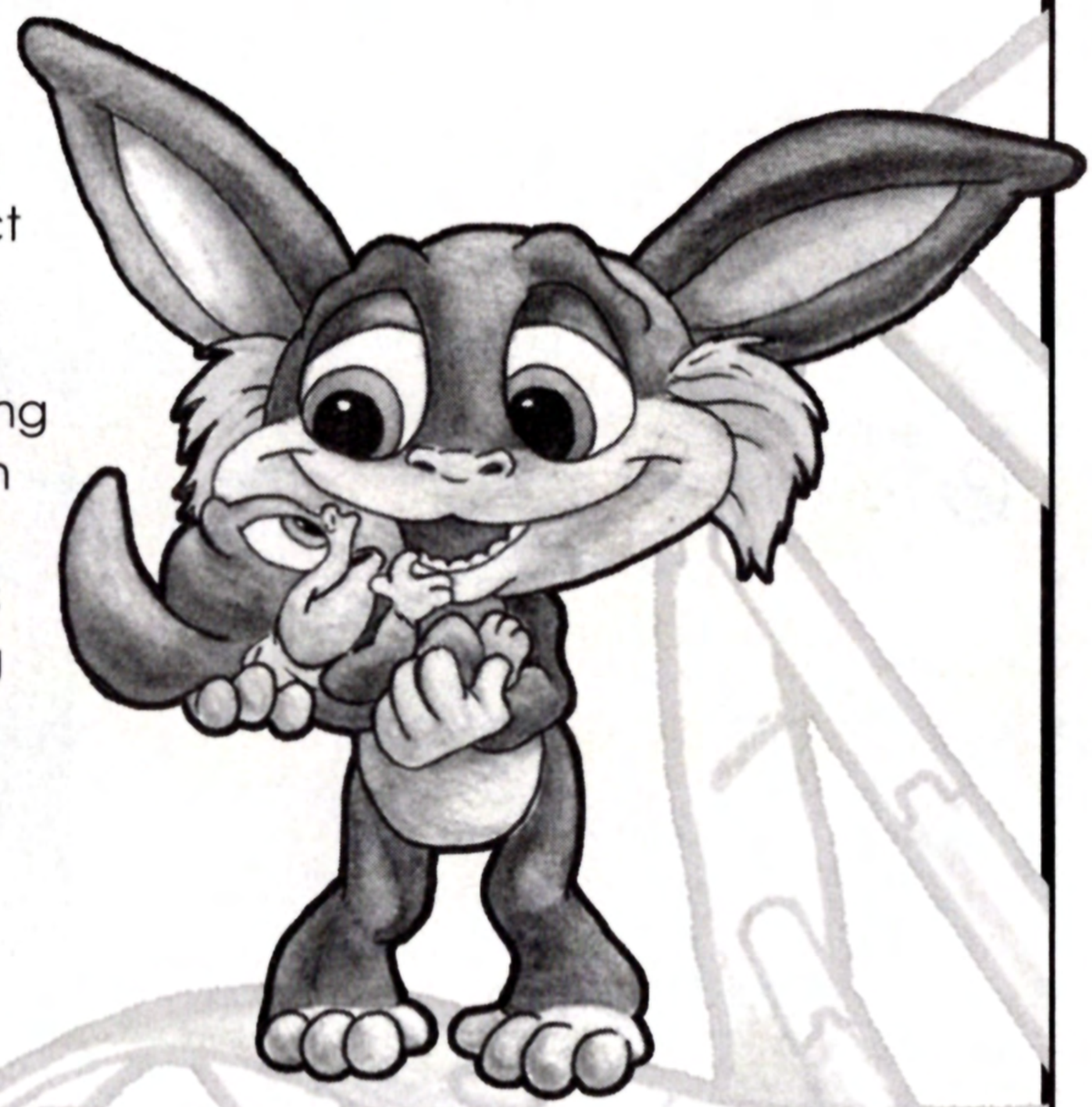
If a Norn is old enough, once he or she knows how to bring a star to the machine, the Norn will do this without further guidance.

The energy stars have a limited life span. The nearer a star is to the end of its life, the faster it is twinkling. Even when a star has been inserted into the machine, sometimes the star reaches the end of its life and vanishes. This makes it necessary for the Norns to hurry up bringing stars to the machine.

Although you can't make your Norns walk faster, you can help them find the stars and decide which star to take (the one which twinkles slower is always better). A very useful tip is to bring them food (This way, they won't lose time having to search for food.).

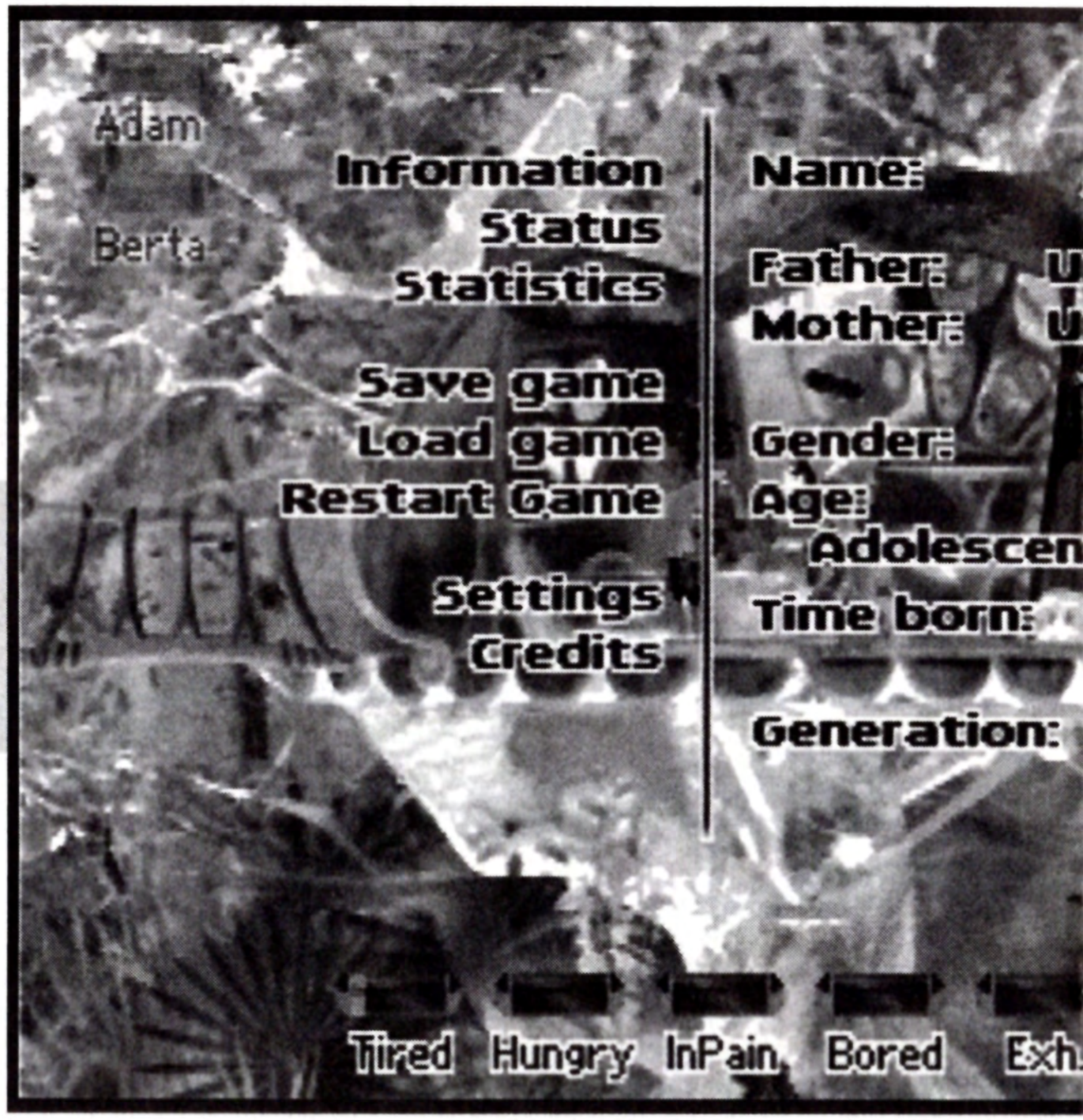
It will be necessary to have more than just two Norns collecting stars. Help the adult Norns to breed quickly. Once their offspring is old enough to work, you can teach them to collect stars and to bring them to the machine as well.

All over the Norn Terrarium, you will find pulsing hearts. Once a male and a female have each absorbed ten of these hearts, they are ready to mate. You can help them to collect the hearts quicker by taking the hearts and dropping them over a Norn.



Status Screens

Activate the **SELECT** button while playing to access the main menu. The Directional buttons will help you select various overview and setting pages. Press the Directional buttons to the right to activate changes on a setting page. Once there, select a line with the Directional buttons and change the setting with the ◎ or ⊗ buttons.



Information–Your Norn's Birth Certificate

Stores lots of interesting information on your activated Norn. Next to age and time of birth, it also shows the current time played. The counter indicates the time played since the last reset of the first world.

Status–What Does My Norn Need?

This screen shows various information about your activated Norn. The line"Fit for work" will indicate if your Norn is old enough to collect stars. The line "Skilled" shows if a Norn already knows how to collect stars. If your Norn is fit for work, but is not trained, you should teach him or her how to collect stars and how to bring them to the machine. The line "Copious" tells you if your Norn is ready to mate or how many hearts you need until he or she is able to breed.

Save & Load

Save your latest score or load it again.

Settings

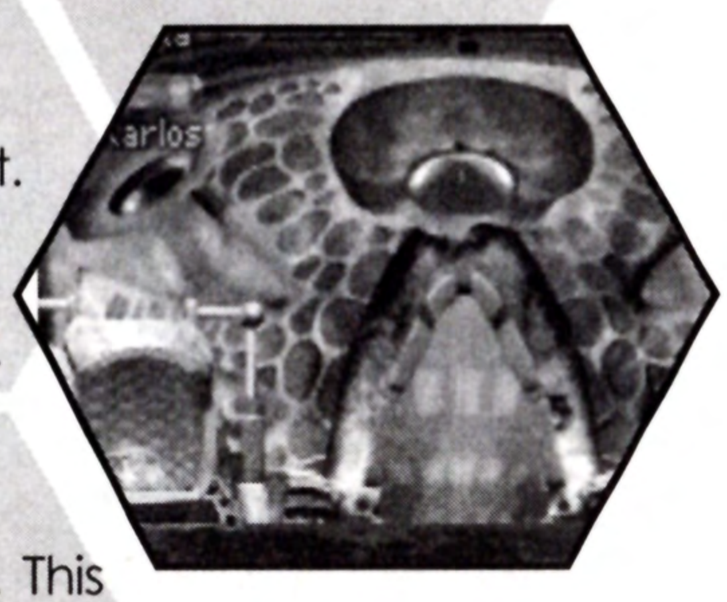
This menu allows you to adjust various sound settings. Furthermore, you can switch the help messages and the warnings on or off. A further useful function is to highlight the current Norn. It is given a halo which makes it easier to distinguish it from others.

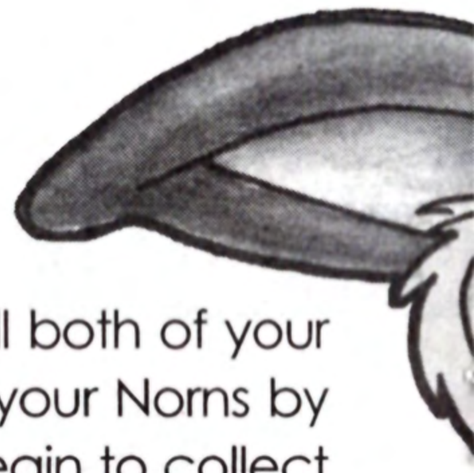
How to play through the first level

Make yourself familiar with the controls. Call your activated Norn (you will recognize if by the halo over it's head) and watch it coming. Activate the other Norn and tell it to go somewhere else. Learn how to command a Norn to take something and how to operate elevators. You can explore the terrarium and be sure that your Norns are at a pretty safe place.

The first terrarium isn't that big. You will soon find a locked door on the ground floor with a blinking key symbol. On another part of the level, you will discover a key with a shape that matches the keyhole on the door.

This is your first exercise:
Tell the Norn to come to the key and take it. Let it follow you down using the elevator to the locked door. When the Norn reaches the door with the key in its hand, the door will automatically unlock.





Behind the door, you will find a machine. This machine is for collecting stars. Like you did with the key, now you have to tell both of your Norns to collect a star and bring it to the machine. After you have trained your Norns by guiding them to the machine while they have a star in their hand, they will begin to collect the stars on their own. But you should watch their needs. Hungry or ill Norns won't collect stars.

While your Norns are doing their job, you can collect hearts to increase their fertility and make them ready to produce offspring. When the machine is completely filled up with stars, it will dispense a norn-shaped key. Let one of your Norns bring it to the door at the end of the tunnel to complete the first level.

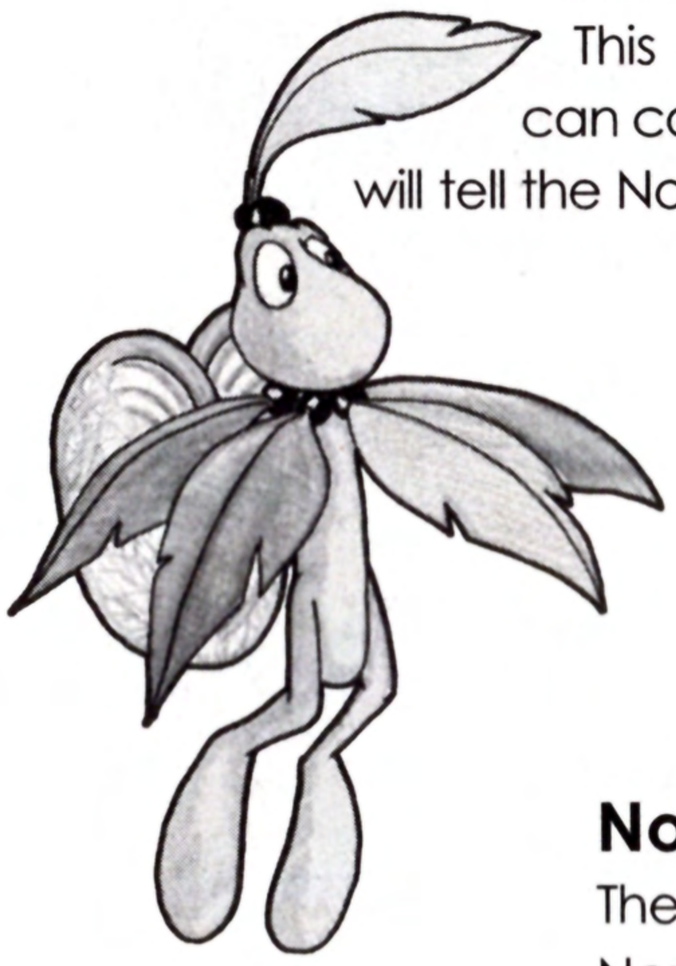
Levels of a Norn

Similar to natural beings, Norns also go through various stages of development where they change their looks as well as their needs and behavior.

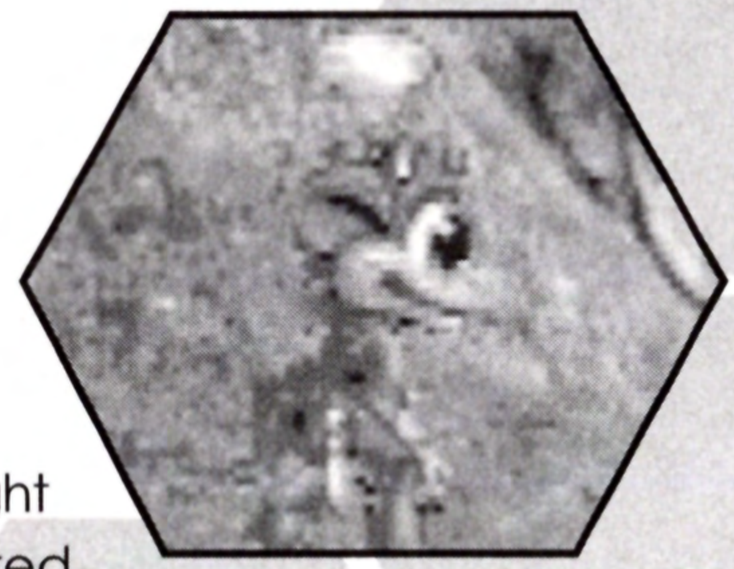
Norns lay eggs from which babies hatch. This stage is followed by childhood. Norns then become youngsters, adults and at some point they are seniors. Just like in real life, Norns have different characteristics at their different stages of evolution.

For example, a Norn as a child and even as a youngster finds it very easy to pick things up, and a senior Norn may be prone to illnesses.

Scrubby

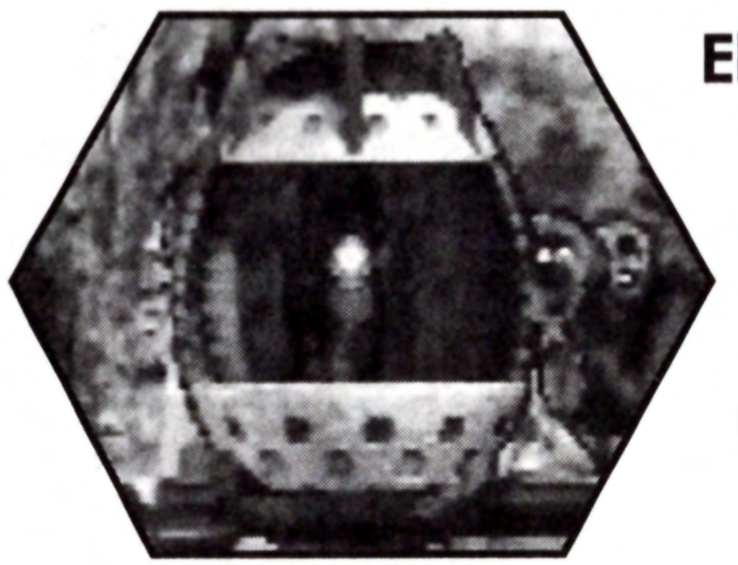


This is Scrubby. You can control her and she will tell the Norns what to do.



Norns

These are your Norns. The right Norn is currently activated, which is indicated by a halo. Only the activated Norn will obey Scrubby.

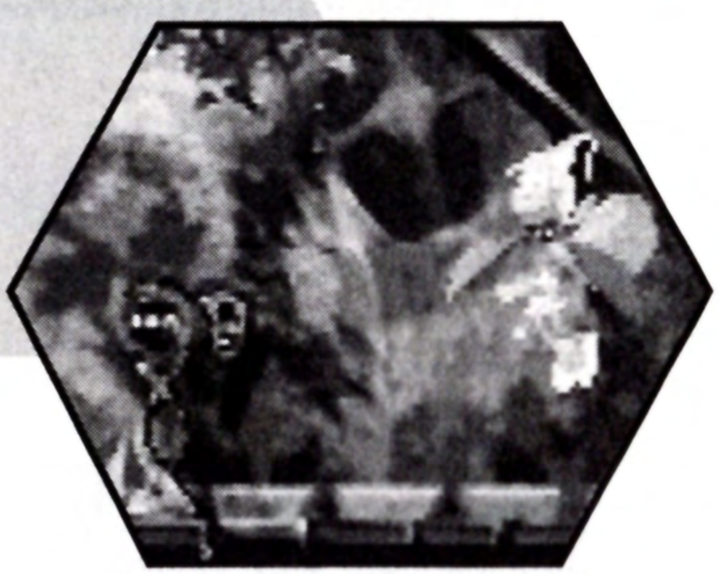


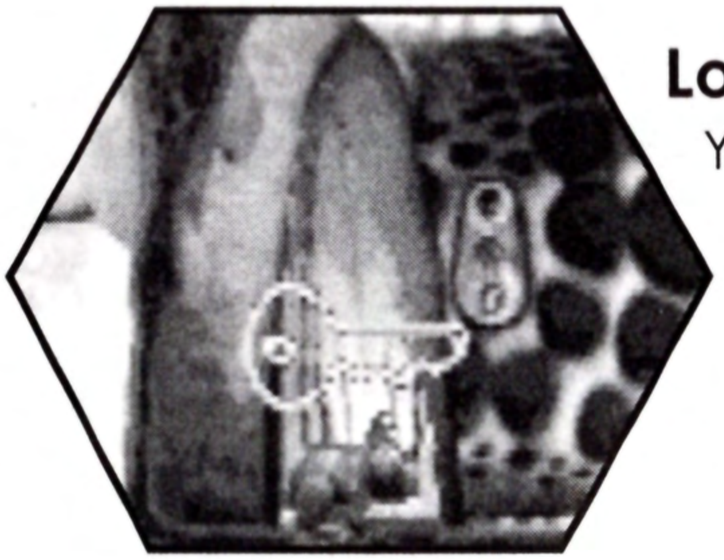
Elevators

Elevators can be operated by Scrubby or by the Norns. If an elevator goes up or down and a Norn uses it, it will move randomly. You can specify the direction to go by pressing the ⓐ button for UP and the ⓓ button for DOWN.

Call Switch

This is a call switch for the elevator. If you or a Norn presses this button, the elevator will come.



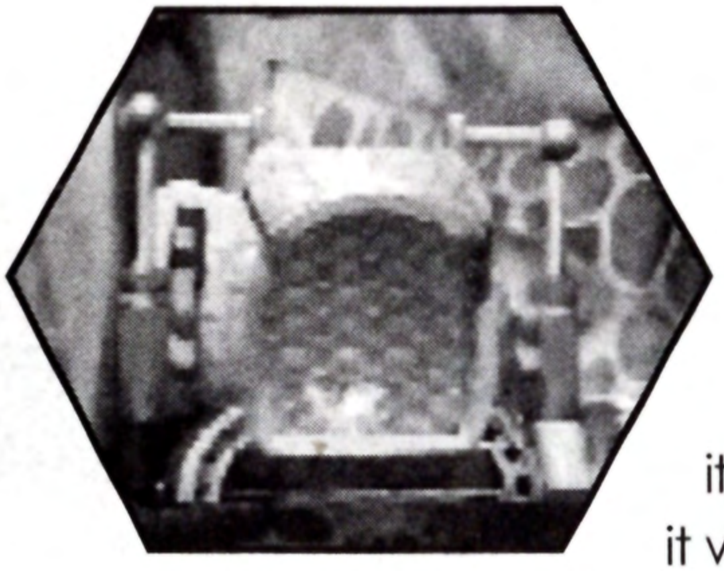


Locked Doors

You will need a key to unlock a locked door.

Door

The door to the next level can only be unlocked with a key from the Machine. Like all keys, only Norns can carry them.



Collecting Machine

This is the Collecting Machine. The place where your Norns should bring the stars. Once you have helped a Norn to collect and drop a star into the machine, it will do it on its own.When the Machine has been filled up with stars, it will produce a key for the door to the next level.

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.

Toys

Norns really like to play with toys when they are bored. Press the ⓓ button if you want to play with the toys too.

Heart

Norns like to absorb hearts because after they have collected ten hearts, they are ready to breed. To speed up the collecting of hearts, collect them and give them to the Norns. They will appreciate it.

The Matching Key

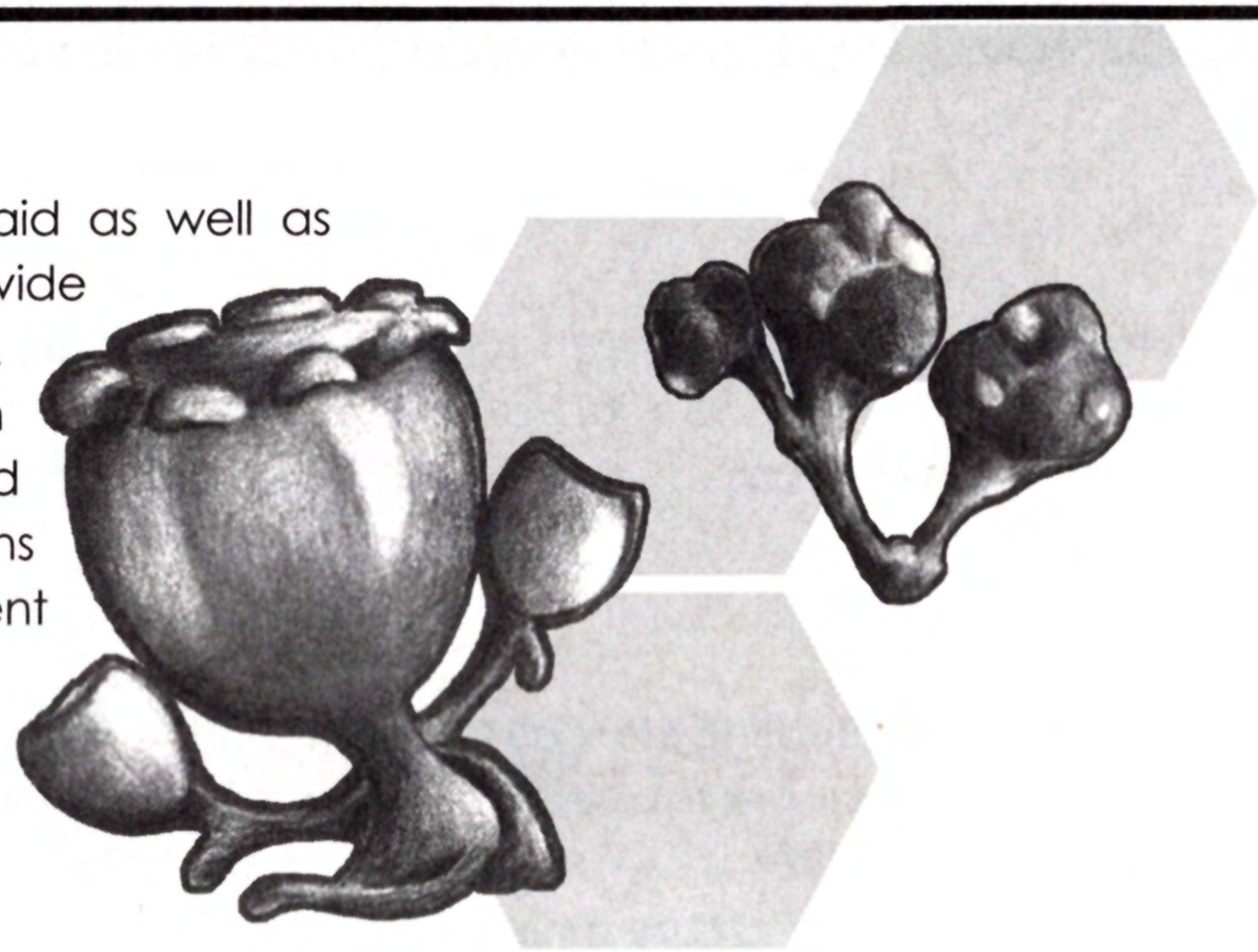
Unfortunately, only Norns can carry keys. You have to tell a Norn to follow you to the key and take it. Then guide the Norn to the locked door.

Little Animal

A harmless little animal, which will get really angry if kicked by a Norn.

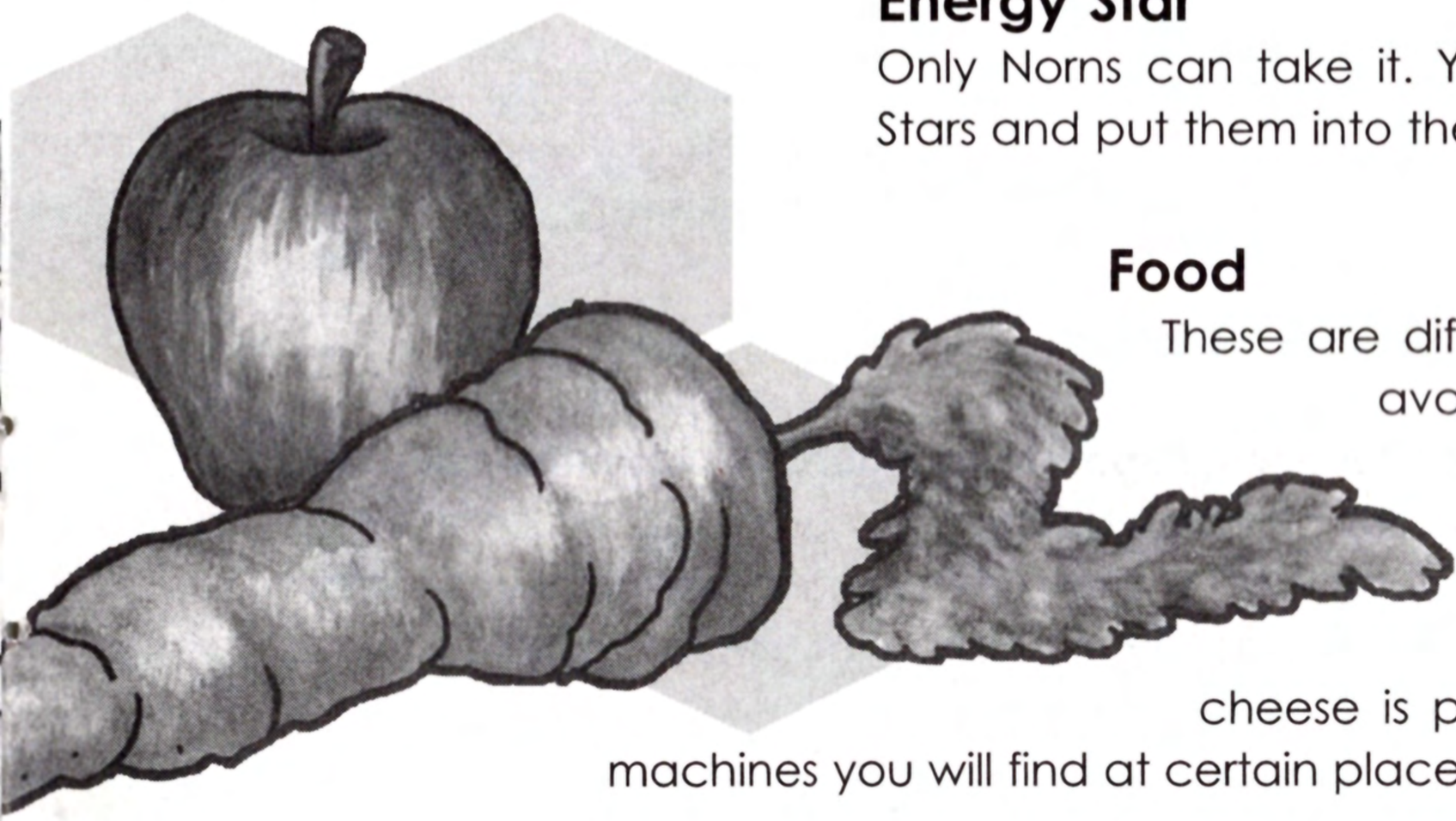
Plants and Herbs

Some plants provide medicinal aid as well as harm to the Norns. Herbs also provide healthy affects as well as bad ones. Some herbs decrease the duration of illnesses and eases pain and exhaustion. Other herbs make Norns wide awake. Explore the different variety of plants and herbs and see which ones provide the best benefits for your Norns.



Energy Star

Only Norns can take it. Your Norns have to collect Stars and put them into the Collecting Machine.



Food

These are different kinds of food available for your Norns. Some are nutritious while others may make them sick. The highly nutritious cheese is produced by special machines you will find at certain places in the spaceship.

The last time I looked at the machine, there were more stars inside than now. Why?

Stars only have a limited lifetime. They consist of pure energy. Once the energy is completely used up, they simply disappear.

My Norns are collecting stars all the time but the machine never gets filled up. Why?

It seems that the stars reach the end of their life span faster than your Norns keep the supplies coming. You should try the following:

- Grow and educate more Norns. The more you have, the more stars they collect.
- Provide your Norns with food and toys and monitor their health. They won't lose too much time meeting their demands.
- Keep dangerous animals away from your Norns' preferred paths.
- Norns that are too young to work will distract workers. Lead them somewhere else and give them something to play with. Train them when they become old enough.

Some stars seem to have a longer life span than others. Why are they different?

Younger stars twinkle slower than ones that are near to the end of their life span. Norns do not know the difference. They just take the next star they can reach. You should tell your Norns to get the particular star that is twinkling more slowly.

I led my new Norn successfully with a star to the machine but it won't begin collecting stars. Why?

The Norn is too young. Watch the Status Menu. If it doesn't say "Fit for work", this Norn will not collect stars automatically.

Why can't I give a heart to some Norns?

Only teenagers and adults are interested in getting hearts. Younger Norns aren't ready for them.

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

Check from the bars at the bottom of the screen what your Norn needs such as food or sleep. If the health bar is still decreasing then your Norn is sick. Usually illnesses go away in time if your Norn rests. You can 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 whle before new food grows. Explore the level to see if you can find any food and take it the Norns. There are also some machines which usually produce cheese.

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 an adult, it will eat on its own. If it does not then there is a simple solution: pick up some food with Scrubby and move Scrubby above the Norn and drop the food. The Norn should at least hold it in its hand. If you tell it by activating the ⊡ button, it will most likely eat it.

Why do some Norns grow older than others?

Apart from the fact that Norns can also die an unnatural death through illness, starvation, or violence, their lifestyle bears a major impact on their life expectancy. Norns who live protected in the vicinity of their home and sleep sheltered clearly live longer than Norns who often depart on explorations and break down totally exhausted.

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 simply can happen. It is better not to use this Norn for breeding as its successors may also suffer from defects.

Why does my Norn always beat others?

Some Norns become aggressive if they are bored. Give them something to play with in time! If you punish your Norn too often and too hard it also becomes aggressive. Its inclination to hurt even others then increases.

In the spaceship's central area, there are small animals which are harmless most of the time. Sometimes they offend a Norn and nearly beat it to death. Why?

Actually these animals are peaceful. If a Norn is too bored, he will kick the animals. The animal, along with his friends, will retaliate against the Norn. Give the Norns enough toys to prevent them from becoming aggressive.

Who are the freaky little creatures in the *Desert Terrarium* that move very fast and steal stars?

These are Ettins. They live in the desert and are thievious. When they carry a star and you beat them using the ⊗ button, they usually drop it. Otherwise, they will bring it to the beach and throw it into the ocean. Ettins who are in pain do not steal stars.

There are strange little green unfriendly characters in the *Jungle Terrarium*. 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.

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

Norns improve their characteristics through good training (or deteriorate through neglect). Yet many of the characteristics are not learned but inherited from ancestors. Sometimes they may be a mutation of the genes when a certain Norn characteristic of a newly born is suddenly very good (or even very bad), even if the parents did not behave that way. This new characteristic can be inherited.

Are my Norns really alive?

Yes, as natural life is defined by a series of features, such as: response to stimulation, possibility of reproduction, metabolism, death, and evolution. Your Norns meet these features. It's possible to say that they really are alive.

Credits

Conspiracy Entertainment Corp.

Executive Producer for
Creatures: Raised in Space™
Dave Hoffman
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Sirus Ahmadi
Creative Director
Richard Germinaro
Director of Marketing & PR
Vince Matthews
Asst. Graphic Designer
Saundra Vo
Associate Producer
Leland Mah
Special Thanks
Tiffany Wattanporn
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Danny Kolker
Keith Tanaka

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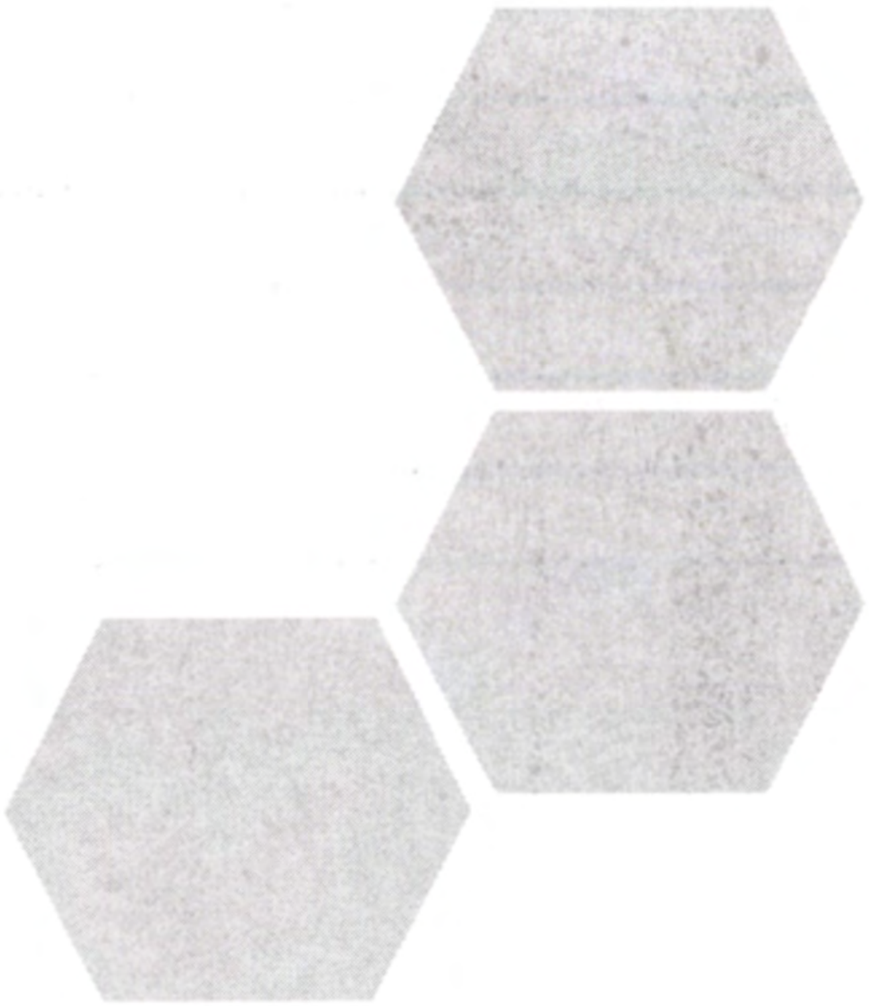

Notes

CONSPIRACY ENTERTAINMENT 90-day Warranty

WARRANTY

CONSPIRACY ENTERTAINMENT warrants to the original purchaser only that the disc provided with this manual and the software program coded on it will perform in accordance with the descriptions in this manual when used with the specific equipment, for a period of 90 days from the date of purchase. If the program is found defective within 90 days of purchase, it will be replaced. Simply return the disc to CONSPIRACY ENTERTAINMENT or its authorized dealer along with the dated proof of purchase. Replacement of the disc, free of charge to the original purchaser (except for the cost of returning the disc) is the full extent of our liability.

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