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STUDIOS

PRESENTS

BLACK & WHITE™

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PRESENTS

BLACK & WHITE™

EA GAMES™

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Introduction

People who need a god always get one. But they don't always get the god they deserve. In Black & White™ you are summoned to a new world by a single prayer. But it is the combined belief of your worshippers that will determine how powerful you become. What you actually do, and how you decide to act in your realm of godly Influence is down to you. You may wish to be evil, gaining strength of power from the fear your people feel. You may be benevolent, gaining their trust and love. You may be both, if you wish. Or just follow your conscience. In fact, your conscience, in the form of two Spiritual Advisors, appears throughout the game, giving you advice, help and trying to get you to do things in ways you might not have considered. But however you play Black & White, there are many challenges, huge quests and other gods to overcome before you truly win the hearts and minds of all the tribes of Eden.

How to use this manual

Given the flexibility of *Black & White*, the order that you encounter new items and learn new lessons is infinitely variable. As such, we recommend that you use the detailed Table of Contents to help you find out what you want to know.

- The in-game Tutorial and Help is designed to help you to play through the game.
- Use this manual as a point of reference.

Black & White Online and Multiplayer

This version of Black & White does not have the online or multiplayer elements included. However from March 1st 2002 you will be able to download an updater that will install on-line and multiplayer capabilities to the game. You will find the updater at **www.feral.co.uk**.

Contents

EPILEPSY WARNING

Please read before using this game or allowing your children to use it.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life.

Such people may have a seizure while watching television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures.

If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, discontinue use IMMEDIATELY and consult your doctor.

PRECAUTIONS TO TAKE DURING USE

- Do not stand too close to the screen. Sit a good distance away from the screen, as far away as the length of the cable allows.
- Preferably play the game on a small screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

WARNING: TO OWNERS OF PROJECTION TELEVISIONS

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

System Requirements

Minimum Configuration:

- Mac OS 8.6
- PowerPC processor running at 333 MHz
- 128 MB RAM (with virtual memory set to at least 256 MB)
- 750 MB free hard disk space (standard install)
- 4x CD-ROM drive
- 3D graphics accelerator (OpenGL compatible) with 8 MB VRAM
- OpenGL 1.2
- CarbonLib 1.4
- Keyboard & mouse

Recommended Configuration:

- Mac OS 9.1 or later
- PowerPC processor running at 500 MHz or faster
- 256 MB RAM
- 1 GB free hard disk space (full install)
- 24x CD-ROM drive
- 3D graphics accelerator (OpenGL compatible) with 32 MB VRAM
- Latest version of OpenGL
- Latest version of CarbonLib
- Keyboard & multi-button mouse

Installing Black & White

Black & White is contained on two CDs, "GAME" and "DATA". The installation process will require both the GAME disc and the DATA disc.

1. Insert the *Black & White* "GAME" CD into the CD drive and wait for the *Black & White* icon to open on your desktop.
2. Before doing anything else read the file called "ReadMe".
3. Double click on the "Black & White Install" icon.
4. You will now be presented with the game's installation screen. Follow the on screen instructions to install the game to your hard disk.
5. Once installation is complete an alias of *Black & White* will appear on your desktop.

Starting the Game
Starting the Game for the First Time

1. Place the *Black & White* "DATA" CD into your computer's CD drive and double-click on the *Black & White* alias on the Desktop.
2. The first time you play *Black & White*, an introductory sequence appears.
3. You are then prompted to input your name. Type the name you wish to use in the game.
• To select a symbol which will be your Player symbol in the game, **click** and **hold** on the symbol immediately below the text box. You can then choose any symbol from the circle.
4. When you have finished, **click** on the OK button to start the game.

Playing the Game after the First Time

1. Place the CD 'DATA' into your computer's CD-ROM drive and double-click on the *Black & White* alias on the Desktop.
2. Once the game has loaded, the Main Menu appears. Now, you can choose to 'CONTINUE GAME' if you want to pick up where you left off.

The following options are also available:

START SKIRMISH GAME – Battle with up to 3 computer-controlled gods for the hearts and minds of an island of Villagers. See *'Start Skirmish Game'* section on p.41.

OPTIONS – Adjust gameplay options. See *Options* section on p.41.

QUIT BLACK & WHITE – Leave the game and return to the Desktop.

Control Summary
Note on Redefining Keys

You can redefine the functions of any of the mouse buttons or any of the keys in the OPTIONS Menu, under the CONTROLS tab (see p. 42). In this manual and in the game the two main mouse actions are referred to by their functions. That is the **Move Button** and the **Action Button**.

Note: Although you can redefine virtually all the keys in the game, this manual assumes you have not done so and refers to the **default** settings.

Moving Around the World
Using The Mouse to Move

The mouse is the easiest way to move around the world of Black & White. In this manual and in the game we have tried to accommodate players who are using a two-button mouse and the standard one button mouse. Depending on whether you are using a one-button or two-button mouse the on-screen mouse icon will be appear as a two button mouse or as a Pro Mouse with keyboard commands where necessary. The default settings are as follows:

Left Mouse Button (multi-button mouse) or mouse-click (single-button mouse) is the **Move Button**. This physically changes your location, or enables you to alter the direction you are looking.

Right Mouse Button (multi-button mouse) or ctrl+mouse+click (single-button mouse) is the **Action Button**. This lets you interact with the game world and many of the objects in it. Any time you want to do something, other than move, you'll use the **Action Button**.

To **move around the world**, place the Hand over the landscape in the direction you want to move, and **hold** down the **Move Button**. Your Hand grabs the land. Then, with the **Move Button** still held down, move the Hand towards you. You'll drag yourself over the land.

To **move longer distances** either move the Hand further away or repeat the process several times.

To **move directly to a point**, place the Hand at a point on the land and **double-click** the **Move Button**. You will travel directly to that point.

Using The Keyboard To Move

Depending on your preference, you can also use the cursor keys to move around. Simply press the arrow key with the direction you wish to travel.

Note: Using the cursor keys does not alter the direction you are facing.

Rotating The View

To rotate your view whilst remaining in the same place, move the Hand to either edge of the screen. The Hand Tooltip turns into a Rotate Arrow.

Hold the **Move Button** down on the mouse and move it in a circular motion to rotate the view.

If you have a mouse wheel, **press** and **hold** it and move the mouse to rotate the view. **Holding** the mouse wheel down lets you pitch the view as well. See *Pitching The View* below.

Holding CTRL and using the **LEFT** or **RIGHT** cursor keys also rotates your view around a fixed point.

You can also rotate by holding down both mouse buttons (multi-button mouse) and moving the mouse sideways left or right, or by pressing **Z** (left) and **X** (Right). If you are using a single-button mouse to rotate the view simply hold down the shift key while pressing the mouse button.

Note: If you move the mouse forwards or backwards when both mouse buttons (or shift+mouse-click) are held down, you zoom in and out. See Zooming In And Out section on p. 6.

Pitching The View

Pitching is looking up or down. To alter the pitch of your view whilst remaining in the same place, move the Hand to either the top or the bottom of the screen. The Hand Tooltip turns into a Pitch Arrow.

Hold the **Move Button** down on the mouse and bring it towards the centre of the screen to alter the pitch.

Holding SHIFT and using the **UP/DOWN** cursor keys also alters your pitch angle.

- You can also adjust pitch by pressing and holding the mouse wheel and moving the mouse up and down.

Zooming In And Out

If you have a mouse wheel, roll it forwards to zoom in and backwards to zoom out.

If you do not have a mouse wheel, **press** and **hold** both mouse buttons (multi-button mouse) at the same time, or shift+mouse-click (single-button mouse) and move the mouse forwards to zoom in and backwards to zoom out. While these buttons are pressed, you can also rotate the view by moving the mouse **LEFT/RIGHT**. This is referred to in the game as the 'Zoom' button.

Holding CTRL and pressing the **UP/DOWN** cursor keys will also zoom you in or out.

Movement Using Keyboard Shortcuts

You can move to specific places or in specific ways by using special shortcuts.

Single-tap SPACEBAR	Reset the view to the default angle and altitude
Double-tap SPACEBAR	Move to Temple
C	Move to your Creature and follow him if he's moving
Esc	(When outside Temple) Brings up the Main Menu
Esc	Leave a Room in the Temple and return to the Temple's World Room
Esc	(When in Temple's World Room) Leave Temple
Tab	Cycles your view through each of your Village Stores
A	Pitch view UP
Q	Pitch view DOWN
L	Leashes and unleashes the Creature
V	Cycles to previous Leash
B	Cycles to next Leash
N	Displays the names of your Villagers
S	Displays Villager Statistics
	(S when the Hand is over a Villager displays stats about that single Villager)
R	Charges the last Miracle you cast in your Hand
F1	Displays Help about any object under the Hand
F2	Move to Gods' Playground Training Area
F3	Zoom out the view to see the whole land
F4	Move to World Room in Temple
F5	Move to Creature Cave in Temple
F6	Move to Challenge Room in Temple
F7	Move to Save Game Room in Temple
F8	Move to Game Options Room in Temple
F9	Move to Library in Temple
CTRL + S	(When outside Temple) Quick Save
CTRL + L	(When outside Temple) Quick Load

See *The Rooms of the Temple* section (p.37) for more on the Temple Rooms.

Moving Around Using Bookmarks

You can place Bookmarks anywhere on the land or on moving objects (such as people) so you can jump quickly to the specific locations or items that you have preset.

Setting, Changing and Deleting Bookmarks

To set a Bookmark at the current position of the Hand, press **CTRL** and a number key. Now, if you press that number key you go straight to the position of that Bookmark and the view you were in when you set the Bookmark.

- You can set up to seven Bookmarks, tied to keys 1 to 7.
- You can reassign a Bookmark simply by going to a new position and pressing **CTRL** and a used number to reset the Bookmark to the new position.
- To delete a Bookmark, press **CTRL** and **SHIFT** and the number of the Bookmark you wish to delete.
- To cycle through your currently set Bookmarks, press **CTRL** and **TAB**. To cycle backwards, press **SHIFT** and **TAB**.
- Press **Backspace** to return to the last position you were in before you jumped to a Bookmark.

Following a Moving Bookmark

If you wish to follow a moving person, animal or Creature you have previously Bookmarked, press **SHIFT** and the number. The camera then follows the Bookmarked object.

The Vortex

The gods sometimes employ vortices to move between lands. These mystical whirlpools are safe to travel through. Many things can be thrown into a vortex and they will arrive at the destination safely.

Tip: Vortices are a good way of bringing your favourite Villagers with you when you leave a land to continue your adventures elsewhere. Use the **N** key to display Villager names.

INTERACTING WITH THE WORLD

Influence

As well as moving around Eden, you can interact with many things in the landscape. As a god, you have an Influence that is based around your Temple and any Villages that worship you. The extent of your Influence is displayed on the landscape by a red haze (in the Single Player Game. In the Multiplayer and Skirmish Games, the haze may be other colours). Outside the limit of your Influence, your Hand is overlaid with a red cross and your interaction with objects in the world is severely limited.

- Within your influence, you can pick up objects, interact and cast Miracles (See *Miracles* section on p.30).
- You can interact with your Creature wherever he is.
  Note: As the population in your Village grows and you impress your subjects with your godly powers, your influence will increase. Conversely, if you fail to impress your subjects or their population falls, the extent of your Influence will shrink.

Virtual Influence

You can interact with objects outside your Influence for a limited time. This is known as Virtual Influence. Your Hand takes energy with it when it leaves your Influence. This energy enables you to interact with whatever you choose, but it drains away all the time your Hand is outside your Influence. The further outside your Influence you move, the quicker the energy drains away.

Tip: If you want to pluck something from outside your Influence, try setting a Bookmark at the object's location. Depending on the amount of Virtual Influence you have, you may succeed in grabbing the object.
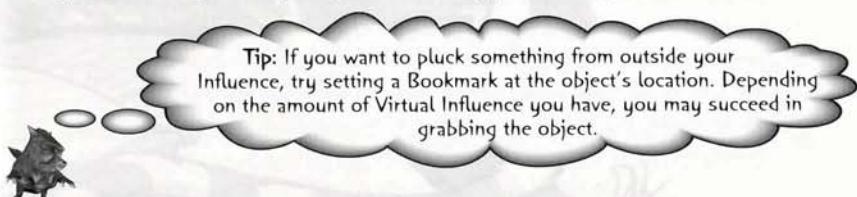
PICKING UP OBJECTS AND AMOUNTS

There are many things you can pick up in the World of Eden. To help you spot what you can pick up, the fingers of your Hand will wiggle restlessly when they are over something that can be plucked from the landscape. The cursor tooltip helpfully changes to 'Pick up', too.

Picking up an object

To pick something up when it's within your Influence, place the Hand over the object then **hold** the mouse's **Action Button** for a short time. The object should now be in your Hand. If you now release the **Action Button**, the object stays in your Hand.

While you are holding something you can still use the **Move Button** to drag yourself around, or to go directly to a point.

Picking Up Amounts of Wood or Food

To pick up an amount of something from a pile, like wood or food, move the Hand over the pile or stack and **hold** the **Action Button** down. You see the wood or food rising into your Hand as well as a rising numerical amount. Release the button when you've picked up enough.

> **Tip:** You'll get more wood and food if you keep your forests and crops well watered.

Dropping And Throwing Things

To drop the object in your Hand, click the **Action Button** again. If you are holding a quantity of something, like wood or food, you **click** the **Action Button** to drop it into a pile.

To throw an object from your Hand, **press** and **hold** the **Action Button** and move the Hand in the direction you want to throw the object. Then, while the Hand is still moving, **release** the **Action Button** to hurl the object in that direction.

- If you move the Hand slowly before releasing the **Action Button**, the object will be thrown in a low trajectory, close to the ground. If you move the Hand quickly the object will travel higher and further.

> **Tip:** Throwing Villagers can be great fun!

Aftertouch

Moving the Hand *after* you have released the **Action Button** also affects the trajectory (or direction) of a thrown object. This effect is called 'Aftertouch'.

- Move the Hand LEFT/RIGHT after release and the thrown object will curve to the left/right.
- If you move the mouse back, the thrown object will be given backspin, whilst moving the mouse forwards adds topspin to the thrown object.

Your Alignment

Your alignment is how good or evil you are. But remember, you are a god. No one sits in judgement on you. You can do whatever you like. When you enter the world, the ideas of good or evil have not formed. Of course, your actions affect the world helping to define the concepts of good and evil. If you are harsh, brutal and quick to punish, your people will live in fear and, although they will worship you, they will do so out of duty and terror. You will be evil and your alignment will reflect this. Your Temple and your Hand will change and warp accordingly. If you are kind and benevolent, your Hand and Temple will reflect this. People will see you as a good, wise god and will worship you with love and thankfulness. However, it is not always wise to be seen as universally soft and helpful. Sometimes raining down righteous fury upon a Village is necessary for stamping your authority on unbelievers.

- You should remember there is no 'correct' alignment; you can complete the game with whichever alignment you choose to adopt. It doesn't matter whether you play evil or you play good, as long as you play well.
- Your Creature's alignment is affected by his own actions. It might not be the same as yours, and may even be totally opposite.

Note: Your alignment can change during the game, and everything you do has an effect upon it.

The Spiritual Advisors

The two sides of your conscience, your Spiritual Advisors, will try and get you to do things the way THEY think you should. You can still do whatever you like. You can ignore them or heed their advice.

The Spiritual Advisors do, however, have some insights into the world of *Black & White*, which they are honour-bound to tell you. They will never mislead you about these things. If either Advisor tells you something factual, you can believe it. They cannot lie. But remember that when it comes to matters of good and evil, they will try to persuade you to do it their way.

The Story And The Scrolls

As you play *Black & White*, a story, about the clash between gods and the battles for the souls of the tribes, will begin to unfold. Although you are free to do what you want in the game, to finish it, you must play through this story by opening the Scrolls.

On the landscape you will see two sorts of shining Scroll:

The Gold Story Scrolls

A Gold Story Scroll opens the next chapter of the story. These chapters are called Quests. The Quest will not start and the story will not progress until you click the **Action Button** on the next Gold Story Scroll. You can **click** them whenever you like, and you may delay doing so until such time as you are ready.

The Silver Reward Scrolls

These have no parcticular bearing on the Quests and the story of *Black & White*. You do not need to click on them, but should you decide to and then complete the particular task, you will often gain information, objects or rewards, which may well aid you in your adventures later.

Note: After a scroll has been clicked, you can always return to it and click it for a reminder.

Help

The Gods' Playground

At any point during the playing of *Black & White* you may visit a training land where you can practise some of the basic skills of movement and interaction required by the game.

- To visit the Gods' Playground, press **F2**. Your current game is automatically saved.
- You can leave any of the tutorial tasks in the Gods' Playground whenever you like by pressing **Esc**. If you wish, press **Esc** again, to return to your *Black & White* auto saved game exactly where you left off.

Tooltips

As you move around the world, briefly leaving your Hand over objects, buildings or people will trigger a Tooltip. Tooltips provide useful information about the object that you place your Hand over.

- You can adjust the level of Tooltip help as well as other help in the *Options Menu* (see page 41).

Tooltips are divided into two categories. There are Action Tooltips, which give you information about what is happening, such as a person doing something. There are Object Tooltips, which give information about what your Hand is currently hovering over, such as a building.

Note: If you use Tooltips a lot, over time they will become increasingly transparent and unobtrusive. However, important tips remain visible for longer.

Signposts

Dotted around the land are wooden signposts. These give you a great deal more information, sometimes about playing *Black & White* in general and sometimes about specific tasks or features related to an object, person or building nearby.

- Click a signpost with the **Action Button** to access the information on it. If there is more than can be displayed on the signpost, an upwards-pointing arrow appears. To scroll through the information use the **Action Button** to **click**, **hold** and **drag** the Hand UP and DOWN to view the rest of the text.
- To close a signpost, simply look or move away until it is out of sight, or click the **Action Button** on the signpost again.

In-Game Help

If you press the **F1** key when your Hand is over an object, building or person you'll access information about it. Frequently, it's the Advisors who provide this, so it's not always totally impartial.

The Temple

Your people will always try and build you a Temple. It is the centre of your power, and contains a host of features and functions you'll need to use if you wish to be a worthwhile god.

- Move to the Temple using the Hand, or by quickly tapping the **SPACEBAR** twice.

To enter your Temple

Click on the doorway using the **Action Button** or press the shortcut key **F4**. Pressing **F4** takes you into the Temple's World Room from anywhere in the land, so is the quickest way to go there. From the World Room you may access the following rooms: the Save Game Room, the Library, the Future Room, the Game Options Room, the Creature Cave and the Challenge Room. See *The Rooms of The Temple* section on p. 37 for more on these Rooms.

- The Temple morphs to reflect your alignment. It has a Worship Site (*Worship Site* - see page 23) attached to it, and the size of the Temple reflects the power you have within the land.
- If your Temple is damaged, it distributes this damage to other buildings you own. If you have no other buildings, the damage is borne by your tribespeople.
- Should your Temple be destroyed, you will lose the game.

Your Creature

Creatures are magical beasts and little is known about them or their origins. They exist on the surface of Eden, but they belong to the gods and are there to do your bidding. Since you are god, they will carry out practical actions for you, learn from you and impress the folk of Eden.

Note: You must complete the first Quest to choose a Creature.

Your Creature's First Steps

When you first get your Creature, you'll find that he has a personality, but it is neither set nor very formed. In fact, he's very similar in nature to the animal he looks like. In time, you will teach your Creature a great deal. He can learn a vast amount and there is nothing you can do in the game that he can't be taught to do.

Note: Both the game and this manual refer to all Creatures as male. Worry not, the true nature of Creatures transcends gender but, being bound by the limitations of language, we refer to the Creature as 'he' and 'him'. It's fair to say that since you mould your Creature's personality, perhaps in your image, it is likely to be whatever gender you wish it to be.

Teaching your Creature

There are three ways to teach your Creature.

1. Use the Leash of Learning

Note: You must click on the Gold Story Scroll in the Creature Pen to gain access to the Leashes.

Leash him using the Leash of Learning (which is made of rope) and carry out the actions you want him to learn (see *The Leashes* section on p. 16). While he's on the Leash, you can still play the game, picking up things, moving and dropping items and casting Miracles. He will watch and learn anything you do with the **Action Button** if he's on the Leash of Learning.

You will know when your Creature has learnt something because a lightbulb appears above his head.

> **Tip:** Though Creatures are clever beings they do need careful tuition. Simply performing an action once will not be enough to teach a Creature a lesson.

2. Approving and disapproving of your Creature's Actions

You can teach him by approving or disapproving of what he does. To do this, you can stroke him to show him you are happy with his actions or slap him to show displeasure (see *Punishing and Rewarding your Creature* section on p. 15). **Holding** the **Action Button** down and moving the Hand gently over him in any direction will stroke him. To slap him, **hold** the **Action Button** down and move the Hand rapidly across him from side to side.

> **Tip:** Ensure you give praise or punishment soon after the Creature has done something of note. If you wait too long, you might send confusing messages to your Creature.

3. Give the Creature Objects to Interact with

You can teach him by giving him objects to interact with. Like a baby, your Creature will readily experiment. If, for example, you give him a rock he will examine it to see what he can do with it. He might try to eat it but then again, he may throw it. Again, you can show approval or disapproval, if you so choose.

Giving things to your Creature

- To give your Creature something, pick the item up using the **Action Button** then hold it in front of him. The Hand rotates to show you are offering him something. Now, **hold** down the **Action Button** and he'll take it from you, if he's close enough.

  Note: Some objects are too big for your Creature to hold. He will refuse to take something from you if he doesn't think he can carry it. As he grows, he'll be able to handle larger and heavier objects.

Feeding your Creature

One of the first things you'll want to do is teach your Creature what to eat. To give your Creature something you want him to eat, pick up the potential food, hold it in front of him and **hold** down the **Action Button**. He'll soon develop certain tastes for different things. When he is holding something edible, stroke his tummy to encourage him to eat it. If he eats something you don't want him to, you can punish him. See below.

Punishing And Rewarding
Your Creature

Punishment and reward can be employed as teaching aids. This system is a great way to teach your Creature.

Interacting with your Creature

To punish or reward or otherwise get a close up view of your Creature and his health stats, **hold** down the **Action Button** on him.

- If your Creature does something you like, or if you're generally pleased with him, **hold** down the **Action Button** and run your Hand gently over him to stroke him.
- To punish him or discourage him from doing something, **hold** the **Action Button** down and move the Hand rapidly from side to side across your Creature's body. The Hand will deal the Creature a hearty slap.

Your Creature will remember what he was doing at the time you rewarded or punished him and, in time, will soon learn what you want and don't want him to do. That is, if you are consistent in your reward and punishment! Without consistency, who knows what will happen to your Creature.

When you are interacting with your Creature, you see Creature Statistics displayed. These are as follows;

Damage, expressed as a percentage

Hunger, expressed as a percentage

Tiredness, expressed as a percentage

Reward. This swings from the centre, either left, towards 'BAD BOY' if you slap him, or right, towards 'GOOD BOY' if you stroke him.
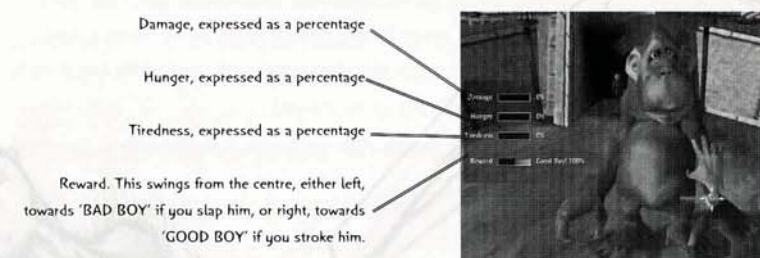
> **Tip:** Your Creature will need to answer the call of nature from time to time. Think about toilet training him. For example, teaching him to use a field when he feels the urge will improve the growth of your crops and keep the stench around your Temple to a minimum.

The Leashes

Your Creature has free will and does what he wants, so to get him to obey your commands you will need to use the Leashes. These are given to you by Sable, the Creature Trainer, once you have completed the Creature Gold Scroll Quest and Tutorial.

- The three different leashes are located on the fence of the Creature Pen.

Using a Leash

1. To pick up a Leash, click on a Leash using the **Action Button** or press the **L** key.
2. To attach it to your Creature, **tap** your Hand on him using the **Action Button**. One end of the Leash is attached to your Hand and the other to your Creature.
3. Now when you move around, he'll follow. Note that the Leash is stretchy, so, although he'll always follow, you can't drag him.
4. To direct your Creature to a specific location, action or object when he's on a Leash, click the **Action Button** on it.

   Note: You can speed up the rate at which he follows your Leashed Hand, by **double-clicking** the **Action Button** on open ground where you want him to move to.

Leashing your Creature to an Object

Once your Creature is leashed, you can attach the end of the Leash you're holding to an object. You'll want to do this so you can move around and carry out other tasks in Eden while your Creature stays in one spot perhaps out of harm's way.

- **Double-click** the **Action Button** on an object to attach your end of the Leash to it.

Retrieving the Leash

To pick up the Leash, **double-click** the **Action Button** on the place where it is attached.

If you **click** the right point, it'll then return to your Hand.

Alternatively, you can press the **L** key.

Altering the Leash Length

When the Creature is attached to an object, you may **click** the **Action Button** on any point of the Leash to shorten its length. To lengthen the Leash, **click** on the Leash and **drag** to extend it to the length you desire.

Dropping the Leash

If you want to drop a Leash at any time, shake the Hand from side to side. You can also press the **L** key to drop the Leash.

Cycling through the Leashes

As well as finding the Leashes at the Creature Pen, you can cycle through them using the **V** and **B** keys. You can also summon them using Leash Gestures (See Gestures on p. 36 for more on this).

Using Different Leashes

There are three distinct Leashes. Each has a different effect on your Creature when he's attached to them.

The Leash of Learning

The Leash of Learning looks like a normal rope. Your Creature will learn more when he's on this Leash. He'll watch more intently and copy you more closely and will be much more willing to try new things.

The Leash of Aggression

This spiky Leash makes your Creature aggressive and encourages him to do destructive or harmful things. He'll act like this regardless of his alignment.

The Leash of Compassion

This fluffy Leash makes your Creature more loving and caring. He'll act like this regardless of his alignment.

Long-term effects of Leash choice

The effects all the Leashes have on your Creature will remain with him once you remove them, so if you use a Leash a lot, you'll alter his personality in the long term.

Tips for Using Leashes

1. If you want to get your Leashed Creature to eat something, rub his tummy as he holds the food.

2. Use the Leash of Learning to teach your Creature Miracles. But beware – some will be harder for him to learn than others.

3. As your Creature grows in size, he will be more impressive to the people of Eden. Use this to help you win over the hearts and minds of those in Villages who do not yet believe in you. Try putting the Leash of Compassion on the Creature and anchoring it to a non-believing Village's Village Centre.

4. Well-behaved Creatures are invaluable in helping out your own people. Attach your Creature with the Leash of Compassion to any Village Store you own, and he'll do his best to look after that Village.

5. Don't forget that as he grows and learns, your Creature will change and will become unique to you, your personality and your playing style.

Fighting

Your Creature will come into contact with other Creatures (for there are other gods in Eden). When this happens, combat may occur. Once experienced in combat, your Creature will fight on his own, carrying out the moves he thinks best. You can help him considerably in combat by directing his moves.

- Fights always occur in Combat Arenas, which appear outlined on the ground as the combatants square off to one another.

- Fights will only take place between Creatures of a similar size. If one Creature is too small then the Combat Arena will not appear. Needless to say, the smaller Creature will be in danger of getting squashed like a fly!
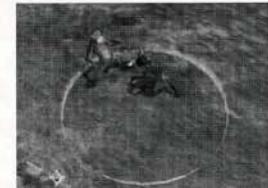
- Double-click the **Move Button** in a Combat Arena to gain control of your Creature if you don't already have it. Moving or **double-clicking** the **Move Button** away from the Arena takes you out of the fight. The Creatures will fight on whether you are there or not.

Starting A Fight

To start a fight	Click on another Creature while holding the Leash of Aggression.
To hit an enemy	Click the **Move** or **Action Button** on the body part you want your Creature to strike. A highlight appears at the target to indicate this.
To side-step	Click either button on the ground on either side of your Creature. A yellow highlight appears on the ground and your Creature moves there if he is able to.
To block an attack	Click either button on your own Creature.
To move back or forwards	Click either button on the ground behind or in front of your Creature.

Queuing Moves and Strikes

If you use the **Action Button** to fight, you can queue moves and strikes. The Creature will attempt to follow each of the queued moves in order. You **click** the moves or strikes you want one after another using the **Action Button**.

To cancel queued moves and regain control   Click the **Move Button** at any point.

You can zoom out of combat to interact with the world, and then return to the arena by **double-clicking** the **Move Button** or simply by zooming in again.

Using Miracles in Combat

In combat you can cast Miracles at the foe. The Miracles you can cast are shown as Gestures on the bottom of the screen See the *Miracles* and *Gestures* sections on p.30 and p.36 for further information.

> **Note:** You may also cast Miracles on your Creature to increase his abilities or to heal him.

To cast a Miracle, draw the same shape as you see at the bottom right of the screen there on the ground with no mouse buttons held down. If you make the Gesture correctly, the Miracle is cast (See the *Gestures* section on p.36 for detailed instructions on casting Miracles using Gestures).

Special Moves

Each Creature has a special move, which does approximately twice the damage of normal attacks. This appears in the bottom right-hand corner of the screen as a Gesture. To pull off the move, draw the Gesture on the ground with no buttons held down on the mouse. If you do this right, a sparkling Gesture trace appears and your Creature pulls off a spectacular Special Move!

Using Your Creature Effectively

When you've mastered the Leashes and the basics of how to teach, encourage and discourage your Creature, he'll play a big part in your Quest.
Remember that he has his own personality and alignment. He will do what he has been taught, to an extent. However, Creatures are often wayward and you can't predict his actions and movements with any precision.

> **Tip:** To move to your Creature directly, press the C key at any time. This is useful if you ever lose track of where he is. Pressing C will also track him as he moves around.

SWAPPING TO DIFFERENT CREATURES

During your adventure as a god in *Black & White*, you may get the chance to swap the body of your Creature to another species entirely. If this opportunity presents itself, you always get the chance to decline. Should you decide to swap, it will be clear how this will occur (the exact process differs depending on where you are, your alignment and how you've been playing).
If you decide to swap, the ENTIRE personality of the Creature you previously had will be transferred into the body of the new Creature. He will not forget anything, nor will he change his character or alignment. He will, however, be slightly smaller than the Creature you are swapping from.

> **Note:** You can't swap your Creature whenever you like. Another Creature must be offered for this process to take place. If you swap Creatures, you'll always have the chance to swap back later.

The Village

You 'own' a Village when the majority of the people in it choose you as their god and object of worship. When this is the case, your Influence extends clear across the Village and you can do what you like there, interacting with objects, buildings or people and assisting or hindering them as your godly whims dictate.

- Your Player Symbol is displayed at the Village Centre. This is a quick way of checking if you control the Village.
- The importance of Villages to your godly power cannot be overstated. Ensuring the good health and growth of Villages is a very good way of ensuring that your Influence does not diminish.

The Tribes

There are eight tribes in the world. They are; Aztec, Celtic, Egyptian, Greek, Indian, Japanese, Norse and Tibetan. Each tribe has abilities and attributes unique to it. Over time, you will discover what these are.

Buildings and Resources

There are many buildings your people can construct in each Village. Note that some are not available early in the game. As you progress through the game, your people will learn new technologies and consequently new buildings will become available.

Temple

Your people will always construct a Temple for you if they can. It is the centre of your power and Influence. You only ever have one Temple and you can never take over another Temple. It is possible, under certain circumstances, to destroy a Temple.

Village Store

The Village Store is the larder and wood shed of your village. Your Village requires two resources; Food and Wood.

- Wood is gained by people cutting down trees, or you (or your clever Creature) uprooting them and dropping them on to the Village Store for preparation. Wood is required to construct or mend buildings.
- Food is gained by you, your Creature or your people gathering crops from the fields or by fishing. It, too, is taken to the Village Store and people will collect food from here when they need it.

Tip: If you run out of trees because you've smashed up all your Villagers abodes, you can gain extra wood by putting fences in the Village Store!

Desire and the Village Store Desire flags

Your people will let you know many of their desires by raising flags at the Village Store. The higher the flag, the greater their specified desire.

- To see the desire associated with each flag, hold the Hand over the flag to display a Tooltip.

The flags that your Villagers may raise on the Village Store are;
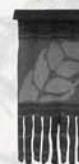
Food Desire	Wood Desire	Village Expansion Desire	Children Desire

Civic Buildings Expansion Desire	Protection Desire	Mercy Desire

- Fulfilling these Village desires will make your people believe in you more. Fulfilling them in Villages you don't control will impress the people in that Village a great deal.

Village Centre

Note: The Village Centre shown to the right is an enemy Village Centre. A totem of the controlling god's Creature is displayed in place of the Hand at the Village Centre. Any Village with a Hand is a Village that does not have a God to believe in...yet.

This building displays the Village's available Miracles. Hold the Hand over the Village Centre to display Tooltips about the Belief, Population levels, and total Village capacity.

Increasing Worshipper Numbers at the Worship Site

The Totem at the Village Centre can be raised or lowered (though not in Land 1). Raising the Totem increases the number of people worshipping you and providing Prayer Power at the Worship Site.

- To raise or lower the Totem, **click** and **hold** the **Action Button** on the Totem, then **drag** it up or down.

While the number of worshippers will increase your godly Prayer Power, allowing you to cast Miracles, your Villagers will not be attending to their chores. Remember, building, timber felling, farming and breeding require your Villagers' attentions if the Village's long-term health is not to be adversely affected. For more on allocating Villager roles, see the *Disciples* section on p.27.

Worship Site

Your power as a god comes from the combined belief that your followers have in you. When summoned, by the raising of the Totem at the Village Centre, your believers go to the Worship Site next to the Temple to generate Prayer Power. How much power they generate depends on how many are worshipping, and for how long. Prayer Power is required to cast all Miracles. The more Prayer Power you have generated, the more Miracles you can cast (See *Miracles* page 31).

Remember that raising the Totem can destroy a Village if all the Villagers die off through starvation. To prevent this, you can lower the Totem a little. The people will then take it in turns to worship, and will relieve those most tired. Or you could supply the worshippers with food and healing yourself, to keep them at the Worship Site for longer periods.

Note: Any Disciples you have created will only go to the Worship Site if the Totem is at its highest. Once they have finished worshipping they will continue with their assigned tasks. For more about *Disciples*, see page 27.

Abodes

Your tribe live in houses, called Abodes. In order for the tribe to expand, new ones must be built. Sometimes, depending on a variety of factors, the tribe will construct its own Abodes, but the best way to expand is to build them yourself using the Workshop.

Note: You will not have a Workshop at the beginning of the game, but your tribe will eventually gain the technology they need to construct one and you will be informed when you are able to use it.

Workshop

This building enables you to choose what to build and where to place it. When wood is put into a Workshop the craftsmen there turn it into Scaffolds. These appear in the yard. To pick a scaffold up, click it with the **Action Button**.

- Moving your Hand holding a Scaffold over space in the Village shows you a blueprint of what would be built if you placed it there.
- To create bigger, more elaborate buildings, join Scaffolds together in the yard. Pile a Scaffold on top of another to join them together. To dismantle scaffolds, **tap** them with the **Action Button**.

Building structures increases the size of your Influence. If you drop a Disciple at a Workshop, he or she will become a Disciple Craftsman and will supply it with wood constantly for the production of Scaffolds. For more about *Disciples*, see page 30.

- A flag at the Workshop displays the desire for wood there.
- For Building progress on the current scaffold, hold the Hand over the Workshop.

Tip: Once the scaffold has been placed (click the Action Button), you should create a few Disciple Builders to the task if you want the job completed quickly.

Buildings and the Scaffolds Required

To build buildings you need to place scaffolds in the Village. The number of scaffolds you join together dictates the sort of building that will be built.

Number of Scaffolds	Building Created	Units of Wood Required
	Small Abode	1500
	Large Abode	1800-1900
	Civic Building	2000-4000
	Field	2000
	New Village Centre (Required for you to create a new Village)	6000
	Miracle Dispenser	5500
	Wonder (See p. 26)	12000

Civic Buildings

Certain structures are classed as Civic Buildings. These are; Village Store, Village Centre, Graveyard, Crèche and Workshop.

• When you join three scaffolds together, the blueprint for the Civic Building will be any Civic Building you do not have. If you have them all, it will default to the blueprint of another Workshop, which you may place in any Village in your Influence.

A Wonder

This magnificent structure increases the Influence of your Village. The more belief the tribes' people have when they build it, the bigger it will be when it's finished. To have a bigger Wonder, try building it on a hill. Each Tribe's Wonder is different, and each has a positive effect on the tribe, adding a large increase to your Influence, plus special effects such as Miracle power ups, unique to each tribe.

The Celtic Wonder increases the power of the Nature and weather Miracles. It also increases the amount of wood gained from each tree.

The Aztec Wonder increases the power of aggressive Miracles such as Fireballs and Megablasts. Also, each Villager will provide more worship chants.

The Japanese Wonder increases the power of all healing Miracles, reduces the appetite for food in all your Villages and increases the likelihood of children being born.

The Indian Wonder increases both the power of Lightning Miracles and the speed at which the Villagers move.

The Egyptian Wonder reduces the amount of damage your Creature takes. It also reduces the Prayer Power cost of the Teleport Miracle and increases the power of the Flock of Birds Miracle.

The Greek Wonder increases the power of the Pack of Animals Miracle. It also enables children to be produced faster.

The Norse Wonder increases the yield from Farms and Fish Farms and increases the strength of Food, Wood and Water Miracles. It also reduces the wood cost of buildings.

The Tibetan Wonder decreases the Prayer Power cost of all Shields, makes the Pack of Animals Miracle more powerful and makes all your godly actions more impressive.

Villagers

All your Villagers have wants and desires, and it is up to you whether you wish to satisfy them. Like all folks with a religious belief, they will ask in their prayers for your help. However, they never expect you to help so any help you give will be met with wonder and an increase in belief.

The list of desires is as follows;

Food, Wood, Village Expansion, Children, Civic Buildings, Protection and Mercy.

- Each desire has a corresponding flag at the Village Store. The higher the flag, the greater the specified desire (See *Desire and the Village Store Desire flags* section on p.22).

Disciples

These are Villagers to whom you assign a specific task. Disciples will carry out the tasks single-mindedly, doing little else but eat and sleep. This is a good way of ensuring that your Village does not suffer as a result of too much praying when you raise the Village Centre Totem.

Note: If you raise the Totem fully, **ALL** your Villagers will go to the Worship Site to pray.

Creating Disciples

- Pick up a Villager using the **Action Button**. Then drop them (gently) next to the task you wish them to do. While a potential Disciple is in your Hand, you will see a Disciple icon showing you what he or she will become if you drop them at certain locations.

Creating Disciples is a useful way of managing your Villages. If a Disciple cannot carry out the allotted task, he or she will wait at the Village Centre.

Note: All Disciples have a bright aura around them. Villagers without an aura are not Disciples.

Here are the Disciples you can create and the objects you should place them by to assign them their new role in your world.

Farmer
Place a Villager in a field.

Forester
Place a Villager by a tree.

Fisherman
Place a Villager by a shoal of fish near the shore.

Builder
Place a Villager by an unfinished or damaged building.

Missionary
Place a Villager in a Village you don't control to impress and influence the people there.

Craftsman
Place a Villager at a Workshop to ferry wood to it.

Trader
Place a Villager by a Village Store in a Village you don't control to get them to supply that Village with resources to impress them.

Breeder
Place a Villager next to another of the opposite sex. They will get on like a house on fire and will start the serious work of making babies.

Note: Without empty living space (denoted by green figures when you **tap** the roof of a hut with the **Action Button**), Breeders will not reproduce. Instead, they wait at the Village Centre or the Worship Site until living space becomes available through death or the building of more huts.

Cancelling Disciples

Disciples can be cancelled by shaking them in your Hand until they are released.

Impressing Other Villages

The key to *Black & White* is taking over the hearts and minds of other tribes and Villages. The more believers you have, the more power you get and the greater your Influence will become.

You can impress a Village you don't own in several ways.

If other Villagers see your Creature, they will be impressed. The size and the actions of your Creature will determine to what degree. Using your Creature in a Village you wish to impress in conjunction with the Leashes will also have a profound effect on the population there.

Supply their Village Store with whatever resource they need most. Just drop the wood or food into their Village Store and their belief in your powers will increase.

Throw things over the heads of the Villagers. Rocks are rather good for this show of power.

Make Disciple Missionaries by placing people next to the foe's Village Centre.

Protect them with Shield Miracles.

Aid them during emergencies such as an attack or a fire.

Present them with gifts like Scaffolds, wood or food.

Use Artifacts to fill superstitious folk with wonder and build their belief in you.

Note: You can create an Artifact by placing any object in your Village. At sunset the Villagers will dance around it. After many such moonlit dances, the object will become an Artifact. Artifacts are very impressive to non-believers when placed in another Village's Worship Site.

Build a structure near the settlement you wish to impress.

Tip: Your Creature can interact with objects outside your Influence. This is especially useful when you're trying to impress Villagers some distance away from your own settlement with some random act of godly violence!

Taking over another Village

To see how close you are to taking over another Village, look at that Village's Village Centre.

There is a Stone Hand in the Village Centre, and above that will be your Player symbol. The closer the symbol gets to the Hand, the closer you are to taking over the settlement.

- If you hold your Hand over the symbol you will see a Tooltip showing how close you are to converting the Village.
- A Village with a Creature in place of a Stone Hand, is an enemy god's Village. The other god's Creature may not be far away!

Note: Any of your Villages can be impressed by another god and can switch allegiance, just as you can take over other Villages. You should do all you can to prevent this from occurring.

Miracles

Miracles are spectacular acts of the gods. As you progress through the game, you will be able to learn or find a great many Miracles. Your Creature can learn to cast any Miracle that you can. Taking over new Villages is a good way to increase the number of Miracles you are able to cast.

Miracles use the energy your people's belief in you generates as they pray at a Worship Site. This is called Prayer Power. You can only cast Miracles if you have the required amount of Prayer Power stored at your Worship Site. Every Miracle requires a certain amount of Prayer Power, and you control the amount of power you are generating by moving the Totem at the Village Centre. Raising the Totem will send more people to the Worship Site to generate more Prayer Power. The health of people who are worshipping hard and long will suffer.

- You will learn, find or be granted different Miracles as you progress through the game.

Tip: Completing Silver Reward Scroll tasks will often result in the gift of Miracles.

CASTING MIRACLES

There are two sorts of Miracles. **Learnt Miracles** and **One-shots**. Learnt Miracles are displayed at the Worship Site or Village Centre. One-shots are found at Miracle Dispensers or dotted around the landscape.

Learnt Miracles

1. Click the **Action Button** once on the Miracle icon to charge it. You will see the energy rings flowing into your Hand as it charges.
2. When it is ready to cast, the Miracle appears in your Hand automatically.
- The charging will slow or stop if you don't have enough Prayer Power stored or being generated. It will continue or speed up if you increase the number of worshippers at the Worship Site.
3. To cast the Miracle, you click the **Action Button** again.

Casting Miracles when holding a Leash

If you are holding the Leash, you must **double-click** the **Action Button** to charge and to cast a Miracle.

One-Shot Miracles

These appear in bubbles on the landscape or at a Miracle Dispenser.

1. To activate a One-Shot Miracle, you click the **Action Button** on it to break the bubble. **Double-click** on it if you are holding a Leash.
2. The primed Miracle then appears above your Hand. You can then move the Hand to the position you wish to cast the Miracle, or even move yourself to another position.

- To cast the Miracle, you **click** the **Action Button** again.

Some Miracles simply produce their effect at the location of your Hand when you cast them. Others can be aimed.

Throwing Miracles

Some Miracles result in energy being projected in a certain direction. As you cast the Miracle, you can throw this energy in the direction of your choice in the same way you would throw any object. Note that this energy will continue outside your Influence. An example of this type of miracle is the Fireball.

Area specific Miracles

Other Miracles affect areas of the landscape, and as you cast them you must draw an area on the ground over which they are to take effect. An example of this type of Miracle is the Shield.

Some area Miracles can be sent in a certain direction when cast, (e.g. Storm Miracle). To send an area Miracle in a certain direction, use Aftertouch once you have cast it (see *Aftertouch* section on p.9).

Resource Miracles

Some Miracles, such as food, wood or water can be cast in multiple places from a single Miracle charge.

- Press the **Action Button** and release when you want to stop casting the Miracle. Press the **Action Button** again until the Miracle is completely spent.

Cancelling Miracles

The following Miracles remain active on the landscape until cancelled, destroyed (in the case of Shields) or until your Prayer Power runs out:

Physical Shield, Spiritual Shield, Nature, Teleport

All these Miracles drain Prayer Power constantly while they remain cast. As a result you may want to move or cancel them when they're no longer required.

- To cancel a Miracle, either **click** on the icon above the cast Miracle or pick up the Miracle. If you want to cancel shake your Hand from side to side.
- If you want to move the Miracle, click on the icon above the cast Miracle or pick up the Miracle then **click** the **Action Button** at another point in the World.

Miracle Table

Regular Miracles

Name (Prayer Power Required)		Description	Gesture	Power Up (Prayer Power required)	Wonder Required
Fireball (3500)		Ball of fire that can be steered with Aftertouch		1 - Three fireballs (7000), 2 - Five fireballs (10000)	Aztec
Storm (8000)		This is a thundercloud producing heavy rain		1 - Now with added Lightning (15000), 2 - Lightning and a destructive tornado (20000)	Norse
Lightning (5000)		Bolts of energy strike anything forward of the casting point. **Click the Action Button** repeatedly to retarget Lightning		1 - More forked lightning (7500), 2 - Huge, jagged lightning (10000)	Aztec
Spiritual Shield (7000)		Draw a circle on the ground to define the area to be shielded from other Miracles		N/A	Tibetan
Physical Shield (7000)		Draw a circle on the ground to define the area to be protected from natural projectiles		N/A	Tibetan
Nature (13000)		Instant Forest		N/A	N/A
Food (7000)		Pile of Food (**Click Action Button** repeatedly to drop more)		1 - A bigger pile of speedy food (10000)	Aztec
Wood (7000)		Timber is created at the casting point. **Click the Action Button** repeatedly to create more timber		N/A	Celtic
Water (5000)		A gentle rain cloud is produced. The shower will encourage crop growth or put out fires. **Click the Action Button** repeatedly to create more rain		1 - A bigger rain cloud producing more water (7000)	Celtic
Heal (6000)		Cast on or near living beings to heal them		1 - Heals in a wider area (9000)	Japanese
Flock of Birds (12000)		An impressive flock of doves is created. Visually stunning		N/A	Celtic
Pack of Beasts (14000)		An impressive pack of animals is created. These will flee from the camera		N/A	Celtic
Teleport (5000)		Place Teleports where you like. Villagers and your Creature use them to get from place to place quickly and efficiently.		N/A	N/A
Mega Blast (16000)		An enormously destructive beam explosion targeted wherever you cast it		1 - A bigger blast (32000), 2 - An enormous blast (60000)	Aztec

CREATURE MIRACLES TABLE

To activate Creature Miracles, make the following gesture:

Name (Prayer Power Required)		Description	Gesture
Freeze (8000)		Must be targeted on a Creature. This will freeze him solid for a short time	★
Shrink (6000)		Must be targeted on a Creature. This will reduce his size temporarily	W
Grow (7000)		Must be targeted on a Creature. This will enlarge him temporarily	M
Strong (8000)		Must be targeted on a Creature. It will increase his strength temporarily	N
Invisible (9000)		Must be targeted on a Creature. He'll vanish from others' view for a while	∞
Compassion (6000)		Must be targeted on a Creature. He'll temporarily feel nothing but kindness	♡
Angry (6000)		Must be targeted on a Creature. He'll be furious with everything for a short while	W
Holy Flies (8000)		Must be targeted on a Creature. He'll be obsessed with scratching for a while as a swarm of charmed insects buzz angrily about him	∽

Note: Your Creature will NOT learn Creature Miracles that you cast on him. He will only learn if he can watch you casting them on another Creature.

Gestures

Gestures are a magical way to cast various Miracles. Simply put, a Gesture is a special shape traced on the ground by your Hand. It can summon a Miracle or Leash into your Hand without having to actually pick one up. You can get any Miracle you have learnt into your Hand using a Gesture.

- Gestures can be used to pick up and swap Leashes, as well as to cast Miracles. If you are far from your Worship Site or Village Centre, they're ideal for choosing a big, fat Miracle (As long as you are within your Influence)!
- The shape you have to trace for each Miracle or Leash is shown in the bottom right of the screen. More will be added as you learn them.

  Note: Gestures are explained fully in Land 2 when you click the correct Silver Reward Scroll.

Picking up a Leash using Gestures

At the bottom right corner of the screen is a Leash Gesture. Trace this once to pick up the Leash of Learning. Two other Leash Gestures appear letting you swap quickly to the Leash of Aggression or the Leash of Compassion.

CASTING MIRACLES USING GESTURES

Before all Gestures for the available Miracles are displayed, you must cast the required Miracle Gesture (Spiral).

Activating Available Miracles

For regular Miracles you should make a Clockwise spiral Gesture.

Activating Available Creature Miracles

For Creature specific Miracles, you must make an Anticlockwise spiral Gesture.

Once you have done this, all the Miracle Gestures you can cast appear in the bottom right-hand corner of the screen.

Casting a Miracle using Gestures

Each Miracle you know has a Gesture icon in the bottom right of the screen.

1. Make this shape on the ground by tracing it with the mouse.

> Tip: Note the speed that the Gesture is traced in the icon's animation - you should try to recreate it as closely as possible.

2. If you do this correctly and you have the required amount of Prayer Power, the Miracle appears in your Hand.
3. **Click** the **Action Button** to cast the Miracle.
   Note: A Miracle will start charging if you don't have enough Prayer Power, but you have people worshipping. The queued Miracle sends pulses of Prayer Power to your hand. You may also view the charging Progress at the Worship Site. Once the required amount of Prayer Power is attained you may cast it.

Repeat Miracle Gesture

Once you've cast a Miracle successfully, you can then use the Repeat Miracle Gesture to cast it again.

Removing a Miracle from your Hand without casting it

You can either replace it on the icon poles at the Worship Site or the Village Centre, or you can shake your Hand to remove it. If you shake your Hand or replace it, the Prayer Power is returned and can be re-used. You can also stop a Miracle charging up by shaking your Hand.

The Rooms of the Temple

Navigating the Temple

- To move around the Temple, **click** the **Move Button** in the direction you want to go. If you want to change your view in the room you are in, **click**, **hold** and **drag** to rotate the view.
- To enter a Room, **click** on its door.
- You can also **click** the **Move Button** on any of the tapestry-like scrolls that hang in the Temple. These contain information about your current game. **Click** at the edge of the screen to zoom out from a scroll.

The World Room

In the World Room (the Temple Lobby), you'll find a map of the land laid out before you.

Click on the buttons around the edge of the World Room map with the **Move Button** to toggle them on and off. The buttons are detailed below:

- You can **double-click** the **Move Button** on the map to go straight to that point in the land outside.

Extent of Your Influence and any other god's Influence

Your Temple Position

All Gold Story Scroll Quests or Silver Reward Scroll Challenges currently active

Your Creature's Position, together with any other Creatures on the land

Miracles Being Cast
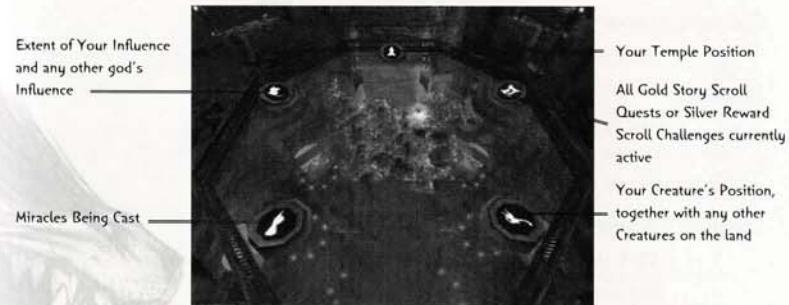
The Library

The Library contains a wealth of information and help about the world and its multiplicity of inhabitants. As you click on the signposts in the game, their information is automatically transported here so you can bone up in a central location, should you wish.

- **Click** the **Move** Button on any of the Scrolls around the walls to view them.
- **Click**, **hold** and **drag** with either mouse button to move the scroll up/down.
- To leave a scroll, click the **Move Button** at the edge of the screen.

The Save Game Room

There is an Autosave function in *Black & White*, which automatically saves your progress so you can easily pick up where you left off. This function is turned **on** as a default setting. For details of how to turn it off, see the *Options* section on p.41. If you want to manually save your progress, go to the Save Game Room. Whenever you quit the Single Player Game, your progress is saved whether Autosave is activated or not.

Note: The Autosaves are displayed in the top row of the Save Game Room.

Saving a Game

Click the **Move Button** on a picture or frame to zoom into it, then **click** on the yellow arrow pointing towards the empty frame. Now, type in a saved game name.

- Once zoomed into the picture or frame, you can also click onto it to type a name straight in.

Loading a Game

Click the **Move Button** on the green arrow facing out from the frame of the desired game.

Deleting a Saved Game

Click on the red button with a cross on it to delete the highlighted game.

The Challenge Room

In The Challenge Room, you can view all the challenges you've started. **Click** the **Move Button** on a picture to see details of each challenge. You cannot enter this room if you haven't triggered any Challenges or Quests.

- When a Gold Story Scroll is triggered, the frame around it is gold; a silver frame means the challenge is a Silver Reward Scroll type.
- If a challenge is unfinished, **click** on the button underneath it to return to the world and get a reminder about it. The Scroll on the wall provides a list of all the challenges you've started.
- Once zoomed into the picture or frame, you can also click onto it to go straight to the challenge in the land outside.

The Creature Cave

In the Creature Cave you can find out information about your Creature. What his likes and dislikes are and what he has learnt so far.

Tattooing your Creature

Should you wish, you can tattoo your Creature when you're in the Creature Cave.

1. Click on him when he's in the Creature Cave and the tattoo options appear.

Click and drag a Tattoo onto or off your Creature's body

Click to change colour range

Location of the chosen tattoo (Black square on Creature's body)

Click to exit the Tattoo screen

Drag the symbols onto or off your Creature to tattoo him

Click to change colour contrast

Click and drag to change your view of the Creature

2. Now, choose a tattoo from the selection. As well as a variety of designs, you can change the tattoo's colour by sliding the bar on the left. The bar on the right changes the lightness or darkness of the tattoo.
3. Once you're happy with the tattoo and its colour, **click** and **drag** it onto the part of the Creature you want to tattoo using the **Move Button**. If you have chosen a valid location, a black square appears at the location and the chosen tattoo flashes. Release the button and the tattoo appears on your Creature.

- To rotate the Creature, **click** the rotation circle at the centre bottom of the screen.
- To remove a tattoo, simply **click** and **drag** it off the Creature's body.

The Creature Pen

The enclosed area outside the Temple door is the Creature Pen. He'll treat this as his home and if he's at a loose end (and he's not leashed), this is where he'll often come to hang out. Due to the reassuring nature of the pen, he'll grow faster and his health will be restored quicker if he sleeps in his pen, rather than outside it.

Note: Your Creature will return to the Creature Pen if he gets hurt.

Tip: Plant a tree in the Pen so you can leash your Creature within the Creature Pen. This will ensure that he gets the rest and recuperation he needs.

The Future Room

Who knows what the future holds? Even you, as a god, may not peer into the realm of things to come.

Main Menu

Press the Escape (**Esc**) key on the keyboard and the Main Menu screen appears. You can select START SKIRMISH GAME, OPTIONS or QUIT BLACK & WHITE.

- At the Main Menu, you can **click** on the STATISTICS tab to view a variety of Stats for the Single Player Game.

Continue Game

Return to *Black & White* at the point when you pressed **Esc**.

Note: You can also return to the game by pressing **Esc**, again.

Start Skirmish Game

A Skirmish Game is one where you battle against one, two or three other gods for a land. This game is great for practising taking over other settlements and learning to fight with your Creature. Note that everything your Creature learns and experiences in the Skirmish Game will be retained and can be used should you choose to return to the standard Single Player Game.

When you start a Skirmish Game, your position in the Single Player Game you quit is automatically saved. You must then select the number of gods who you will be battling against.

- Once you have selected the game, you are spirited to a land to play out the battles. Pressing **Esc** returns you to the Main Menu at any time.

Options

At the Options Menu Screen you can **click** either mouse button on the following tabs to alter game settings.

Sound Options

Adjust the Sound Effects volume (SFX VOLUME) and MUSIC VOLUME using the black slider.

Video Options

Adjust the Detail Level using the black arrows. Altering these settings requires a game restart for the new setting to take effect.

AutoSave

You can select the AUTOSAVE function by **clicking** the button. Autosave saves the game every fifteen minutes. Whenever you leave the world to quit or to play a Skirmish or Online Game, the game is saved whether Autosave is activated or not.

Push Scrolling

You can also select PUSH SCROLLING if you want to change the way you move around the World.

Players

This displays a list of the player names that have already been created. **Click** to select one. You can also **click** on the player symbol to change this.

Should you wish, you can also START A NEW GAME of *Black & White*.

You can change your CREATURE NAME, CREATE NEW PLAYER, DELETE PLAYER and EDIT TATTOO.

Edit Tattoo (Only available when you have a Creature)

By selecting EDIT TATTOO you may add, alter or remove tattoos to the Creature. See the *Tattooing your Creature* section on p.40 for instructions on how you might do this.

Advanced

To adjust the level of Help in the game, click the arrows. HIGH HELP is the default.

  You can also adjust the level of Story Text.

  You can adjust the level of Intelligent Tooltips.

  You can also toggle the following options off and on.

LEFT HANDED HAND in the game ON/**OFF**.

CREATURE HELP **ON**/OFF - Creature help is invaluable in alerting you to your Creature's needs in the early stages of the game.

TEXT FROM BOTTOM - The text scrolls from the bottom upwards ON/**OFF**.

Controls

You can redefine any of the keys or controls in *Black & White*. **Double-click** any control then press the new key to redefine it.

LOAD DEFAULTS resets all the controls to the default settings when you first installed the game.

Technical Support

CUSTOMER SUPPORT

Every effort has been made to make Black & White as compatible with current hardware as possible. However, if you are experiencing problems with running B&W, please read on. The following information MUST be obtained BEFORE contacting our Technical Support:

1. The error message displayed when the problem occurred (if any).
2. A listing of your machine specs, including:
- CPU speed and make (e.g. iBook 500Mhz)
- Amount of RAM (e.g. 256Mb Ram)
- Hard disk size and amount of free space (e.g. 12GB)
- OpenGL version (e.g. 1.1.3)
- 3D accelerator card (e.g. ATI Rage Mobility 6Mb RAM)

All the information required can be obtained by clicking on the Apple System profiler (under the Apple menu on your desktop) and reviewing the details provided therein. With this information you will be able to configure your machine correctly. If you have obtained this information and are still having problems, then Feral has a Customer Services Department that is ready to help you with any problems you may encounter with the game.

OUR TECHNICAL SUPPORT CONTACT DETAILS

Depending on where you live there are different support addresses:

If you are in the UK or any other English-speaking country outside North America:
e-mail: bwsupport@feral.co.uk
tel: +44 (0)208 875 9787
fax: +44 (0)208 875 1846

If you are in North America:
www.graphsim.com for product info and faqs
e-mail: support@graphsim.com
tel: (972) 386-7575

Web address: www.feral.co.uk.
Here you will find extensive product support and other information. In addition, this site provides answers to Frequently Asked Questions (FAQs) plus patches, updates and demos. If you cannot find an answer to your question on the website, please email us. Remember to include a report from the Apple Systems Profiler with your email.

PLEASE DO NOT CONTACT OUR TECHNICAL SUPPORT STAFF IN SEARCH OF GAME HINTS. They are neither permitted nor qualified to supply such information.

Credits

Black & White Designed and Created by Lionhead Studios Ltd.

Find us online at: www.lionhead.com

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