



LIONHEAD  
STUDIOS

# BLACK & WHITE™

creature isle

Find out who your Creature really is

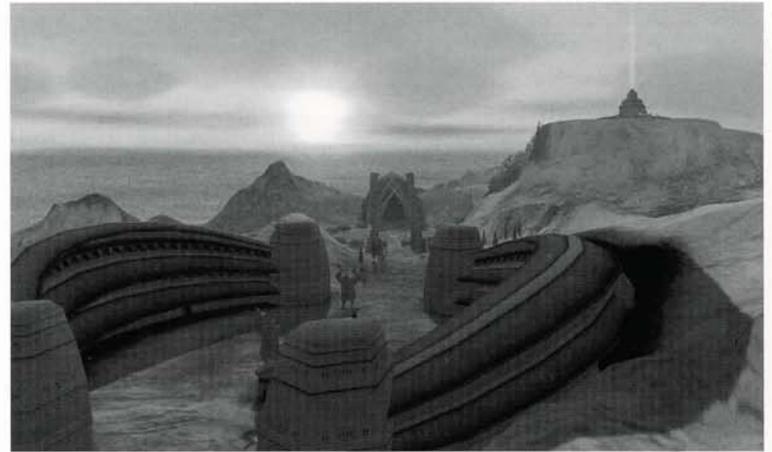
PUBLISHED FOR THE MAC BY



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add-on disc

## INTRODUCTION - A NEW LAND



Long ago, a band of missionaries set sail from Eden, the world of *Black & White™*, helped on their way by your generosity. Now, your godly benevolence is about to bear unexpected fruit. Summoned through a vortex to the island they discovered, you and your Creature are about to embark upon a new road and experience a whole new way of life.

The Isle of Creatures is a world without gods, where Creatures are welcomed and tested by a clan known only as the Brotherhood... You and your Creature are to be set on a course of Trials and challenges. Only when you have completed them will you be ready for an audience with Eve, that rarest of Creatures – a female!

- Are you and your Creature up to the task at hand or will you flounder under the pressure of the Trials? The only way to find out is to take part...

## 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.

## 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.

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## SYSTEM REQUIREMENTS

### Minimum Configuration:

- Mac OS 8.6 /10.1.3
- PowerPC processor running at 333 MHz
- 128 MB RAM (with virtual memory set to at least 256 MB)
- 500 MB free hard disk space
- 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 9.2 /10.2 or later
- PowerPC processor running at 500 MHz or faster
- 256 MB RAM
- 1 GB free hard disk space
- 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

### Online Requirements:

- Internet features require TCP/IP Internet connection at 56.6Kbps or faster, or Internet access via LAN (Local Area Network).

## INSTALLING BLACK & WHITE CREATURE ISLE

1. Insert the Creature Isle CD into the CD drive and wait for the Creature Isle icon to open on your desktop.
2. Before doing anything else read the file called "ReadMe", which you will find in the folder with your country's flag on it.
3. Double click on the "Creature Isle 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 Creature Isle will appear on your desktop.

## Uninstalling Black & White Creature Isle

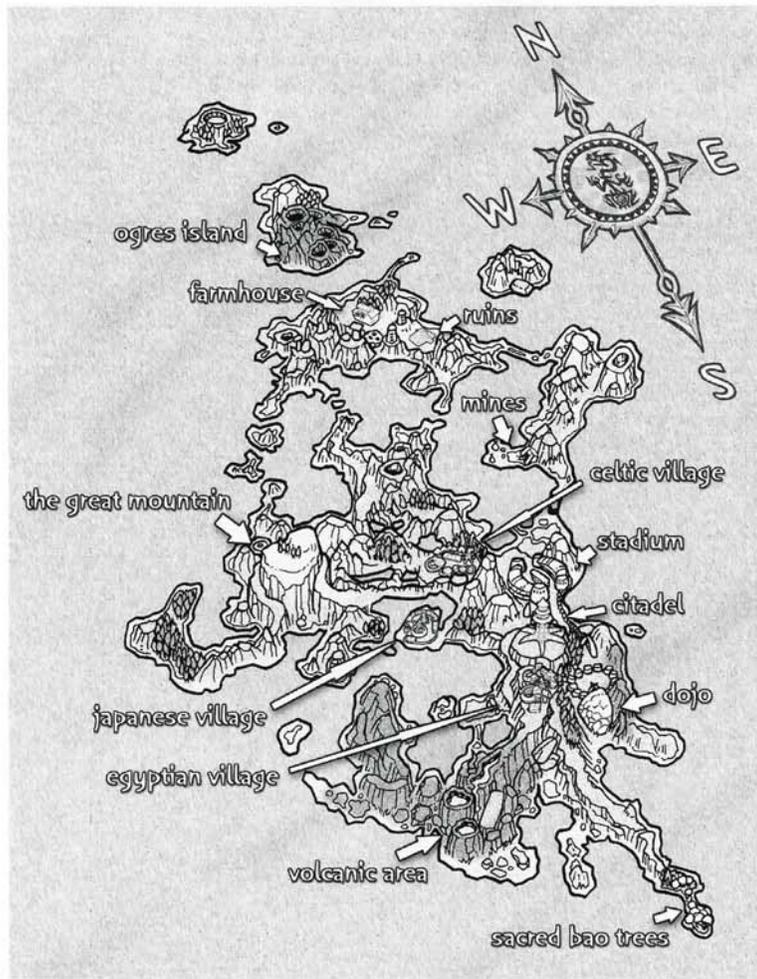
If, for whatever reason, you should wish to uninstall Black & White Creature Isle, simply drag the folder called "Creature Isle" from your hard drive to the Trash and empty it.

To remove all of the saved games and other preferences, delete the folder called "Creature Isle" from the "Black & White" folder that you will find in the "Lionhead" folder, located inside your system folder's "Preferences".

## GETTING STARTED

When you and your Creature arrive on the island, all may seem a little unfamiliar for a while. What should you do?

- The first thing to do is head for the Dojo to meet Rufus.
- Use the map below as a helpful reference when you first arrive on the island.



**The Dojo** – Go here first with your Creature and click on the Gold Scroll. Rufus is waiting to give you instructions.

**The Egyptian village** – The people of this village have never had a god to believe in. Will you be worthy of their belief?

### New Features for Black & White Creature Isle

- Bring your Black & White Creature to a completely new land, where he'll face Trials, foes and tests like never before. If he's got it in him, and if you're good enough too, he'll make it into the fabled, coveted Brotherhood. From that moment on, he'll be different. He'll have more power. He'll be one of the elite, and whether you keep playing with him on the Creature Isle or take him on-line, everyone will know what he has become.
- Use your Creature to find and train a new pet of his own. You'll both have to rear him and decide what you wish to teach him, and what sort of Creature he'll grow up to be. And if you look after him well, you'll be rewarded...
- Battle with a massive number of Creatures. Not only can you enter into frenzied combat with the whole range of Creatures, but you will experience new fighting styles and use special moves and powers.
- Tackle some of the most fun Trials you'll ever experience. Play games, take on fiendish puzzles of mind and might, win bonus games and even play various sports.
- Find love. For the first time, you'll have a chance to meet the female Creature of your dreams. Your Creature might be smitten with her, but will she feel the same way? That depends.

## MAIN CONTROLS

The hand is your interface with the world. Using it you can move around and interact with objects and items within your area of Influence (see Influence and Belief on p. 13). You can use mouse controls, keyboard control or a combination of the two.



Note: By default -

Left Mouse Button (multi-button mouse) or mouse-click (single-button mouse) is the **Move Button**.

Right Mouse Button (multi-button mouse) or ctrl+mouse-click (single-button mouse) is the **Action Button**.

## MOUSE CONTROL

### MOVEMENT

Move hold down **Move Button** and drag  
Move direct to double click **Move Button** on location  
Rotate View move Hand to edge of screen until it becomes the Rotate Arrow, hold **Move Button** and move mouse

**Note:** If you have a mouse wheel, press and hold it and move the mouse to rotate the view.

Pitch View move Hand to top/bottom of screen until it becomes the Pitch Arrow, hold **Move Button** and move mouse

**Note:** You can also adjust the pitch by pressing and holding the mouse wheel and moving the mouse up and down

Zoom in/out press and hold both mouse buttons, move mouse forward/back

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

### INTERACTION

Pick Up Object/amount hold down **Action Button** over item  
Drop Object/amount click **Action Button**  
Throw Object hold **Action Button**, move hand to set direction/trajectory, release **Action Button** to launch item  
Break/Tap Object briefly click **Action Button** over object.

## KEYBOARD CONTROL

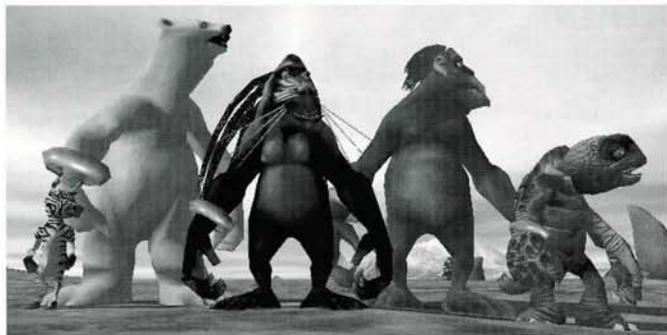
### MOVEMENT

Move press **LEFT/RIGHT/UP/DOWN** cursor key  
Rotate View hold down **CTRL** and press **LEFT/RIGHT** cursor key  
Pitch View hold down **SHIFT** and press **UP/DOWN** cursor key  
Zoom in/out hold down **CTRL** and press **UP/DOWN** cursor key

### KEYBOARD 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  
**Shift + C** Move to Tyke 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)  
**T** Talk to other players  
**R** Charges the last Miracle you cast in your Hand  
**P** Pauses the game  
**F1** Displays Help about any object under the Hand  
**F2** View On-screen control summary  
**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

# YOUR CREATURE



As a god, you must train your Creature, influencing its alignment and teaching it skills so that it becomes both a valuable helper and a Belief-boosting source of wonder to the Villagers.

- When you begin the game, the last used Creature profile is selected. If you do not have a Creature, you are given an Ape by default.

**Tip:** Hold down the **Action Button** on your Creature to view his stats.

## INTERACTING WITH YOUR CREATURE

### THE LEASHES

To get your Creature to obey your commands you will need to use the Leashes:



**The Leash of Learning:** Your Creature will learn more when he's on this Leash. He'll watch more intently, 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.

### Using the Leashes

Pick Up Leash  
Attach Leash to Creature  
Direct Leashed Creature

Click on Leash with **Action Button** or press the **L** key  
Click on Creature with **Action Button**  
Click on location/object with **Action Button**

**Tip:** To make your Leashed Creature move more quickly to a location, double-click the location with the **Action Button**.

Leash Creature to Object  
Retrieve Leash

Double-click **Action Button** on object  
Double click **Action Button** on object Leash is attached to

Shorten Leash

When Creature is leashed to object, click **Action Button** at any point on Leash to shorten its length

Lengthen Leash

When Creature is leashed to object, click **Action Button** on Leash and drag to extend length

Drop Leash

Shake Hand from side to side or press the **L** key

Switch Leashes

Cycle through Leashes using the **V** and **B** keys

- You can also summon Leashes using Leash Gestures – see the *Black & White* manual for details.

## TEACHING YOUR CREATURE

There are three ways to teach your Creature:

### Use the Leash of Learning

Whilst your Creature is leashed to your Hand with the Leash of Learning he will learn anything that you do with the Action button through repetition. A light bulb appears over his head when he has learnt something.

### Use Punishment and Reward

Encourage your Creature to repeat actions you approve of by stroking him shortly after he's performed them. Hold down the **Action Button** over your Creature to zoom in on him, then hold down the **Action Button** and move the Hand gently over him.

Discourage your Creature from doing something by slapping him. Hold down the **Action Button** over your Creature to zoom in on him, then hold down the **Action Button** and move the Hand rapidly from side to side.

### Give Your Creature Objects

With an object in your Hand, hold it in front of your Creature until it rotates to the Give position. Now hold down the **Action Button** to hand it to him. Use punishment or reward to encourage/discourage your Creature's response to the object.

**Tip:** Use this method to teach your Creature what to eat. When he is holding something edible, stroke his stomach to encourage him to eat it.

### Watching Villagers

Your Creature will learn by watching people carrying out their day-to-day tasks.

## IMPORTING YOUR CREATURES INTO CREATURE ISLE

If you already have a Creature in *Black & White*, he'll be used by default in *Creature Isle*. This Creature is imported the very first time you play *Creature Isle*. It is not possible to take a Creature from *Creature Isle* back into *Black & White*, so when you import one, you are technically making a copy of him.

You will then have two Creatures evolving independently of each other. The original Creature remains in *Black & White*, so can be played and will continue his progression.

**Note:** If you have two or more Profiles (and therefore Creatures) in *Black & White*, the one last played is imported into *Creature Isle*.

### Importing other Profiles

Press ESC and click OPTIONS then click on the Profile tab and select the Profile name containing the Creature you want to import.

### Deleting Profiles – Important Note

If you delete a Profile which exists in both *Black & White* and *Creature Isle* you will delete that Profile from BOTH *Creature Isle* and *Black & White* (even if the two Creatures have become different and learnt different things).

## THE CREATURE TRIALS

Initiation into the Brotherhood is rewarding but not all are worthy to join. Help your Creature to succeed in the Trials set by its members and amazing new Miracles and skills may be bestowed upon you and your Creature.

- Look out for members of the Brotherhood with gold scrolls near them. Click on one of these special Creature Trial scrolls with the **Action Button**, and your Creature (or sometimes you alone) will be set an exciting challenge by one of the island's wild inhabitants.



As with ordinary Trial scrolls, you can click on a Creature Trial scroll with the **Action Button** for a reminder of what you have to do.

## THE DOJO

The Dojo is the centre of learning for the Brotherhood. Whenever you complete one of its member's Creature Trials, they return to the Dojo to report your progress to Rufus. You can visit at any time to speak to him and keep track of your successes so far.



- Click on the Silver Scroll with the **Action Button** to hear Rufus list the available Creature Trials that still need to be completed.
- Once you have completed a Trial, the Creature who set the trial returns to the dojo and activates their respective plinth. You can then let your Creature practise its battle skills or even swap your Creature for the Creature type of the trial setter.



**To fight:** Click on the Plinth with the Action button and click on the Red Fight Creature Scroll.

**To swap to the Creature's Type:** Click on the Blue Swap Creature Scroll.



## INFLUENCE AND BELIEF

Belief is the basic currency of the game - the more believers you have, the more Prayer Power you can generate and the more Miracles you can cast. With many followers, you can also construct more buildings to increase your area of Influence 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.

- To widen your Influence, you'll need to either keep your subjects impressed with your mighty powers, safeguard their health and meet their desires, or devastate the area with powerful Miracles to keep their belief up through fear.

- Applying these tactics to other villages not in your domain will increase their belief in you, ultimately helping you to expand your control over the world of *Black & White Creature Isle*. The more believers you have to worship you, the more Prayer Power they can generate and the more Miracles you'll be able to cast.

## IMPRESSING VILLAGERS

### FULFIL THEIR DESIRES



Your Villagers will let you know many of their needs and 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.
- 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.

### REVEAL YOUR POWERS



Throw a few rocks or fireballs around to stun Villagers into terrified belief, or show divine compassion by watering crops, helping during emergencies or protecting them with Shield Miracles.

## SPREAD THE WORD

Place Missionary Disciples in Village Centres to encourage conversions.

## DISPLAY YOUR CREATURE

Leash your Creature in your Village, or a Village that you wish to impress. The larger and more accomplished the Creature, the greater an impression it will make and the more likely the villagers are to believe in you.

## WOULD YOU LIKE TO LEARN MORE?

If you hunger for further instruction in the world of *Black & White Creature Isle*, there are a number of options available:

1. Dig out the gameplay manual supplied with the full version - this should fill in most of the gaps.
2. Get online at [www.bwgame.com](http://www.bwgame.com) and go to the COMMUNITY section. On these busy discussion boards, you'll be able to learn from other players' experiences. Remember though, before you ask questions that may have been answered previously, it's always good etiquette to read the Frequently Asked Questions (FAQ) section.
3. Do a search on the Internet for *Black & White* - there are lots of good sites out there with loads of great advice and tips on being good *and* evil.



# Technical Support

Every effort has been made to make Black & White Creature Isle 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

Web address: [www.feral.co.uk](http://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.

e-mail: [support@feral.co.uk](mailto:support@feral.co.uk)  
tel: +44 (0)208 875 9787  
fax: +44 (0)208 875 1846

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 Creature Isle Designed and Created by Lionhead Studios Ltd.**

Find us online at: [www.lionhead.com](http://www.lionhead.com)

**Creature Isle Team:** Jonty Barnes, Ken Malcolm, Paul Nettleton, Dan Deptford, Matthew Wiggins, Adam Clixby, Steve Lawrie

**Art:** Paul McLaughlin, Mark Healey, Andy Bass, Christian Bravery, Jamie Durrant, Martin Johnson, Francis Pang

**Sound and Music:** Russell Shaw

**Script & Dialogue:** James Leach

**Gameplay & Testing:** Andy Robson, Nathan Smethurst, Joe Borthwick, Aaron Ludlow

**Additional Programming:** Richard Evans, Tom Barnet-Lamb, Jean-Claude Cottier, Alex Evans, Ollie Purkiss

**From the Original Black & White Team:** Peter Molyneux, Mark Webley, Georg Backer, Tim Rance

**Additional Testing:** Charlton Edwards, Ben Sebire, Tony Ciniglio, Jeff Brutus

**Beta Testing:** Jamie Newman, Alistair Ferguson, Phillip Webb, Jeremy Welton, Peter Bensted, Alexander Mangel, Daniel Moore, Darryl Tse, Henry Fisher, Brian Frost, Jonathan Whitby-Smith, Wayne Hackney, Din Hassan

**PR:** Cathy Campos

**Voice Characterisation:** Marc Silk, Steven Pacey, Brian Bowles, Claire Hedley

**The Rest of Lionhead Studios:** Catherine Tutton, Steve Hutchings, Becky Harms, Andrew Lindsay, Rune Vendler, Tak Fung, Rob Burke

**Special Thanks:** Scawen Roberts, Eric Bailey, Ben at Vocal Point, Stephen Rank, Will Overgard  
Vocal samples courtesy of Spectrasonics 'Symphony of Voices' CD-ROM collection.

Asian samples courtesy of Spectrasonics 'Heart of Asia'.

## Macintosh Version

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Developed for the Macintosh by: Zonic Ltd.

**Macintosh Testers:** Edwin Smith, Sean Nutzman, Simon Slavin, Paul Jones, Gareth K, Tom Pratchios, Nick Shanks

**Additional Translations by:** Oliver Buchmann, Mathias Fleury, Björn Hakanson, Enrico Querci, Sjoerd-Wiemer Sjoerdsma, David Losada Soler.

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