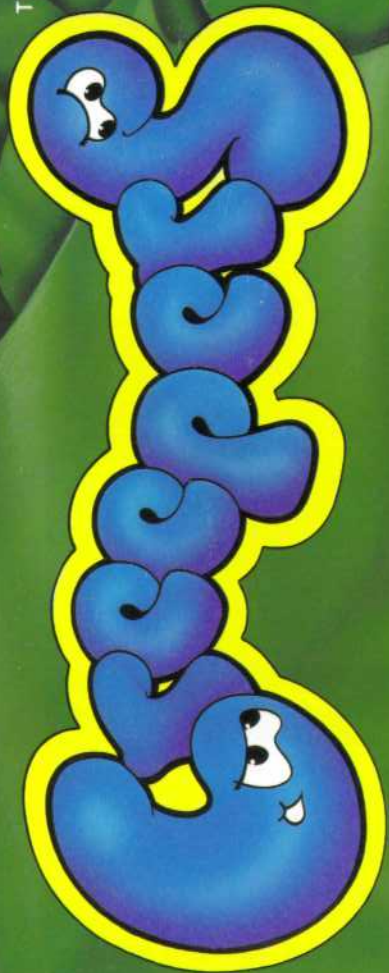Creepers™

ENGLISH

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Psygnosis Ltd, South Harrington Building
Sefton Street, Liverpool L3 4BQ
Tel: (051) 709 5755

Psygnosis Ltd, 29 Saint Mary's Court
Brookline
MA 021146
Tel: (617) 731 3553

CREDITS

CREATED & DIRECTED BY	Michael Hiebert & Steve Vestergaard
ORIGINAL CONCEPT BY	Steve Vestergaard
ART DIRECTION BY	Robert Chaplin
CHARACTERISATION BY	Will Thompson
MUSIC BY	Tony Williams & Mark R. Hodson
MS-DOS PROGRAMMING BY	Michael Hiebert
ADDITIONAL GAME IDEAS BY	Mark Tsai & Nik Wild
PRODUCED BY	Steve Riding
THANKS TO	Jerry Wolosenko
MANUAL BY	Richard Biltcliffe
DESIGN BY	Keith Hopwood
QUALITY ASSURANCE BY	Chris Stanley & the Playgroup

INSTALL A CREEPER TODAY

Insert Disk 1 into your floppy drive, and make that drive current, either by typing A: or B:.

Then, type **INSTALL** to begin the installation procedure. You must then specify which floppy drive you'd like to install from, and which drive you'd like to install to. After this, the program will prompt you for a music board type and ask for a sound effects source.

Creepers supports two separate sound sources for music and sound effects. For instance, you may run your music through a Roland MT-32 or LAPC-1, while using a SoundBlaster or SoundBlaster Pro for sound effects. The software highlights the card it detects you have in use.

After the initial installation, you may change your sound hardware configuration by simply going into the **\CREEPERS** directory, and running the **SETUP** program.

BOUNCIN' BUGS !!!

Creepers (Kree'pers) - Creepers are a species of endearing caterpillars now rare in most parts of the world. Their lives are dominated by the usual Caterpillar activities of eating, creeping and making little caterpillars. But unlike other varieties, Creepers have a truly APPALLING sense of direction. This means that when they have to make their annual trek to their Butterfly Bowls where they change from squidgy caterpillars into fluttering butterflies, they need help.

Funnily enough, their evolution has done away with the need for pedal movement (that's feet to you and me!). Short distances are covered by a frontal crawl but when the Creeper needs to cover a large distance, he (or she) merely rolls into a tight ball and lets the force of gravity, wind etc. do the rest. Unfortunately, this means when a Creeper encounters a precipice or ravine, he can't see it and tumbles over the edge. Therefore, they need help in avoiding such obstacles.

Butterfly Bowl - A facility which enormously accelerates the period needed for Creeper pupation. With continual depletion of the Creepers' natural habitat, these Butterfly Bowls are essential for the continuance of the species.

Object of the Game - Get the Creepers into their butterfly bowls, feel good about yourself, smooth out your Yin & Yang and lead to greater world harmony.

On each level, you must lead a certain number of Creepers into the bowls where, once a pre-determined number are bowled, they will be rapidly transformed into beautiful butterflies. You then move on to the next level and some more Creeper-saving.

Once the game has loaded, a screen will be displayed which must be used in conjunction with the **code wheel** to access the game. You must align the two key highlighted words from the screen onto the outside of the wheels. That done, look up the appropriate worm or caterpillar in the centre of the disk and enter the corresponding code numbers into your computer. Easy!

CREEPERS ON THE MENU

Today's menu has lots of little caterpillars crawling on it. Urgh! But seriously folks, once the game has loaded, you'll see there are several options from which a huge variety of game parameters can be selected.

Play Game (or press F1) will... well, go on, have a guess. No it won't give a rendition of the Star Spangled Banner on the Mongolian nose organ- it will in fact, surprise surprise, let play commence on level 1.

Select Level (or F2) allows you to input a code and access a higher level. As you complete a level by saving the appropriate number of Creepers, you'll be given a code. Enter this code via the Select Level menu option when you next play the game and you'll be zoomed straight to that level. Da daaaaaaa.

Restore Game (or F3) If you decide to exit back to the main menu, you can equally as easily return to the screen you just left by selecting this option.

Exit to Dos (or Esc) Exits to Dos.

Difficulty Select Under these dangling windows (see - they're cleverly suspended on chains!) you'll see the difficulty select window. Scroll from easy to moderate, through challenging and on to brutal. Only gods and psychiatric patients will be able to manage the Brutal levels whilst the Easy levels are accessible to all - whether you own a frontal lobe or not!

Control Select (or F5) Towards the right hand bottom of the screen are two icons. The uppermost is the control select icon whereby the method of Creeper control is selected. Click upon the icon to toggle between mouse, joystick or keyboard control.

Music/sound FX (or F6) Select between music and sound effects on, effects only on, or silence.

PLAYING THE GAME

Select F1 and an Intro screen will be displayed. This will show a password to note down (on all screens after level 1), level number, difficulty, the number of caterpillars to be saved and the number to be released.

After a few moments, level 1 will appear.

CREEPERS TOOLS

Ranged across the bottom of the screen is a selection from any of a number of tools which may be used to guide the Creepers to their Butterfly Bowls. The six available tool boxes correspond to the F1-F6 keys. Pick up the tool by punching the appropriate key or by using the mouse.

Below are the tools you will encounter throughout the quest. To use any tool, except for the swatter, simply click on the tool you wish to use and place it on the screen with another click. To remove it, use the right mouse button.

The swatter is probably the most useful tool. Click on the swatter icon and your mouse cursor will miraculously change into a square. Place the pointer over a creeper and press the left mouse button to swat him around the screen (it doesn't hurt him - really!) The swatter can also be used to 'coax' the Creeper Breeder to produce a Creeper before its time! The swatter is not included in the number of tools allowable on-screen at any one time.
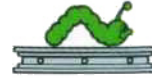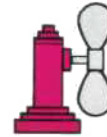
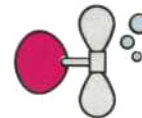A horizontal girder used to block up holes and make Creeper bridges.

Inclined girders are used as ramps to divert horizontal movement or jump obstacles.
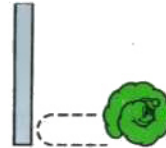
Vertical girders can be used to block pretty effectively.

Fans blow Creepers around - the direction depends upon the orientation of the fan.

Fans also come underwater where they create water currents to blow Creepers along.

Magnets pull Creepers towards them.

Bombs blow up girders (and anything else around).

Trampolines bounce Creepers around.

Turns a roller into a stroller.

You can scroll across the screen using the left & right cursor keys and escape at any time to the main menu by using the Esc key.

Each screen has a restriction on the number of tools that may be used at any one time. The number allowable on screen is shown by the TOOLS box (top right).
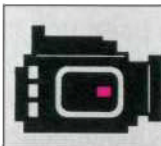
Extra game facilities and game information are displayed in the remaining boxes, listed below.

ENERGY You begin each level with 5000 energy points. Each time a SWATTER is used, 100 points are deducted. Use any other tool and 200 points are gone. You must finish each screen with 100 energy points or more to get to the next level. Finish with less and try again.

CREEPER PEEPER (F7) Creepers features a Creeper video camera to allow you to track Creepers as they move across the screen. Click upon the camera icon to activate. Close the window to deactivate.
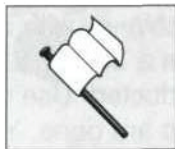
CREEPER TIMER Click here to display remaining Creeper launch time. Once launched, doubles as Creeper Peeper.

STATIC CREEPER PEEPER Click to display a static point camera view, placed over any part of the screen by a click of the button.
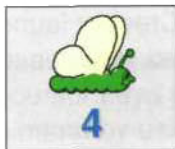
SURRENDER Surrender the screen and try again or return to the main menu.

PAUSE (F9) Pause the game.

Tools 11

TOOL COUNTER Indicates how many tools are allowable on the screen at any one time. The number decreases as the number of tools on screen increases.

BUTTERFLY COUNTER Tells you how many Butterflies are needed to get onto the next screen.

4

CREEPER COUNTER Shows how many Creepers have been fired onto the screen.

2

THE PROFESSOR

If you need more information to help you rescue Creepers on early screens, simply ask the **Professor**. You'll see him on the screen and can consult him by pointing at him and clicking the mouse. Once the Professor has been consulted, he will disappear.

THE WARRANTY

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