

SPÖRE™

creature creator





creature creator (enhanced)

Say hello to my little friend: Fully Evolved Creature Creating. Just before the **Tribe Stage** of *Spore*, you can conjure an infinite variety of beings and beasts, all created via the **Creature Creator**. These are more comprehensive than those you built during the Creature Stage (all parts are available if you're creating from scratch, while Body Parts you collected during the Creature Stage are available if you're attempting this during the Creature Stage). You can also access a creature (either new or previously designed) after selecting a planet from the main menu, choosing its Theme, and selecting Tribe Assets. This takes you into the **Sporepedia**, where you can access your favorite creatures, or create one from scratch. The following section showcases the creation of a sample creature, along with advice on all the different appendages you can select. After this comes a wealth of example creatures to aid in your own activities. The time has come to get fully evolved!

clumpy

(*Levidensis inconcinnus-pedis*)

The Birth of Clumpy: Say hello to Clumpy, a skittish, bipedal herbivore with a long neck to reach the high fruit, vicious arm pincers to stop angry enemies on the ground, clip-cloppety feet for dancing, romancing, and crushing, and (more importantly) a heart of gold! He may lack an array of fearsome fins, or a jagged maw brimming with pointy teeth, but he's got moxie. He's also an excellent example of a beast that is relatively straightforward to create but brings a lot of character to a game; this is important if your fellow *Spore* players are going to select him. Over the next few pages, we show you plans and problems we had while creating Clumpy, which in turn allows you many shortcuts and advantages to creating your own precious little monsters!

NOTE Clumpy is an evolution of the creature created at the start of the Creature Stage. Refer back to the previous section if you want the basic Body Parts to select and initial plans on creature creation.

Mouths: Laardvark

With a nasty, but not overly dangerous Bite ability, the Laardvark mouth allows your critter to Sing loud and proud—perfect for befriending neighborly types! This mouth allows for Herbivorous eating only.



Graspers: Succulenders

In keeping with Clumpy's oddness, we chose sucker-like pincers that deliver a nasty nip in combat, but also help him gesticulate wildly to other critters: hopefully resulting in gifts, not bloodshed!



Weapons: Keratinhorn x3

Only one Keratinhorn is needed to add a bonus to Clumpy's Charging ability, but we added three: the remnants of Clumpy's defenses many generations ago, during his Cell Stage.



Feet: Hoppity

Clumpy is most proud of his feet, not only because of the clippety-clop sound they make, but also the tremendous combat Charge, faster Sprint, quicker Speed, and even Dance prowess!



Eyes and Senses: Meanstalk

Not as elaborate as the long Periscopic, this still gives Clumpy the gift of sight. An added benefit is that it allows rudimentary Gesture ability, an excellent ability when interacting with other beasts you aren't sure of.



Arms and Legs: Skrappy Ostrichopath

Clumpy likes to use his nasty pincer-like graspers in a fracas, so we chose a sinewy, but not overly meaty arm. The legs needed to be thin but very powerful, and bendy in all the right places!



Details: Springle

Adding a fancy tail with a Springle attached to the end finishes the ensemble, and allows Clumpy even more confidence when gesturing to other species. He'll get a big box of gifts in no time!



building character

In this section, we reveal exactly how we attached the various appendages to Clumpy, along with advice on making similar—or wildly different—creatures.

To help you design something a little more specific to your gaming needs, this guide segments the different styles of creatures into one of three types. Concentrate on one (or more) of the types when creating your creature for best results. The types are:

Style 1. Personality-Driven

This beast may not be the best at befriending or attacking, but he oozes charm.

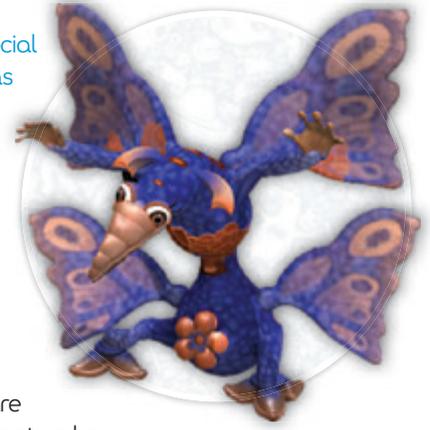
These creatures simply look cool. Ignore elements relating to Attack, Social, or Movement scores, and make something that is truly beautiful or frightening, one that exudes charm or menace, or one that in some way captivates an audience. Then augment it with additional parts if you think it's too weak!



Style 2. Function-Based

The very definition of a social butterfly, this creature was designed to make friends and influence people.

These are the opposite of personality-driven creatures. Here, you've increased certain statistics to provide critters for a particular type of gamer. Although these can look cool, they are primarily built around one or two key attributes, such as a "combat" monster, a "social" butterfly, or a "speed" demon.



Style 3. Earth-Influenced

Half cute and half carnivorous, this gray bear is based in reality, but with the *Spore* "look."

The third main type should be an attempt to put your own design stamp on a creature that already exists. Perhaps it's a gorilla with pink fur, or a particularly large platypus. Locate appendages that fit well together and have names that refer to pre-existing creatures, and group them together. Perhaps refer to a photo of the beast you're trying to recreate, too.

Clumpy was created with personality in mind. These three style types allow you to focus on creating the creature you imagine. Remember that you can have creatures with multiple styles, as the many creature examples at the end of this chapter show.



NOTE After we've built Clumpy, we demonstrate multiple examples of creatures that fall primarily into one of these three stylistic categories, to aid your creativity and imagination. But first, let's go through the many stages of Clumpy creation!



the creation of clumpy

Here's what we learned during the creation of Clumpy. Put these ideas and plans into practice, and heed our hints when you begin to craft your own cool critter!

Overview

Building a creature involves using this menu system. Below are pointers detailing what each area does, and how to best use it.

1 Body Part Menu: This is where all the different part types are chosen, from the seven submenus: Mouths, Eyes & Senses, Arms & Legs, Graspers, Feet, Weapons, and Details.

3 This shows the **Hammer** (Building), **Paw-Print** (Test Drive), and **Paint Brush** (Coloration) part of the Creature Creation.

6 This is an important area. From top to bottom, it shows your creature's **Complexity Meter**, **Abilities**, **Attacks**, **Social skills**, **Speed**, **Health**, and any **warnings** (a red "I" telling you to add a mouth or other vital Body Part).

2 Body Part Selection Area: When you've picked a Body Part from the menu, the available parts are shown. Grab and drag the parts you want onto the creature to the right. Select a Body Part, and its statistics are shown. If a Body Part has red statistics, your creature is too complex for the part to be added; finish your creature without this part, or remove or adjust other parts first.



7 This is where you can **Save**, **Exit**, or **remove** what you've built if you don't like it, and start anew.

4 This is where you **name**, **describe**, and **create Taglines** for your creature. Taglines are important once you publish a creature, because others can focus on your creature's best elements ("Flying," "Combat," etc.), but only if you've applied the proper Taglines to your creation!

5 **Creature Plinth:** This is where you mold and build your fine creature creation.

TIP For additional information on creating creatures, including copying and editing Body Parts, consult the in-game *Spore Guide*.

NOTE If you press one of the buttons near area 7, such as the "Bite" button in the "Attack" area, your creature demonstrates this ability or skill. Also note that if you make your creature too complex (if the Complexity Meter turns red), you cannot use it in the Tribe Stage, but only the Civilization Stage.

Body Manipulation

1. Start: Each time you create a creature, you start with a randomly colored amorphous blob, like this purple specimen here.



2. Body Shaping: This is where the body shape is molded. Remember to use the mouse wheel to inflate or deflate each section of spine.



** See Note at bottom of page*

3. Mouth: The mouth is a good place to begin. As with all Body Parts, click to shrink, grow, or manipulate the mouth shape.



4. Eyes: We added the eyes, and made slight adjustments to the spine area near the head so all the Body Parts merged well.



5. Legs: Adding legs allows you to pinpoint the creature's eventual height. Leg joint adjustments can now be made.



6. Arms: We determined where the neck began, and planted arms before adjusting and inflating the joints.



7. Graspers: We fitted a nasty pair of hands to Clumpy. As with many parts, you can rotate graspers around, as well as enlarge or shrink them.



8. Feet: We grabbed a great foot, enlarged it, and manipulated it so the toenails were huge. We also made some minor joint adjustments.



9. Weapons and Details: We finished off Clumpy with a pretty flower on his tummy, which was removed later on. Instead, we used a Detail part to create a tail.



10. Clumpy needed a bit of toughening up, so we added three Weapon parts to his back to help him in a scrap!



11. Markings: Happy with Clumpy's basic appearance, we began to color him. The first attempt looked a little sickly...



12. ... so we went for a brighter, almost scaly texture, with darker markings for the lower arms and legs.



NOTE* Click on the body to show the arrows, and pull them to increase the number of spinal pieces at either end.

NOTE Use **[Tab]** for additional manipulation options, and **[Alt]** to copy a Body Part you already have placed on your creature.

TIP Remember you can manipulate your overall color, or the base, coat, and detail color separately. You can even choose and import the color of a previously designed creature (if you're creating a sub-species, for example).



Completion: Let there be life!

After a couple of minor tweaks, which included moving the leg and shoulder joints to a slightly more comfortable-looking position, we took Clumpy for a Test Drive. Here, you can choose a background, and make your beast dance, growl, or cower; there are 24 different movements to try! We also hatched some young, and then we finally named and described Clumpy and created some Taglines. Finally, we published him and began a Tribe game where Clumpy was (eventually) able to reign supreme!



TIP Make sure your Taglines cover the elements your creature has. For example, Clumpy has a "long neck," "eye stalks," "hooves," is "skinny," and has "claws" for hands, and a "curly tail."

body parts: characteristic improvements

In this section, we detail the exact improvements each Body Part gives your creature, and offer advice on maximizing your creature's potential for every different attribute. Remember that all Body Parts are not "stackable," so the creature examples show the variety of Body Parts you can try; you don't need to copy them directly.

NOTE To see a chart showing the total number and type of skills each Body Part has, consult the "Chart 2: Statistics" in the previous chapter.

Diet-Related

Add Carnivore, Herbivore, and Omnivore mouths to eat different types of food. Mouths are required for survival in the world.

Mouths

Carnivorous



Omnivorous



Herbivorous



Design Hints: A good rule to follow is that a Attack-heavy creature should be carnivorous, and a Social creature herbivorous, but in the Tribe game, it is easier to find food if you're omnivorous. However, worry about maximizing other characteristics first. Or select both carnivorous *and* herbivorous mouths!

Abilities-Related

The parts you choose give you abilities. Evolve!

Mating Call

Call to locate your mate and your nest, but beware of alerting nearby predators.



Mouths

Dorca	Terrorpin	Crochisser	Shortsnout	Gobsterclaw	Handibles	Handtennae	Pincemout				
Manglerfish	Slagjawed	Barracutie	Carcharebear	Toucan't	Buzzbeak	Buzzmuzzle	Skewybeast				
Sauroclod	Grinnace	Vermillips	S'gnarly	Simperton	Rostrum	Worrybeak	Amphibitude	Leeyotch	Gnathognasher	Saginaughty	Dietrap
Mollratt	Laardvark	Ruminanteater	Whalephant	Swilson	Ungulot	Soundersnout	Haunchface	Cantovis	Splatypus	Snappgator	Grubblemau

Design Hints: Only mouths can make a Mating Call, so any of them will do; focus your attention on other improvements.

Jump

Jumping allows access to hard to reach areas. Higher levels increase the height of your jump.

Feet

Webwaddle +1	Bachskritcher +2	Elevatorclaus +3	Raptorclaus +4	Stumplestil +1	Buckfoot +2	Slasher-knight +3
Scarmaker +4	The Geckonator +2	The Geckoning +3	The Froggening +4	The Toadening +5		

Details

Featherbluster +1	Finneas +1	Antisoptera +1	Fauxry Wings +1
Megachiraptora +1	Cassowary +1		

Design Hints: Start your creature off with webbed toes if you want the highest Jump possible; Level 5 The Toadening is the best Jump Body Part to affix. For less impressive (but also useful) leaps, try one of the other Details listed here.



Graspers

Pick up and use objects in the world.

Arms & Legs



Slackrist Python Doublebow Wizard'sleeve



Meekling Flexor Burlly Bulgo Delroid Cutty Skrappy Gunshow

Graspers



Setoarsal Amphibigrab Amphibigrip Croak Masseur Nubknuckle Lockpicker Opposabubba Monstrumtalon Trapfist Succulenders
Snotchgrabben Dexterorous Bonestickler Torsionwrencher Prongripper Tearerwrist Phalanges Badgerbear Ultrarofler Metacarnal Grubbygrabber
Velocigrasper Hookencrook Horrorthumbs Butterbib Mitzy Classic Minion Ectoknight

Design Hints: You automatically gain this characteristic when you add an arm or a grasper. Remember, you can add graspers to legs (as shown) instead of feet; arms aren't mandatory.



Glide

Wings allow your creature to flap its wings to fly. Higher levels can fly farther.

Details



Antisoptera +2 Fawryrj Wings +3 Megachiraptora +4 Cassowary +5

Design Hints: Make sure you maximize your Jump characteristic as well, because jumping and gliding are associated with each other. For the maximum, the massive Cassowary wings are your ultimate Gliding part. Only four Body Parts allow this skill; it is rare, and sometimes useful.



Sneak

Sneak up on unsuspecting creatures or evade attackers. Attacking a creature while using the Sneak ability gives a bonus to the attack.

Feet



Palmwalker +2 Underhanded +3 Hombrenid +4 Sassyquatch +5 Suctoped +1 Sugerefoot +2 Suctopod +3 Suctofleur +4

Details



Marshcara +1 Grastachio +1 Coverleaf +2
Stickhead +3 Florsage +4 Pool Party-Foul +1

Design Hints: If you want your creature to skulk about without being spotted, you can't do better than the Sassyquatch; it's the only Body Part that gives you a maximum in this ability. Usually, Detail parts (especially the Florsage) are used, with a foot choice saved for a different skill. Such Details are seen on the underbellies, knees, or elbows of the creature.



Sprint

Sprint allows for a quick burst of speed. Additional Sprint parts will extend its duration.

Feet



Details



Design Hints: Sprint is useful for both Social- and Attack-based creatures. The easiest way to maximize your Sprint ability is to choose one of the two foot types that give you the maximum bonus (in this case, Level 4; you can't reach Level 5 with this skill). Or, try the Pool Party-Foul if your feet are being used to augment another skill.



Sight

Your creature needs eyes to see clearly in the world.

Eyes & Senses



Design Hints: Because sight isn't measured in levels from one to five, any number of eyes (one or more) instantly gives you this characteristic. Eyes are usually, but not exclusively, placed on the beast's head. Remember that they can go in a number of other interesting places, depending on how weird you want to be!





Attack-Related

Add Bite, Charge, Spit, and Strike parts to attack other creatures.

Bite

A quick attack that can damage a single target at close range.



Mouths



Design Hints: Bites are available only from Mouth parts, so to maximize, choose one of the four +5 mouths, or think about a creature with multiple heads (if you want a high Sing skill, too). Remember that mouths can be hands, and arms can function as necks for two- or three-headed creatures.



Charge

An attack that intercepts a single target from a distance and stuns upon contact.



Mouths



Design Hints: If you're creating an Attack monster, you're wise to choose your +5 Charge by placing an Elkgent on your creature, and then choosing a +5 Level Bite mouth. Although Hippity offers +5, other feet can be chosen to maximize different skills, such as Speed. Part of conjuring a creature is knowing the best combo of parts for the greatest number of +5 levels.



Weapons



Feet



Spit

A quick attack that spits projectiles at range, at a single target.



Weapons



Design Hints: Only the grotesque and squelchy weapons sacs can spit, and there's none better than the Porcupain for delivering a high dose of deadly poison. They can be placed anywhere on your creature's body, turned into back spines (as shown), or on the backside or end of a tail.



Strike

A devastating attack that can damage multiple targets in close range.

Weapons



Graspers



Design Hints: Remember that giving your creature more than two arms allows you four (or more) graspers! This means you can share Strike and other characteristics (such as Pose) with different arms. Or, a single pair of +5 Horrorthumbs do the trick! Remember that certain Weapon parts help, too, and these have to be placed on the end of arms or legs like graspers.

Socialize-Related

Add Sing, Dance, Pose and Charm parts to socialize with other creatures.

Sing

Sing to befriend creatures who like to vocalize.

Mouths



Design Hints: Only Mouth parts give you Sing bonuses, so make sure you choose a +5 mouth if all you care about is a pitch-perfect specimen! If you want maximum Bite and Sing characteristics, you'll need two mouths. This results in a freaky, but multi-talented, creature!



Dance

Dance to befriend other creatures who prefer this social style.

Feet



Design Hints: Only Feet parts give you the Dance ability, so choose one set of +5 feet for maximum toe-tapping, such as the excellent Sassyquatch, which also gives you a great Sneak level, too. If you want your beast to have the Charge or Speed ability, make your beast four or six-legged.



Charm

Creatures with many Detail parts can be charmed with this social style.

Details



Design Hints: As only Details matter to those who are to be mesmerized by this particular skill, you can easily find a small Body Part to try out, placing it in a crease, flap, under an arm, hanging from an elbow, or as another appendage. Weigh up whether you want Health benefits and a slightly lower level, as some Details provide this benefit, too.



Pose

Poses are popular with other creatures with graspers.

Graspers

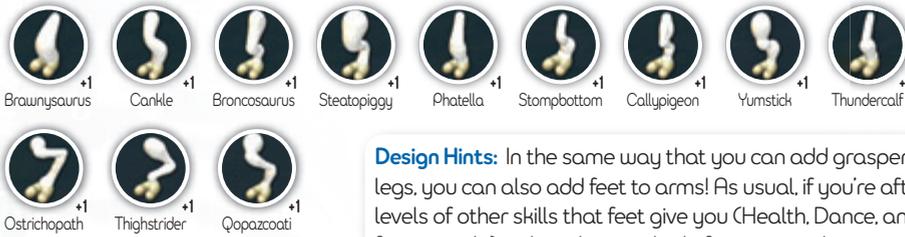


Design Hints: Only graspers increase your Posing capabilities, so add a pair of +4 or +5 graspers if you're also concerned about maximizing your Strike. Doubling the number of arms helps out; that way you can affix another Body Part with a different skill (such as a grasper or weapon with a Strike skill).

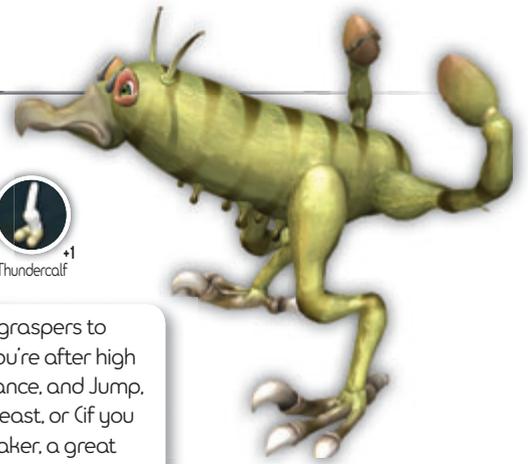
Speed-Related

Add faster feet to increase Speed!

Arms & Legs



Design Hints: In the same way that you can add graspers to legs, you can also add feet to arms! As usual, if you're after high levels of other skills that feet give you (Health, Dance, and Jump, for example), either place multiple feet on your beast, or (if you want a two-legged creature), choose the Scarmaker, a great all-round foot.



Feet



+ Health-Related

Each brain level upgrade adds to your health, or you can buy armored parts to help you survive in combat.

Mouths



Graspers



Feet



Weapons



Details



Design Hints: If you're playing through the Creature Stage, and only have a few Health Body Parts to choose from, you're better using parts that also have other skills, if you're low on DNA Points. If you've collected more points, or are making a creature from scratch, choose Level 5 Health parts exclusively, such as the Rockne or Triterraflops.

Eye Skill-deficient Body Parts

The following Body Parts do not offer any stage-specific skill when utilized.

Eyes & Senses



Design Hints: Choose these Body Parts when you're attempting to make as detailed a face as possible, and you have enough DNA Points to "waste" on these parts rather than ones that give you skill bonuses. As you can see, a variety of odd and frightening visages are possible!



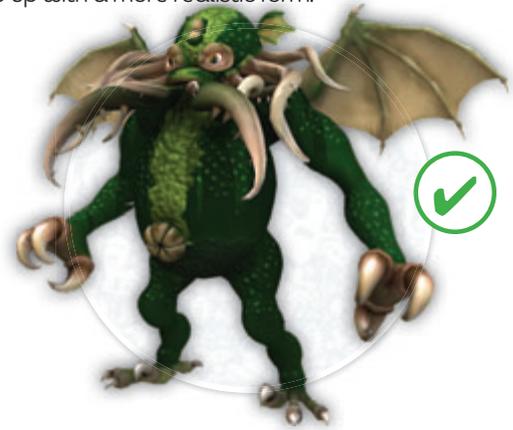
Limb and body manipulation

By now, you should have begun to create some truly exciting, frightening, cute, or impressive-looking creatures. Now add a couple of advanced crafting techniques to ensure even more flexibility.

Work That Body

During this and previous Creature Creators, your creations may initially look overly "round" as you inflate the body around the spine pieces, and create something that looks less than impressive, such as the unspeakable thing shown nearby! Stop this by gradually changing the shape of the body at each adjacent spine piece, and you'll end up with a more realistic form.

Here's one of my first creations. It was meant to be an imposing scaly beast from the deep, with a head full of tentacles! This embarrassment was put out of its misery quickly!



Here's a later attempt at a similar type of creature: I learned to form the body properly, and use body parts for a variety of purposes to create something a little more impressive.

Body Part Art

When you've made a few creatures, you should begin to experiment with the different Body Parts (particularly the Senses, Weapons, and Details) to make "special" appendages. These give your creation a unique look. Stretch or contract each part to the desired dimensions to add additional character and turn objects you haven't used in the past into ones you can use again and again. A keen imagination is all you need!

This tentacle-faced Star Spawn is a good example. Cornutopia (which look like twisted horns) were manipulated to create a mouth full of tendrils!



In this example, a single Soundersnout mouth, and another pair of Soundersnouts forms the base of this Cerberus dog, and the body was curved into a tail with a Reapermantis at the end of it!

Extraordinary Limb Use

The final part of this advanced plan in creature creation is to utilize Arm and Leg parts in multiple ways. By now, you should have created a floating creature by placing Grasper parts at the end of its legs. But have you tried placing Weapon or Detail parts at the end of an appendage, or placed an Arm or Leg part to create a different type of limb? The possibilities are endless (using Detail parts to act as ears or nostrils is a good example, as is placing two Knurl Downs on the backside of a baboon-like entity), but here are two main tricks that master creators try again and again:

Does your creature need eyes on stalks, but you don't like any of the original Eye parts? Then place two tiny arms, remove the hand, and add a normal Eye part of your choice, as in this example. Yes, those are arms!



Do you need a sinewy tail with a nasty weapon at the end? Then place some Arms or Leg parts, move them to the middle, and merge them at each joint. You now have another weird limb for your pal to flail with! This is also the way to add certain Weapons (that give a Strike skill) to your creature.

creature examples (various styles)

Finally, here are a few of the billions of different creatures you could create, showing the different ways you can construct your own creature. Critters with personality showcase the wild and varied body styles and part placement. Statistic-heavy monsters showcase the very best in combative or social beasties. Then, we show fiends and furry friends alike, based on real-world entities or monsters from myth, to get your imagination racing. Finally, there are examples Maxis and Will Wright chose specifically for this guide. All have a short invented backstory designed to be placed with each creature's name; remember to write your own, too.

CAUTION Alert! Some of these creatures are very complex and may only be available in later stages in their current form. Remove one or two body parts as you're building them if their image appears blanked out at the Creature Choice menu. Your Complexity Meter (shown in the top-right corner above your Characteristics) should be just lower than maximum (red) if you want to use a creature in this stage. These creatures are shown as a primer to creating your own favorite monsters.

Style 1. Personality-Driven

Wild Thing

Key Characteristics: Charm, Pose

Other Characteristics: Strike

This lanky bird-like critter is said to follow a small child with a flute, mesmerized by the lilting sounds. A classic "beast," its understated and mottled plumage allows you to focus on a fabulous mohawk and tail, which is built from Keratinhorns. The shoulders are placed lower from the top of the head to accentuate the large beak and large beady eyes. There's a Bonekneepad behind the eyes, to look like wrinkles, and talon-like hands to gesticulate wildly. An unkempt look was attempted here.



Star Spawn

Key Characteristics: Glide, Bite, Strike, Speed, Health

Other Characteristics: Jump, Charge, Spit

A fearsome mass of thick, unspeakable tentacles surrounds a massive central maw, with two side mouths to complete this horrific, and once-aquatic otherworldly beast. Standing in for tentacles are multiple Pincernauts and Cornutopias, manipulated to look very menacing. Servants of an even bigger entity, said to be worshipped deep under the ocean, this Star Spawn has remnants of the sea in its scaly skin and small flapping ears. It can glide too, but it spends most of its time charging in and savaging its prey.



EyeVee

Key Characteristics: Sight

Other Characteristics: Sing, Speed

The word "monstrosity" was never so apt a description! Although it isn't the toughest critter on a primordial planet's surface, it does show what an imagination, and a massive number of Evil Eyes can create! This should set you off into a frenzy of selecting one Body Part and using it multiple times, because although only five different parts are used, the creation still looks fantastic! There is a limit to the number of identical Body Parts you can place though (around 15 for smaller ones). As for EyeVee's combat effectiveness? Let's just say it isn't easily blindsided...



Carnivorous Terror

Key Characteristics: Sneak, Dance, Charm, Health

Other Characteristics: Bite, Strike, Speed

Evolving on a distant and violent lava planet, this brutish monstrosity has a primary urge to bite its prey into small chunky pieces and dance on them. It brings its massively heavy Stessballs down on its foes, striking repeatedly, before trudging away to its next fracas. However, it has the Charm ability, thanks to magical energy stored in the crystals adorning its body. The Carnivorous Terror was built to look mean, and its two Gunnshow arms, which are merged at each joint and fitted onto the beast's back, lend an even more fearsome appearance!



Senior Speedo

Key Characteristics: Bite, Strike, Health

Other Characteristics: Dance, Speed

Although it finds implement-handling something of a chore, Senior Speedo, the big brother of Speedo the bipedal crab monstrosity, usually spends its days rushing around the flood plains and crushing smaller foes with its massive four arms. Instead of graspers, which were removed, it has SlimSlam Hablams. This isn't practical (graspers are more useful), but it looks cooler! Sharp Keratinhorns were added to the back, but the massive eye stalks are actually a pair of Slackwrists with Felizards at the end of them!

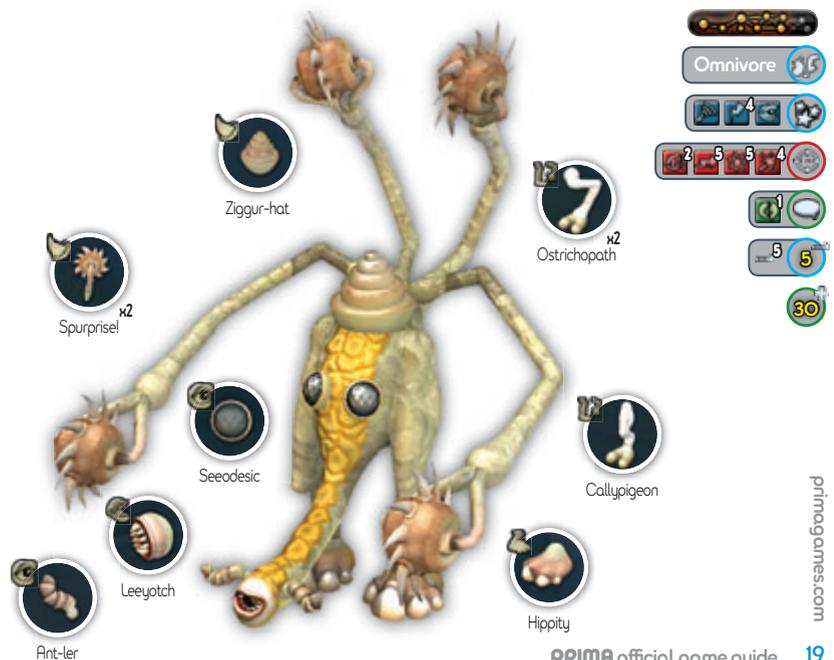


Greater Koob

Key Characteristics: Sprint, Charge, Strike, Spit, Speed

Other Characteristics: None

You might think this beast, a slightly larger cousin of the Koob, to be a freak of nature, and you'd be correct. It shows how versatile facial placement can be. A long trunk-like protuberance ends in a mouth and Ant-lers, with primitive Seeodesic eyes at the top. Graspers are ignored in favor of four thin but sinewy arms, each ending in a violent Spurrise! spike wheel, perfect for crushing foes! A single Ziggur-hat is placed where the four legs join, leading to a memorable creature with a hint of elephant about it. Try more trunks out on your own entities!



Little Blue Growler

Key Characteristics: Sprint, Bite, Charge, Spit, Speed, Health

Other Characteristics: Strike, Sing, Pose

Not all highly evolved carnivores need look overly muscular and imposing, like Jass of Thun. Little Blue Growler is an example of a tiny, vicious, but rather cute meat eater. Biting the lower legs of its prey, it moves in small herds and has incredible Speed and a thick, sturdy body, resplendent in all manner of spines and armored growths. Ziggur-hats were used in place of ears, and Rocknes as nipples to create a "natural" look to the Growler, but every single part was picked because of its Attack-related bonuses. Ignore the small, and you might fall!



Romuthid

Key Characteristics: Jump, Glide, Sprint, Sing, Dance, Charm, Pose, Speed, Health

Other Characteristics: None

This was another attempt at a purely herbivorous creature, but one that could Glide, and had excellent Health and Speed. A unique body shape (it starts as a backward "C") led to some interesting Body Part placement, such as an eye at one end, and a mouth at the other! Because Arm parts don't give you bonuses, none were used; these are all Leg parts: one with graspers, one with feet, and one with a single back foot to steady the creature. This creature mesmerizes its foes with its weird shape and exceptional Social skills, and uses wings (Jump and Glide abilities) to fly to high branches for fruit-picking.



Throkgrunter

Key Characteristics: Sneak, Sprint, Bite, Charge, Strike, Spit, Speed, Health

Other Characteristics: Charm

This creature was designed to see how many different snaking and pointy bits could be attached to a trunked biped, and we came away very pleased with the result. The Throkgrunter, a feared monster with a massive flapping front maw and a huge elongated tail with spines aplenty, can't climb trees, glide, or hold much of a conversation. But it can devour foes in seconds, thanks to a variety of Poison sacs and a mandible-heavy rear end. Also important was Health, and the finished freakshow is both terrifying and adept in combat. Its handshakes are said to be deadly...



Style 3. Earth-Influenced

Tartywood

Key Characteristics: Jump, Sing, Dance, Charm, Speed, Health

Other Characteristics: None

Tartywoods live in the marshy dwellings of Clinkskell, a strange planet in the northern part of the galaxy. They hop with impressive quietness, pausing only to rapidly flee from predators or dance expertly to woo mates as well as other critters. Our take on the toad, this creature has all the necessary Body Parts. After looking at a picture of a real frog for inspiration, we made sure the back legs were stretched while the front ones were tiny, and added as many Heycorns as possible. However, the vivid paint job really finished off the look.



Grizzlebear

Key Characteristics: Charm, Health

Other Characteristics: Bite, Dance, Speed

Locate the correct Body Parts, and you too can create a variation on the bear. Many of the Body Parts are specifically named with bears in mind, but the main plan is to choose a mouth that can be manipulated enough to be stretched into a snout, with a Chuffe to finish the look. After adding a fur-like texture (additional stripes and highlights weren't used to keep a more natural look), we finished off this furry fiend with a set of Nurples and some Rocknes. Our creation shares many characteristics of an Earth bear!



Killer Gorilla

Key Characteristics: None

Other Characteristics: Sneak, Dance, Charm, Health

Creating a great ape as the basis of your creature means you need to proportion your body correctly, with a curved spine and a jutting head tapering at the end. Then you can add a Grinnace, the best simian mouth around! To really get a "great" ape look, make sure you select a nose, and place it near the eyes, along with some shrunken ears. When dealing with arms, make the front ones massive and powerful, and the back ones small but sinewy. Then add Underhanded to both arms and legs: it makes for a realistic ape walk! Finally, add two Knurl Downs for a baboon-like bottom!



Ryger

Key Characteristics: Sing

Other Characteristics: Dance, Speed

If you're using a tiger as your source of inspiration, try a couple of additional tricks besides raiding all the vaguely feline Body Parts! First though, manipulate the Soundersnout so the bottom lip horn is less pronounced. Make the body thin and lithe, and point it downward toward a tail, which should be made from a fused Leg part! Tigers have lower back legs and massive shoulders, so mimic this with careful attention to each leg. Our Ryger has rather scary eyes; you might want to swap them for something less fear-inducing!



Batty

Key Characteristics: Glide, Charm

Other Characteristics: Strike, Sing

Although it's likely to come off second-best in a Tribe game against most others, the Batty is a great example of how to make a creature that looks like it's constantly flying. Obviously, you need the wings, and we added a small Batboy flap at the back, even though a real bat doesn't have them. A tiny body has a large face, with a Snuffle for that "vampiric" look, and two Kitty ears (ironically, the Batboy ears aren't quite as realistic looking!). Mainly though, have a grasper instead of any type of feet; your creation tends to hover above the ground.



Sloshi

Key Characteristics: Charm, Health

Other Characteristics: Bite, Sing

Your creation doesn't need to be influenced only by animals living on this Earth. Look to other sources of inspiration, such as Greek myths (you could construct a fantastic Minotaur or Gorgon!). Or, you could explore other worlds. How about creating a creature from *Mass Effect*? Or even this cute little dinosaur, named Sloshi! He's the best friend of a Spanish carpenter named Miguel. Together they ride around the Ivy Kingdom, searching for the evil Growser the terrapin, and his tortoise minions. Princess Apple must be rescued!



Getting More from Spore

the spore limited edition book bundle

Electronic Arts, Maxis, Will Wright, and Prima Games are proud to reveal the ultimate guide to the world of *Spore*. Two distinct and meticulously crafted books are available, designed to give you the very best and most informative advice on this game.



spore: prima official game guide

Here is a small glimpse into the *Official Game Guide*'s different chapters, and the advice contained within.

Cell Stage

Let there be life!

The very beginnings of life are revealed as a crashed meteor impacts a planet in deep space, and a new type of life-form hatches: yours!

- Key tactics are shown regarding how to create Cell creatures that are oddly beautiful, weird, and extremely functional.
- Every Cell part is carefully inspected, and given tactical notes.
- Do you want a carnivorous Cell that makes fast turns and spits poisons? We show you how to unlock it, and every other type, too!
- All the different aspects of the Cell Stage -- from Missions to Epic predators -- are revealed.
- The exact entities that unlock all the Cell parts are shown, and damage ratings for each attack are detailed.
- Size comparison charts for each Cell level unveil just what beasts lurk in the murky depths of the first ocean....

Creature Stage

The second leg of your evolution.

After an evolved Cell crawls up onto an unknown continent, it faces a huge number of hardships and Body Parts to collect. Fortunately, help is at hand:

- Initial and Enhanced Creature Creators inform you of exactly the Cell parts you need to equip to unlock your favorite Creature parts!
- Are you primarily focused on creature-creating? Then peruse the massive chapter dedicated to creating the coolest critters around!
- From mating calls to sneaking through enemy nests, we showcase all the necessary skills, and the Body Parts needed to advance them!
- Comprehensive Creature examples are showcased, both at the start of this Stage and once all Body Parts are unlocked.
- Playing a Social or Combative Creature game? Or balancing your friends and enemies? Tactical help is at hand.

Tribe Stage

Barter, Fish, Train, Butcher, Forage: Reign.

From trading gifts with like-minded rivals to setting out to pillage an entire village and burn it to the ground, your Tribe needs all the help it can get:

- Revelations on the increasingly powerful “super” abilities handed down from your ancestors.
- Advice for all the social interaction: which instruments to try, how to boost your ratings with others, and more.
- Brandishing fists? We show how to grab stone axes, torches, and spears, and hunt down your foes, too.
- Learn how to unlock all of the different tool huts in record time, and when to utilize them.
- A complete tour and examples of the tribal outfitter help you create stylish looks!
- Ready to tackle an Epic-sized critter? Trying to domesticate a wild animal for their eggs? We show you how.

Civilization Stage

Rule the world with an iron claw.

When you absolutely have to take over an entire continent in the most efficient, precise, and impressive display of tactical leadership, we have the war room ready for you!

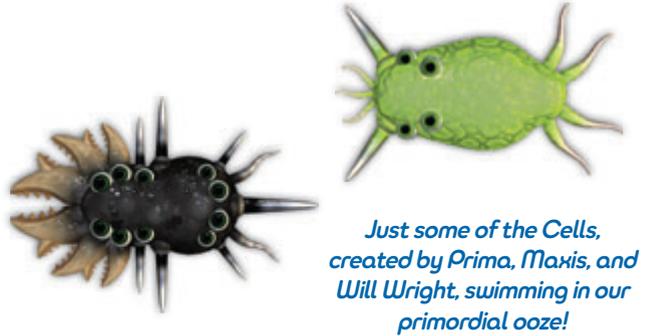
- Advice on building a variety of impressive, fanciful, or real-world influenced structures for your population to live and work in.
- Analysis of all the land, sea, and air vehicles with thorough tactics on building the best of each type.
- Whether you're a Military, Religious, or Economic player, specific, time-tested strategies are presented.
- What's the order to build, explore, and take down rival cities? We show you how.
- All of the devastating super-weapons are activated, and the debris inspected—learn how to turn the tide with your consequence traits!

Space Stage

The final frontier. Galactic advice here.

With an entire world bowing down to your superior strength and fair-handed justice, only the far reaches of the galaxy are left to test you. Engage in out-of-this-world explorations!

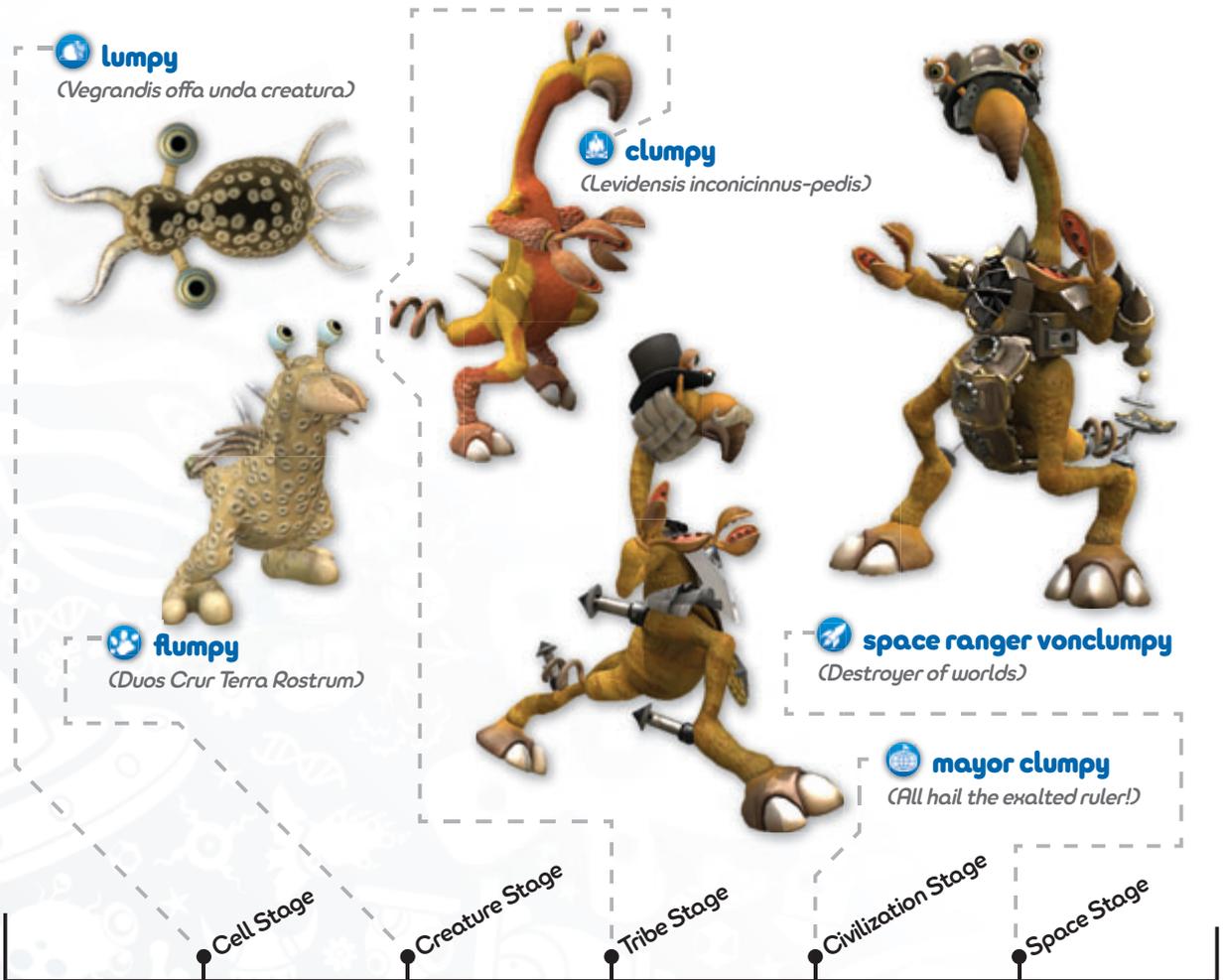
- We built dozens of less-than impressive spacecraft prototypes so you don't have to; our advice is inside!
- Planet terraforming has never been so easy; we show you how to wow your friends with expert topographical information.
- There's a massive universe out there, and a concise method of exploration is key.
- Are you ready to abduct, trade, and head off into the inky blackness of space? Then heed our survival guide!
- Did you find a fabled artifact or other rare and impressive item? Want to find them all? We show you how.
- Have you unlocked a series of game achievements throughout? Our Appendix reveals them all.



Just some of the Cells, created by Prima, Maxis, and Will Wright, swimming in our primordial ooze!



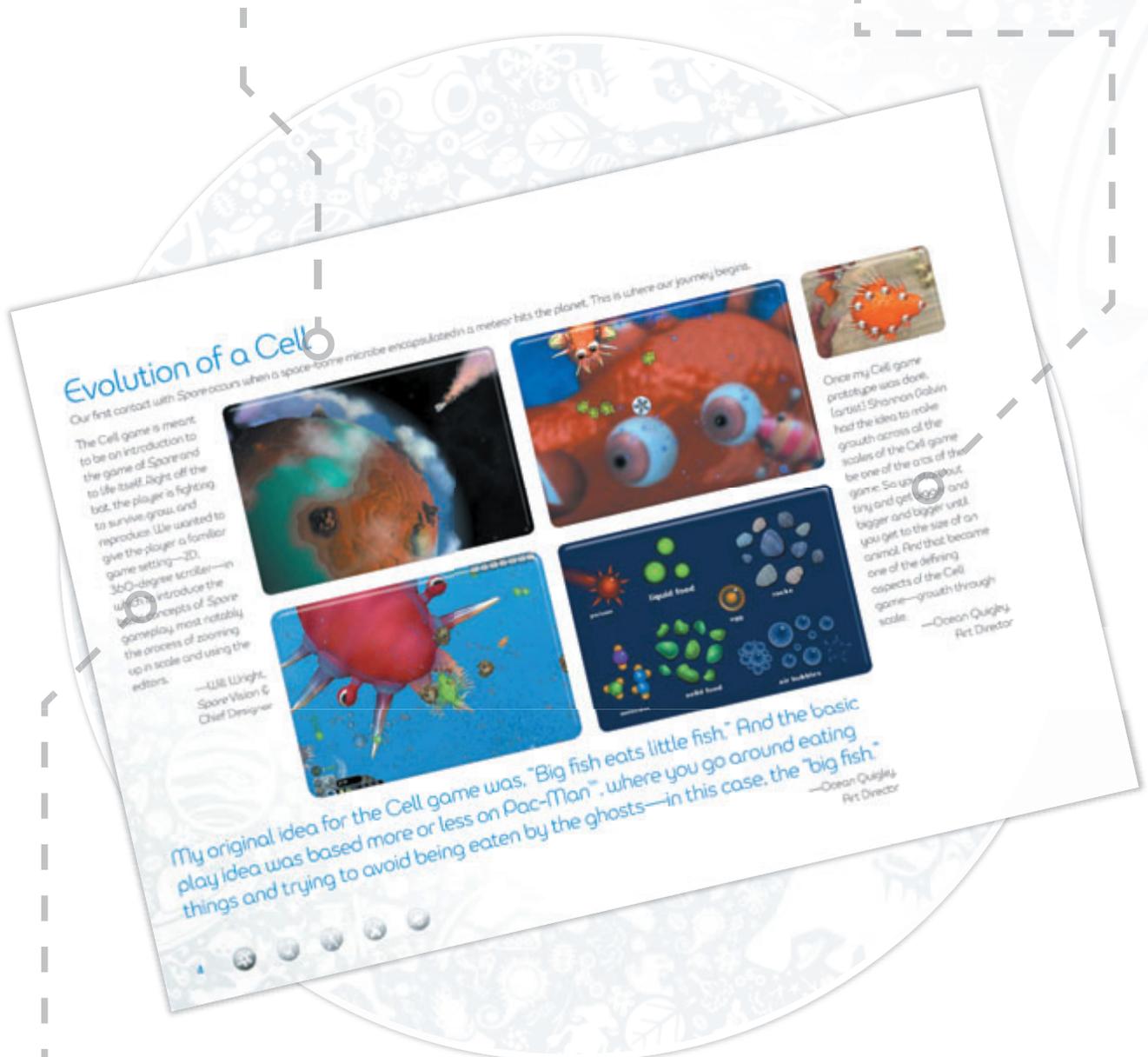
Make your Creatures both fashionable and socially adept!



spore: the evolution

Six months in the making, the **Making of** book details the evolution of **Spore**, the game!

Team Interviews, hundreds of **concept art** pieces, and anecdotes are crammed into the **hardback Making of** book.



Designed with copious help and continuous input from the **creators** of **Spore**, including **Will Wright**.