

# *-Nerinath-*



*Welcome to the Albian Arctic.*

*Away from the cluttered equator of Albia lies an arctic wasteland tucked away at the southern side of the world: Nerinath. Tired of the constant hazards and pitfalls associated with the main world (The land that the Shee inhabited), this hand has decided to take their Norns out into the cold, dead wastes, where safety and utility go hand-in-hand.*

*Nerinath is for a hand that has already seen the mysteries of the shee, traveled to the swamps of the Ettins, the great Tree of Yggdrasil, and the volcano of the Grendels. When the grandiose world of Albia becomes a chore to navigate, with constant elevators, oceans, and Norn traps, Nerinath awaits.*

*This land is empty, waiting to be filled by the hand. (The game's COB injector will serve you well, as this is a world that may be customized to your liking). Nerinath only comes with the essentials: Food, Water, and Toys. Norns rejoice, as wall-bonking is a thing of the past! Rejoice, as the great danger of the ocean poses no threat to Norns here!*

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Created with love and great hatred for Creatures 2 worldbuilding by

**THE DRUNKEN NORN** of CreaturesCaves.



## *Installation of Nerinath:*

Copy and paste the "Nath.SFC" file into your Documents > Creatures > Creatures 2 folder.

Copy every other file into your game's directory (A.k.a. The file folder that you access when you right click + "Open file location" on the game's shortcut). Be sure to allow the folders to merge with your game's folders. Do not worry; this will not mess up your old worlds.

## *Having more than 1 Nerinath world:*

Copy another Nath.SFC from the Nerinath installation and change the name when you put it into your Documents > Creatures 2 Folder. It will be a fresh, blank Nerinath world. Don't overwrite the old one!

## *IMPORTANT WARNING:*

Do not use the World Populator COB included in this file. Do not inject, remove, or otherwise touch this COB. This is important for world stability.

## *Other Notes and Credits:*

NOTE: Objects placed in the world must be re-selected and dropped a second time after being placed if you wish for them to be affected by gravity. Otherwise, they will float where you place them.

NOTE: If your Norns are too cold in Nerinath for your liking, you can always inject the [Orb Pack](#) COB, a COB that can increase the amount of heat in a room (And there are only two applicable rooms in Nerinath, the east and west sides of the map).

ERRORS: While the world texture is of a very high quality, it gets a tiny bit iffy around the wrap-around point of the world. You'll notice a rather blurry area that would not exist on a professional-grade map. As well, the Incubator is located below the "home button"'s location, further bringing Nerinath from being professional-grade.

Special thanks to Geat\_Masta, GimmeCat, JayD, Jutta Maria Pusi, Mummy, and Quetzal.

Objects included in base Nerinath: Learning Computer v2, Meat Vine, Water Fountain, Fish Vendor, Funny Christmastree, and Snowglobe.



## *Information about Nerinath:*

Nerinath is a simplistic Creatures 2 world that takes away all of the hassle of playing the game in a non-explorative fashion. What I mean by that is that Creatures 2 is largely an exploration game, where a large part of the game is exploring the world and collecting power ups and items. Wolfling Runs and such typically avoid such gameplay, and focus on the important part: the Norns. At risk of creating a desolate and dull world, I've created an empty flat-plane world for other users to use. It comes complete with a hatchery, a highly advanced learning computer (Better than the base game), food sources, and water sources, but not much else. Despite the cold appearance, Nerinath is well-suited for Norns (We can assume their fur and hardy nature comes in handy here). The world is completely flat, and single leveled. This means that there is no risk of environmental danger or wall-bonking, which in turn makes Wolfling Runs far more objective than they were previously. If you wish to compare it to scientific philosophy, there are far less variables to deal with. I made it with Wolfling Runs in mind, but it is also useful as a place where those who want to play the game with generations of Norns legitimately can play without having to worry about crazy environmental hazards like drowning, being murdered by grendels, et cetera.

I am by no means a Creatures 2 content creator. I made this world with the help of two CreaturesCaves users, Geat\_Masta (The lead designer of a fan-based game called Kreature) and GimmeCat (The best Creatures 2 COB creator), in addition to following a nearly unreadable German walkthrough. It's more of... they did it, really. I just put all of their instructions together (Similar with the Ivrogne Canny Norns that I also “designed”, with that word in quotes for good reason as Venithil made it off of my instructions).

Nerinath is empty because it is intended to be that way. A player's customization of the world lies entirely in the COBs that they choose to inject into the world (Note that not all COBs are compatible with an empty world; typically, the best COBs to use are the ones that add items that can be moved by the hand and thusly placed in particular locations. COBs like the “All-Seeing Eye” will not look very good in Nerinath, while “Meat Vine” will look fine).



## *Usage Permissions:*

You may use Nerinath for anything you desire (You can make alterations, make new COBs specifically for Nerinath, et cetera) as long as you credit TheDrunkenNorn and the people listed under “Special thanks”: Geat\_Masta, GimmeCat, JayD, Jutta Maria Pusi, Mummy, and Quetzal. I think it'd be really cool to have Nerinath-specific COBs, like music and snow-flavored stuff.

In addition, you may use any of the assets from Nerinath to create your own Creatures 2 world (Though I will be posting a blank world as well).

## *Contact:*

You may contact me at CreaturesCaves.com as TheDrunkenNorn, or at my email: [Bananafudgekake@gmail.com](mailto:Bananafudgekake@gmail.com).

## *Presumed FAQ:*

**Q: Is Nerinath cold?**

A: Yes. Use the beforementioned Orbs COB if it is too cold for your Norns.

**Q: Is Nerinath suitable for Ettins and Grendels?**

A: Yes. It can host any Creatures breed that doesn't need the vanilla Albia.

**Q: Does this world come with a hatchery and incubator?**

A: It comes with an incubator. The “hatchery” is located in a shell in the middle of the frozen wasteland. There is no interior.

**Q: Can I use the original COBs that come with Creatures: The Albion Years?**

A: Most of them, yes. Some will not work, like the “Fishing Rod” fix.