






The ship and it’s ecology

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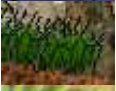





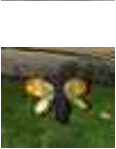
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Did you wonder how many creatures are inhabiting the Ship and what’s their name? That’s why I put up a list for you with their common names but also with the latin names! I didn’t invent them, but the developers at Creatureslabs did. Some of them are really funny, you’ll smile, for sure! I added to each creature where it usually lives and what it needs for it’s living. There is a real food chain existing in all of the four terrariums, a constant"Eat and get eaten".

Creature	Name	Latin Name	Located
	Norn	Cyberlifogenis cutis	Everywhere on the ship, but prefers the Norn-Terrarium.
	Ettin	Cyberlifogenis kleptomania	To be found everywhere on the ship, doesn’t absolutely need to be in it’s home terrarium (the desert) but likes to return there, especially after having found portable equipment...
	Grendel	Cyberlifogenis vicious	Found everywhere on the ship. It’s home terrarium is the jungle.








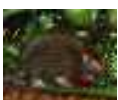
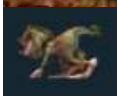




Norn Terrarium

Creature	Name	Latin Name	Located
	Pumperspikel	Pumpica spikelum	Meant is the Pumperspikel tree where theses fruits grow. The seeds are a very good food source for norns.
	Apple	Malus albia	Apples grow on the apple tree. (how smart! :-))
	Waterplant	Yucca aquatiform	There are three of these waterplants located in the pond. They don't die out.
	Grass	Poa verdanata	Needs warmth, humidity and light for growing.
	Foxglove	Digitalis bensimpus	Needs warmth, humidity and light to grow. Can die out if there are too less seeds disseminated. You can bring it back by means of the seed bank. It's nectar is food for bees and butterflies which pollinate the foxgloves in return.
	Pinky Plant	Dianthus statiphytes	This plant doesn't die out. Food plant for bees and butterflies.
	Blue Flower	Cynoflora morrisii	This plant doesn't die out. Food plant for bees, butterflies and kolibris.
	Grazer	Scatus harmenius	Peaceful, eats grass (therefore it's name!).
	Grasshopper	Idealus roberticum	Eats leaves and hoppes from here to there...
	Bee	Bombillius lisasillius	Needs nectar from the flowers of plants, lives in bee hives. Be carful! it stings your norns when they try to play with them! "Ouch!"
	Butterfly	Papillio haywardian	The caterpillars eats leaves, then they will climb the plants and transform into beautiful butterflies which need the flowers of the plants resp. it's nectar as food.
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Creature	Name	Latin Name	Located
	Ant	Formica saunterous albia	Takes care of the organic deposits and detritus
	Dragonfly	Flitus bhomicus	Eats other insects, the larvae eat the leaves of the water plant, so dragonflies need water around to lay there eggs in.
	Hummingbird	Tristaniana bussia	Needs nectar of flowers to survive.
	Wood Pigeon	Columba cantellia	Eats different insects, fruits, seeds.
	Robin	Charltonian albia	Eats insects and makes it's nest sometimes in the apple tree where you can see (with a little luck!) the young robings getting old enough to fly off.
	Gosh Hawk	Assipter stewardian	Eats grazers.
	Kingfisher	Alcedo makious cristoph	Catches and eats the stickletrout, that's why you can find the kingfisher always near the pond.
	Hedgehog	Erinaceus albia	Eats insects and snails.
	Hoppity	Hoppis napes roo	Eats fruits. Can multiply extremly fast if food situation allows and your game can ge flooded with hoppities...
	Stickletrout	Salar stikus	Lives in the pond and eats (almost) anytying what's falling into the water, above all insects.
	Snail	Barrus osullivus	Eats organic detritus.




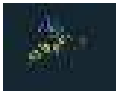










Desert Terrarium

Creature	Name	Latin Name	Located
	Cacbana	Burbania barnabicia	Needs lot of light and heat, it's more succulent.
	Desert Grass	Festuca xerophilus	Adapted to the desert, needs light and heat.
	Balloon Bug	Apterus claudinio	Lives with and from the Cacbanas.
	Gnarler	Hungarius oscari	Eats the stones from the vulcano once they're cooled. Strange diet, but make sure there are enough stones laying around so the Gnarlers won't die out.
	Meerk	Sciurus harmanii	Eats Balloon Bugs and and likes to dig into the ground.
	Uglee	Grendomorphis vulgaris	Eats Gnarler eggs which it spies during its flights.






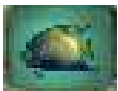

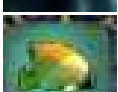

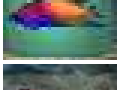





Jungle Terrarium

Creature	Name	Latin Name	Located
	Tendril	Coeloformis albia	Easy to grow, needs only a bit of humidity. Can even grow in complete darkness!
	Fungi	Amanita albia	Needs humidity, but can grow almost everywhere, also on darkness.
	Purbana	Coleus purpureum	This plant never dies out. Apart of this it doesn't play further role in the ecosystem....
	Wasp	Netelia davidum	Eats fruits and stings when getting annoyed!
	Dragonfly	Flitus bhomicus	Eats other insects, the larvae eat the leaves of the water plant, so dragonflies need water around to lay there eggs in.
	Gnats	Strawcium gigantus	Only being seen in swarm. They eat male Grendels! Never seen until now? Yes, of course the do exist, watch closer and then you might be able to catch a glimps of them hovering between the leaves...
	Rocklice	Jonti praticilium	Eats insects, drills itself into the ground and get's nasty sometimes.
	Kobold	Baldium mysterious	Eats insects, fruits and other food which is brought into the jungle by other creatures. The Kobold is constantly a bit ill-tempered.
	Piranha	Viscious fiscious	Dangerous! Eats every creature that falls into it's pond and there will be nothing left but a few bones...
	Mosquito	Mossee darmicus	Ouch! Stings and very nasty!
	Rhino Bee- tle	Tuffus burchiium maximus	Eats organic detritus.
	Bacteria	Bhowmicoccus nornovora	Responsible for any kinds of infectuous illnesses in Norns! Cannot be seen by the naked eye, you need special tools to make them visible.



Aquarium

Creature	Name	Latin Name	Located
	Opal Sponge	Porifera opalite	Lives only in salt water.
	Orange Sponge	Porifera orangeboom	Lives only in salt water.
	Gumin Grass	Poa guminum	Lives only in salt water. Can only grow if there's no other Gumin Grass or Orange Sponge growing nearby.
	Aquamites	Aquatophagoides albia	They filter nutrients out of the water.
	Wyst	Cluelesseus officusous	They filter nutrients out of the water.
	Angel Fish	Gillium gillium	Eats the seeds of the Orange Sponge as well as those of the Opal Sponge and Gumin Grass and eats Wysts too
	Clown Fish	Premnas hilariousis	Eats wysts and seeds of the Opal Sponge, of the Orange Sponge and of Gumin Grass.
	Handlefish	Ficious tobiniuos aquatonicus	Eats the seeds of the Orange Sponge as well as those of the Opal Sponge and Gumin Grass and eats Wysts too
	Neon Fish	Hyphessobrycon creaturelabiani	Eats the seeds of the Orange Sponge as well as those of the Opal Sponge and Gumin Grass and eats Wysts too
	Cuttlefish	Sushi hazardous	Eats Wysts and shows colour change when annoyed.
	Nudibranch	Rockinium silveria	Eats Wysts and Aquamites but seeds of the Gumin Grass too.
	Rainbow Sharkling	Odontaspis spectrumian	Although it looks harmless showing those nice colours it devours all sorts of fish.
	Man-O-War	Medus chappie ferociousia	Eats mainly fishes.



Why do some breeds die out, but some don't?

Did you wonder, why some breeds, such as the stickletrout die out, but some which depend on them in the food chain (like the kingfisher) don't die out? I know that the ecology system is only a model in the Creatures game, but I wanted to know anyway. So I wrote to Creaturelabs, asking that question. And I got an answer! I also put up a few hints and tips to some of the dying out problems:



1. There are some "long living" breeds on the ship which simply don't die out. Means all those which don't die out even when their food resource is really scarce. To these breeds the following belong to: Kingfisher, Gosh Hawk, Uglee, Piranhas and a few more. Smart explanation.....:-).

2. As for the stickletrout: you have to make sure that their food resource, the larvae of the dragonfly are always around. If there aren't any more in the terrarium, produce some by means of the seed bank. Those dragonflies will lay their eggs in the pond, the larvae will hatch and (some) get eaten by the stickletrout. It's a bit of a chore to maintain a steady stickletrout population, don't know for how long you want to go on with this... there is also an agent, which helps in producing food constantly for the stickletrout. You can download "Fish food" here.
3. The Aquarium is easier. I put up a fish monitoring device to make sure fishes and food resources for them won't die out so fast. I connected the monitoring machine with a movable seed bank which recharges automatically after being emptied. The whole thing looks like this:



Both machines can be found in the ship. If you want to have more of these machines you can either inject some more or duplicate them by means of the replicator on the bridge. But still you have to monitor what those machines are doing, you might have to switch the machine to monitor other breeds to maintain a steady population of all breeds under water. So this solution is not fully automated...

4. Similar case for the desert terrarium. To keep Gnarlars alive in the desert, you have to make the vulcano erupt and throw stones in the terrarium which are needed by the Gnarlars as food supply. To make sure the vulcano erupts regularly I put up another combination of machines you can find in the ship:



This combination works from left to right: The first machine to the left gives a constant pulsing signal (don't forget to switch it on!), the next machine to it's right (connected to the first one) counts the signals the first machine is giving. After having recieved two signals of the first machine it will emit also one signal to the third machine connected to it. This machine counts 15 signals coming from the second machine and if that happened, it gives a signal to the vulcano to erupt. A bit complicated, that combination, I know, but it makes sure, the vulcano doesn't erupt all the time, there is a certain delay. If you think that's still to fast or maybe to slow then simply adjust the counters to the desired value!

You can also take the whole installation to produce a constant supply of ballon bugs for the meerks (my favorite breed!!) by connecting it to the seed bank. Unfortunately the seed bank will run out of energy, so you have to make sure, there's always enough bioenergy for sustaining all the needs of the ship! (only in C3 standalone, DS always has enough bioenergy!) (thanks to Lisa for the tip)

Looks like the whole ship needs your care and attention, not only the norns! That can keep you quite busy...

I don't want to forget to mention a special agent/creature that should care for the ship's ecology. It's "Gaia" from Lis Morris (site not available any more). I didn't try it out so far. Gaia isn't just a "classic" agent, it's more, it's even a creature which can be spliced with other creatures! Although some results looked more scaring than good.... I don't know if this agent really cares for the ship, I heard more negative reports like slowing down the game and not really fulfilling the purpose it was tought to be made for. But there's another tool from Lis Morris worth a try, it's called "Spaceship Repair Tool" and it should balance the ecology of the ship.

And another tip: If your hoppities multiply like crazy, most of the time it's due to too much food (especially fruits) laying around, e.g. from automated food vendors. If you want to get rid of that hoppity infestation, download the dragon from Darcie.

