

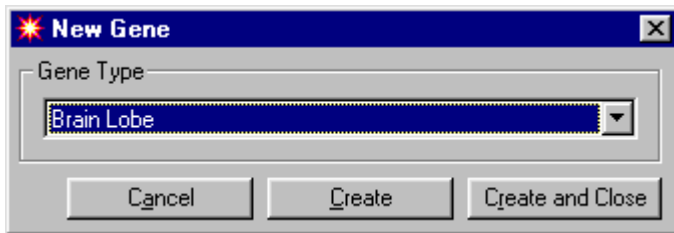
Creating new genes

To create a new gene, click on the **New Gene** button from the **Gene Editor** page:



If you are starting from a clean genome (i.e., no genes loaded), the Genetics Kit will ask you if you wish to create a species gene (the only compulsory gene). [Read the notes](#) before trying to create your own genome from scratch.

If you are adding new genes to a genome that contains at least one gene, the following window will be opened:



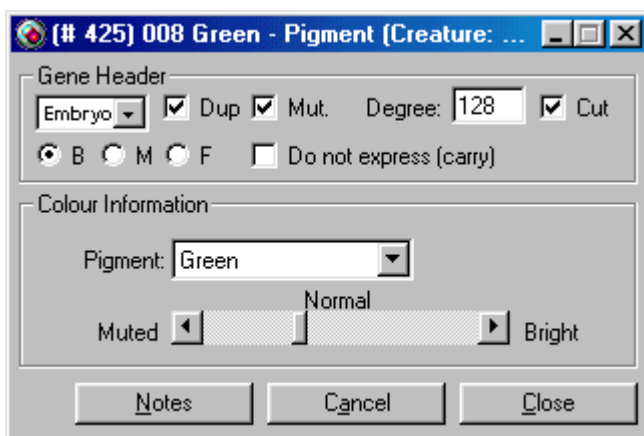
Clicking on the drop down box will reveal a complete list of gene types that you can create. These fall into four categories, Brain Genes, Creature Genes, Biochemistry Genes and Organ genes.

You can use the **Create** button to make new genes whilst leaving the new gene window open. This allows many genes to be added at once.

Example: Making a green Norn

As a demonstration of the Genetics Kit, here are the instructions to creating a green Norn:

1. Load up any D-DNA file into the Genetics Kit
2. Go to the [Gene Editor](#) page and click on the **Type** line to sort the list by type. Scroll down the list until you find the "Creature: Pigment" genes. There should be twelve of these in a generation one creature
3. Edit all of the "Green pigment" genes (See under the "description" column) and move the slider up to "bright" (the right hand side) in each case:



1. Now edit all of the "Blue pigment" and "Red pigment" genes (four of each) and turn the slider right down to "muted" (the left-hand side) in each case.
2. Click on the [Export](#) tab, check **Virgin Birth**, ensure Creatures is running and click on the **Lay Egg** button.
3. Drop this egg in the incubator, and in a few seconds you'll have a very bright Kermit green Norn!