

## Deleting mistakes in Albia

Genetic manipulation and experimentation tinkers with the very building blocks of life, accelerating the process of evolution, and compressing millions of years worth of mutations into an afternoon's work. Along the way you will create many imperfect creatures, unable to prosper in Albia. In these cases it is often more humane to also accelerate the process of natural selection by removing them yourself.

There are many ways of removing creatures from Albia that do not involve pain, the easiest of which is to simply export that creature using the **File** menu inside Creatures 2:



However, the Genetics Kit does contain a quick way of eliminating objects and creatures from Albia. Click on the **Export** tab. You can remove a Norn by running Creatures, selecting the Norn you wish to remove, and then clicking on the **Remove Selected Norn** button:



### **WARNING!**

Any Norn that is removed in this way is **deleted permanently**.

The macro interface means that you have the option to create your own macro scripts that can remove Norns from Albia (or any other agent, for that matter).