

How to make eggs other than clones

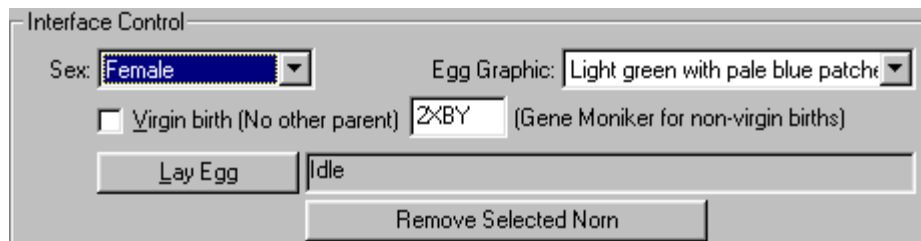
The Genetics Kit allows you to create new eggs by “breeding” existing genomes. This can be useful for experimentation purposes.

Remember!

Breeding creatures in this way gets around natural selection and evolution, and is useful for developmental purposes only. The most faithful way to progress and develop your Norns is through natural births, where the skills and abilities of the Norns themselves take a part in deciding who breeds with who. Using unnatural methods of giving birth, it is possible to breed Norns that *may not be able to survive long enough to breed and will be “removed” by natural selection.*

To create an egg from D-DNA:

1. Locate the genome of one of the two parents you wish to use and load it into the Genetics Kit (See [Loading the genome of a specific creature.](#))
2. Click on the **Export** tab.
3. Ensure the **Virgin birth** box is not checked. Enter the genetic moniker (a special 4 character code, see [An introduction to the terms and words used](#)) of the second parent in the **Gene Moniker** text box to the right of the checkbox. For this to work, there must be a “.GEN” file in the Creatures/Genetics folder corresponding to this moniker.
4. Select the sex the new egg should be.
5. Ensure Creatures is running, then click on the **Lay Egg** button:



You will now get an egg inside Albia. This egg will hatch naturally after around 4 minutes. You can speed up this process by putting the egg in the incubator.