

## Creature chemicals: Summary

The biochemical modelling system inside Creatures supports 256 arbitrary chemicals, each of which can vary from being not present (a level of zero) to maximum concentration (a level of 255). To help keep track of these chemicals, each can be assigned with a name and description. These names are then used to select chemicals on the biochemical monitor page in the Science Kit applet, and also here in the Genetics Kit.

Out of the possible chemicals, just over half are used in “generation one” creatures. Over several generations, it is possible for some of the other chemicals to come into use by mutation.

New chemical names can be assigned in the Genetics Kit using the [Biochemistry Page](#), and then used for new chemical reaction genes. You can also edit their names and descriptions. Be careful when deleting chemicals, as you may lose the ability to see them in the Science Kit if they were already in use.

New objects/agents can also make use of any new chemicals.