

Creating genetic “clones” of existing creatures

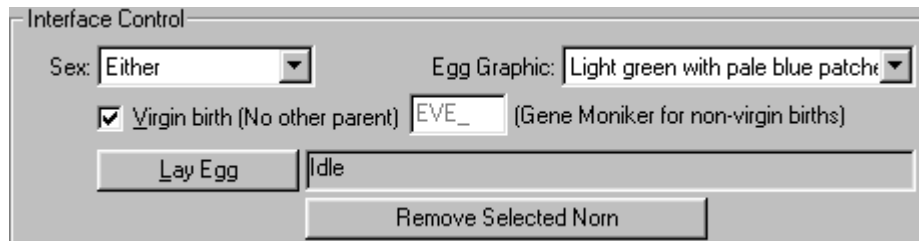
It is possible to create genetic clones of any Norn or other creature you have had.

Remember!

A genetic clone is not a copy of the phenotype. It has the *potential* to be identical to the original, but as it has not been subjected to identical experiences at identical times, it will not behave identically.

To make a clone of a creature:

1. Locate the genome of the creature you wish to clone 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** check box is ticked.
4. Select the sex the clone 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.

Things to remember What if the incubator is not working in Creatures? Why could this be?

This is because you have too many Norns in Albia. Remove some by exporting them. The incubator may take a few minutes to switch back on again. It is easy to tell if your incubator has shut down in this way, as the doors will be closed.

How to make a “phenotypic clone”:

Export a Norn, duplicate the “.exp” file created, and import the two identical files. You’ll now have two clones! **It is not recommended to have both your clones in Albia at the same time.**