

Loading the genome of a specific creature

All operations inside the Genetics Kit require a valid genome to be present. As it is very difficult to create a genome from scratch, you'll probably wish to start from one of your existing Norns. The Digital DNA for every creature you have ever had (including Grendels) is stored on your hard drive. To load the genome of a specific creature:

1. Select the required Norn inside Creatures, by clicking on it with the right mouse button, or using the "Norns" menu.
2. Run the Science Kit applet and select the second page, "Genetics". Note the four character string underneath the word "Moniker". This will be something like "2XBY". This is your Norn's unique genetic identifier.
3. Load the Genetics Kit and click on the "Load Genome" button. You will need to look in the "Genetics" folder at the location where Creatures is installed on your computer. The Genetics Kit should be able to find this folder automatically for you. (For a default installation, this folder would be: "c:\Program Files\Creatures 2\Genetics".)
4. In this folder there will be a ".GEN" file for every creature you have ever had. Select the file that corresponds to the moniker you noted down at step 2. For example, "2XBY.GEN".
5. That is it! You now have that creature's genome loaded into the Genetics Kit.