

Creating new eggs

New eggs can be created on the “Export” page of the Genetics Kit. Eggs can either be created as “virgin births”, where only one genome is used to make the egg, or a second parent can be specified. **Creatures must be running to use this page!**

- **Single Parent Births.** Check the “Virgin Birth” box. Click on the “Lay an egg in Albia” button and the currently loaded genome will be used to create a new egg. You can choose which sex the egg will be with the option buttons.
- **Two Parent Births.** Un-check the “Virgin Birth” box and enter the 4 character genetic moniker for the second parent into the text box labeled “Gene Moniker”. You can choose which sex you wish the egg to be, and by clicking on the “Lay an egg in Albia” button, a new egg will be injected into the world.

What if the incubator is not working in Creatures?

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.