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# Pet fusing guide rotmg

This thread by RotMG Pet Leveling Mathematical Analysis will try to determine the most effective route to a typical final pet level (70/70 max rare, 90/90/90 max legend, 100/100/100 greatest god). This is done through a mathematical analysis of the pet feeding system. Referrals RotMG pet abilities can be improved by feeding items to pets. The item's Feed Power (FP) is then applied to the pet's abilities and improved by Level up. Once improved in order, two pets of the same layer can be fused to create the next higher layer (common to rares from rare to legendary to god). However, the potential maximum level of these new pets directly depends on how much the original pet has improved. In order to improve the post fuse pet to the theoretical maximum level, it is important that the initial ability of the pre-fuse pet has been completely improved. Improving the second/third capacity of pre-fuse pets to the maximum level is not mandatory, but it is often considered desirable to do so, since the cost per feed (fame or gold) roughly triples from one layer to the next. This leads to a number of interesting compromises. Intuitively, players with a lot of excess feed items and not a lot of excess fame are best served by making the most of their pets completely before they fuse, and players with excess fame are best fused and served as soon as possible (and spend as little time as possible on pre-fusion pets). The two most interesting questions here are the cheapest route to Max Rare Pets (both fp and Fame/Gold in both respects) and the cheapest route to Max Legendary Pets. (Max Devine is also featured here, but these players are usually less interesting because they rely on kingdom gold and purchased pet food instead of fame or looting.) The analysis and results described here are valid only if the following conditions are met: only routes that lead to the maximum pet are described here. Pets can fuse before the initial capacity is maxed out, but the end result is a post-fuse pet that cannot be improved to a theoretical maximum. There is a whole continual of the largest pets that are not optimal, but the routes that can lead the largest pets are more interesting. Fame is used to cover all feeding costs. The cost of fame per feed is consistently three times (roughly) from one tier to the next. On the other hand, the ratio of the unit price of gold supply varies (depending on the hierarchy) and cannot be addressed here. The FP required to improve a pet's abilities from one level to the next can be calculated in advance. The best reference here is a Google Docs spreadsheet originally created by Oppai Stars and shared privately with the author. Sometimes it can be minorVariations of these values from pet to pet (may depend on ability, but there is no solid link established there). The important data here is that to improve the pet's initial ability from lvl1 to lvl2 requires 20fp, the second ability from lvl1 to lvl2 requires 31fp, and the third ability from lvl1 to lvl2 requires 67fp, from which point on it increases by 8% from one level to the next. This has been confirmed to be primarily accurate for most key values, but some anecdotal experiences may differ slightly from this. When you feed, the FP value of the item is applied to all abilities. If the FP is completely split (evenly or unevenly) between capabilities, the following analysis is incorrect: However, this RotMG forum thread has confirmed that this issue will be resolved. Fame costs associated with pet fusion are not discussed here. No matter which path you use, they remain constant. Fame costs associated with pet upgrades are not discussed here. Regardless of the path you take, these remain equally constant (77500 fame upgrades to a completely God-level pet yard, or 27500 fame stops at Legendary). All pets hatch from common eggs and fuse upwards. Uncommon/Rare/Legendary Eggs begin with the first ability at a known starting level, while the ability of the second/third ability starts at a random level. Therefore, it does not sit on the graph that will be displayed later. (However, the discussion in this thread points out that for pets consumed in fusion, it is always better to hatch rare eggs, since it may (and will never get worse) than freshly fused 30/1 rare pets.) Still, that alone is not a compelling reason to buy unusual eggs. Use them if you have them, but don't use realm gold if you don't. Introduction: Max Common and Max Uncommon Pets The route to the largest common or unusual pets is very simple. But it's a pretty interesting first step along some paths, so let's go ahead and get in the way of these cases. Lvl1 A common pet (1/0/0) begins by consuming 0fp. The first 20fp raises it to Lvl2 (2/0/0) and to Lvl3 at 22fp or more. In all, it needs 2080fp to raise a common pet that has just hatched to 30/0/0: if you have two common pets, you can fuse and make a 30/1/0 rare pet. From that point on, the additional 8527fp is enough to max out the first statistics of the pet. This raises the second statistic to lvl41 for 50/41/0 uncommon pets. Finally, once this point is reached, an additional 7791fp is required to maximize the second statistic of the pet: on a mathematical note, the intermediate goal of this work was the development of a weighted two-way ring graph depicting all possible routes to the maximum pet in any layer. Note that there is only one pass to the largest uncommon pet (not so interesting)The weight of these edges does not take into account the fact that the second common pet must be maxed out for fusion. Now let's track FP's total investment in the points in this graph. This allows you to make reasonable FP fame decisions when you have multiple options: in this case, 2 *2080 (for the two largest common pets) + 8527 (to make the most of the initial capacity) = 12687fp is the total FP required to build a 50/41 uncommon pet. Analysis If your goal is the largest uncommon pet, you don't really have an option: maximize up to two common pets, fuse them and continue to feed it until it's done. 50/41/0, on the other hand, is where the first capacity is first and greatest. This is important when handling feed or fuse decisions in later layers. First Fuse or FeedFirst?Max Rare Pet Now we have reached our first interesting decision. Do you need to make the most of your unusual pet to 50/50 completely first, or should you fuse your unusual pet as soon as possible (to hit 70/70, this will be 50/41). Assuming they are the only two fusion points, this is 70/70:Path #1への2つの異なるルートを提示します: If you have completely maxed out your unusual pet on 50/50, you will need 39746fp to maximize the first ability of rare pets to lvl70. This is enough fp to bring the pet up to 70/65. From there, if you want to fuse your unusual pet with 70/70.Path #2にする必要があります:50/41. up to 21403fp the pet's second ability. Well, the first ability was, at least, maximized, so it would still take 39746fp to maximize the first ability of the rare pet to lvl70, but this will only bring the pet to 70/63 instead. From there, you need another 7791fp to catch up with the pet in pass #1. From there, the same 21403fp is required to bring the pet up to 70/70. For both paths, 21403fp must reach 70/70. The difference is the two 7791fp edges. By maxing it out first, you need to supply 7791fp twice (since you have maxed out two rare pets before merging). With 30 fames/feeds. By first merging, you only need to supply 7791fp once, but the cost of a rare layer of 100 fame/feed is high. So, from an FP-only context, it's cheaper to fuse first, but by supplying first, you need more FP, but at a lower fame/feed cost: (the numbers for the two total FP investments are different.yup, you guessed it, 7791fp. As a result of modeling/abstraction, this decision is a compromise. There is no correct answer and the best route varies from person to person. But to address this decision in more detail, let's make some additional assumptions. Assume that the player has no prestige to use and no items to feed. As a result, they can feed only the items they feed, and they can only spend the fame their character earned (and of course die). For Pass #1 (first max), for every 30 fames earned, they can feed the best items they haveThen. The average fp value for these items is X fp/feed. You need to do this twice (for two unusual pets), so we can calculate the amount of fame we need: 2*7791 fp/X fp/feed = 15582/X feed 15582/X feed * 30 fame/feed = 467460/X needed to raise total fame to 50/50. (e.g., this requires 104 paralings and costs 3,120 fame) Pass #2 allows you to supply the best items they've earned in that time for every 100 fames they earn. Let's say the average fp value for these items is Y fp/feed. Therefore, the total amount of fame required for this edge is: 7791 fp / Y fp/ feed = 7791/Y feed 7791/Y feed * 100 fame/feed = 779100/Y required to raise the total prestige to 70/65. (e.g., this requires 26 exalts and costs 2,600 fame) Assuming that item farming characters get about +50% in achievement stacking, 30 fame comes from 20 basefams, and 100 fame comes from 67 basefams. So now players need to ask themselves: what are the best feed items I can definitely earn on 20 basefams?: 467460/X Fame&lt;?&lt;779100/Y Fame?If you have fewer terms on the left, you will cost less fame than you would first exceed the maximum. If you have fewer terms on the right, merging first will cost you less prestige. So let's simplify: 467460 / X &lt;?&lt; 779100 / Y 467460 &lt;?&lt;79100 X/Y 467460 Y &lt;?&lt; 779100 XY &lt;?&lt; 1.66666..X What exactly does this mean? Pass #2: If the best feed items that can be farmed with ~65 basefam are at least 66% better than the best feed items that can be farmed with ~50 basefam, it's best to fuse as soon as possible to feed the rare pet. (If you look at the example of paraling and exalting above, X=150, Y=300.) In this case, you should conclude that the (Y&lt;1.666...X) test is not true, so if you fuse first, you will have less prestige. The above example shows that this is true: while giving exalting to an unusual pet while giving exalting to an unusual pet will cost 2,600 fame, supplying paralings to an unusual pet will cost 3,120 fame. I spent time asking #rotmg about the best feed items I felt I could reliably farm with 15 basefams, but the results were generally along the lines of paralings and other 150-200fp items. In comparison, when I asked them how they felt they could reliably farm with 50 base fames, the answer was along the lines of minor T and 400+fp items. This anecdotal data seems to mean that avid item farmers using a zero sum game to feed their pets will have the best success with Pass #2.People use this zero sum model to feed their pets. Many players stockpile an inventory of more than 500 fp items to apply to rare pets. Players a similarly gained tens of thousands of fame when pets were first introduced. The above conditions (467460/X and 779100/Y) can also be applied to existing inventory. Think about an item that comfortably feeds an unusual pet - its FP value is X. Which approaches require less fame and how do those calculations compare to the amount of fame you have to spend? side note Note that there is actually an entire continuity of options between these two paths. Players can choose to merge on 50/42, or 50/43, etc.: as explained in the previous section, merging later requires more items at an average cost per fame, while previous fusions require fewer items, but the average prestige cost per feed is higher. For players with feed items and an existing stockpile of fame, calculating the ideal point for merging two 50/* rare pets to take the best route to a 70/65 rare pet is not discussed here, but will be addressed in future work. Analysis If your goal is the largest rare pet, there are two main options (a succession of potential choices between them). In general, players who want to minimize the cost of fame should make the most of uncommon pets and fuse them at 50/50, while players who want to minimize the number of items grown and fed should fuse rare pets as soon as possible (50/41) and feed a single rare pet from that point on. Readers can choose which path is best for their basefam earned during that time by assessing the cultivation efficiency of high FP feed items. And now things get interesting: the biggest legendary pets we've seen from the previous article are three types of interesting semi-max rare pets in terms of fusion: 70/63 pets created by fusion as soon as possible, 70/70 completely the biggest pets, midpoint (70/65). Let's evaluate all of this in parallel. First, you need at least 185k FP to get the most out of your first ability. This raises them all up to 90/*/71, where the second ability depends on the starting point of the legendary pet. From here, things will be very, not intuitive. If you start with 70/70/0 (Feed First), your first ability will be maxed out at 90/85/71. Continuous feeding maxes out the second capacity at 90/90/76: on the other hand, if you start at 70/63/0 (Fuse First), the first capacity will be the maximum at 90/84/71 (the second capacity is behind 28k FP). But here continuous feeding make the most of the second ability at 90/90/78: what is happening here is that the additional fp required to maximize the second capacity here was also applied in the thirdTherefore, the final result here is that 90/90/* ends up before the pet created by maxing out before the pet fuses. By maximizing the second capacity of the rare pet before fusion, the third ability is delayed. (On the other hand, the starting point of 70/65 ends in the middle of the two, otherwise it is not noticeable.) If you want to validate it yourself, here's a complete map of legendary layers (here you need 314204fp to reach 90/90/78: 185257+99753+21403+7791 = 314 204185257+121156+7791 = 314204185257+128947 = 314204 Starting with 70/*/* The limiting factor for all pet paths, regardless of pet type, is the third ability. The 314k FP always gives 90/90/78 pets, since the third ability is a limiting factor and the first and second abilities are always the largest in the process. Along with the 70/* rare pets in the article before side memos, there is actually a layer of legend (70/64, 70/65, 70/66.. there is a continual of potential fusion points. However, unlike previous compromises, the newly fused legendary pet here requires 185k FP to reach 90/*/71,314k FP to reach 90/90/78, and as a result, the feed vs fuse decision on the semi-largest rare pet is not particularly interesting. If your goal is the biggest legendary pet, you should fuse your uncommon and rare pets as soon as possible (50/41 and 70/63). This moves you to the legendary layer as soon as possible and applies the feed item to the third capacity. FP spent to make the most of the second abilities of your uncommon or rare pet is futile. If your goal is 90/90/* legendary pets. This is actually a bit of a compromise. If you don't really care about the final level of third ability, maxing out your rare pet completely at 70/70 minimizes the amount of legendary layer feeding required. This leads to a compromise similar to what we saw in the Rare tier: when maxed out first, players will have to supply 29,194fp twice in 100 fame/feeds, while early fusion will require players to supply 29,194fp once with 350 fame/feeds. This particular compromise is also set up as an area of future work. If your goal is a 90/* legendary pet, you should fuse uncommon and rare pets as soon as possible (50/41 and 70/63). Regardless of the starting point, it always takes 185k FP to improve the pet's initial ability to 90. Even if you make the most of your rare pet first, nothing will be saved here as well. (lvl85 instead of lvl84) and your third ability will be the same (lvl71). (lvl71)。

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