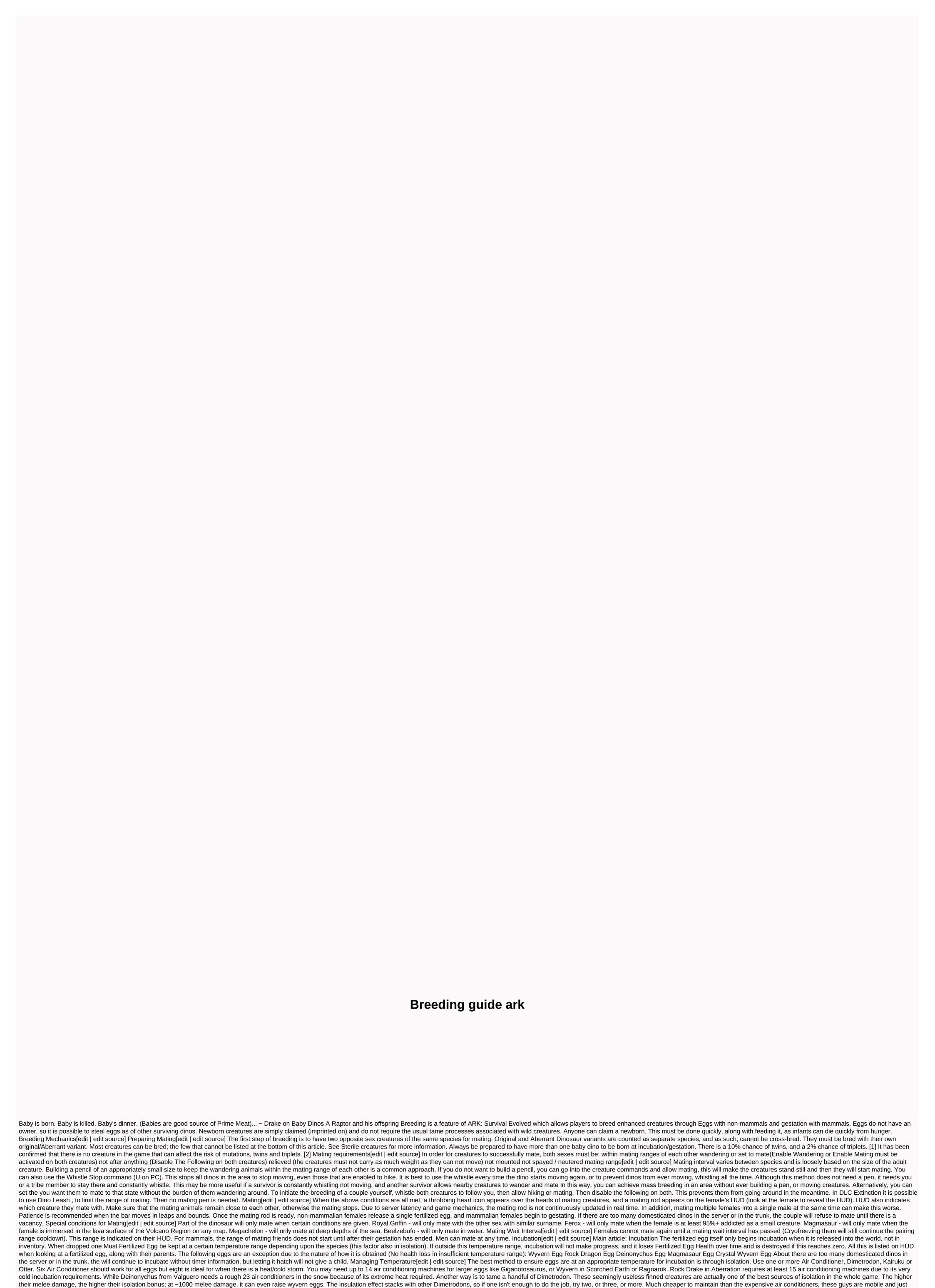
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need meat, compared to the stationary air conditioner who also needs electricity to run. But everything has its drawbacks: The Dimetrodon is slow and difficult to transport on foot; they are difficult to tame because of where they play and their fast torpor drop. However, it is worth the risk, especially at Aberration, where Rock Drake Egg would normally require many air conditioning machines. At the beginning of the game, when Air Conditioner or Dimetrodon is not yet available, use a heat source to regulate the temperature of the eggs. Standing Torch, Torch, Campfire, Industrial Cooker, and Stone Cooker works well. However, they all

have the downside of providing negative heat tolerance, making careful handling necessary, or going to colder areas to make the gap between cold resistance and heat resistance and heat resistance greater. You may need four or more torches, depending on the biome and the egg. Since temperature gradients can be very extreme
between regions, easy to reach 20 °C or more, you can try to find a nearby biome where the temperature is closer to the ideal point of the eggs; this is usually in the game, it's easier to find a biome that's too cold (e.g. near the coast) and heat the egg with torches, rather than trying to cool down a warm biome. As Fertilized Eggs do not lose Egg Health in an inventory, and destroy incredibly slowly, you can keep them in your inventory or in a canning bin/refrigerator until able to achieve the appropriate temperature needed for incubation. This can be very useful if you settled in a with
extreme temperatures as it is particularly difficult to an egg in a warm biome without an air conditioner when it gets too hot. Glued eggs[edit edit source] While most creatures to their appropriate place if the required temperature for incubation is not suitable in its current location, some of the eggs
cannot be moved once laid because of its glued nature. As such, females of the following eggs must lay their eggs in places that allow incubation without causing complications: Araneo Egg Arthropluera Egg Bloodstalker Egg Moth Egg Mantis Egg Gestating[edit edit source] During gestation, females can consume up to
twice as much food as they normally would. Make sure that the expectant mother has access to a lot of food during gestation to avoid losing the baby. Claiming [edit edit source] Babies are born unclaimed, so a survivor must claim them immediately after birth by getting close to them, looking right at them, and pressing the use key (E, ,) to imprint them, otherwise they can be claimed by other survivors. The only exception is The Reaper King, which can only be claimed by the survivor who gave birth to it; no other survivor including the birthgiver's tribe mates can claim it. Warning: Pets set on aggressive attack unclaimed creatures as
soon as they hatch/born. Whistle Passive or claim children quickly to avoid this. Even Tek Shields will shunt unclaimed children out of their radius. Starting at 264.5, Auto Turrets and Plant Species X set to Players and Tamed Creatures will NOT attack unclaimed creatures after they are hatched/born. You can safely
place towers inside a hatching pen without fearing for the lives of babies. If children are not very quickly claimed and then fed they can quickly die of hunger. Caring for baby[editing editing] Young animals take considerable time and intensive care, especially under Baby stage; if you are busy, do not breed your animals
directly. Most animals in stock server settings will require most of a weekend to raise. You can keep fertilized eggs in a Canning Bin or refrigerator, but watch out they will eventually destroy. This is of course not an option for live-born animals, so make sure time mating appropriately. New children follow the nearest survivors if one is within a reasonable range, so survivors will probably want to disable these settings. New children have extremely low health, carrying capacity and food, so survivors must carefully feed and care for them in their first moments of life, or they will soon die. The creature must be fed by adding food to their
inventory. When they reach 10% of their maturity, Juvenile, they can eat from a Feeding Trough to ensure the creature has an adequate food supply. The course of maturity is shown when you look at the creature.
need lots of food because the kids kids very quickly, so stock up in advance while the mother is pregnant/the egg hatches. Babies are not mountable and escape from fights. Mounts that can carry creatures (e.g. argentavis) can carry children, allowing you to quickly move the small ones if needed. It takes a long time for
infants to mature; breeding should only be tried if you or your tribe has time. As the baby grows, you will be able to leave the child alone for longer and longer periods of time. A good use of a surviving time at this stage can be crafting kibble for imprinting. If you are going to imprinting, your child can request any of 6 different kibbles (on PC and Console) or 15 different kibbles (on Mobile), so make sure you have them at hand. Caring for Baby carnivores are especially difficult to raise as it takes a minimum of 48 substantial hours to mature them, and a stack of meat moderate every 26.6 actual hours
(40 x 40 minutes) in the feed straw. Therefore, their feeding trough must be replenished every 26 hours to continue their development. Failure to do so will result in a long development phase due to missed feeding. By using Fish Meat, this time doubles to 53.3 hours (40 x 80 minutes), although Raw Fish Meat is only half
as nutritious as Raw Meat, so baby dinos will need twice as much meat. Dinos* will eat food with the lowest food value first (see food table below), thus fish meat eaten first. After progression to juvenile phase, dinos can eat from a trough, but will not see the rest food the shildren with sheets of the rest food the rest
starve if not fed. This is less of an issue for herbivores, because a stack of 100 berries lasts 66 real hours (2.7 days) before destroying, a much more manageable range. Remember not to try to feed the children with shoals or narcoberries because they will not eat them. *Few creatures, like Baryonyx and Pelagornis will eat Raw Fish Meat before Cooked Fish Meat and they eat only fish meat. Similarly, their offspring will only eat raw fish meat until they reach adulthood. Taking [edit edit source] Babies hatched from Egg-only tame (with the exception of Deinonychus) only takes a specific food until
they fully mature. While their food drops slower than other children, feeding them their usual food will not replenish their food. Effects can be catastrophic if not cared for properly. Reaper King[edit edit source] This section is about content exclusively for DLC: Aberration For details about caring for baby Reaper King or
how to get them, check their own article. Reaper King's infant will attack any dino and all survivors around it can reach towards and will be constantly on the hike (with no options to stop hiking or following the goal). It won't the birth aututtake with Reaper Feromon Gland effect. Once it reaches juvenile however, it will stop randomly attacking and can be ordered like any other child. When the child attacks a device, some of their food will be lost. Royal Griffin [edit edit source] This section is about a feature that is exclusively available on Mobile Baby Griffins preferring to be safe to feel safe. Although it feels uncertain, it will refuse to eat food
from inventory or trough. For it to feel safe, it must be close to its mother based on the current ancestor, or a female grappler with the same surname as the child. Beelezebufo infants must always be kept inside water. Any attempt to pull it out even as adolescent will
easily kill it. Food Values[edit edit source] Carnivores will only eat meat, while herbivores will only eat berries. During the baby until it reaches the youth stage. This can take quite some time so be prepared and have time to sit around feeding a baby. In addition, the food value does
not seem to affect the child anymore, it is a certain timestamp for how long the child will grow into a young as of 4-18-2016. *only for Scorpions and Vultures **Brontos receive only 53.33 food points from their preferred Kibble (Carbonemys Egg) Maturation Phases & maturity (Carbonemys Egg) Matura
could have twins or triplets) on an unmodified server, it will take about 450 piles (almost 6 refrigerators) of raw meat to reach the adult phase, so be sure to have plenty on hand before the baby is born! Use a calculator to determine the necessary food and time, e.g.[3] Remarks[edit edit source] Food consumption looks
set to change with each step of the maturation process (at least for wolves and Dodos). Imprinting[edit edit source] Main article: Imprinting is a way to improve the stat values of a bred being. It requires one in three interactions (providing specific kibble, cuddling, walking) every 8 hours. Only a single player can
imprint a newborn child (the one who claims it first). There is no penalty for not imprinting, and any imprinting done is permanent. Imprinting to take care of the child throughout the maturation, the creature's basic statistics before modifications will be increased by 20% and when it is ridden by the trigger it will also receive 30% increased damage resistance. Sterile edit source All tameable creatures are razed except for: Despite showing the Reaper King being razed, it is impossible because of the way they are tamed, with the added fact that they
appear as genderless. In ARK: Survival Evolved Mobile has Royal Griffin sex and can be bred. However, they will only mate with members of the same 2-3 last letters in their names). Times of breeding[edit edit source] Art incubation temperature maturation time [(d) h:m]
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18:00-48:00 Mammoth 7:56 8:13 1d 08:55 1d 17:0 9 3d 10:18 18:00-48:00 Managarmr 3:58 9:15 1d 13:02 1d 22:17 3d 20:35 18:00-48:00 Megaloceros 6:06 7:07 1d 04:29 1d 11:36 2d 23:13 18:00-48:00 Megalocero 6:06 7:07 1d 04:29 1d 11:36 2d 23:13 18:00-48
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1d 00:21 2d 00:43 18:00-48:00 Woolly Rhino 3:58 5:47 23:08 1d 04:56 2d 09:52 18:00-48:00 Stats of the Offspring[edit edit source] In-look depth at Breeding Super Dinos The Spawning of two dinosaurs will inherit the natural state levels of their parents. Natural state levels are the levels in each state after it has been
tamed but before it wins any stats by leveling up by a player. There is a 55% chance of inheriting the stronger state of each parent. This means you have a certain percentage chance of getting a 100% perfect (meaning with only higher statistics of both parents) dino from both from each mating. Stat values (not stat-levels) of offspring are calculated as for a creature that was only tamed with a 100% tame efficiency with tame efficiency bonuses applied. This means that an offspring can have higher values than their parents in statistics that receive a bonus from taming efficiency (for most creatures this is Melee Damage and
sometimes Food). See also Creature Stats Calculation for how the values are calculated from the statistics. Example[edit edit source] To understand this better, here is an example. Let's just look at the melee damage to a couple of Raptors. Suppose they were only tamed with a tame efficiency of 70% and both already
have 4 levels in melee damage. The value you can see as melee damage is according to the formula on Creature Stats Calculation, the newly added extra modifier (balancing update), and raptor value statistics = (BaseStat × (1 + LevelWild × IncreaseWild) + TamingBonusAdd × TamingBonusAdd × TamingBonusAddModifier) × (1 + 70% × 45%) Value = 127.5% × 112.6% Value = 143.6% Offspring inherits their parents' values. But they do not inherit the simple value, but the levels that parents spend in the statistics before
they are leveled by a player. So the offspring inherit 4 levels for their melee injury (both parents have 4 levels in this case). To get the value of the melee damage in the offspring, we calculate it as before, but this time we use a taming efficiency of 100% (that's how the game gives you another bonus if you breed
creatures). Value = (BaseStat × (1 + LevelWild × IncreaseWild) + TamingBonusAdd × TamingBonusAdd × TamingBonusAddModifier) × (1 + TamingBonusAddModifier) × (1 + 4 × 5%) + 50% × 15%) × (1 + 100% × 40% × 45%) Value = 127.5% × 118% Value = 150.5% Offspring has as
parents 4 levels in melee injuries, but with the higher tame-efficiency bonus its value is 150.5% instead of 143.6%. The bonus is not much, but is clearly noticeable. Amount of higher statistics and risks of obtaining them when hatching[edit edit source] Number of desired Statistics Probability [%] 6 2.77% 5 13.59% 4 27.80% 3 30,3 32% 2 18.61% 1 6.09% 0.83% Find the best parents [edit edit source] To maximize statistics are needed. The more specialized a creature is in a state, the higher it can be. To get a really good breed you need 6 creatures, each with a
high upleveled (only the wild leveling counts here) different state. After at least 3 generations a creature with the best of statistics it emphasizes. Green values of a high-level creature are good for breeding. If you have already tamed
your creature, you can try to recover breeding statistics with an external tool. [4] The Breeder Stata calculator does not work in mobile-view, see here for options: Apps Note that after the creature is tamed it gets bonuses on any statistics depending on the tame efficiency. This makes it difficult to retrieve the levels of a
domesticated creature, so this tool is only too wild, but gives a first impression, how well the statistics are distributed. Level of offspring[editing editing source] The resulting level of the baby is the sum of wild level-points (i.e. level of dino directly after tame) spent in the inherited statistics by its parents. For example, suppose that one (very unusual) parent has only leveled off in Health 40 levels and nothing else, while the other parent leveled up only in weight 30 levels. If the child happens to inherit these higher statistics, it inherits 70 level ups giving it level 71 with its starting level. Other possibilities include a level 41 Baby with health
only leveled up, a level 31 baby with only weight leveled up or a child with level 1 and nothing leveled up. The (virtually impossible to reach) maximum allowable levels a child can get would be 223 levelups (149 natural + 74 by taming the bonus (TE of almost 100%)) in each state, with 7 stats summing up to level 1562
(223 levelups in 7 stats plus the starting line: 223 x 7 + 1 = 1 = 1562). One would have to find an average of 2,863×10^188 number of any dino to get all levels have the same chance of spawning [1/((1/7)^ 223)]. Note that the levels of a wild animal waste in the movement state are remembered and further during breeding. Thus, two siblings with seemingly identical statistics may have different levels if one of them inherited a higher movement state than the other. This has a practical advantage: a higher torpor level. Note that the cap level of dino on official is 450, after this level
dino will be deleted by server restart, tranferring or if you cryo pod it. Example[edit edit source] Here is an example of two parents and any childMax received only the maximum values and ChildMin only got the lower values. You can see that the level of
offspring may be lower, in between or higher as the levels of the parents. The higher level upgrad is shown in bold. Displayed are only the wild levels (the ones that can be inherited). Levelups of the player have no influence on the statistics of the offspring. In this example, the levels of Stamina are the same for both parents, so you can't tell which offspring inherited. Mother Child1 ChildMax ChildMin Father Level 130 Stat Lvl HP 18 St 23 Ox 26 Fo 22 We 19 Dm 22 Sp 19 Level 166 Stat Lvl HP 24 St 23 Ox 26 Fo 22 We 27 Dm 22 Sp Level 130 Stat Lvl HP 18 St 23 Ox
15 Fo 18 We 19 Dm 17 Sp 19 Level 142 Stat Lvl HP 18 St 23 Ox 15 Fo 22 We 27 Dm 17 Sp 19 To get to the creature level, you post the levels of the stats and add one, as all creatures start at level one. Notes/Trivia[edit edit source] The Titanoboa, Basilisk, Rock Drake, Coelacanth, Piranha, Sabertooth Salmon,
Karkinos, Dung Beetle, Achatina, Astrocetus, Lamprey and Trilobitebite cannot be bred when domesticated. But in the real world all reptiles, fish, crustaceans, snails, whales, and Trilobites and Dung Beetles can breed. External Video Tutorials[edit edit source] Quick tutorial on hatching eggs. Video about Breeding and
Mutations References[edit edit source] Sheet Breeding Calculator (Web Application) Application)

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