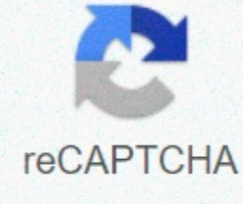




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Breeding guide ark

Baby is born. Baby is killed. Baby's dinner. (Babies are good source of Prime Meat)... ~ Drake on Baby Dinosaurs A Raptor and his offspring Breeding is a feature of ARK: Survival Evolved which allows players to breed enhanced creatures through Eggs with non-mammals and gestation with mammals. Eggs do not have an owner, so it is possible to steal eggs as of other surviving dinos. Newborn creatures are simply claimed (imprinted on) and do not require the usual tame processes associated with wild creatures. Anyone can claim a newborn. This must be done quickly, along with feeding it, as infants can die quickly from hunger. Breeding Mechanics[edit | edit source] Preparing Mating[edit | edit source] The first step of breeding is to have two opposite sex creatures of the same species for mating. Original and Aberrant Dinosaur variants are counted as separate species, and as such, cannot be cross-bred. They must be bred with their own original/Aberrant variant. Most creatures can be bred; the few that cannot be listed at the bottom of this article. See Sterile creatures for more information. Always be prepared to have more than one baby dino to be born at incubation/gestation. There is a 10% chance of twins, and a 2% chance of triplets. [1] It has been confirmed that there is no creature in the game that can affect the risk of mutations, twins and triplets. [2] Mating requirements[edit | edit source] In order for creatures to successfully mate, both sexes must be: within mating ranges of each other wandering or set to mate(Enable Wandering or Enable Mating must be activated on both creatures) not after anything (Disable The Following on both creatures) relieved (the creatures must not carry as much weight as they can not move) not mounted not spayed / neutered mating range[edit | edit source] Mating interval varies between species and is loosely based on the size of the adult creature. Building a pencil of an appropriately small size to keep the wandering animals within the mating range of each other is a common approach. If you do not want to build a pencil, you can go into the creature commands and allow mating, this will make the creatures stand still and then they will start mating. You can also use the Whistle Stop command (U on PC). This stops all dinos in the area to stop moving, even those that are enabled to hike. It is best to use the whistle every time the dino starts moving again, or to prevent dinos from ever moving, whistling all the time. Although this method does not need a pen, it needs you or a tribe member to stay there and constantly whistle. This may be more useful if a survivor is constantly whistling not moving, and another survivor allows nearby creatures to wander and mate In this way, you can achieve mass breeding in an area without ever building a pen, or moving creatures. Alternatively, you can set the you want them to mate to that state without the burden of them wandering around. To initiate the breeding of a couple yourself, whistle both creatures to follow you, then allow hiking or mating. Then disable the following on both. This prevents them from going around in the meantime. In DLC Extinction it is possible to use Dino Leash , to limit the range of mating. Then no mating pen is needed. Mating[edit | edit source] When the above conditions are all met, a throbbing heart icon appears over the heads of mating creatures, and a mating rod appears on the female's HUD (look at the female to reveal the HUD). HUD also indicates which creature they mate with. Make sure that the mating animals remain close to each other, otherwise the mating stops. Due to server latency and game mechanics, the mating rod is not continuously updated in real time. In addition, mating multiple females into a single male at the same time can make this worse. Patience is recommended when the bar moves in leaps and bounds. Once the mating rod is ready, non-mammalian females release a single fertilized egg, and mammalian females begin to gestating. If there are too many domesticated dinos in the server or in the trunk, the couple will refuse to mate until there is a vacancy. Special conditions for Mating[edit | edit source] Part of the dinosaur will only mate when certain conditions are given. Royal Griffin - will only mate with the other sex with similar surname. Ferox - will only mate when the female is at least 95%+ addicted as a small creature. Magmasaur - will only mate when the female is immersed in the lava surface of the Volcano Region on any map. Megachelon - will only mate at deep depths of the sea. Beelzebufo - will only mate in water. Mating Wait Interval[edit | edit source] Females cannot mate again until a mating wait interval has passed (Cryofreezing them will still continue the pairing range cooldown). This range is indicated on their HUD. For mammals, the range of mating friends does not start until after their gestation has ended. Men can mate at any time. Incubation[edit | edit source] Main article: Incubation The fertilized egg itself only begins incubation when it is released into the world, not in inventory. When dropped one Must Fertilized Egg be kept at a certain temperature range depending upon the species (this factor also in isolation). If outside this temperature range, incubation will not make progress, and it loses Fertilized Egg Health over time and is destroyed if this reaches zero. All this is listed on HUD when looking at a fertilized egg, along with their parents. The following eggs are an exception due to the nature of how it is obtained (No health loss in insufficient temperature range): Wyvern Egg Rock Dragon Egg Deinonychus Egg Magmasaur Egg Crystal Wyvern Egg About there are too many domesticated dinos in the server or in the trunk, the will continue to incubate without timer information, but letting it hatch will not give a child. Managing Temperature[edit | edit source] The best method to ensure eggs are at an appropriate temperature for incubation is through isolation. Use one or more Air Conditioner, Dimetrodon, Kairuku or Otter. Six Air Conditioner should work for all eggs but eight is ideal for when there is a heat/cold storm. You may need up to 14 air conditioning machines for larger eggs like Giganotosaurus, or Wyvern in Scorched Earth or Ragnarok. Rock Drake in Aberration requires at least 15 air conditioning machines due to its very cold incubation requirements. While Deinonychus from Valguero needs a rough 23 air conditioners in the snow because of its extreme heat required. Another way is to tame a handful of Dimetrodon. These seemingly useless finned creatures are actually one of the best sources of isolation in the whole game. The higher their melee damage, the higher their isolation bonus; at ~1000 melee damage, it can even raise wyvern eggs. The insulation effect stacks with other Dimetrodons, so if one isn't enough to do the job, try two, or three, or more. Much cheaper to maintain than the expensive air conditioners, these guys are mobile and just 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

