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## How to breed animals in minecraft pocket edition

All information refers to version 1.16 of Minecraft and Minecraft: Java Edition You may have noticed that holding food in your hand, which an animal prefers, causes the animal to stare and follow you. Different animals such as different foods and with the right food or method you can tame or breed certain animals. Taming is the process of domesticating a wild animal to befriend a player. Only certain animals can be tamed. Below are the different ways you can tame these animals and how they interact after they've been tamed: Wolves - Can be tamed by giving them bones. You will know that a wolf is tamed after it receives a red collar around its neck. This collar can be colored in a different color. A tamed wolf will attack any mob that its owner attacks, except for creepers. Tamed wolves whine when they are low in health. You can determine the health of your wolf by the position of its tail: the higher the tail, the greater the health. You can cure a tamed wolf by feeding them meat other than fish. Cats – Cats can be tamed by giving them raw cod or raw salmon. Cats are fast running away, so it is important to stand still when feeding. Cats will follow their owners and are useful to have around because creepers don't like to go near them. Horses, donkeys and mules - These animals can be tamed by repeatedly trying to ride them until they no longer throw you away and hearts appear around them. When a saddle is equipped on these animals, a player can control the direction in which the animal goes as it frees it. Horses can be equipped with armor to provide additional protection against damage to the horse, while donkeys and mules can be equipped with a chest for extra storage space. Llamas - Similar to byhorses, donkeys and mules, llamas are tamed by repeated riding attempts until they don't throw you away. Lamas cannot be controlled by players because they cannot be saddled. However, a lead can be attached to follow a player. Llamas can also be equipped with a chest. Parrots - Can be tamed by feeding them seeds. Once tamed, they will follow the owner. If you go into a tamed parrot, he will ride on the shoulders of a player. Be careful what you feed parrots as giving them a cookie will kill them. Breeders can initiate breeding with two mobs of the same species to produce offspring. To do this, two animals must be in the same and are in love mode, where animals send hearts. Animals that can be bred have certain foods that they enter into love mode. Some animals must be tamed before they can be bred. Here are the animals that can be bred and the food used to breed them: wolves (tamed) - Any meat except fish cats (tamed) - raw cod and raw salmon horses/donkey salmon horses/donkeys - Golden Apples and Golden CarrotLlam (toothed) - Hay Bale sheep, cows and mosshrooms - wheat pigs - carrots, potatoes and beetroot rabbits - dandelions, carrots and golden carrot turtles - seagrass pandas - bamboo; In addition, 8 bamboo blocks must be within a radius of 5 blocks of the two pandas foxes - Sweet Berries Bees - Flowers Last Updated - 2020-11-15 10:00:27 UTC Was this article helpful? in: Gameplay, Game Mechanics, Game Terms Comments Share Breeding is a game mechanic introduced in Beta 1.9 Pre-Release 2. This feature allows players to produce an endless supply of certain types of animals as long as they have the necessary materials to initiate breeding. Procedure Horses breed after feeding Golden Carrots A pig that has gone into love mode after feeding with a carrot. When a player right-clicks an animal while holding a certain type of food, the animal enters the so-called love mode. If you give two of the same adult animal species-specific food while they are close to each other, a baby version of the animal is produced. Animals in love mode are attracted to each other, but only for a limited time (about a minute). Certain animals must be tamed before they can be bred, such as wolves and ocelots. Foods used for the breeding of animals differ for different animal species. Chickens breed after feeding seeds (any species). Cows, sheep and mosshrooms breed after being fed wheat. Horses breed after being tamed first, and then everyone is fed a golden carrot or a golden apple. Lamas breed after being tamed first, and then everyone is fed with a Hay Bale. Tamed ocelots (also known as cats) breed after being fed raw cables, salmon, buffer fish or clownfish. Pigs breed after being fed a carrot, potato or beetroot. Rabbits can be bred by feeding everyone a carrot, a golden carrot or a dandelion. Tamed wolves can be bred by feeding them with meat. Foxes can be bred by feeding them sweet berries. Striders breed after being fed mushrooms (only warped). Hoglins breed after feeding mushroom (purple only). Animals cannot switch to love mode if they have had a baby within the last five minutes. Chickens can not only be bred with seeds, but they can also hatch occasionally when an egg is thrown (by right-clicking while it is equipped or via a donor). Chicken eggs have a 1/8 chance to hatch into a chicken. The use of can be useful for agriculture. Sheep can have different-colored babies depending on the color of the parents, if two sheep of the same color make a baby out of it. Villagers can also breed and make baby villagers, but it only happens if they have enough food (carrots, wheat, beetroot, potatoes and bread) in their inventory and have enough beds in their village. Villagers can only be forcibly bred in creative mode, in which case a player can use a spawn egg on a normal normal Village breeding depends on the number of occupied structures within the village. Minecraft calculates the number of occupied buildings in a village based on the number of doors and then compares them with the number of villagers currently living. Village breeding is extremely rare, but since many villagers must have died, so that they are extremely weak and only 33% of the villagers are left. Baby Animals In Beta 1.9 Pre-Release 3, Notch Added Baby Animals. The baby animals are smaller variations of their parents. They have smaller bodies, normal-sized heads (like adults), high screams and go faster. They are not dropping anything at the moment. The child who is born will usually follow the parents. The baby animals grow into a big animal after a day in the game (20 real minutes). A baby animal can only be bred when it grows up. Trivia breeding two horses together produces a foal or a baby horse. However, the joint breeding of a donkey and a horse will produce a sterile mule (inbreedingable) like its real counterpart. Before 1.2.1 cows and mosshrooms could breed together; the baby would randomly assume the appearance of one of the parents. Squids are one of the passive mobs in the game that cannot be bred by force because their offspring spawn randomly. Gallery Gameplay Game Mechanics Game Terms Community Content is available under CC-BY-SA unless otherwise stated. A wolf cub with his parents. Breeding is a game mechanic that allows mobs of the same species to breed with each other to produce offspring. Mechanics[edit] A cow that follows the player. Each animal that can be bred has a food that is used to guide and breed it (there are a few special cases, see below). As soon as an animal notices a player holding his feed, it follows the player until either the player is apriorical, the player stops holding the item, or he starts the breeding process or when he is attacked. This includes baby animals. Note that animals have no interest in food lying on the ground. One item per parent is required to grow a single baby. Love mode[edit] Feeding graphic for baby animals. When an animal is fed its food, it enters love mode and prepares to breed with another animal of the same species, which is also in love mode. Animals in love mode constantly emit heart particles. When both animals are fed, they find each other, up to eight blocks away. The two animals kiss for about two and a half seconds, and then a baby animal of the same type spawns either between the parents or on the same blocks as the parents who first which ends the love mode for the parents. As soon as the parents breed, they also fall 1-7. You can't return to love mode for 5 minutes, and they can only breed once given once per item. However, you can still use the corresponding material material the baby. An animal leaves love mode if it does not breed 30 seconds after feeding; however, it can immediately switch back to love mode. After spawning the baby animal, it follows its parents for 20 minutes before growing to full size. However, if the baby animal cannot find its parents, it randomly selects another adult animal nearby to follow. The growth of baby animals can be slowly accelerated with the breeding object of the animal. Each use takes 10% off the remaining time to grow up, with the exception of horses and llamas, where various breeding items accelerate the growth by different amounts. The growth from a young animal to a full-grown animal can be significantly accelerated if the young animal receives the food necessary for breeding. Then the same green sparkling particles appear around the kitten, which can also be seen when using bone meal in agriculture. A single feeding reduces the time it takes for a young animal to grow by 10%. Once you feed a newborn kitten, it will be fully grown in 18 minutes instead of 20 minutes. If you feed it a second time, 10% of the remaining time will be deducted, and the kitten will grow up in 16 minutes and 12 seconds. The less time there is, the less time is shortened. This makes it inefficient to feed a young animal until it is fully grown. You should only feed it a few times and just wait the rest of the time. If you want to feed a young animal, it should be fed exactly eight times. From the ninth time, the time saved by a feed unit is less than one minute. Breeding of food[edit] Villagers[edit] Main article: villagers - breeding A group of villagers children play day. Villagers do not breed automatically when they receive food. Village breeding depends both on the number of valid beds in the area (see village page for all details) and on whether the villagers are willing. A villager can be ready if he has 3 loaves, 12 carrots, 12 potatoes or 12 beetroot in the inventory. They can also be ready as a result of trading with a player. When they breed, they produce a smaller villager. Unlike many baby animals, baby villagers don't have big heads in the Java Edition. Baby villagers walk around the village and can play day. A baby villager killed by a zombie can produce a baby zombie villager, depending on difficulty. Breeding formula[edit] A player may want to know how many mobs are required in a farm to achieve a specific goal, for example: a full-engine enchanting table with bookshelves (46 required) or for full leather armor (24 leather), in case the player has a cow farm. There is a formula to calculate how many mobs are needed in a farm, by the start number and when the player waits for all mobs to mature (this does not apply to villagers): Xn+1 = Xn + floor(Xn/2), where Xn is the number of mobs of generation n. Is. With larger values of n, it may be easier to approximate the number of mobs with an exponential function to avoid too many recursive calculations: F(s) = 1.622\*e0.4055n + 0.5051, where the input is the nth generation and the output is the approximate number of mobs after breeding. Note that the constant is e Euler's number. If the player starts with X0 mobs and wants to reach a population of at least N, this can also be achieved in ceil(log(N/X0)/log(3/2)) generations. Baby mobs[edit] An example of how a bred sheep inherits a mixture of its parents' colors if possible. Baby animals are smaller variations of

their parents, with small bodies, relatively large heads, higher-toned sounds and faster walking speeds. Lambs cannot be sheared for their wool, chicks do not lay eggs, calves and mooshroom calves cannot be milked, and horses, mules, donkey foals and piglets cannot be ridden. Baby animals follow one of their parents (within 8 blocks) until they grow up (if the parent dies or is not one, they choose an adult of their kind nearby). Tame puppies and kittens follow their owner when the parents are absent or sitting, and puppies attack aggressive mobs, just like a mature dog. They don't drop prey or experience when they're killed (except baby zombies and baby zombie piglins). When lambs are born, they usually inherit the color of one of their parents, which is randomly selected. However, if the parents have compatible colors (meaning that their corresponding dyes could be combined into a third dye), the lamb inherits a mixture of the colors of the parents (see dye). This also applies if one or both parents have been shaved before breeding and their coats have not yet grown back. In the Bedrock Edition, however, lambs do not inherit the combined colors of their parents. Baby animals can spawn manually with spawning eggs on a grown animal. This also works on zombies or variants. Baby animals can also spawn with the /summon command with a negative age tag, for example, with /summon sheep , - - age:-100, a baby sheep spawns at the player's position, which matures in 100 ticks. Zombies and Piglins use the isBaby:1 tag instead. Animals[edit] All these mobs are considered animals as they are all (except striders) real animals. None of these mobs are considered monsters, and all these mobs can be created when their parents enter love mode after feeding. Monsters[edit] Any baby mob that counts on the monster hunter, Monsters Hunted Progress, is considered a monster and belongs here. Of all these monsters, only Hoglins can and can grow up in their adult form. The rest of these baby monsters will never grow up. Other villagers are bred but do not count as animals or monsters. Undead horses are passive non-monsters and non-animals, and baby undead horses do Grow up. Achievements[edit] Icon Achievement In-game description Current requirements (if different) Gamerscore deserves Trophy Type (PS) RepopulationBreed two cows with wheat. Breed two cows or two mooshrooms.15GBronze ZoologistBreed two pandas with bamboo.—40GGold Advancements[edit] Icon Advancement In-game description Parent Current requirements (if different) Namespaced ID The parrots and the batsBreed two animals togetherHusbandry—attitude/breed\_an\_animal Two by TwoBreed all animals! The parrots and the batsBreed pairs of each of these 19 mobs. A trader lama does not count as a llama, and a mule must be the result of breeding a horse and a donkey for this progress, as they cannot breed together. Other racial mobs, if any, can be bred, but are ignored for this progress.many/bred\_all\_animals History[edit] Java Edition 1.0.0September 9, 2011Jeb tweets that animal breeding is being pushed to 1.9. September 25, 2011Notch also tweets a picture of dozens of sheep crowded together, saying: They will not stop breeding!!! Beta 1.9 Prerelease 2IImported breeding. Animals could breed immediately, without cooling. No baby animals yet; all animals were born fully grown. All sheep were born with white wool, regardless of their ancestry. October 3, 2011Notch tweets the first picture of a cow calf and piglet. Beta 1.9 Prerelease 3Added calves, Mooshroom calves, lambs, piglets and chicks. Animals now enter love mode when fed with wheat. Interestingly, snow golems could also switch to love mode before this update. Beta 1.9 Prerelease 6Lambs can now be either their parents' colors, even if they have been colored. 1.2.112w03aWolves can now be bred with any kind of meat to make puppies. 12w04aCats (tamed ocelots) can now be bred with raw fish for kittens. 12w08aBaby villagers and kittens are now the only baby mobs that have a head the right size for the body. 1.3.112w22aBreeding now give experience. 1.4.212w32aZombies that infect villagers children, now create zombie villagers children who are faster than normal zombies, do not age and survive in sunlight. 12w36aPigs now react to carrots, chickens to seeds, cows and sheep still breed with wheat. 1.6.113w16aAdded horses, donkeys and mules, all but mules for breeding foals. 1.6.2preZombie and Zombie Piglet Kids Spawn now of course among the regular. 1.814w02aBaby mobs can now grow faster by feeding them. Each feeding reduces the remaining time to maturity by 10%, with no effect if only 9 seconds remain. 28 feedings reduce the Time to about one minute, from the initial time of 20 minutes. In addition, lambs mature a minute earlier when consuming grass. January 27, 2014Dinnerbone tweets a picture of many cows, presumably testing the breeding system. 14w26cWheats Acceleration of foal growth has been reduced. 14w27aAdded rabbits, rabbits, can be bred to produce rabbit kits. pre1Chickens can no longer be bred with melon seeds, pumpkin seeds or Nether warts. 1.915w31aChickens now use melon seeds, pumpkin seeds and beetroot seeds to grow in addition to wheat seeds. 15w35aZombie villagers children now keep their profession. 15w46akits are now smaller. 1.1016w20aAdded polar bears and cubs. Unlike other mobs, polar bears attack every player when a boy is nearby. Added bowls and children. 1.1116w39aAdditional llamas and crias. 1.1318w07aAdded turtles and turtles kittens. 18w10dZombie kids now burn in daylight. 1.1418w43aAdded pandas and panda cubs. 18w44aCats and Ocelots have been divided into their own mobs, so cats are no longer tamed ocelots. Seven more cat textures and their kitten variants have been added. 19w07aAdded foxes and fox kits. 1.1519w34aAdded bees and bee larvae. 1.1620w06aAdded Hoglins. 20w07aAdded Hoglin piglets. Added Piglins and Piglin kids. 20w13aAdded striders and stridlings. 20w14aAddedzoglins and pulled piglets. Pocket Edition Alpha v0.6.0Introduced baby animals. The breeding has not yet been added. Babies spawn naturally. v0.8.0? Introduced breeding. v0.11.0build 11Mobs must be touching to breed (in the past, they could breed with each mob within a radius of 8 blocks, regardless of obstacles). Zombie kids added. v0.12.1build 1Villagers can now breed. Breeding is now done via a feed button. Zombie villagers added children. Added ocelot kittens and tamed kittens. v0.13.0build 1Additional rabbits that can be bred to produce kits. v0.14.0build 1Baby Zombies now have 15% chance to mount mobs. v0.15.0build 1Additional bowls, including their baby shape. Added vain, donkeys and mules, which can all breed to produce foals (except mules). Added zombie horses and skeleton horses that contain foal variants. Pocket Edition 1.0.0alpha 0.17.0.1Added polar bears and cubs. Unlike other mobs, polar bears attack every player when a boy is nearby. 1.1.0alpha 1.1.0.0Additional llamas and crias. Bedrock Edition 1.4.0beta 1.2.13.8Added drowned and their children's variants. beta 1.2.20.1Added edolphins that can be bred to produce dolphin calves. Zombie kids now burn in daylight. 1.5.0beta 1.5.0.0Zombie Kids are now sinking underwater. Feeding dolphins raw fish no longer breed them; Dolphin calves spawn now, of course. beta 1.5.0.4Added turtles and turtles hatch. 1.8.0beta 1.8.0.8Added pandas and their cubs. Feed ocelots now breed them instead of tame them. The an Ocelot kitten of raw fish now increases its growth speed instead of taming it. 1.13.0beta 1.13.0.1Added foxes and fox kits. 1.14.0beta 1.14.0.1Added bees and bee larvae. 1.16.0beta 1.16.0.51Added epiglins and hoglin ferlets. Added Piglins and their children counterparts. beta 1.16.0.57Added zoglins and zoglin ferlets. Added striders and stridlists. Coming Up Bedrock Edition 1.16.200beta 1.16.200.52Added goats and goat babies. Legacy Console Edition Edition 1.0 Patch 1Additional Breeding. TU11A message added when the player tries to breed an animal when the spawning limits are reached. TU12 Added villagers children. TU14 1.04 Baby mobs can now be created with a spawning on an adult form of this mob. Problems[edit] Problems related to Breeding are retained on the bug tracker. Report problems there. Trivia[edit] Two adult animals of the same species can breed with each other, even if one animal is the parent of the other. Baby squid and baby dolphins are available in Bedrock Edition, although they cannot be bred by the player. Gallery[edit] A family of dogs in a snow-covered tundra biome and a kitten. See also[edit] References[edit] Gameplay Gameplay

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