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Mutants genetic gladiators wiki breeding calculator

View source Share community content is available in CC-BY-SA unless otherwise stated. Breeding mutants in the game is at the same time very easy and very complicated. It is simple enough to throw two mutants into the reactor and see what comes out, but if you want to make sure that breeding produces the result you want, you need to be very careful with the parents you cross and when you grow them. General overview of breeding strategy As mentioned above, breeding a mutant is quite simple: You choose two eligible parents for source genes, place them in a breeding center and see what comes out. For a mutant to be eligible for breeding, it must have a full Mutosterone bar. There is no level requirement for basic breeding and as such the player can start crossing mutants as soon as they have a pair ready to go. Although this is a perfectly valid breeding method, throwing two random mutants into breeding gets just that back - a slightly random result. In order to better plan the breeding results, we need to resort to primary school science and re-examine genetic theory. Genetic theory A breeding mutant can have either one or two genetic results: one gene that makes it a clone of one game's basic mutants, or a double gene, meaning it has two distinct genetic markers, one of each parent. The results of a single gene arise only when the interbreeding mutants are either monogenic themselves or share a common gene (for example, both parents share the Saber gene, which can lead to one gene warrior as offspring). The double gene result is usually much more common, although when dealing with crossing mutants of two single genes. Cross-racial examples Monogenic First we look at a simple cross - two single gene mutations. If we take Warrior (Single Saber Gene) and cross it with another warrior, our results are one of two things - the other a warrior or a Nordic knight (Saber-Saber). Dual-Genes - The same gene Second, we look at the double gene cross with two mutants with the same double gene configuration - the aforementioned Nordic Nightmare (Saber-Saber). The interbreeding of these always leads to either another Saber-Saber mutant (another Nordic knight) or possibly one gene to the Saber mutant (Warrior). The reason for such a cross would be for upgrade purposes, which will be discussed later. Dual-Genes - Differing Dual-Genes Third, we look at the double gene truss with two mutants with different double gene configurations: Nordic Nightmare (Saber-Saber) and Leech Lord (Necro-Necro). The potential offspring of this cross can be one of two formations, either Saber first or Necro first and opposite the other. Therefore, the offspring from this cross can be either Blade Banshee (Saber-Necro) or Dire Despot (Necro-Saber). Dual-Genes Completely different genes Finally, we look at a little more complex Let's make Dire Despot (Necro-Saber) with a nebula (Galactic Mythical). The potential results of this can first have any of the four parent genes, so the resulting results become a little more complex. There are eight possible final results, so it helps draw a couple of Punnett squares that break it down: You can see how it becomes very complicated, very quickly when it comes to several genes interbreeding. As such, you can be very overwhelmed in short order when trying to figure out what to grow to get the best results. Take your time, draw a list of possible results and cross-reference it to Mutant Bingo cards to make sure you know your potential results. Interbreeding table Use: rows are the first gene in pairing, columns are the second gene (if necessary). Breeding theory As it is in play, there are six basic mutants at play that can be purchased in credits. All of these are mutants of a single gene in their own classes. Of these basic mutants, a player can currently be expected to be able to breed 8-9 non-legendary mutants with this base as their primary gene, including updated (bronze, silver and gold) and secret races of single gene mutants that require certain parents. In order to benefit from the hybrid benefits of mutants, it has been suggested that you take a systematic approach to achieving the target mutant. Note the final genetic makeup of the desired result, check that it is not a secret crossbreed (see the mutants page of the secret recipe for information about this) and then check that you have two older mutants, both desired offspring of one gene of two genes. For example, if you were trying to grow stealth bot (Cyber-Saber), your best option would be to cross Android (Cyber-Cyber) with Nordic Nightmare (Saber-Saber). Unfortunately, the more likely outcome of this cross is Enforcer (Saber-Cyber), as Stealth Bot is rare, but at least you know what you need to keep crossing to get the best results. Basic breeding facts The order of mutants in the breeding chamber is irrelevant. The results are randomised among the genes used in the processing whenever a new cross-breed is processed. The chances of getting a rare mutant during breeding increase by updating your breeding center. If you need rare mutants for your collection, paying to upgrade the breeding center is a huge advantage. When you grow a legendary or PvP mutant update, the screen often shows The Right Parents!, when you successfully grow the update. In fact, there are no special real parents raising the legendary. All it takes is one of the parents to share the gene with the desired updated mutant, and the rest is a stroke of luck. Power breeding strategy Breeding new mutants is simple enough; as soon as two mutants are full in bars you can cross-breed them. By doing so with two unmounted lower-level mutants, the result is one offspring that is also not updated, which in the long run wastes your time in the game. Your goal should be to produce updated offspring as soon as possible, speed up your progress better through the game's PvE section, and improve your chances in the PvP arena. Producing bronze-level mutants with basic breeding pairs at the beginning will give you more powerful mutants to use in both battles, as well as speed up progression with your mutant Bingo cards - the bronze mutant relies on both the bronze card and the standard cross-breeding card. Speeding this up must be done accordingly. General elite educational information Bronze-level mutant breeding requires both parents to be at least level 10 and bronze stars to be used during breeding. You can use any mutant in this pairing, regardless of whether they are stars or have a higher ranking - that is, you can use bronze, silver or gold mutants to grow bronze mutants. To breed a silver-level mutant, both parents must be at least level 15, that they are bronze or better, and that a Silver Star be used during breeding. To breed a gold-level mutant, both parents must be at least level 20, that they are silver or better, and that the gold star be used during breeding. To digest a platinum-level mutant, both parents must be on level 30 or better and are elite of the Gold Star, as well as claim a Platinum star in Fusion. The fusion process consumes both gold mutants. Melted mutants can potentially disappear because the fusion process does not allow you to save the earths of both parents. To ensure the right Platinum level result, you need to digest two of the same mutants. Legendary/PvP Mutant Breeding If you have a non-Elite version of a legendary or PvP mutant, they can usually be upgraded to bronze and above when they meet the requirements of level and star. This requires a crossbreed with a mutant with at least one gene that is shared with the legendary/PvP mutant. For this, it is usually easiest to use a monogene or two monogene mutants. For example, when updating the Zombat (ZN) update, you can use either the beast or Kaiju Kitty (Z-gene mutations), or the zombie or leech lord (N-gene mutations). Bingo Breeding Planning Play through the game normally and you will get two of each gene trigger when they become available. Level both to a tithing as soon as possible. Start a single gene level 10s crossbreed with bronze stars to get basic monogen bronze-level mutants - this fills not only your main breeding bingo card, but also your bronze bingo at the same time. Also hope for bronze single gene mutants at this breeding time or be ready to peel gold to force a breed single. Need updated single gene mutants for subsequent breeding updated Secret and Legendary breeds. Once you have the bronze mutations of two genes (saber, necroch, etc.), start aligning them to 10. Do the same for any pronsan you may have acquired. When you get bronze mutants up to 10, start cross-breeding with bronze stars to get the bronze crossbreed breeds out of the way, while continuing to level them up to 15. Repeat the breeding process when the Bronze Bases reach level 15, but with Silver Stars. This will net you basic Silver pairings and open the gate for Gold processing. Repeat again with the gold stars when the Silver Mutants reach level 20 Work on any secret recipe for breeding mutants when their parents come at your disposal, following the same rules as above. Fusion Functionality Fusion is a breeding ability that allows a player to take two Gold-level mutants from their roster and combine them with a Platinum star to produce one Platinum-level mutant. It has the following provisions and limitations: Both gold mutants must be level 30 or higher Both gold mutants must be the same mutants (e.g. 100%, both must be enforcers) Both gold mutants are destroyed in the fusion process Mergers cannot fail - they have a 100% success rate orbs equipped with fusion mutants can be transferred as a result of platinum mutant Gold versions reactor mutants cannot use Fusion, either with another reactor mutant or its standard version The platinum version of the mutant is 100% stronger than the basic version of the mutant that is not marked with an asterisk. History Fusion was introduced to the game on July 15, 2015 with an update. The ability to digest Gold Mutants into a Platinum mutant was originally introduced for only 7 mutants - Enforcer, Deus Machina, Haggis, Apex, Dragons mother, Lichlock and King Steven. More mutants are expected on the Fusion list in future updates. Updates.

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