

My Little Pony genetics simulator Help sheet

To Top button

This sends the pony to the top of the page; above Celestia and Luna so be careful not to lose them!

Names

Names are pulled randomly from pools based on species.

Delete button

This button deletes the pony, usually for reasons of tidiness. Don't worry they don't die! They just go to a farm in Vanhoover.

Pro tip

You can use Ctrl + Plus/Minus to zoom in and out, showing more or less ponies at once!

Pro tip

Celestia's rainbow DNA means that any of her children are randomly coloured, rather than based off of her (almost white) coat colour!

Mane styles and colours

This was the #1 planned feature at conception, but for technical reasons I couldn't find any way to include it. All the ponys are bald and there's nothing I can do :(

Petting and happiness

Petting a pony will increase it's happiness, but the happiness will slowly equalise to 50 on it's own. Any happiness lost from that equalisation will float off into the atmosphere.

Parents

This is just a record, you know, of who the pony's parents are.

Height

This is probably the most simple to evolve, it's just a number after all.

Breeding

When two ponies love each other very much (or you click this button) they can use magic to make a new pony. The new pony takes some traits from it's parents and makes some up for themselves. One of the ponies (the second one you click by the way) will lose 50 happiness upon breeding.

Species Alleles

The system I've chosen for pony genetics is this:
E alleles are always dominant, if there are any E alleles the pony will be an earth pony
P and U alleles decide based on which goes first, PU will result in a pegasus while UP will result in a unicorn.

