Breeding   S   re article feedback

v t "Bred" redirects here. Not to be confused with Bread.

Breeding is a game mechanic that allows certain mobs, including villagers and many animals, to produce offspring.

Some mobs have similar mechanics that are not classified as breeding.

Two villagers breeding.

A baby wolf with its parents.

Contents

See also

References
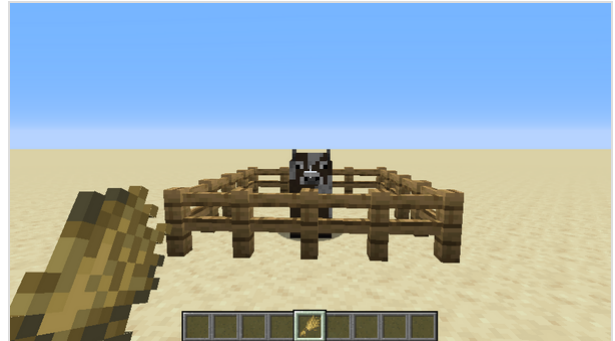
Navigation

Mechanics

Most animals that can be bred have food items that can be used to lead and breed them (there are a few special cases, described below). Villagers have their own breeding mechanics (see Villager § Breeding).

A cow following the player.

Once an animal notices a player holding its food, it follows the player until either the player is out of range, the player stops holding the item, it begins the breeding process, or it is attacked. Baby animals behave the same way. Most animals are uninterested in food lying on the ground, and those that are do not breed from eating this food.

Any two adult animals of the same species can breed with each other, even if one animal is the parent of the other.

The following mobs have a baby variant, but they cannot breed:

- Dolphin
- Glow Squid
- Happy Ghast
- Mule
- Piglin
- Polar Bear
- Squid
- Undead monsters

    - Camel Husk (baby variant is unused[JE only])
    - Drowned
    - Husk
    - Skeleton Horse (baby variant is unused)
    - Zoglin
    - Zombie
    - Zombie Horse (baby variant is unused)
    - Zombie Villager
    - Zombified Piglin

Love mode

Animals only breed when a player feeds them. One food item needs to be fed to each parent to breed a single baby.

When an animal is fed its food, it enters "love mode", preparing to breed with another animal of the same species that is also in love mode. Animals that are in love mode emit heart particles constantly[Bedrock Edition only] (see MC-93826). When both animals are fed, they pathfind toward each other, up to eight blocks away. The two animals walk into each other for about two and a half seconds, which simulates kissing, and then drop   1–7 and end love mode to produce their offspring, the method of which depends on the animal. Most animals immediately spawn a baby animal at the feet of the parents, usually of the same species as their parents. Some animals lay eggs, but the method and location they perform this varies from animal to animal. Chickens are the only animals that can both directly produce babies and lay eggs, as well as the only animals that lay eggs without being fed. After breeding, the parents cannot be fed to breed again for five minutes, but they (and their babies) always follow players holding breeding items. An animal exits love mode if it does not breed 30 seconds after being fed, but it immediately becomes able to be fed and enter love mode again.

Growing a population

Animals can be bred repeatedly to grow a large population of them. The number of animals that are produced starting from a single pair of animals, assuming the offspring are fully grown before breeding again, is represented by this sequence (OEIS A061418 (https://oeis.org/A061418)):

$$a_1 = 2$$
$$a_2 = 3$$
$$a_3 = 4$$
$$a_4 = 6$$
$$a_5 = 9$$
$$a_6 = 13$$
$$a_7 = 19$$
$$\vdots$$
$$a_{n+1} = \left\lfloor \frac{3}{2} a_n \right\rfloor$$
$$\vdots$$

where $\lfloor x \rfloor$ is the floor function.

The nth term of the sequence can also be computed with this formula: $a_n = \left\lceil K \times (3/2)^n \right\rceil$ where $K = 1.08151366859\ldots$ and $\lceil x \rceil$ is the ceiling function. The constant K is defined to be $(2/3) \times K(3)$ (see OEIS A083286 (https://oeis.org/A083286)).

Breeding foods

Mob	Items	Other
🐴 Horse (Tamed) 🫏 Donkey (Tamed)	🍎 Golden Apple 🍎 Enchanted Golden Apple 🥕 Golden Carrot	These mobs must be tamed by repeatedly mounting them before they can breed. They can be tamed faster by being fed. A horse breeding with a donkey produces a mule. Mules cannot breed. The following items cannot be used for leading or breeding, but can be used to feed an untamed horse, donkey, or mule, grow a baby, or for healing: ◇ Sugar 🌾 Wheat 🍎 Apple 🥕 Carrot 🟨 Hay Bale
🐄 Cow 🐐 Goat 🍄 Mooshroom 🐑 Sheep	🌾 Wheat	Sheep can grow faster if they eat short grass, ferns, short dry grass, tall dry grass, or grass blocks. They cannot be hand-fed these items; they eat them only if they are placed in the world.
🐷 Pig	🥕 Carrot 🥔 Potato 🟥 Beetroot	Pigs can also be led, but not bred, with a carrot on a stick.
🐔 Chicken	🌱 Wheat Seeds 🌱 Pumpkin Seeds 🌱 Melon Seeds 🌱 Beetroot Seeds 🌱 Torchflower Seeds 🟤 Pitcher Pod	Chickens directly produce a chick when bred. They also automatically produce eggs, and do so without having to be fed.
🐺 Wolf (Tamed)	🥩 Raw Beef 🍗 Raw Chicken 🥩 Raw Porkchop 🥩 Raw Mutton 🥩 Raw Rabbit 🍖 Rotten Flesh 🥩 Steak 🍗 Cooked Chicken 🍖 Cooked Porkchop 🍖 Cooked Rabbit 🍖 Cooked Mutton 🐟 Raw Cod [JE only] 🐟 Raw Salmon [JE only] 🐡 Pufferfish [JE only] 🐠 Tropical Fish [JE only] 🐟 Cooked Cod [JE only] 🐟 Cooked Salmon [JE only] 🍲 Rabbit Stew [JE only]	Wolves must be tamed by being given enough bones before they can be fed anything else, and do not enter love mode from eating bones. Tamed wolves can be fed to restore health, and must be at full health to enter love mode. Both of the wolves have to be standing. In *Bedrock Edition*, the following can also be used for healing, but cannot be used for breeding or growing a baby wolf: 🐟 Raw Cod 🐟 Raw Salmon 🐡 Pufferfish 🐠 Tropical Fish 🐟 Cooked Cod 🐟 Cooked Salmon 🍲 Rabbit Stew In *Java Edition* a bowl is returned upon feeding rabbit stew.
🐱 Cat (Tamed) 🐱 Ocelot	🐟 Raw Cod 🐟 Raw Salmon	Cats must be tamed by being given enough food before they can breed. Tamed cats can be fed to restore health, and must be at full health to enter love mode. At least one of the cats has to be standing.

Mob	Items	Other
		When fed, ocelots have a $\frac{1}{3}$ chance of trusting the player that fed them, and do not run away. An ocelot does not need to be trusting to breed. In *Bedrock Edition*, breeding creates a baby ocelot that trusts the player.
Axolotl	Bucket of Tropical Fish	Only bucketed tropical fish can be used to breed axolotls. Tropical fish items cannot be used. A water bucket is returned upon feeding.
Llama (Tamed) Trader Llama (Tamed)	Hay Bale	Llamas must be tamed in order for them to be bred. They can be tamed by repeatedly mounting them. This process can be sped up by feeding them. Wheat can also be used to feed an untamed llama, grow a baby, or for healing, but it cannot be used to lead or breed llamas.
Rabbit	Dandelion Carrot Golden Carrot	Rabbits always run from players unless they hold a breeding item, even if they are fed or grown from a baby by a player.
Turtle	Seagrass	Turtles lay turtle eggs on sand when bred, which take a few days to hatch into baby turtles. They lay eggs only at the place they spawned or were hatched. Turtle eggs can only be obtained using Silk Touch. They only hatch when placed on sand, and they hatch significantly faster at night. Turtle eggs can be trampled and broken, and zombies and their variants do so deliberately.
Panda	Bamboo	Pandas can eat bamboo and other food items without player input, but breed only when fed by a player. In *Java Edition*, pandas breed only if there is at least one bamboo plant (not including shoots) within a 7×7×3 area. In *Bedrock Edition*, pandas breed only if there are at least eight bamboo plants placed in a radius of

Mob	Items	Other
		five blocks around them. Although pandas can eat cake, they cannot be bred with it.
🦊 Fox	🍓 Sweet Berries 🫐 Glow Berries	Foxes can eat berries and other food items without player input, but breed only when fed by a player. The baby fox always trusts the player who bred the foxes, even when it grows up, and does not run away when approached.
🐝 Bee	🌷 Flowers 🌱 Mangrove Propagule 🌿 Flowering Azalea 🌿 Flowering Azalea Leaves 🌸 Cherry Leaves 🌸 Pink Petals ✿ Wildflowers ✾ Spore Blossom 🌺 Cactus Flower ✿ Chorus Flower	All flowers and flowering blocks work. Feeding bees wither roses or open eyeblossoms gives them the Wither or Poison effect, respectively, without angering them or triggering love mode.
🟥 Strider	🌱 Warped Fungus	Striders can also be led, but not bred, with a warped fungus on a stick.
🐗 Hoglin	🍄 Crimson Fungus	Hoglins continue to attack during the breeding process. Hoglins that are fleeing from warped fungi, nether portals, or respawn anchors cannot be bred. Zoglins cannot breed.
🐸 Frog	🟢 Slimeball	Frogs lay eggs on water that take ten minutes to hatch into tadpoles. These eggs cannot be obtained in item form or moved.
🐫 Camel	🌵 Cactus	Although they are fed cactus to breed and do not take damage from it, camels still take damage from touching it when it is placed in the world.
🐽 Sniffer	🌱 Torchflower Seeds	Sniffers lay eggs when bred, which take twenty minutes (or ten, if the egg is placed on a moss block) to hatch into a snifflet. They lay their eggs in item form, and they must be placed by a player.
🦔 Armadillo	🕷 Spider Eye	When an armadillo is rolled up, it can't eat.
🐚 Nautilus (tamed)	🪣 Bucket of Cod 🪣 Bucket of Pufferfish 🪣 Bucket of Salmon 🪣 Bucket of Tropical Fish 🍖 Cooked Cod 🍖 Cooked Salmon 🍖 Raw Cod 🍖 Raw Salmon 🐡 Pufferfish 🍖 Tropical Fish	Nautiluses must be tamed by given enough pufferfish before they can breed. When a nautilus eats a pufferfish, it does not inflict them with the hunger, poison, and nausea effects. When a bucketed fish item is fed to a nautilus, a water bucket is

Mob	Items	Other
		returned after feeding.

Villagers

Main article: Villager § Breeding

Villagers do not breed automatically when given food. Villager breeding depends on both the number of valid beds in the area (see the village page for full details), as well as whether the villagers are "willing." A villager may become willing if they have 3 bread, 12 carrots, 12 potatoes, or 12 beetroots in their inventory. They may also become willing as a result of trading with a player. When they breed, they produce a smaller villager. Unlike many baby animals, baby villagers do not have big heads in *Java Edition*. Zombie villagers and wandering traders cannot breed, and baby zombie villagers do not grow up.

A group of villager children playing tag.

Baby mobs

"Baby" redirects here. For baby trees, see Sapling.

Baby mobs are smaller variations of their adult counterparts, having small bodies, relatively big heads (with some exceptions), and faster walking speeds. Their sounds are the same as their adult variants but 50% faster and are pitched up by 6 semitones. The only exception to this is tadpoles, which are a wholly unique mob from frogs. Many baby mobs have different interactions or behaviors compared to their elders, which depend on the mob. For example, baby sheep cannot be sheared for their wool; baby cows, baby mooshrooms, and baby goats cannot be milked; and baby piglins take gold but do not barter. Most baby mobs do not drop loot or experience when killed, with the exception of items they pick up. The following baby mobs do drop loot and/or experience:

An example of how a bred sheep inherits a mixture of its parents' colors when possible.

- Baby zombies, zombie villagers, husks, drowned, zombified piglins, and zoglins (both loot and experience)
- Baby hoglins (only experience)
- Baby piglins (only experience, less than adults)

Behavior

Most baby animals choose and follow an adult within 8 blocks of the same species, regardless of whether it is their parent. Babies can choose new targets to follow whenever they do not have a valid target, such as when the previous target dies or moves further than 16 blocks away. Tamed baby wolves and baby cats follow their owner if the parent is absent or sitting. Baby animals that do not follow adults consist of:

- Tadpoles (which do not follow frogs)
- Snifflets[1]
- Baby turtles[2]
- Baby ocelots[2]
- Stray baby cats[2]
- Wild baby wolves[2]
- Baby rabbits[*Java Edition* only][3]

Baby mobs that are not animals never follow adult mobs.

Ghastlings occasionally follow nearby players, most land animals and villagers within a range of 16 blocks, and they prioritize following players.

Variants

When a baby of a species with different fur/pattern variants is born, they usually inherit the pattern of one of their parents, chosen at random, with some exceptions:

- In the case of sheep, if the parents have "compatible" colors (meaning that their corresponding dye items could be combined into a third dye), the baby inherits a mix of the parents' colors.
- In the case of mooshrooms, breeding two of the same variant has a $\frac{1}{1024}$ chance to spawn a mooshroom of the opposite variant. Breeding two mooshrooms of differing variants has an equal chance of a baby mooshroom of either type.
- In the case of horses, there is a $\frac{13}{45}$ chance of having a random color/markings instead of matching either of its parents.
- In the case of axolotls, a baby axolotl bred by a player (not found in the world) has a $\frac{1}{1200}$ chance to be the rare blue variant, with this being the only way to obtain this variant. Otherwise, it inherits the color of one of its parents at random.
- Frogs do not inherit their variants from their parents. A frog's variant is determined by the biome it matures from a tadpole in.
- In the case of goats, the baby has a 2% chance to be a screaming goat. Similarly, when breeding a normal goat and a screaming goat, the baby has 50% chance to be either one of the two sound variants, and when breeding two screaming goats, the baby will always be a screaming variant.

Spawning

Baby animals can be manually spawned by using spawn eggs on a grown animal. This also works on zombies or variants. Baby animals may also be spawned using the /summon command with a negative Age tag; for example, using /summon sheep ~ ~ ~ {Age:-100} spawns a baby sheep at the player's position, that matures in 100 ticks (5 seconds). For baby mobs that don't grow up like zombies and piglins, the IsBaby:1 tag is used instead.

Polar bears have a baby form that can grow up into an adult, but cannot be bred. This also applies to squid, glow squid, and dolphins.

Happy ghasts cannot be bred, but ghastlings (their baby form) can be spawned by placing dried ghasts in water and waiting.

Feed graphic for baby animals in *Java Edition*.

Growing up

Most baby mobs take 20 minutes to grow up. This can be accelerated by feeding them their breeding item. Green sparkles appear similar to those caused by bone meal. In *Java Edition*, each feeding usually reduces the remaining time before the animal grows up by 10%. The less time remains, the less time is saved by each feeding, making it inefficient to feed an animal continuously until it becomes an adult. After the eighth feeding, the time saved by one feeding is less than a minute, as shown in the graph. In *Bedrock Edition*, each feeding saves 10% of the total time rather than the remaining time, so no more than ten feedings are needed to age up a single baby.

Horses, donkeys, mules, llamas, and camels have different mechanics: different breeding items grow babies by different amounts, and each item ages babies by a constant time rather than a percentage of the remaining time.

Ageable

These baby mobs age naturally.

Baby armadillo   Baby axolotl   Baby bee   Baby camel

Baby camel husk[*JE only*]

Baby cat
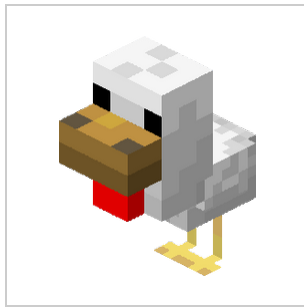
Baby chicken

Baby cow
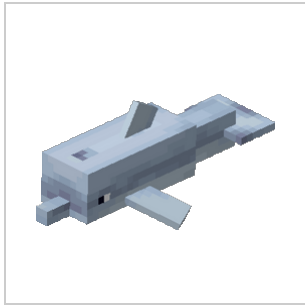
Baby dolphin

Baby donkey

Baby fox
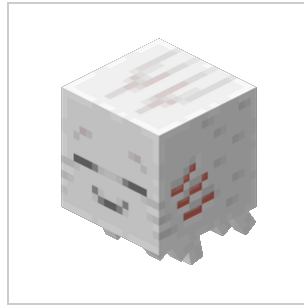
Ghastling
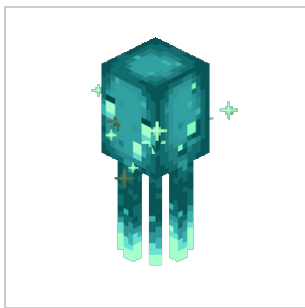
Baby glow squid

Baby goat

Baby hoglin
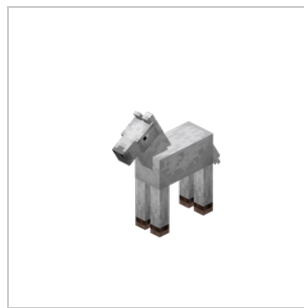
Baby horse

Baby llama

Baby mooshroom
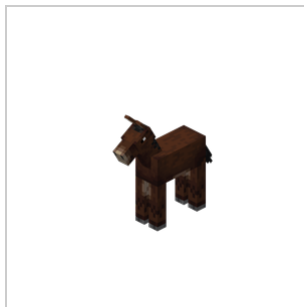
Baby mule

Baby nautilus
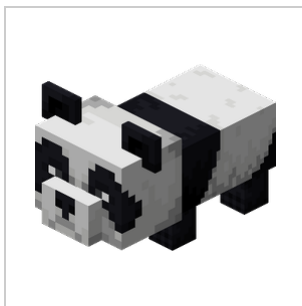
Baby ocelot	Baby panda	Baby pig	Baby polar bear
Baby rabbit	Baby sheep	Baby skeleton horse	Snifflet
Baby squid	Baby strider	Tadpole	Baby trader llama
Baby turtle	Baby villager in *Java Edition*	Baby villager in *Bedrock Edition*	Baby wolf
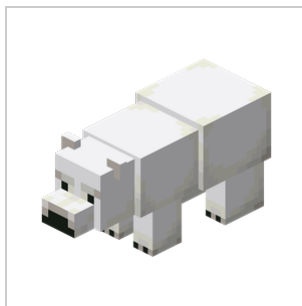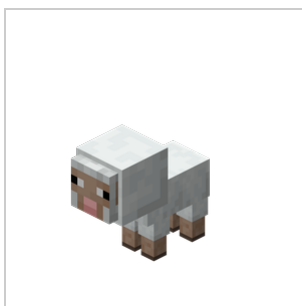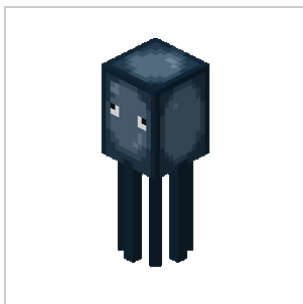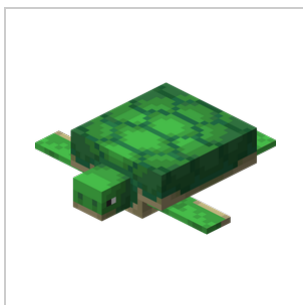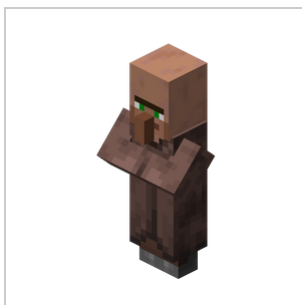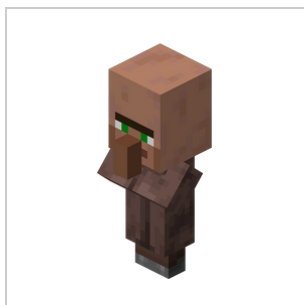
Non-ageable

These baby mobs are all monsters and they do not grow up. The only baby monsters that can grow up are the undead mounts (besides zombie horses in *Bedrock Edition*) and baby hoglins.

Baby drowned	Baby husk	Baby piglin	Baby zoglin
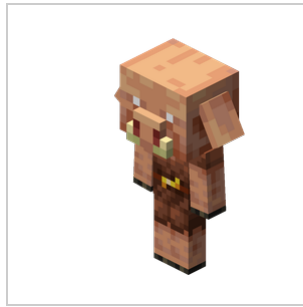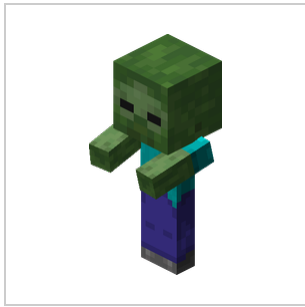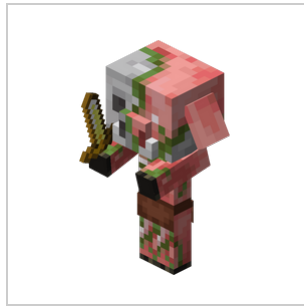
Baby zombie	Baby zombified piglin	Baby zombie villager

Special cases

In *Java Edition*, zombie horses grow normally, while in *Bedrock Edition*, they don't, following the same pattern as hostile monsters.

Baby zombie horse

Similar mechanics

Allay duplication

If an allay is given an amethyst shard while it is dancing due to a nearby jukebox playing any music disc, it splits into two allays (itself and a new allay) and the amethyst shard is consumed. After duplication, both allays have a five minute cooldown before being able to duplicate again. Allays do not have a baby form.

Shulker duplication

There is a chance for a new shulker of the same color to spawn when a shulker is hit with a shulker bullet (including one of its own).

The following conditions must be met:

An allay duplicating.

- When the shulker gets hit and then has less than half its health remaining, there is a 25% chance for it to teleport without spawning a new shulker instead of checking the conditions below.
- The hit shulker must have its lid open.
- The hit shulker needs to find somewhere to teleport. For this, it takes a random block in a 17×17×17 cuboid centered on the shulker and then checks if the block has a valid face to teleport to. If not it proceeds to try this up to 4 more times. If no valid face is found, the attempt fails.
- Each other shulker within 8 blocks of the hit shulker decreases the odds of success by 20%. When five or more other shulkers are nearby, no shulkers can spawn, but the hit shulker still teleports.

If the attempt succeeds a new shulker spawns where the old shulker was before it teleported. Shulkers do not have a baby form, and, other than the above criteria, have no duplication cooldown.

Achievements

[hide]

Icon		Achievement	In-game description	Actual requirements (if different)	Gamerscore earned	Trophy type (PS)
PS4	Other					
		Repopulation	Breed two cows with wheat.	Breed two cows or two mooshrooms.	15	Bronze
		Zoologist	Breed two pandas with bamboo.	—	40	Gold

Advancements

Icon	Advancement	In-game description	Actual requirements (if different)	[hide]
	The Parrots and the Bats	Breed two animals together	Breed a pair of *any* of these 27 animals: [show] A mule must be the result of breeding a horse and a donkey for this advancement as they are not breedable together. Other breedable mobs are ignored for this advancement.	
	Two by Two	Breed all the animals!	Breed a pair of *each* of these 26 animals: [show] A trader llama does not count as a llama, and a mule must be the result of breeding a horse and a donkey for this advancement as they are not breedable together. Other breedable mobs can be bred, but are ignored for this advancement.	

History

Development

September 9, 2011 (https://twitter.com/jeb_/status/112166224334553088)	Jeb tweets that animal breeding is pushed to Beta 1.9.
September 25, 2011 (https://twitter.com/notch/status/117862983165681665)	Notch also tweets an image of dozens of sheep crowded together, saying "*They won't stop breeding!!!*"

Java Edition

		Java Edition	[hide]
1.0.0	**Beta 1.9 Prerelease 2**	Introduced breeding. Cows, mooshrooms, sheep, pigs, and chickens follow players holding wheat and enter love mode when fed wheat.	
		Animals breed instantly, without any "cooldown".	
		No baby animals yet; all animals are born fully-grown.	
		All sheep are born with white wool, irrespective of their parentage.	
		Snow golems can enter love mode when fed with wheat; when in love mode, they attack other snow golems, do not seek for a partner and cannot actually breed. Snow golems also attack players holding wheat.	
		Untamed wolves can enter love mode when fed with wheat, but they do not seek for a partner, cannot actually breed, and do not follow players holding wheat.	
	October 3, 2011 (https://twitter.com/notch/status/120907656918601728)	Notch tweets the first image of a baby cow and a baby pig.	
	Beta 1.9 Prerelease 3	Added baby cows, baby mooshrooms, baby sheep, baby pigs, and baby chickens. Newborn animals are spawned as babies instead of adults. Babies cannot be led with wheat and wander on their own instead of following adult mobs.	
		After breeding, animals enter a 5-minute cooldown before they can enter love mode again. During this cooldown, adult animals follow baby animals of the same type and cannot be led with wheat.	
		Added baby wolves, only obtainable via external editors as wolves cannot breed.	
		Snow golems can no longer enter love mode and no longer attack players holding wheat.	
	Beta 1.9 Prerelease 5	In multiplayer, baby animals are now correctly rendered as babies instead of adults.	
	Beta 1.9 Prerelease 6	Baby sheep can be either of their parents' colors, even if they were dyed.	
1.2.1	**12w03a**	Tamed wolves can be bred with any type of meat to produce babies. Untamed wolves can no longer be fed with wheat; they enter love mode if fed with meat, but they cannot breed.	
	12w04a	Cats (tamed ocelots) can be bred with raw fish for babies.	
	12w07a	Added baby villagers. Villagers automatically enter love mode and breed in order to repopulate a village, based on the amount of houses available.	
		Baby animals and adult animals during breeding cooldown now follow players holding wheat.	
		Baby animals now follow adults, and adults in breeding cooldown no longer follow babies.	
1.3.1	**12w18a**	As a result of singleplayer being changed to an internal server, successful breeding no longer produces a burst of heart particles.	
	12w22a	Breeding now give experience.	

1.4.2	**12w32a**	Zombies that infect baby villagers now create baby zombie villagers, which are faster than normal zombies, do not age, and survive in sunlight.
		Added baby zombies and baby zombie pigmen, only available via external editors.
	12w36a	Pigs are now responsive to carrots, chickens to seeds, with cows and sheep still breeding with wheat.
1.4.4	**1.4.3**	Baby sheep now have a mix of the parents' colors, if the parents' colors are 'compatible' (able to be crafted together as dyes).
	pre	Baby animals can be spawned by using a spawn egg on an adult animal of the same type. This does not work with zombies and zombie pigmen.
1.5	**13w06a**	Baby mobs now have smaller hitboxes compared to their adult counterparts.
1.6.1	**13w16a**	Added horses and donkeys, which can breed using golden apples or golden carrots to produce babies. Breeding a horse and a donkey together produces a baby mule, which is infertile.
1.6.2	**pre**	Baby zombies and baby zombie pigmen now spawn naturally among regular ones. Like baby zombie villagers, they do not grow up.
1.8	**14w02a**	Baby animals can be grown faster by being fed. Each feeding reduces the remaining time to maturity by 10%, having no effect if less than 9 seconds remain. 28 feedings reduce the remaining time to around a minute, from the initial time of 20 minutes. In addition, baby sheep reach maturity one minute sooner for every time they consume grass.
	14w26c	Wheat's acceleration of baby horses growth has been reduced.
	14w27a	Added rabbits, which can be bred using dandelions, carrots or golden carrots to produce babies.
		Wolves can now be bred using raw rabbit, cooked rabbit, raw mutton and cooked mutton.
	pre1	Chickens can no longer be bred using melon seeds, pumpkin seeds or Nether wart.
1.9	**15w31a**	Chickens now use melon seeds, pumpkin seeds and beetroot seeds to breed, in addition to wheat seeds.
	?	Heart particles no longer continuously appear while a mob is in love mode.[4]
1.10	**16w20a**	Added polar bears and their baby variant. Polar bears cannot breed; babies spawn naturally and grow up on their own.
		Added husks and baby husks, which do not grow up.
1.11	**16w39a**	Added llamas, which can be bred using hay bales to produce babies.
1.13	**18w07a**	Added turtles, which can be bred using raw cod. Unlike other animals, which immediately produce a baby, one of the two turtles lays eggs which eventually hatch into baby turtles.
	18w07b	Turtles are now bred using seagrass instead of raw cod.
	18w11a	Added drowned and baby drowned, which do not grow up.

1.14	**18w43a**	Added pandas, which can be bred using bamboo to produce babies if certain conditions are met.
	18w44a	Ocelots and cats can no longer be bred using pufferfish and tropical fish.
	19w07a	Added foxes, which can be bred using sweet berries to produce babies.
	19w14a	Successful breeding once again produces a burst of heart particles.
1.15	**19w34a**	Added bees, which can be bred using flowers to produce babies.
	19w37a	5% of cows, mooshrooms, sheep, pigs, and chickens, and 10% of wolves, llamas, and horses now naturally spawn as babies.
	19w46a	Drowned, husk, zombie, and zombie villager spawn eggs can now be used on adult versions of these mobs to spawn baby variants.
1.16	**20w07a**	Added baby hoglins.
		Hoglins can now be bred using crimson fungi.
		Added piglins and baby piglins, which do not grow up.
	20w13a	Added striders, which can be bred using warped fungi to produce babies.
	20w14a	Added zoglins and baby zoglins, which do now grow up.
1.17	**20w51a**	Added axolotls, which can be bred using tropical fish or buckets of tropical fish to produce babies.
	21w13a	Added goats, which can be bred using wheat to produce babies.
	21w20a	Axolots can only be fed buckets of tropical fish.
1.19	**22w11a**	Added frogs, which can be bred using slimeballs. Unlike most other animals, which immediately produce a baby, one of the two frogs lays frogspawn, which eventually hatches into tadpoles.
1.19.3 — Experiment — **Update 1.20**	**22w42a**	Added camels, which can be bred using cactus to produce babies.
	22w44a	Turtles now have a breeding delay like other mobs.[5]
1.19.4 — Experiment — **Update 1.20**	**23w07a**	Added sniffers, which can be bred using torchflower seeds to produce snifflets.
1.20	**23w12a**	Breeding sniffers now produces a sniffer egg, which, once placed, eventually hatches into a snifflet.
1.20.5	**23w51a**	Added armadillos, which can be bred using spider eyes to produce babies.
1.21.2	**24w33a**	Added baby squid, baby glow squid, and baby dolphins.
		Wolves can now be bred using fish and rabbit stew.
1.21.6	**25w15a**	Added happy ghasts and ghastlings.
1.21.11	**25w41a**	Added nautiluses, which can be bred using fish and buckets of fish to produce babies.
	25w44a	Added camel husks and their unused baby variant.

Bedrock Edition

Pocket Edition Alpha		[hide]
v0.2.0		Added sheep and baby sheep, pigs and baby pigs.
		Baby animals exist in the game, though there is currently no way to get them to spawn.
v0.3.0		Added cows and baby cows, chickens and baby chickens.
v0.6.0		Baby animals now spawn naturally. Breeding has not been added yet.
v0.8.0	build 1	Introduced breeding. Animals follow players holding specific food (wheat for cows and sheep, wheat seeds for chickens, carrots or potatoes for pigs).
		Cows and sheep can be fed wheat to enter love mode and breed, but pigs and chickens cannot be fed yet.
	build 4	Pigs and chickens can be fed food to enter love mode and breed.
		In addition to wheat seeds, chickens can be fed pumpkin seeds, melon seeds and beetroot seeds, but don't follow players holding them.
v0.9.0	build 1	Added mooshrooms and baby mooshrooms.
v0.11.0	build 11	Mobs must be touching to breed (previously they could breed with any mob in an 8 block radius, regardless of obstruction).
		Added baby zombies.
v0.12.1	build 1	Villagers can now breed.
		Breeding is now done through a *Feed* button.
		Added baby zombie villagers.
		Added baby ocelots and tamed baby cats.
v0.13.0	build 1	Added rabbits, which can be bred to produce baby rabbits.
v0.14.0	build 1	Baby zombies, baby zombie villagers, and baby zombie pigmen now have 15% chance to mount mobs.
v0.15.0	build 1	Added husks and baby husks.
		Added horses, donkeys, and mules, all of which except mules can breed to produce baby variants.
		Added zombie horses and skeleton horses, which include baby variants.
Pocket Edition		[hide]
1.0.0	alpha 0.17.0.1	Added polar bears and baby polar bears. Unlike other mobs, polar bears attack any player, if a baby polar bear is nearby.
1.1.0	alpha 1.1.0.0	Added llamas and baby llamas.
Bedrock Edition		[hide]
1.2.13	beta 1.2.13.8	Added drowned and their baby variants.
1.4.0	beta 1.2.20.1	Added dolphins, which can be bred to produce baby dolphins.

		Baby zombies now burn in daylight.
1.5.0	**beta 1.5.0.0**	Baby zombies now sink underwater.
		Feeding dolphins raw fish no longer breed them; baby dolphins now spawn naturally.
	beta 1.5.0.4	Added turtles and baby turtles.
1.8.0	**beta 1.8.0.8**	Added pandas and baby pandas.
		Added seven more cat textures and their baby variants.
		Feeding ocelots now breed them, instead of taming them.
		Feeding a baby ocelot raw fish now increase its growth speed, instead of taming it.
1.13.0	**beta 1.13.0.1**	Added foxes and baby foxes.
1.14.0	**beta 1.14.0.1**	Added bees and baby bees.
1.16.0	**beta 1.16.0.51**	Added hoglins and baby hoglins.
		Added piglins and baby piglins.
	beta 1.16.0.57	Added zoglins and baby zoglins.
		Added striders and baby striders.
1.16.200	**beta 1.16.200.52**	Added goats and baby goats.
1.16.210 ——— Experiment ——— **Caves and Cliffs**	**beta 1.16.210.59**	Added glow squid and baby glow squid.
1.17.0 ——— Experiment ——— **Caves and Cliffs**	**beta 1.16.230.52**	Added axolotls and baby axolotls.
1.19.0 ——— Experiment ——— **Wild Update**	**beta 1.18.10.24**	Added frogs and tadpoles.
1.19.50	**Preview 1.19.50.21**	Added camels and baby camels.
1.19.70 ——— Experiment ——— **Sniffer**	**Preview 1.19.70.23**	Added sniffers and snifflets.
1.20.60 ——— Experiment ——— **Armadillo and Wolf Armor**	**Preview 1.20.60.23**	Added armadillos and baby armadillos.
1.20.70 ——— Experiment ——— **Armadillo and Wolf Armor**	**Preview 1.20.70.21**	When fed, baby mobs now emit both sounds and particles.
1.20.80	**Preview 1.20.80.20**	Armadillos and baby armadillos are now available without using the "Armadillo and Wolf Armor" experimental toggle.
1.21.80 ——— Experiment ——— **Drop 2 2025**	**Preview 1.21.80.25**	Added happy ghasts and ghastlings.

1.21.130	**Preview 1.21.130.20**	Added nautiluses and baby nautiluses.

Legacy Console Edition

Legacy Console Edition							[hide]
Xbox 360	Xbox One	PS3	PS4	PS Vita	Wii U	Switch	
TU7	CU1	1.00	1.00	1.00	Patch 1	1.0.1	Added breeding.
							Wolves can be bred, a feature from Java Edition 1.2.1.
							Chickens can be bred with seeds or Nether wart, a feature from Java Edition 1.4.2.
TU11							Added a message when the player tries to breed an animal when the spawn limits have been reached.
TU12							Added baby villagers.
TU13							Added a limit to the amount of villagers spawned by breeding.
TU14		1.04					Baby mobs can be spawned by using ⬛LT on that mob using its spawn egg.
							Pigs are now responsive to carrots instead of wheat.
TU19	CU7	1.12	1.12	1.12			Added horses and donkeys, which can breed using golden apples or golden carrots to produce babies. Breeding a horse and a donkey together produces a baby mule, which is infertile.
TU31	CU19	1.22	1.22	1.22	Patch 3		Baby animals can be grown faster by being fed. Each feeding reduces the remaining time to maturity by 10%.
							Added rabbits, which can be bred using dandelions, carrots or golden carrots to produce babies.
TU43	CU33	1.36	1.36	1.36	Patch 13		Added polar bears and their baby variant. Polar bears cannot breed; babies spawn naturally and grow up on their own.
TU46	CU36	1.38	1.38	1.38	Patch 15		Added husks and baby husks, which do not grow up.
TU54	CU44	1.52	1.52	1.52	Patch 24	1.0.4	Added llamas, which can be bred using hay bales to produce babies.
TU69		1.76	1.76	1.76	Patch 38		Added turtles, which can be bred using sea grass. Unlike other animals, which immediately produce a baby, one of the two turtles lays eggs which eventually hatch into baby turtles.
							Added dolphins and their baby variant. Dolphins cannot breed; babies spawn naturally and grow up on their own.
							Added drowned and baby drowned, which do not grow up.

|						
			1.83			Added pandas, which can be bred using bamboo to produce babies if certain conditions are met.

Issues

Issues relating to "Breeding" are maintained on the bug tracker. Issues should be reported and viewed there (https://bugs.mojang.com/issues/?jql=project%20in%20%28MC%2C%20MCPE%29%20AND%20%28resolution%20is%20EMPTY%20OR%20resolution%20in%20%281%2C%202%2C%206%29%29%20AND%20%28summary%20~%20%22Breeding%22%29%20ORDER%20BY%20resolution%20DESC).
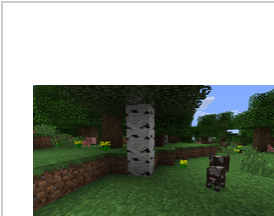
Gallery

Screenshots

A family of wolves in a snowy plains biome as well as a baby cat.
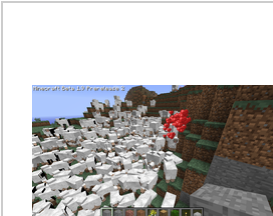
Early image of sheep breeding.

Early image of baby animals.

See also

- Tutorial:Animal farming

References

1. MC-260272 — resolved as "Works As Intended".
2. MC-185516 — resolved as "Works As Intended".
3. MC-158608 — resolved as "Works As Intended".
4. MC-93826
5. MC-137306 — Turtles don't have breeding delay — resolved as "Fixed".

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Unintended Update suppression Duplication

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