













# Goober Reproduction




 +  =  Goober or  Lugger or  Protector

 +  =  Lugger




 +  =  Protector




 +  =  Explorer




 +  =  Scavenger




 +  =  Doctor




 +  =  Buddy




 +  =  Opener




 +  =  Bozo

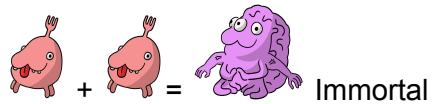
 +  =  Replicator

 +  =  Hungry

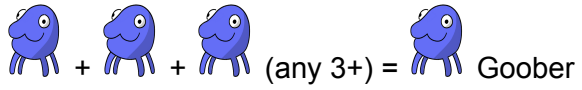
 +  =  Recruiter

 +  =  Asexual

 +  =  Stud



Immortal



Goober






= Chance for any



+ X = X



+ X + Y + Z + ... = (  or X ) + (  or Y ) + (  or Z ) + ...

All other combinations =  or (Parent X) or (Parent Y)