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Cube world taming guide

Cube World's Wiki Pet Foods are used to tame many of the monsters and animals in Cube World. Description[edit | edit source] There is another Pet Food for each different tamable creature. Equipping Pet Food by clicking it and approaching the Crowd that loves that Food will tame it. Players can purchase pet food from the [Item Vendor] in the Item Shop. Each city has its own kind of basic pet food, food usually used for taming common animals such as Bunnys, Collies, Sheep, Cats, Moles and others. Other pet food drop samples, Bombexplosions, Shrubs, Scrubs, Cotton Plants, Ginseng and Ores. Each type of pet food works only on one type (and or color) of pet, and the character can carry only one instance of each type of pet food. This means that if the player wants to tame more than one of a certain pet type, one must first be caught, then the player will have to obtain another of the same pet food to perform the next catch. There is talk of non-available Pet Foods. This has yet to be confirmed. List of Pet Foods[edit | edit source] Tips[edit | edit source] Only lure some mobs equal to the number of your Pet Foods, because if you don't have them anymore, they will become aggressive. All pets are driveable but those without the driveable tag are slower than those without it - this can be a bug in 1.0.0-1 A frogman on his mount pet. A pet refers to a tame animal or monster within the Cube World universe. A pet can be easily tamed by feeding it its favorite food, after which it helps the player fight monsters After the official release on Steam there is no EXP or Leveling for the pet, instead it becomes stronger based on what your armor is. A pet, once caught, can also be stored in inventory and taken at will. There is no limit to how many pets a character can have, and all character classes can have pets. Only one pet can be active at a time (by 'resting' in the pet lock). The remaining pets are stored in the pet tab, Pets have their own set of skills or movements. Currently, there is no command interface for pets to change their behavior. Pet types Melee Pets: Most pets attack out of melee range. Varied pets: Some pets can fire projectiles from a distance. Tank pets: Tank pets deal less damage, but have higher stamina and generate more aggro. Healer pets: Some pets have healing skills to help their master and friends Mount Pets: Many pets can be ridden for quick movement. Taming Most animals and some monsters in Cube World can be tamed. To tame a pet, you need to feed it with its favorite food (You look at pet food for more information on what food goes to which pet) – this is done simply by clicking on a specific pet food when you are in the pet tab and approaching the potential pet (you have a pet active while trying to tame another , as soon as the pet is tamed, it is replaced by the tamed pet, and the other will be stored in your inventory). Currently the process is automatically successful, you just have to wait until their heart goes big as they take their pet food. The challenge is to figure out what food a creature likes and to obtain the food either by finding it in a store or more likely as a loot drop. When taming a creature, try to find one that is alone, because if they are in a group, all creatures of the same type who are like the same food will approach you, but only one will be tamed, while the others will become hostile. Note that currently, although Named Boss versions of a pet can be tamed, although the next time the game is loaded it will have returned to a normal version of the pet, losing its boss status. Pet Foods Although not many pet food are known, a few have been found due to closed-alpha game play videos. More pet food is likely to be discovered in the near future as the game is now publicly released. It is possible to carry more than one of the same type of pet food at a time by equipping the specified pet food than taking up the second pet food (only one pet food can be kept at one time). List of pets See the list of pets for a full list of pets, including the type of pet, if they are ride-able, food used to tame them, and landscapes they are found in. Naming the Pet The current active pet can be given a name (or renamed at any time) by opening the game chat by pressing enter and entering the following command: / namepet <name> Riding Reins is a special item, so it will only work in the region where you found it driving a pet requires taming first, then owning a Reins that was collected in the region (Since Reins is a Special Item it will only work in the region you collected it in. If you want to use it in another region, you'll need to find it again in that region). Once both conditions are met, the pet can be ridden when it is set as the active pet (i.e. placed in the Pet Slot) by being near it/looking at it and pressing the Call/Ride Pet hotkey (standard T). To get off a pet, then carry out an attack - this means that fights can't be sustained while driving with a pet, eliminating drive-by shootings (unless you put the pet away soon after each attack). Performing a dodge will also give the character too of the pet, like falling high enough to suffer fall damage, or by pressing the shift key (only when a GUI is not on your screen). Combat Currently, pets will never fight, even if the player comes under fire. However, as soon as a player attacks something, the pet will join immediately. Switching goals will cause the pet to change targets as well, so it's a good idea to focus on one enemy at once. The only way to stop a pet from attacking is with the Call Pet hotkey (standard 'T') (To use the whistle, if you stay on to drive it </name> </name> Although the pet will fight again immediately if the player resumes attacks. As for player characters, there is currently no dying punishment for pets - you immediately open your inventory, pick up the (dead) pet from the animal slot and immediately restore it, and it will immediately appear alive at your feet. This is also useful in remembering pets that were left behind as due to cliff jumping, hanging gliding, or sailing shenanigans. Dead pets that are not immediately recalled and simply left in the Pet Slot will eventually automatically revive next to the player character after about a minute. Planned rare pets are a planned feature in Cube World. They will differ in appearance from normal pets and will be harder to find. Pet Evolution is a planned feature that allows some pets to evolve. No information has yet been given on how you will achieve this in the game. Next faq How to create a server? Prev FAQ How to ride on a mount? The land in Cube World is full of animals. Some of them can be tamed. Pets are useful trips Taming a petTaming an animal is not a difficult process, but it can be time consuming. This requires to get a special item - favorite food from that particular animal. You buy it in the store or get enemies. We created a page that described in detail the favorite food of animals and their location. To get the animal you want, check Taming and locate pets page. A few tips on taming If the animal accepts you, a heart appears over its head. Tame an animal only if you don't have an active pet; Tem a single animal. They are more sensitive to your tame actions; If you approach a group of animals, everyone will approach you. This can cause aggression. Name a petY you have to name your pet. To name a pet, you must enter the command/namepet and write its name. Calling a petTo call an active pet, just press T key. Wherever it stays, it'll be next to you in seconds. The same thing happens after your companion's death. Can my pet die? Pet may die, but it will be reborn just after a moment. It'll be next to your character. It also won't lose health or skill points. This way you don't have to worry about it. Next faq How to create a server? Prev FAQ How to ride on a mount? Our Cube World Pets Guide teaches you how to tame pets and includes a full list of the foods you need to make your favorite pet friendly! You want a pet if you want to go far in Cube World, they make valuable allies and can even be ridden. Taming It's pretty simple! You just need the specific food for the particular pet that you want to tame (listed below). Once you have that, go to your inventory and click on it. Your character should now keep the item for them. You now walk up to the animal and they should try to eat the food and have a heart about it head once they are tame! How-to Ride You need to find Reins. These are region-locked items, so you'll need to find them every time you enter a new region. Talk to NPCs about it and they'll hopefully tell you where they end up (you'll also just get lucky and run into them while exploring). Once you learn their location, go there and collect them. You now use the T key on a driveable pet to hop on! Naming your pet You use the namepet NAME command to name your pet! Press Enter to enter an assignment or chat with other players. Where-to-find Pet Food The food can be found by killing various creatures or from chests that you find around the country! You also strangely find them from deposits. For example, I found a Lollipop from an Emerald Deposit! This is pretty random, so hopefully there ends up being a way to more reliably find some of these items. You know that the food is for a pet because it will be listed under the pets tab in your inventory. List of animal feed if you want to avoid spoilers, you can talk to NPCs in the game and they sometimes give you tips on what food is needed for which animal. If you just want to know what to use, take a look at the list below! Let us know in the comments if there is anything we are missing. Apple Ring - Crocodiles (Rideable) Banana Mash - Warthog Banana Split - Monkey Biscuit Roll - Bumblebee Blackberry Marmalade - Porcupine (Rideable) Bloodorange Juice - Mosquito Bubble Gum - Collie (Rideable) Blue Jelly - Blue Slime (Rideable) Bread - Bark Beetle (Rideable) Buckhorn - Beaver (Rideable) Cabbage Rolls - Snail (Rideable) Candied Apple - Horse (Rideable) Candy - Black Cat (Rideable) Caramel Chocolate Bar - Desert Runner (Rideable) Carrot - Bunny (Rideable) Cereal Bar - Chicken (Rideable) Cinnamon Roll - Turtle (Rideable) Chocolate Cake - Raccoon Chocolate Cookie - Peacock (Rideable) Chocolate Cupcake - Brown Alpaca (Brown Alpaca Rideable) Chocolate Donut - Mole Chocolate Ice Cream - Baby Mammoth Cotton Candy - Sheep (Rideable) Croissant - Scottish Terrier (Rideable) Curry - Fire Beetle (Rideable) Date Cookie - Camel (Rideable) Eucalyptus Candy - Koala Fruit Basket - Fly Ginger Tartlet - Parrot Green Jelly - Green Slime (Rideable) Lemon Tart - Lemon Beetle (Beetle (Beetle Rideable) Liquorice - Crow (Rideable) Lollipop - Owl Lolly - Snout Beetle (Rideable) Mango Juice - Bat Melon Ice Cream - Midge Milk Chocolate Bar - Plain Runner (Rideable) Mineral Water - Radishling Sprout Mint Chocolate Bar - Leaf Runner (Rideable) Mixed Salad - Caterpillar (Rideable) Pancakes - Biter Peanut - Baby Elephant (Rideable) Pink Jelly - Pink Slime (Rideable) Popcorn - Hornet (Rideable) Pumpkin Mash - Pig (Rideable) Radicchio Salad - Earth Caterpillar Raspberry Juice - Flamingo Salted Caramel - Seagull Soft Ice - Penguin Spring Water - Cormling Sprout (Rideable) Strawberry Cake - Squirrel Strawberry Cocktail - - (Driveable) Sugar Candy - Duckbill (Rideable) Vanilla Cupcake - Light Alpaca (Rideable) Waffle - Terrier (Rideable) Water Ice - Spitter White Chocolate Bar - Snow Runner (Rideable) Yellow Jelly - Yellow Slime (Rideable) Follow us on Twitter and Facebook to get updates on your favorite games! Games!

