Maxing Defense and Resistance (old)

Note for New Version: For the new version replace AR with Evolution Pets (example: Panda Cub). They can not mutate.

REQUIRED:

- 11 Calm* Auto-repair Androids(from traps found when killing them) or Evolution Pet. Ex: Panda Cub. Note: Evolution pets do not mutate.
- 10 Charm of Memory
- Your pet
- Lots of Gold
- Lots of Spirit

1. Collect traps and catch 11 androids (ONE OF WHICH, must be same element as your main pet)

*Calm has highest boost in stats when melding. 2. Level them all to Lv120+. 3. Meld the highest def/resis growth AR into the AR with same element as your main pet.(Explain why later) 4. Level the 1 meld AR to Lv120. 5. Repeat 3-4 but with Charm this time. 6. Stop when you have a 10 melded AR. The def/resis stats should be all red/orange. 6.5 Remember always to level your pet to 120+ for best melding stats. 7. Meld this into your pet Voila.

Expensive Alternative:

1. Level Panda Cubs or an evolution pet to 120 with same method. But get DEF/RES to around 1.90.
2. Evolve the Evolution Pet once.
3. Buy a Charm of Addition from HR.
4. Level both pets 120+
5. Put your evolved pet as host. And the pet you want DEF/RES maxed as Support. (Charm of Addition takes support pet appearance). And meld!
6. Pet should be maxed!

Alright. The facts behind all this.

The reason why we meld HIGHEST growth into Lowest growth is because the pet system works on the "difference" of support to main. If the Support has a higher difference of stats to main, the new

pet will have a more dramatic change. Always remember. Similar things will meld better than different ones.

> " What if my pet mutates during my AR melds?

ITS OKAY! Perfectly fine! It will do that

> " What if my pet did not max?

You must've missed something from the guide. ITS OKAY!!Follow the guide and repeat!

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