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## My singing monsters breeding guide air island










**Breeding guide for singing monsters. How to breed tawkerr in my singing monsters plant island. My singing monsters seasonal breeding guide. My singing monsters breeding not working.**


This article is for the game mechanic, for breeding combinations of each individual Monster, see Breeding Combinations This is the main article for Breeding. For the category, see Category:Breeding. Keep exploring the multiverseThis article is for the game mechanic, for breeding combinations of each individual Monster, see Breeding Combinations. Breeding is a core mechanic in My Singing Monsters that is used to obtain most of the game's Monsters. It is unlocked at level 7, when acquiring the Breeding Structure. Mechanics[] To breed, select two Monsters of different species that are at least level 4 in the Breeding Structure, in any order you'd like. A new Monster will result consisting of all elements combined, unless an element is repeated. If an element is repeated, the resulting Monster will be one of its parents. For example, Drumpler and Mammott will not result in a new Monster because the Cold element is repeated. Correct combinations can also often lead to resulting in the parent Monsters, with the exception of Natural double element Monsters. Some special Monsters like, Ethereals, Shugabush, Mythicals, Seasonals, and Epics, aren't determined by a specific element combination, and instead need two specific Monsters. Increasing Odds[] When breeding for special Monsters, it is common for it to fail and result in one of the parent Monsters. However, there are multiple ways to increase the odds of these rarer Monsters. Lighting Wishing Torches can increase your odds by 1 to 1.5% per torch lit. Buying most types of island skins will double the effect of your torches, though keep in mind island skins are a hefty investment. Increasing the level of parent Monsters can also increase the odds of a successful Breeding attempt, up to at least Level 15. Another technique is to use a combination that will take the least amount of time, so that you can attempt breeding again sooner. For example, Ghazt's breeding combo on Plant Island requires Entbrat plus a triple-element Monster. Entbrat + T-Rox can result in a T-Rox, which takes 8 hours, while Entbrat + Pummel, Bowgart, or Clamble all can result in a triple-elemental that takes 12 hours. Breeding Combinations[] Main article: Breeding Combinations Double Element Monsters[] Doubles are the easiest to breed, and just require two single element Monsters. For example, Maw is bred by breeding Mammott and Toe Jammer. Natural doubles have a 100% success rate, and thus cannot result in one of the parents. Double-element Fire and Magical Monsters are slightly harder to breed and can result in one of the parent Monsters. Double-element Ethereals are much harder to get and will often fail. Triple Element Monsters[] Triples are slightly harder to breed, and require a double element and single element Monster. For example, Quibble and Mammott can result in a Congle. Breeding combinations for triple element Monsters are not guaranteed, and thus can result in one of the parents instead. Quad Element Monsters[] Quads are even harder to breed, and in the case of Fire and Magical Monsters, can be especially challenging. Since quad element Monsters have so many elements, many combinations exist. Breeding a Triple with a Single is much more successful than breeding two doubles. Rare Monsters[] Main article: Rare Monsters Rare Monsters are special variants of existing Monsters that are harder to obtain and only available for limited times. They have the same combination as their common counterpart, with the exception of Rare Singles, which are bred with two triple element Monsters that share the same element as the single. For example, Bowgart and Pummel can result in either Rare Potbelly or Rare Toe Jammer since they share the Plant and Water elements. Once you have the common and rare variants of a Monster, you can breed them together to have a 100% chance of getting that Monster. Epic Monsters[] Main article: Epic Monsters Epic Monsters are special variants that are even harder to get than Rare Monsters that are also only available for limited times. Instead of sharing a breeding combination with their Rare and Common counterparts, each Epic Monster has a unique combination that differs from Island to Island, which do not follow a logical pattern.



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### My Singing Monsters Ethereal Breeding Guide

	+		Or...	
Entbrat		T-Rox	T-Rox Bogart Clamble Pummel	Ghazt
	+		Or...	
Shellbeat		Congle	Spunge Bogart Thumpies	Grumpyre
	+		Or...	
Dedge		Scups	Pummel Spunge Reedling	Jeeode



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Visit me on YouTube:  
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(all numbers except DC)

A new Monster will result consisting of all elements combined, unless an element is repeated. If an element is repeated, the resulting Monster will be one of its parents.

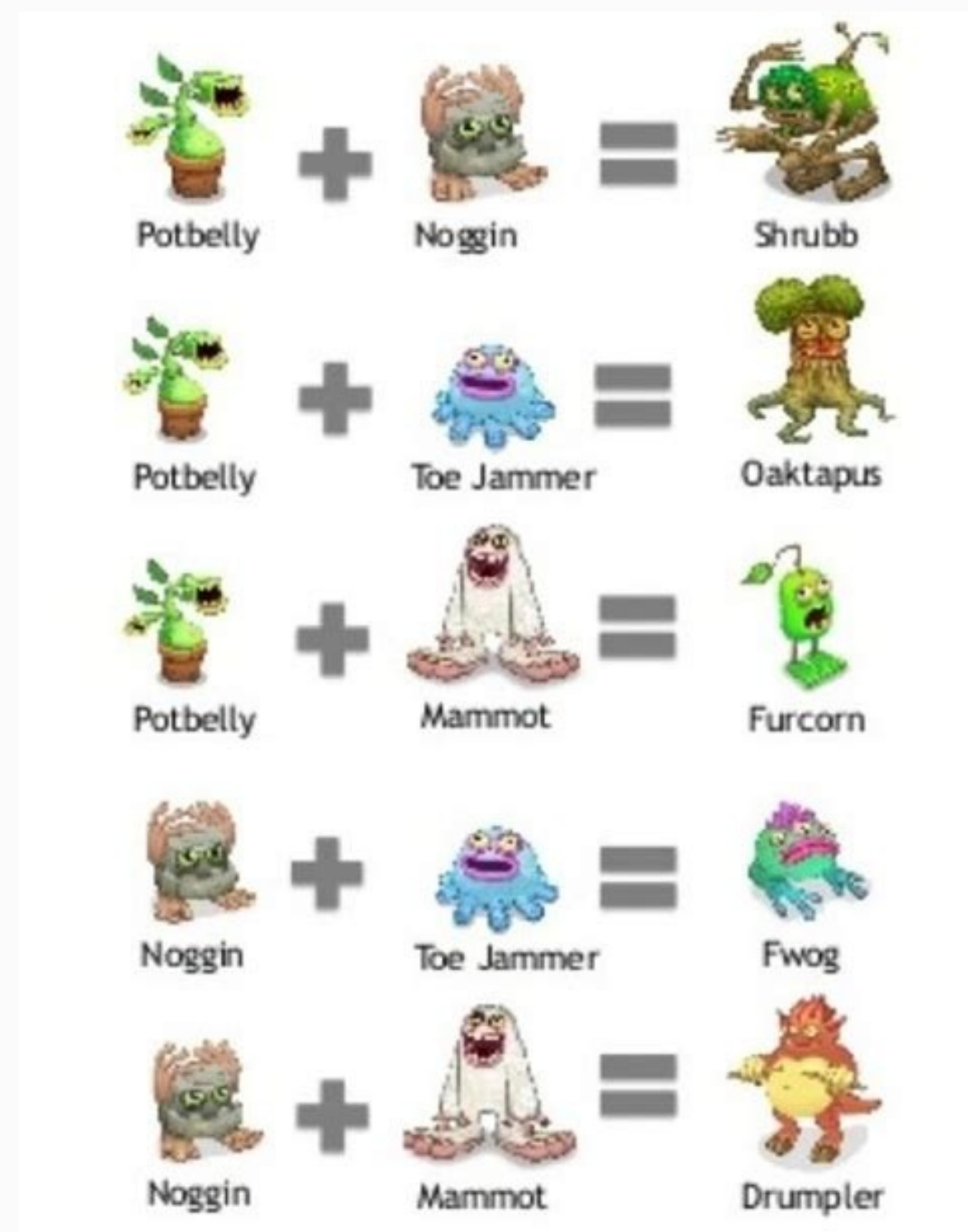




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Similarly to how each member of the Shugafam on Shugabush Island is bred as a result of breeding Shugabush with a specific Natural monster, each Dreamythical on Mythical Island is bred using Cataliszt and a specific Mythical from the Natural and Fire Islands. Non-Breedable Monsters[] Some Monsters are not available to breed and thus cannot be purchased from the Market instead. These Monsters include: Werdos, Dipsters, and all variants of Wubbox, Celestials, Wublins, and Vessels from Amber Island must be purchased from the Market and awakened by zapping eggs into them. Variants on Amber Island also cannot be bred as they acquired from the Crucible/Enhanced Crucible. Getting Duplicates[] When you already have a Monster and want to get more of the same Monster, there are different breeding combinations with higher chances of success that can be used. These combinations can also be used to get Rare variants more reliably. The best combination to use is the Monster you want + its Rare counterpart (Common + Rare), which results in the Monster 100% of the time. If a Monster's rare variant is not available to you, there are other combinations that can be used. Quad + Single will result in a single 100% of the time. The normal combination for doubles (single + single) is also always guaranteed. For triples, the next best combination is Quad + Triple, which can infrequently result in an Ethereal or Quad. Natural quads don't have a better combination without using a Rare other than Triple + Single. However Fire and Magical quads have an increased chance by using the same combination for Epic Kayna.

When it was added to the game, its combination increased the chances of getting a Quad to make it harder to breed. This is the case even when Epic Kayna is not available. Special Monsters (not Natural, Fire, or Magical) often have no alternate combinations.

However Ethereals and Seasonals can also be obtained 100% of the time when using the same Common + Rare variant on Ethereal Island and Seasonal Shanty. Costumes[] Main article: Costumes Costumes are infrequently obtained by breeding. Instead of requiring a special combination, each costume is obtained using any combo that would result in that Monster. Chances to get costumes can not be increased, so there is no particular strategy to obtain them. Breeding Times[] See the Breeding Times page for a table focused on and sorted by the time it takes for a successful Breeding attempt. Breeding Tables[] See the Breeding Tables page for a matrix-style table of Breeding Combinations.

Last Updated on September 26, 2023 by Samuel Franklin This Air Island breeding chart will guide you through completing the respective My Singing Monsters (MSM) island monster collection book. Serving as the third natural island in MSM players are likely to have a reasonably established account footing when unlocking this misty sky island which once again raises the bar in terms of challenge. Drawing from a similar pool as your first two game islands in My Singing Monsters the Air Island is instead focused on the natural element of Air and also the home of the Season of Love seasonal event. Leveraging your experience to date and high gold generation starting islands will see players able to quickly build up the foundations of island although unlocking all monsters is no small challenge. This Air Island breeding guide is designed as a reference for players to complete the full monster collection and includes information on minimum level required, how to breed each monster, their linked elements and breeding time which will help you both plan out your breeding or can alert players to whether or not they've been successful by looking at breeding time after you start the process. In addition players will find multiple breeding recommendations so that you can select the breeding combination based on your currently available monsters although generally the first listed option is significantly more efficient to use. The breeding guide for Air Island below includes a range of spoilers for that island and My Singing Monsters in general so players should beware before continuing if they prefer to discover breeding combinations for themselves. This page also assumes a general understanding of breeding mechanics which you can learn on our overview and breeding guide. For island specific guides to MSM visit our Plant Island, Cold Island, Water Island, Earth Island, Fire Haven, Fire Oasis, Light Island, Psychic Island, Faerie Island or Bone Island pages. My Singing Monsters Air Island Overview Air Island is detailed as an island of fun and partying that sits amongst the clouds and is just waiting for players to place monsters to dance and sing on the island. Featuring a Skylite Castle this island is also home to the festival known as the Season of Love that is based on the real world celebration of Valentine's Day and generally occurs around February each year as a result.

This festival provides players the opportunity to obtain the heart themed Schmoochle who is just one of the many monsters for the Air Island location that have a common, rare and epic variation available. In terms of other monsters to collect players will find 67 in total split across 27 common, 17 rare, 17 epic and 6 seasonal monsters that are further varied with 128 different costumes. Themed around the air element this island features no plant elements which limits monsters to earth, cold, water and air natural elements instead. Air Island is the third island available to players in My Singing Monsters with a cost of 50,000 that is ten times higher than the previous island unlock and as a result requires a well established account foundation of gold income from your other two islands to unlock. Air Island Breeding Chart The MSM Air Island breeding chart below features the full collection of indigenous monsters for players to complete their monster book collection. It includes all the common, rare, epic and seasonal monsters featured on Air Island with several combinations of breeding options below shown where they are applicable. This breeding combination chart is presented from the most to least efficient combination (based on odds and time spent) for that monster so players should always use the top option if you have those monster parents available. Like other islands in My Singing Monster specific monsters are limited to special events in game, this includes rare, epic and several other monsters that are each marked with an asterisk (\*) where applicable and these should only be attempted when these events are active or can alternatively be sometimes purchased with premium currencies. The default and enhanced breeding times shown below are based on the base level breeding structure and the diamond upgrade that enhances this structure to reduce breeding time by 25%. Monster Required Level Elements Breed Time dd:hh:mm:ss (Default/Enhanced) Breeding Combinations Noggin 1 Earth 00:00:05 / 00:00:03 Purchase from Market or acquire from a breeding failure Mammott 2 Cold 00:02:00 / 00:01:30 Purchase from Market or acquire from a breeding failure Toe Jammer 4 Water 00:01:00 / 00:00:45 Purchase from Market or acquire from a breeding failure Tweedle 4 Air 04:00:00 / 03:00:00 Purchase from Market or acquire from a breeding failure Drumpler 7 Earth Cold 00:30:00 / 00:22:30 Noggin & Mammott Fwog 7 Earth Water 00:30:00 / 00:22:30 Noggin & Toe Jammer Maw 4 Water Cold 00:30:00 / 00:22:30 Toe Jammer & Mammott Pangoo 7 Air Cold 08:00:00 / 06:00:00 Tweedle & Mammott Quibble 7 Air Water 08:00:00 / 06:00:00 Tweedle & Toe Jammer Cybop 7 Air Earth 08:00:00 / 06:00:00 Tweedle & Noggin T-Rox 7 Earth Water Cold 08:00:00 / 06:00:00 Noggin & Maw Toe Jammer & Drumpler Mammott & Fwog Congle 7 Air Water Cold 12:00:00 / 09:00:00 Tweedle & Maw Toe Jammer & Pangoo Mammott & Quibble PomPom 7 Air Earth Cold 12:00:00 / 09:00:00 Tweedle & Drumpler PomPom 7 Air Earth Water 12:00:00 / 09:00:00 Tweedle & Fwog Nogging & Quibble Toe Jammer & Cybop Riff 7 Air Earth Water Cold 24:00:00 / 18:00:00 T-Rox and Tweedle Scups & Mammott Congle & Noggin PomPom & Toe Jammer Cybop & Maw Quibble & Drumpler Pangoo & Fwog Reebro 9 Mech 01:12:00:00 / 01:03:00:00 Riff & T-Rox Riff & Congle Riff & Scups Riff & PomPom Wubbox 20 Electricity N/A Purchase from Market (Coins). Note that activating this monster requires other common monsters. Schmoochle\* 9 Season of Love 01:07:06:30 / 23:19:52 Tweedle & Riff Hoola\* 9 SummerSong 01:01:00:00 / 18:45:00 PomPom & Pangoo Yawstrich 9 Mythical 01:04:00:00 / 21:00:00 Same as common monster above Rare Noggin\* 4 Earth 06:00:00 / 04:30:00 Any three element monster pairing where both parents have the Earth element. Rare Mammott\* 4 Cold 06:00:00 / 04:30:00 Any three element monster pairing where both parents have the Cold element. Rare Toe Jammer\* 4 Water 06:00:00 / 04:30:00 Any three element monster pairing where both parents have the Water element. Rare Tweedle\* 4 Air 06:00:00 / 04:30:00 Any three element monster pairing where both parents have the Air element. Rare Drumpler\* 7 Earth Cold 01:07:30 / 00:50:37 Same as common monster above Rare Fwog\* 7 Earth Water 01:15:00 / 00:56:15 Same as common monster above Rare Maw\* 7 Water Cold 01:07:30 / 00:50:37 Same as common monster above Rare Pangoo\* 7 Air Cold 10:30:00 / 07:52:30 Same as common monster above Rare Quibble\* 7 Air Water 10:30:00 / 07:52:30 Same as common monster above Rare Cybop\* 7 Air Earth 10:30:00 / 07:52:30 Same as common monster above Rare T-Rox\* 7 Earth Water Cold 10:30:00 / 07:52:30 Same as common monster above Rare Congle\* 7 Air Water Cold 15:30:00 / 11:37:30 Same as common monster above Rare PomPom\* 7 Air Earth Cold 15:30:00 / 11:37:30 Same as common monster above Rare Scups\* 7 Air Earth Water 15:30:00 / 11:37:30 Same as common monster above Rare Riff\* 7 Air Earth Water Cold 01:06:30:00 / 22:52:30 Same as common monster above Rare Reebro\* 9 Mech 01:21:30:00 / 01:10:07:30 Same as common monster above Rare Wubbox 20 Electricity N/A Purchase from Market (Starpower). Note that activating this monster requires other rare monsters. Rare Schmoochle\* 9 Season of Love 01:15:15:00 / 01:05:26:15 Same as common monster above Rare Hoola\* 9 SummerSong 01:07:45:00 / 23:48:45 Same as common monster above Rare Yawstrich\* 9 Mythical 01:11:00:00 / 01:02:15:00 Scups & T-Rox Epic Noggin\* 4 Earth 01:00:00 / 00:45:00 Riff & Drumpler Epic Mammott\* 4 Cold 05:00:00 / 03:45:00 Riff & Pangoo Epic Toe Jammer\* 4 Water 03:00:00 / 02:15:00 Riff & Maw Epic Tweedle\* 4 Air 11:00:00 / 08:15:00 Riff & Cybop Epic Drumpler\* 7 Earth Cold 15:00:00 / 11:45:00 PomPom & Fwog Epic Fwog\* 7 Earth Water 13:00:00 / 09:45:00 Scups & Pangoo Epic Maw\* 7 Water Cold 13:00:00 / 09:45:00 T-Rox & Quibble Epic Pangoo\* 7 Air Cold 01:03:00:00 / 20:15:00 Congle & Cybop Epic Quibble\* 7 Air Water 21:00:00 / 15:45:00 Scups & Maw Epic Cybop\* 7 Air Earth 23:00:00 / 17:15:00 Congle & Drumpler Epic T-Rox\* 7 Earth Water Cold 19:00:00 / 14:15:00 Congle & Fwog Epic Congle\* 7 Air Water Cold 23:00:00 / 17:15:00 Scups & Drumpler Epic PomPom\* 7 Air Earth Cold 01:03:00:00 / 20:15:00 T-Rox & Cybop Epic Scups\* 7 Air Earth Water 01:13:00:00 / 01:03:45:00 PomPom & Maw Epic Riff\* 7 Air Earth Water Cold 01:15:00:00 / 01:05:15:00 PomPom & Quibble Epic Reebro\* 9 Mech 01:10:00:00 / 01:01:30:00 T-Rox & Pangoo Epic Wubbox 20 Electricity N/A Purchase from Market (Diamonds). 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