

Base Colors

EquestriCraft Color Genetics Guide

EquestriCraft's genetics system is based heavily on real horse coat color genetics, with a few simplifications made for our audience. Most colors, dilutions, patterns, and breeding outcomes follow real world inheritance, while some areas have been simplified to provide more variety and easier gameplay.

When breeding, foals inherit genes from both parents. Some genes are dominant and only require one copy to be visible, while others are recessive and require two copies. This guide explains how colors are created, how they pass to foals, and what combinations are possible within EquestriCraft.

Base Coat Genetics

All horse colors begin with two primary genes:

Extension (E)

Controls whether a horse can produce black pigment.

Genotype	Result
E/E	Black pigment possible
E/e	Black pigment possible
e/e	Chestnut

Agouti (A)

Controls where black pigment is placed.

Genotype	Result
A/A	Bay
A/a	Bay
a/a	Black

Base Colours

Genotype	Colour
E/_ A/_	Bay
E/_ a/a	Black
e/e	Chestnut



Bay Variations

EquestriCraft simplifies bay shade genetics, any bay horse may randomly generate as:

Standard Bay



Blood Bay



Dark Bay



Seal Bay



Mahogany Bay



Chestnut Variations

Standard Chestnut



Sandy Chestnut



Red Chestnut



Dark Chestnut



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