

# Rainbow Feeds

Information targets the latest **supported** release. For legacy (older) versions and bug fixes, read the changelogs.

## Introduction

Rainbow Feeds are a multi-part crafting process to obtain one of the secret coats.

## No Spoilers

This contains clues with **optional** spoilers for solutions per step.

### Hints

**Disclaimer:** These are "fan made" clues to help those that do not want direct spoilers.

### First Step

Craft the first items (3).

#### Clue 1

There are three craftable **eggs**:

- Warmer Egg
- Cooler Egg
- Rainbow Egg

#### Clue 2

Two of the eggs are crafted using an egg with **eight** blocks of the **same type** with specific **color tones**.

All recipes are **reshapeless** and can be put in the crafting grid in any order.

### Clue 3

The block is obtained from an animal, and comes in 16 colors.

### Clue 4

The 16 options can be split into warm tone (8) and cool tone (8) colors.

#### Spoiler: Solutions



#### 1 Warmer Egg

Egg (1)

Wool (1 x 8 "warm tones")

White, Light Gray, Brown, Magenta, Yellow, Pink, Red, Orange



#### 2 Cooler Egg

Egg (1)

Wool (1 x 8 "cool tones")

Light Blue, Lime, Gray, Cyan, Purple, Blue, Green, Black

### Clue 5

The last egg is obtained from the other two.

### **Spoiler: Solution**

Combine both Warmer and Cooler eggs together in a crafting grid.

## **Second Step**

Craft the second-tier item.

### **Clue 1**

The Rainbow Egg must be made into a special elixir known as "Rainbow Chic".

### **Clue 2**

Rainbow Chic cannot be crafted, but it does have a recipe of sorts.

### **Clue 3**

Rainbow Chic may require you to go to a dangerous place in search of a special powder to create this elixir.

### **Clue 4**

Dissolve the Rainbow Egg into an easily obtained liquid to create the concentrated Rainbow Chic elixir.

### **Spoiler: Solution**



#### 4 Rainbow Chic

Rainbow Egg (1)

Water Bottles (3)

Requires a brewing stand with blaze powder.

### Third Step

Craft the third-tier item.

#### Clue 1

This process will convert Rainbow Chic to a more concentrated, dehydrated form of Rainbow essence.

#### Clue 2

It does not require a crafting grid or a brewing stand, and it needs only the Rainbow Chic and one other item.

#### Spoiler: Solution



#### 5 Dehydrated Rainbow

Rainbow Chic (1)

Requires a fueled furnace.

## Fourth Step

Craft the fourth-tier item.

### Clue 1

Combine the Dehydrated Rainbow with one item to create a Rainbow Sweet Feed.

### Clue 2

This item is used to create the **sweet** taste of Rainbow Sweet Feed.

### Clue 3

The item is commonly found near water, and requires a simple process to convert from one form to another.

### Spoilers: Solution



6 Rainbow Sweet Feed

Sugar (1)

Dehydrated Rainbow (1)

## Fifth Step

Craft the fifth-tier item.

### Clue 1

Combine the Rainbow Sweet Feed with one item to create a Rainbow Heavy Feed.

## Clue 2

This item is used to bulk the volume and nutrition of Rainbow Heavy Feed.

## Clue 3

This item can be obtained in loot, growing in locations near and far in the overworld, or found in seed form.

### Spoilers: Solution



7 Rainbow Heavy Feed

Wheat (1)

Rainbow Sweet Feed (1)

## Sixth Step

Craft the sixth-tier item.

### Clue 1

Combine the Rainbow Heavy Feed with one item to create a Rainbow Dry Feed.

### Clue 2

This item does not add nutrition to the feed (and cannot be eaten), but it does hold the feed while it dries out.

### Clue 3

This item can be crafted from materials found underground, or found in loot.

#### Clue 4

This item is more commonly used for hydrating than it is for dehydrating.

#### Spoilers: Solution



8 Rainbow Dry Feed

Bucket (1)

Rainbow Heavy Feed (1)

#### Seventh Step

Obtain the final-tier item.

#### Clue 1

Find a place where Rainbows can thrive.

#### Clue 2

Seek out the kind of weather that might allow a Rainbow appear.

#### Spoiler: Solution

Stand in the rain with Rainbow Dry Feed in your hand to re-hydrate it into Rainbow Din-Din.

## Final Step

What now?

### Spoiler: Solution

`Right Click` a horse with Rainbow Din-Din to instantly convert it to a [Solitaire](#) (Rainbow) coat.

Solitaire has no special perks or genetics. Converting does not affect custom names, skills or any other data.

## Multiplayer + Modpacks

Secret coats can be enabled or disabled in the [Server Config](#) file.

If `allowSecretCoats = false`:

- **TBC** Secret coat items cannot be crafted.
- Horses cannot be converted to secret coats.
- Horses can only use secret coats via commands (set or summon coat).
- Horses using secret coats are **not** deleted or changed automatically if disabled later.
- Players **cannot** override server-side config settings, which will only affect your **own** world(s).

By default, secret coats are **enabled** unless changed by you, or others when installing custom mod packs!

## Spoilers

This contains the **full process** with no information concealed.

### Solution

Rainbow Feeds are a multi-step recipe. The final product allows a player to convert a horse to the secret [Solitaire](#) (Rainbow) coat.

## First Step

All recipes are **shapeless** and can be put in the crafting grid in any order.



### 1 Warmer Egg

Egg (1)

Wool (1 x 8 "warm tones")

White, Light Gray, Brown, Magenta, Yellow, Pink, Red, Orange

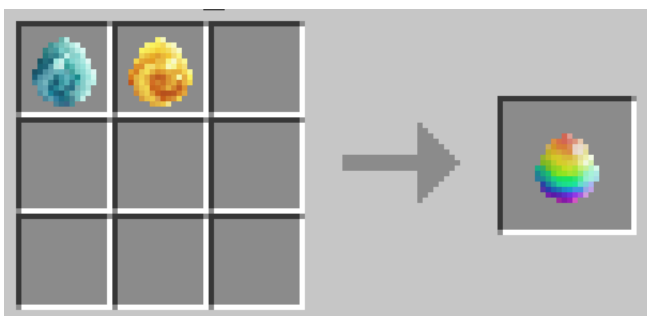


### 2 Cooler Egg

Egg (1)

Wool (1 x 8 "cool tones")

Light Blue, Lime, Gray, Cyan, Purple, Blue, Green, Black



### 3 Rainbow Egg

Warmer Egg (1)

Cooler Egg (1)

## Second Step



#### 4 Rainbow Chic

Rainbow Egg (1)

Water Bottles (3)

Requires a brewing stand with blaze powder.

### Third Step



#### 5 Dehydrated Rainbow

Rainbow Chic (1)

Requires a fueled furnace.

### Fourth Step



#### 6 Rainbow Sweet Feed

Sugar (1)

Dehydrated Rainbow (1)

### Fifth Step



#### 7 Rainbow Heavy Feed

Wheat (1)

Rainbow Sweet Feed (1)

## Sixth Step



8 Rainbow Dry Feed

Bucket (1)

Rainbow Heavy Feed (1)

## Final Step

`Right Click` a horse with Rainbow Din-Din to instantly convert it to a [Solitaire](#) (Rainbow) coat.

Solitaire has no special perks or genetics. Converting does not affect custom names, skills or any other data.

## Multiplayer + Modpacks

Secret coats can be enabled or disabled in the [Server Config](#) file.

If `allowSecretCoats = false`:

- **TBC** Secret coat items cannot be crafted.
- Horses cannot be converted to secret coats.
- Horses can only use secret coats via commands (set or summon coat).
- Horses using secret coats are **not** deleted or changed automatically if disabled later.
- Players **cannot** override server-side config settings, which will only affect your **own** world(s).

By default, secret coats are **enabled** unless changed by you, or others when installing custom mod packs!

## Trivia

### More Information

Secret coat have been in game since late alpha, but remained closely guarded throughout beta so everyone would have a chance to discover them after the public release. Concealing their

process was a lot more successful than their existence and appearances; they had other ideas about about staying out of sight. Several incidents occurred where secret coats reappeared in coat cycling, shifted coat variant IDs, amidst other unexpected bugs.

Solitaire is one of only **two** secret horses with **complex** multi-step processes, as well as being one of only 18 original coats.

## Known Issues

You can report any mod issues to our bugs forum on [Discord](#) - please check for duplicate reports first!

## Changelog

### View Changes

This is not a complete list of changes or features. It is a log of wiki-related version information and may be outdated.

MC Version	Release	Notes
<code>1.21.1</code>	<code>1.6.11</code>	<b>Tweak:</b> Reduced excessive appearance in loot tables.  Page established - Information prior to <code>1.6.11</code> is not specifically included but is likely the same.

Revision #1

Created 2026-07-11 11:09:07 UTC by Delphi

Updated 2026-07-11 11:11:25 UTC by Delphi