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pets are Toys



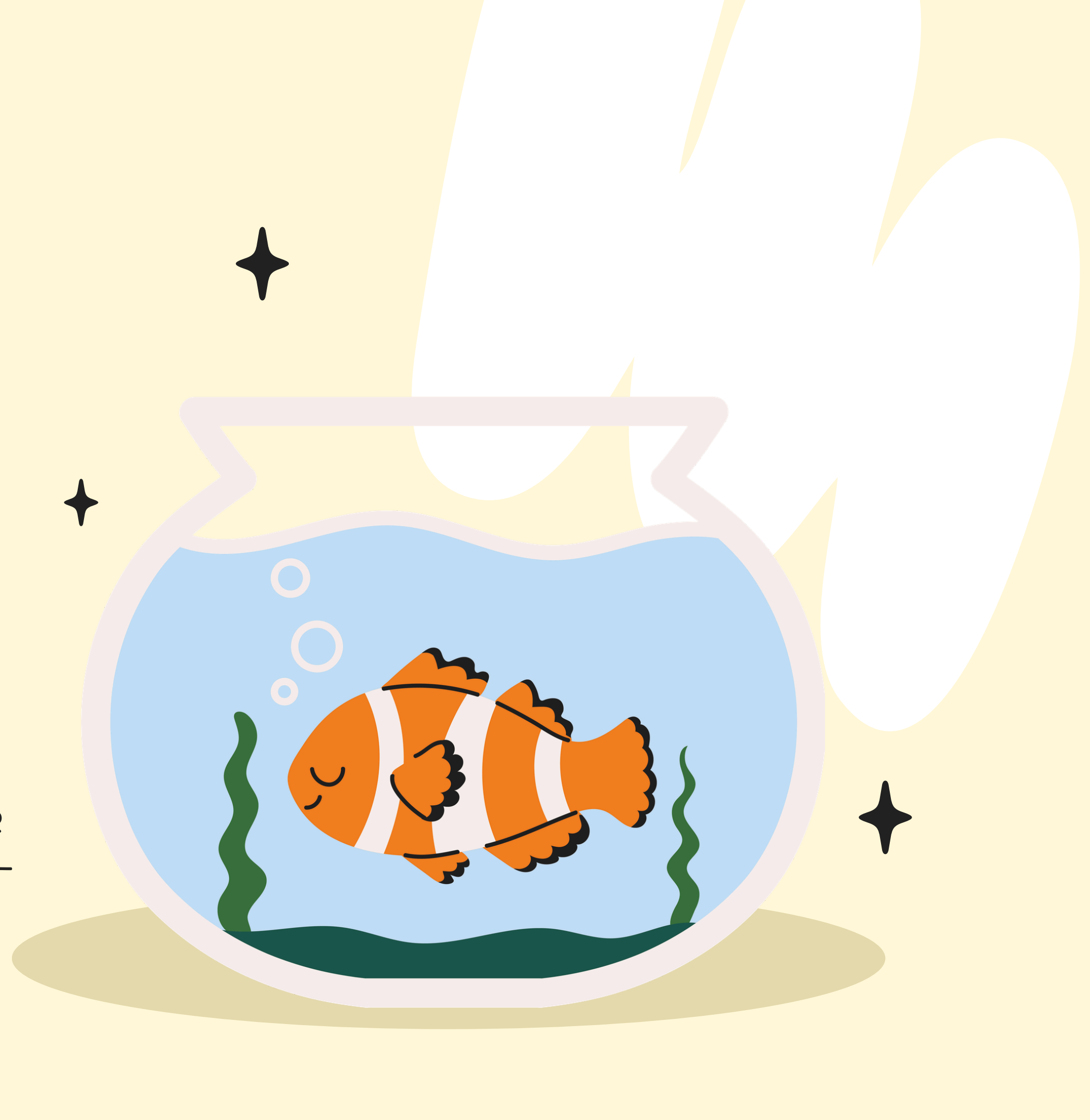
Taking care of your pet involves more than just feeding and playing with them. Proper pet care ensures that your pet stays healthy, happy, and safe

The Message

- Pets require care, attention, and responsibility
- Neglect has real consequences

Core Idea:

- “Pets are living beings, not objects for entertainment.”
- Players learn to balance time, care, and decision-making



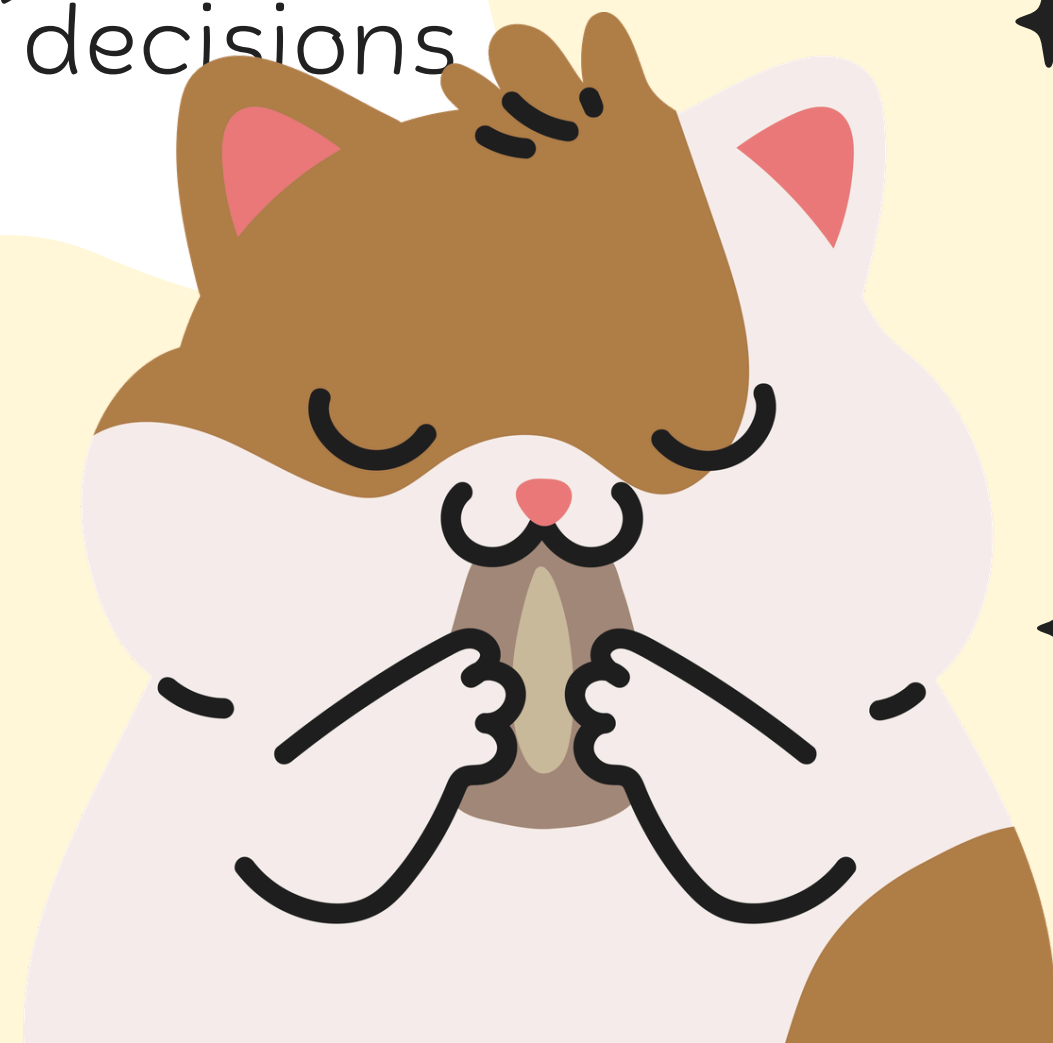
Game Overview

- 2-4 Players
- 30-45 Minutes
- Goal:
- Keep pets healthy, intelligent, and happy
- Win by having the highest total pet stats



Core Mechanics

- Roll & Move system
- Time Cards affect pets
- Action Cards give player control
- Adoption system adds strategy
- Neglect system punishes poor decisions





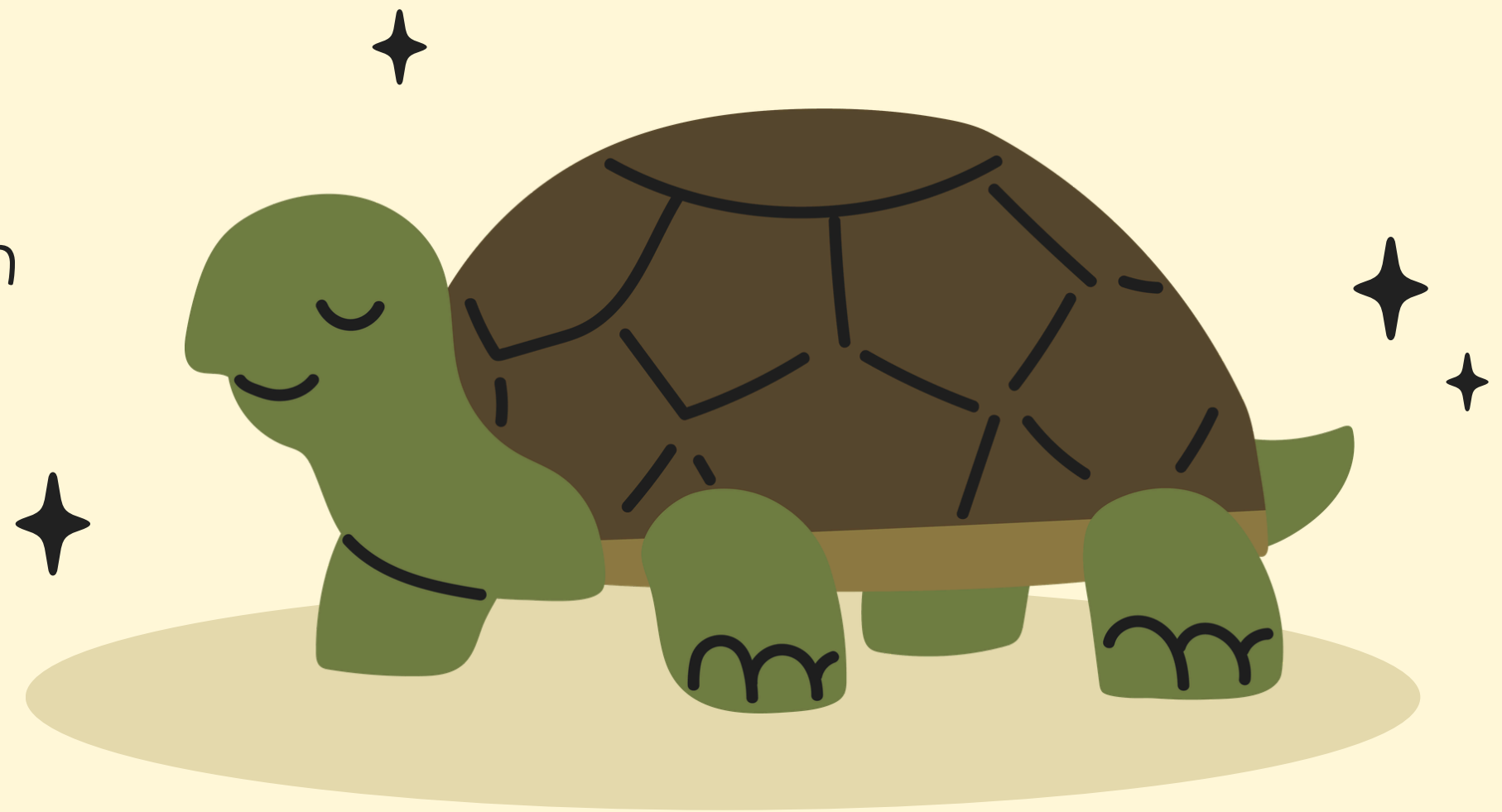
Unique Gameplay Features

- You can only attend ONE pet at a time
- Pets can be left alone (risk!)
- Risk vs reward in adopting more pets
- Room bonuses change outcomes
- Pets can be lost if stats hit 0

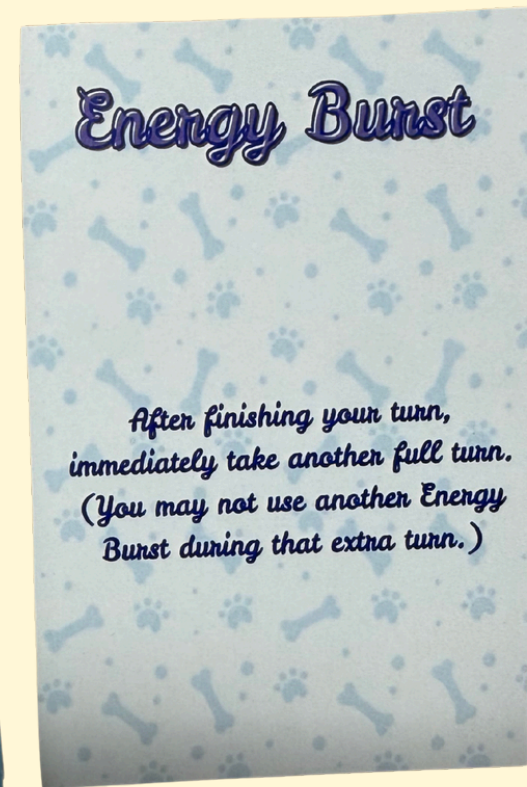
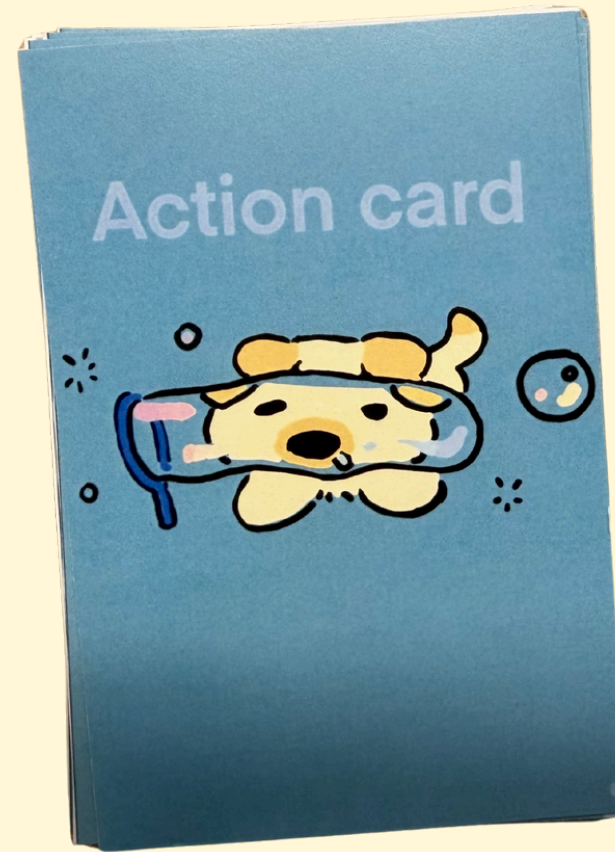
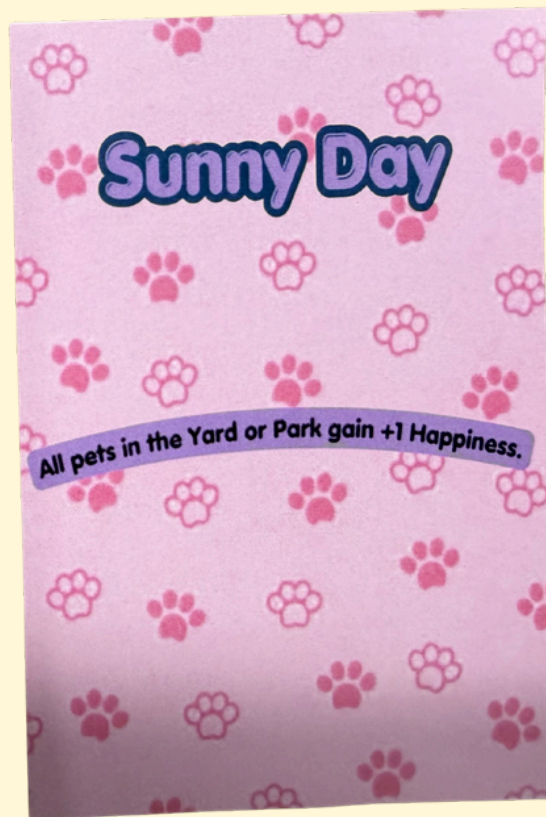


Game Pieces

- Game Board (house + locations)
- Player Pieces
- Animal Pieces
- Pet Meter Cards/Adoption Card (Health, Intelligence, Happiness)
- Action Deck
- Time Deck
- Die



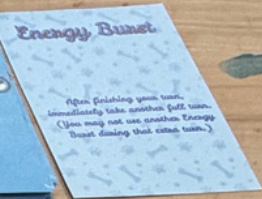
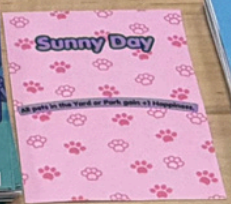




Game Setup

- All players share one board
- Each player:
 - Draws 1 random pet
 - Starts in the Bedroom
 - Gets 5 Action Cards
 - Shuffle Time + Action decks
- Pets start with:
 - 2 Health
 - 2 Intelligence
 - 2 Happiness







Twig

Earl

Stephanie

Hoppy

BOO

Blowie

Blowie

Chud

Time card

Time card

Time card

Action card

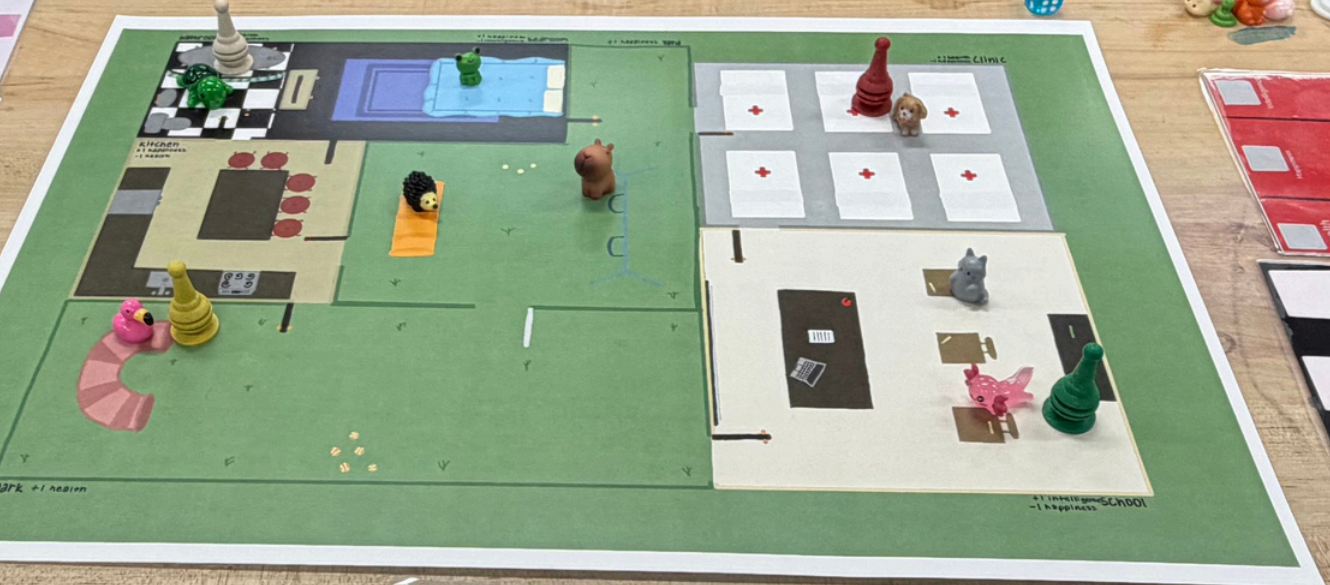
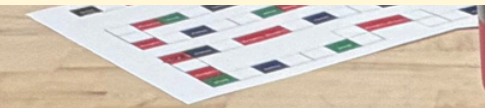
Action card

Time card

Action card

Action card

Action card



Gameplay Example

1. Roll and move between rooms
 2. Bring or leave pets
 3. Draw Time Card (random effects)
 4. Play 1 Action Card
 5. Apply room bonus
- If pets are ignored:**
- Lose stats every turn after 2 turns unattended



Playtesting Notes

Players liked:

- Strategy of managing multiple pets
- Real-life feeling of responsibility

Issues found:

- Forgetting unattended pets
- Too many pets became overwhelming

Changes made:

- Added neglect tracking system
- Balanced adoption requirements
- Advanced the time/action deck
- Got rid of adoption deck
- Advanced the game board



Conclusion + Next Steps

Why this game matters:

- Teaches responsibility through gameplay
- Combines strategy + real-life lessons

Next Steps:

- Improve board design visuals
- Add more unique Action & Time cards
- Playtest for better balance
- Possibly create a digital version



Thank you

