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| Waste |
| Age |
| Be produced, Get cleaned up, Cause Sickness |

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| Pet |
| Age, Hunger, Happiness, Health |
| Eat, Sleep, Play, Get Sick, Be Cured, Cry, Die, Grow, Hatch, Go to Boarding house |

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| Food |
| Nutritional value |
| Be eaten |

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| Game |
| Starting number, Secret number, Number of correct guesses |
| Tell starting number, Compare guess with secret, Increase happiness |

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| Boarding House |
| State of Pet |
| Pause time |