* “Growth hormones”: Like EVs, but not automatic
  + More like Iron, Protein, etc.
  + Can only be grinded out in (x1) batches in the wild or (x10) batches in the Colosseum
  + Each GH raises a stat by 0.1%, up to 10% max in a single stat
  + More than 200 GH is considered unsafe (this is the same “255” restriction with EVs)
  + Only mid game (30?)
  + “Wild” grinding should drop ingredients that can synthesize GH in a lab (to be more thematically correct)
  + Recipes can be a reward from side quests (e.g., “Synthesize 1x HP GH” vs “Synthesize 10x HP GH”)
* Corruption
  + Once rarely (like, 1/1000) something “corrupts”. This could be:
    - Upon picking your “egg” up from “daycare”, instead of the normal banter, the music stops. The “daycare worker” says:
      * I’m sorry.
      * The egg we found is…
      * Something is wrong. It’s corrupted.
      * I can’t believe I’m asking, but you want us to dispose of it, right?  
         > No | > Yes
    - While trying to load your game from the main screen like normal, instead the music stops and the game freezes. Eventually, the prompt reads:
      * I’m terribly sorry.
      * Your data was corrupted.
      * You want to delete the save file, right?  
        > No | > Yes
      * When selecting “Yes”, the game restarts and everything is normal. Your data is not gone.
  + I’m not sure what happens when something is Corrupted, but it should be cool.
  + Inspired by Terraria’s “Corruption” remix by Qumu (don’t know why; I’ve never played Terraria)