

New functions	Description
revive	<p>Makes dead pets alive</p> <p>Notes:</p> <p>Pets that are alive can not be revived</p> <p>Pets that are dead can not revive</p>

Changed functions	Changes
sleep	Pets can not use the sleep function if they are dead
play	<p>Pets can not use the play function if they are dead</p> <p>Pets can not use the play function if there happiness is 0</p>
rotate_right	Pets can not use the rotate_right function if they are dead
rotate_left	Pets can not use the rotate_left function if they are dead
move	Pets can not use the move function if they are dead
kill	<p>Pets can not use the kill function if they are dead</p> <p>Pets that are dead can not be killed</p>
hug	<p>Pets can not use the hug function if they are dead</p> <p>Pets that are dead do not change in happiness</p>
revive	Pets can not use the revive function if they are dead