create multiple pet-struct based games, game-mechanics, game-systems, [aynu], [aynu-game-things], ..., [more to develop]

and make it possible for players to develop their own

- some effects/powers/abilities/items/[Rygel]/[game-plot-things]/[game-things]/[game-mechanics]/[game-systems]/.../[more to develop]/.../[anything else]/[aynu] only work for certain special kinds/types/builds of pet-structs (may only work for their species, build, [property], structs that have a certain stat/data-thing/[aynu]-thing, or depend on any other property of the game-struct)