Mythos Gameplay

[work on developing mythos gameplay based on Lovecraft works, cosmic horror, Arkham Horror game ideas, and many other things (to develop)] -> incorporate pet-structs into gameplay (really all gameplay can incorporate pet structs)

Can have encounters with otherworldly creatures. While often difficult challenges, they can reward you with many things such as monster trophies, or other things which can be used to purchase special otherworldly things.

-> portals to many different dimensions -> can have encounters and explore alternate dimensions/realities and gain rewards for exploring them

-> different classes of monsters drop different classes of monster trophies; different classes of monster trophies can be redeemed for different classes of [aynu-things]/items/objects/rewards/treasures/[valuable game-things]/[Rygel]/[aynu-game-dev-things]/[pure-aynu-game-dev-things]/[pure-aynu-game-things]/[pure-aynu-things-with-pure-aynu-game-theory-things-I-[aynu-desire-concept]], including pure aynu game things, [Rygel], [the ultimate desireable class of pure aynu-objects that contain the ultimate desireable aynu-game-things I want from game development that have all of the game-dev, game-play, [aynu-game-fun], [aynu-game-dev-best/(fun)] and all other [aynu-game-theory/concept/universe]-things that I desire], ..., [the special class of pure aynu-objects I need to create that contains the objects that have all of the (aynu) game-dev/[game-play] things I want from game-dev], ..., [more to develop] (and aynu-game-theory versions)

-> different classes of pet builds will be better at fighting different classes of monsters, and therefore better at acquiring different classes of things -> build your pet to be the best at getting the things you want/desire/[aynu-desire]