Age – 1 week 1 lifetime if healthy all the time.  
Health – Random sickness, decreases without food. Relying on hunger by time, sickness, weight and happiness over time. If health is 0, dies. Impacted by age as well.  
Hunger – Decreases over time, healthy decreases happiness, unhealthy increases weight.  
Weight – Decreases over time, increases a little by healthy food, much by unhealthy food.  
Happiness – Decreases over time, decreases a little by healthy food, increases by unhealthy food, increases by playing games. If below 10% starts health debuff.

Sickness:  
- Weight decreases faster  
- Health decreases faster  
- Hunger decreases much slower  
- Happiness cut in half  
- Cure by giving medicine -> temporarily decreases happiness, but removes lock.

Games:  
- Sports: Increases happiness, decreases weight, increases hunger.  
- Computer: Increases happiness, increases weight, decreases health after 2x.

All bars of 1000, except age.

You finish the game when the pet dies, the age left decides the score.

0<200 -> Health  
201<400 -> Happiness  
401<600 -> Hunger  
601<800 -> Weight  
801<1023 -> Age