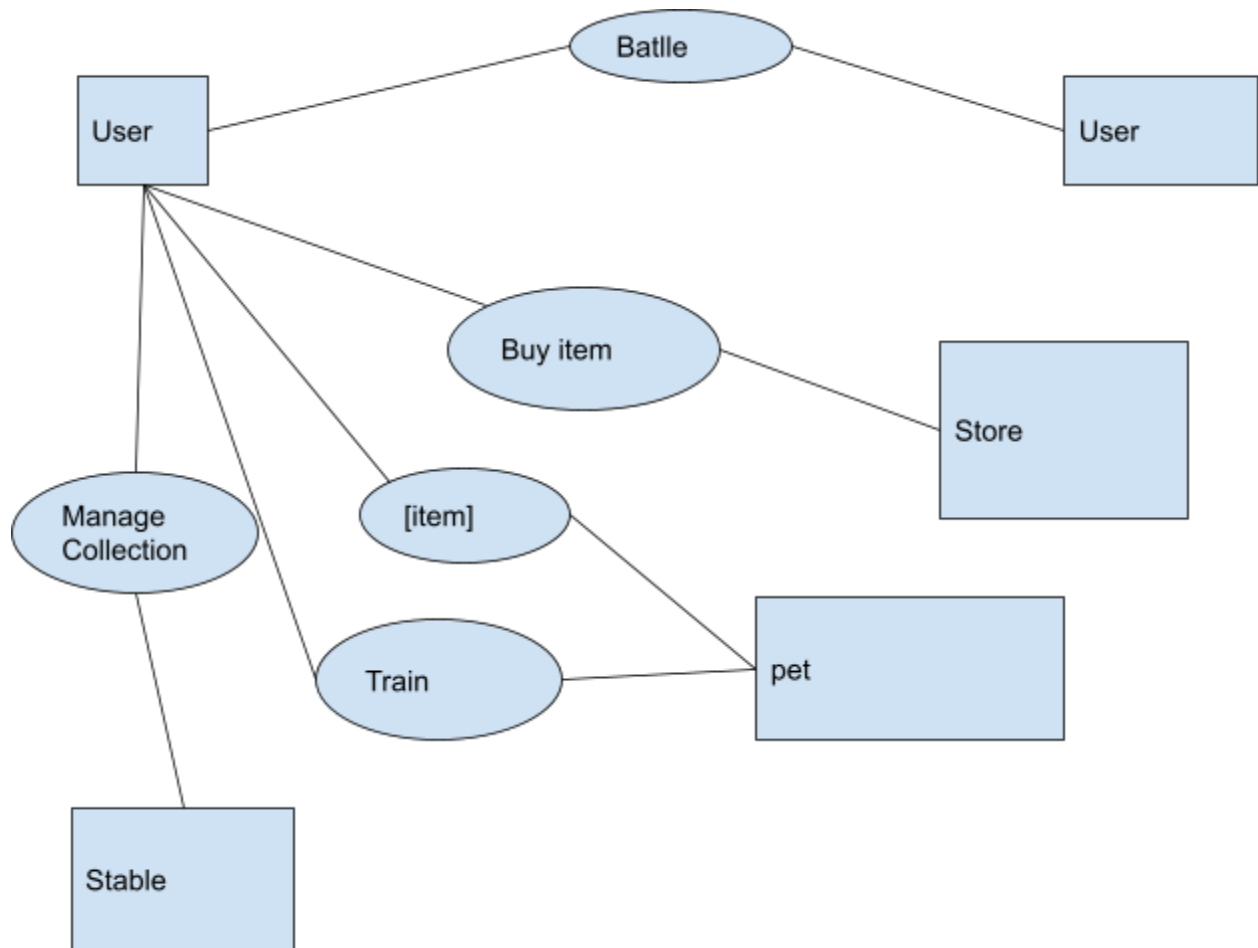


Pet Battles:



Battle: Users can battle other users in the arena with a team of pets.

Buy item: Many consumables are needed to manage and level up pets. The user visits the store page to buy these.

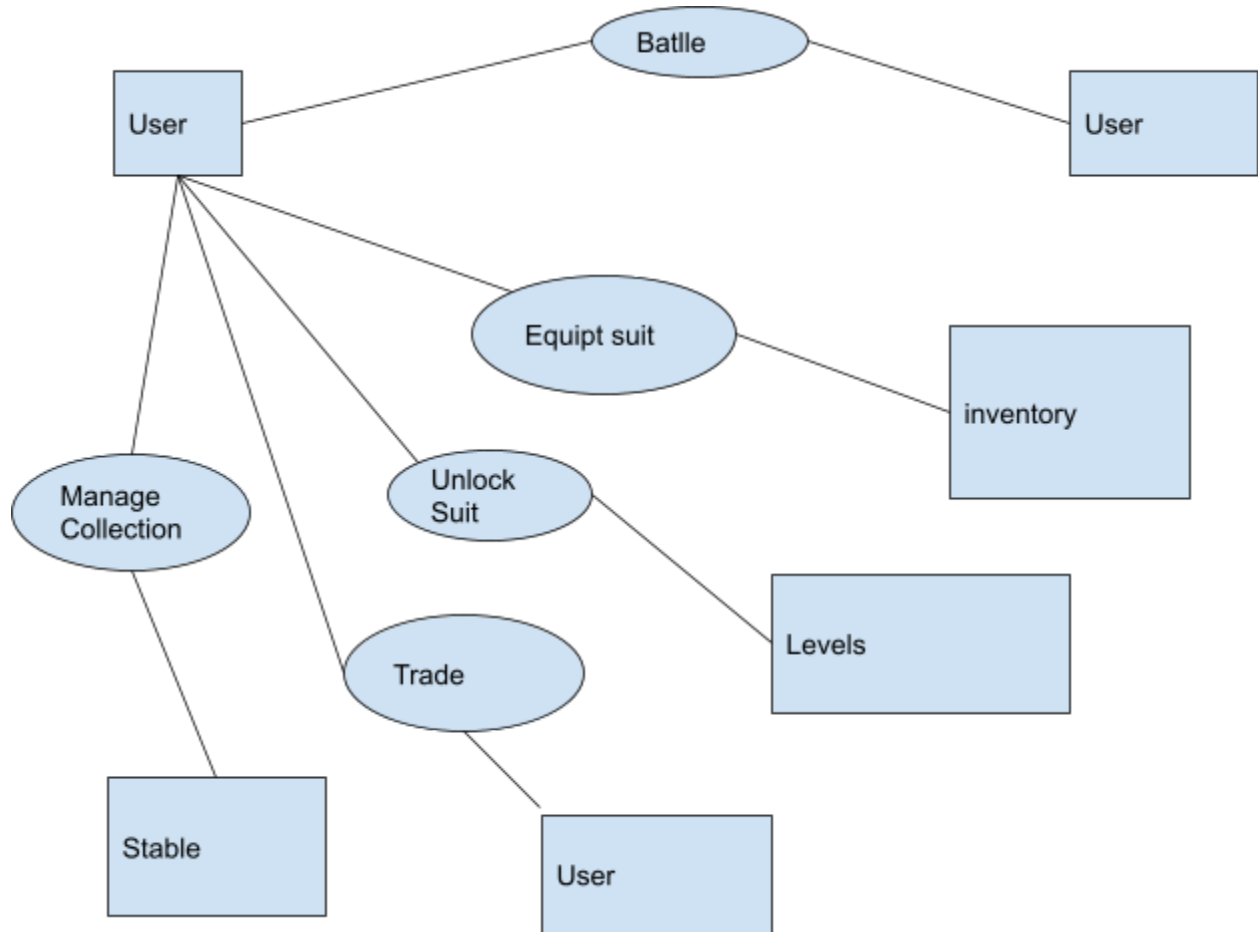
[item]: The user can administer consumable items to pets.

Train: Users can set tasks which serve as training for pets. This is done with the standard habit/to-do creation tools.

Manage Collection: A user can view their entire pet collection via the stable. This also offers options to release all pets, or to sort them in order to view some pets in particular.

Weapons:

Battle Suits



Battle: Users can battle other users in the game.

Unlock Suit: users are needed to level up to unlock powerful suits. [item]: The user can Equip Suit: users can change suits each level to defeat powerful monsters, by going to inventory.

Trade: lower level users have the ability to trade suits with high level users.

Manage Collection: A user can view their entire suit collection via the stable. This also offers options to order them from weak to strongest.