Number of animals total: 4

Starting animals: 0

Number of sizes for each animal: 3 (small, medium, large)

Starting money: 120

Game Actions:

**Buy Animal**

Gives you the next available animal, if you have enough money. The label says what animal and how much it costs: “Buy Unicorn: $100”, “Buy Griffin: $200”, etc.

Animal costs:

Unicorn: 100

Griffin: 200

Nessie: 400

Chimera: 800

**Feed**

Feeds all the animals, if you have enough money. Food costs 10 per animal. If you have 1 animal, feeding costs 10, if you have 2 animals, feeding costs 20, etc. The label says the cost: “Feed Animals: $10”, etc.

Feeding an animal 10 times increases its size.

**Train/Play**

Keeps the animals happy. (This is the mechanic Fernando came up with last night: Every animal is either tiptop, kinda-messy, or in-trouble. Clicking Train/Play increases their status. Their status decays over time.)

We can either have one button that trains all the animals, or a separate button for each animal.

Animals in tiptop shape produce money. Money produced per second, when in tiptop shape (varies according to size):

Unicorn:

Small: 1

Medium: 2

Large: 4

Griffin:

Small: 2

Medium: 4

Large: 8

Nessie:

Small: 4

Medium: 8

Large: 16

Chimera:

Small: 8

Medium: 16

Large: 32

**Show Animals**

Changes the scene to Night. Shows the crowd. The number of crowds that show up is equal to the number of animals in tiptop shape.

You get 100 points for every crowd that shows up.

Animals don’t need to be fed or trained when it’s Night.

You win the game when you get 2000 points.