local pets = {

Common = {"Carrot Pet", "Onion Pet", "Tomato Pet"},

Rare = {"Strawberry Pet", "Blueberry Pet"},

Epic = {"Golden Pumpkin", "Crystal Corn"},

Legendary = {"Phoenix Pepper", "Galaxy Turnip"}

}

local function getRandomPet()

local chance = math.random(1, 100)

if chance <= 50 then

return "Common", pets.Common[math.random(1, #pets.Common)]

elseif chance <= 80 then

return "Rare", pets.Rare[math.random(1, #pets.Rare)]

elseif chance <= 95 then

return "Epic", pets.Epic[math.random(1, #pets.Epic)]

else

return "Legendary", pets.Legendary[math.random(1, #pets.Legendary)]

end

end

for i = 1, 3 do

local rarity, pet = getRandomPet()

print("Preview #" .. i .. ": [" .. rarity .. "] " .. pet)

end

print("Hatch your egg and see if you get what you previewed!")