

World of Tetris: Fragments of the Sleepless Realm

Gameplay & Systems Encyclopedia

Chapter 7 — Pets (Companions)

Pets are supportive companions inspired by classic JRPG systems. A pet is selected alongside the main hero and provides passive and automatic assistance. Pets never replace player skill; instead, they reduce pressure, smooth mistakes, and enhance decision-making in subtle ways.

Pet Progression

Pets gain experience as the player progresses through levels. Each completed level grants one pet skill point. Pet skills are distributed across four attributes: Strength, Intelligence, Defense, and Speed.

Available Pets

Cat (Grace & Intelligence)

Focus: Intelligence

Behavior: Anticipates mistakes and slightly reduces Pressure when risky placements are detected.

High-level effect: Improves ghost accuracy and mitigates deceptive situations.

Dog (Loyal Support)

Focus: Defense

Behavior: Reduces penalties from mistakes and stabilizes Pressure spikes.

High-level effect: Occasionally prevents catastrophic Pressure surges.

Fox (Trickster)

Focus: Speed

Behavior: Accelerates beneficial effects and reduces cooldowns.

High-level effect: Improves reaction windows during high difficulty tiers.

Bear (Power)

Focus: Strength

Behavior: Increases effectiveness of positive actions like line clears and combos.

High-level effect: Strongly counters Pressure during critical situations.

Pets act automatically and are governed by cooldowns. They are designed to feel alive and supportive, reinforcing the fantasy theme without breaking the core puzzle mechanics.