```
While task.wait(0.1) do

    Local player = game.Players.LocalPlayer

    Local playerGui = player:WaitForChild("PlayerGui")


    Local x = 11.28 – hằng số tính base weight


    Local petRules = {

        {

            Keyword = {"Mimic", "Butterfly", "T-rex", "Spinosaurus", "French", "Lobster",
"Raccoon", "Kitsune", "Fennec", "Disco", "Queen", "Dragonfly"},

            minBaseWeight = nil

        },

        {

            Keyword = "Capybara", --you can change this

            minBaseWeight = 7 – you can change this

        }

    }


--Hàm tính base weight

    Local function calcBaseWeight(kg, age)

        If not age or age <= 1 then

            Return kg

        End

        Return kg / (1 + (age – 1) / x)

    End


--Hàm kiểm tra pet có đạt rule không

    Local function shouldAcceptPet(petName, kg, age)
```

```lua
    Local lowerName = string.lower(petName)


      --Nếu không có age → chấp nhận nếu kg >= 10
    If not age and kg >= 10 then
        Return true
    End


    Local baseWeight = calcBaseWeight(kg, age)


    For _, rule in ipairs(petRules) do
        Local keywords = rule.keyword
        If type(keywords) ~= "table" then
            Keywords = {keywords}
        End


        For _, name in ipairs(keywords) do
            If string.find(lowerName, string.lower(name)) then
                If not rule.minBaseWeight or baseWeight >= rule.minBaseWeight then
                    Return true
                End
            End
        End
    End

--Auto Accept pet with base weight higher than 6kg
    If baseWeight >= 6 then --you can change this,if you dont want to use it,remove
it
        Return true
    End
```

```
        Return false
    End


    Local giftUI = playerGui:FindFirstChild("Gift_Notification", true)
    If giftUI then
        Local petLabel = giftUI:FindFirstChildWhichIsA("TextLabel", true)
        If petLabel and petLabel.Text then
            --Bắt cả trường hợp có hoặc không có age
            Local petName, kgStr, ageStr = string.match(petLabel.Text, "^(.-) %[(.-) KG%] %[Age (.-)%]$")
            If not petName then
                petName, kgStr = string.match(petLabel.Text, "^(.-) %[(.-) KG%]$")
            end


            local kg = tonumber(kgStr)
            local age = tonumber(ageStr)


            if petName and kg and shouldAcceptPet(petName, kg, age) then
                local acceptBtn = giftUI:FindFirstChild("Accept", true)
                if acceptBtn and acceptBtn.Visible and acceptBtn.Active then
                    firesignal(acceptBtn.MouseButton1Click)
                    print(string.format("[AutoAccept] Accepted: %s [%.2f KG] BaseWeight: %.2f %s",
                        petName, kg, calcBaseWeight(kg, age), age and ("[Age " .. age .. "]")
or "[No Age]"
                    ))
                End
            End
        End
```

End

End