

# Interaction

This page provides a detailed introduction to the VPet's Interaction function.

## Basic Information

Left-clicking on "Interaction" will reveal several options. Different options allow the VPet to perform different actions:



**Sleep** This allows your VPet to rest and sleep on the desktop.

**Study/Play/Work** These are the primary components of development. For detailed information on development, please refer to the Advanced section below.

**Online (Guest List)** You can connect and play with your friends. For specific setup and usage, please refer to: [Operation Methods](#) the entry. [Online \(Guest List\)](#)

Interactions are the primary way for VPets to acquire Money and EXP. Each Interaction lasts for a period of time and consumes Energy, Mood, Fullness, and Thirst. (For specific values, please refer to the Interaction details.)

Work earns Money, Study earns EXP, Play restores Mood, and Sleep restores Energy.

## Advanced Information

### Work Panel (Awaiting new version)

Click on any entry to open the Work Panel:



You can left-click the dropdown menu under the work content to select different projects:



Once selected, the Work Panel will display different information for that project:



① A summary image of the work, previewing its animation information.

② The Level of this work. Higher-level work yields greater rewards.

③ Indicates the rewards gained from this project and provides reference values for the rewards.

④ Indicates the development parameters for this project. Different jobs have different parameters.

⑤ Once you reach a certain Level, you can adjust the Level of this work by dragging the multiplier slider.

⑥ Starts this project with your VPet.

### When a project is being executed:

Once a project is started, the VPet will perform the corresponding action, and a Work Data panel will appear.



You can click the button in the top-left corner of the panel to switch between different data displays.

This display cycles in the following order:

- ①Project Duration.
- ②Remaining Project Time.
- ③Current Project Rewards.
- ④Collapse Data Display.

At any time, you can click “Stop [Project Name]” at the bottom of the data panel to end the current project and return to an idle state. Rewards earned up to that point will be retained.

**Note** During a project, the VPet will still trigger idle animations just like when it's inactive. Don't worry, rewards are still being calculated normally.

**Collection** Move the cursor over this option and left-click the appearing menu to quickly start an Interaction you have favorited (if any).



## Schedule

The Schedule is a managed function used to plan the VPet's daily routine. (This feature only takes effect while the game is running.)

### Agency Contract.

Before adding items to the Schedule, you must purchase a package from the agency. The "Work Agency" and "Training Institution" correspond to the daily managed functions for work and study, respectively.

Schedule. Subscribing to a Training Institution package allows you to add Study Interactions to the Schedule.

Different packages are available for purchase, each with varying Commission/Efficiency, Required Level, Subscription Fee, and Duration. You can choose according to your needs.

Commission (Work Agency only): Refers to the percentage of Money deducted as a service fee. A lower commission means you retain more Money.

Efficiency (Training Institution only): Refers to the learning efficiency of the package. Higher efficiency yields more EXP.

Required Level: The minimum Level required to subscribe. This also affects the multiplier and the maximum Level of Interactions that can be added.

Subscription Fee: The Money cost to subscribe to this package.

Duration: The length of time this package remains active.

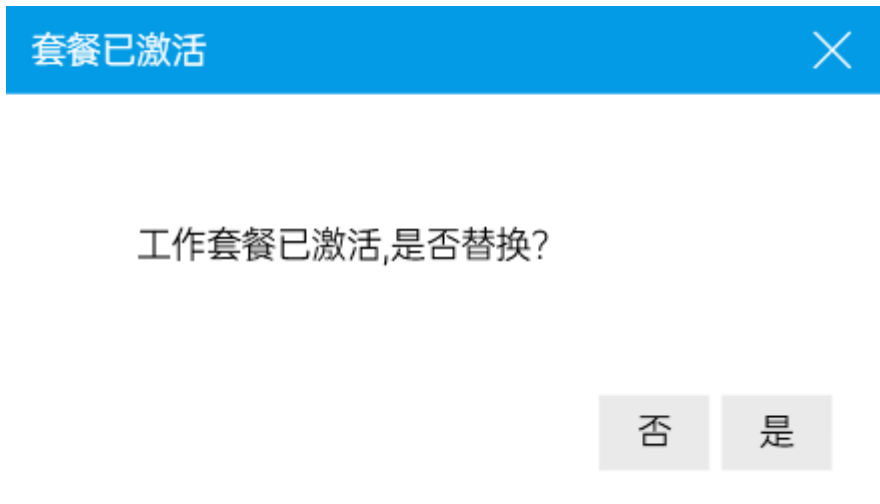


After subscribing to Work Agency or Training Institution packages, you can view the current active package in its respective section.



You can replace the current package with another (with a refund for the remaining duration).

You can also enable auto-renewal to automatically renew the package upon expiry.

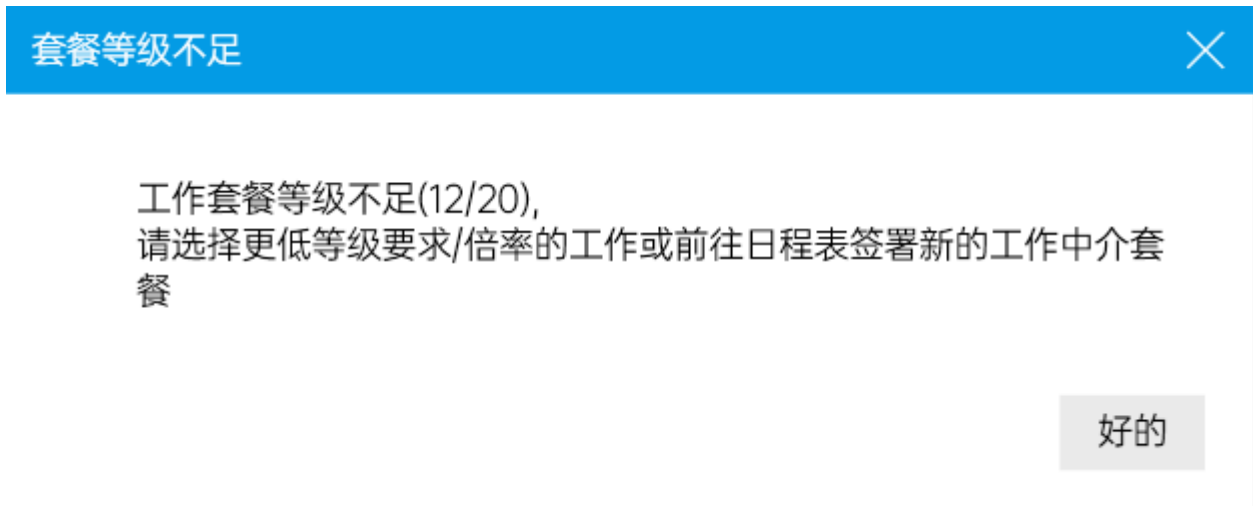


### Schedule

After purchasing an agency package, you can add Work/Study Interactions in the Schedule options.



The Level of the added Interaction cannot exceed the Required Level of the package.



Then, return to the Schedule options to see the added Interactions.

In this interface, the left section is the schedule arrangement. Each line represents a scheduled item, showing its name, Level, and duration.

Clicking the  $\uparrow \downarrow$  arrows adjusts the order of the scheduled items. Clicking the X symbol deletes that scheduled item. Clicking the + symbol adds a rest period. The  $\uparrow \downarrow$  arrows next to the rest period adjust its duration. The proportion of total work time cannot be too high.

The right section of this interface shows the Totals, displaying the total work time and total rest time. The schedule cannot be started if the total work time exceeds 70%.



Once arranged, click "Start Schedule" for the VPet to follow the planned routine.

You can manually stop the schedule at any time. Manually initiating an Interaction will also interrupt the schedule, requiring you to restart it.

## Tips

- Different Interactions have different durations, and consume varying amounts of Energy, Mood, Fullness, and Thirst. Their rewards also differ.
- Different Interactions have different Level requirements. The VPet must reach that Level to perform the Interaction.
- You can favorite Interactions you like, allowing you to start them quickly from the Collection bar.
- Interactions allow you to adjust the multiplier. Increasing the multiplier yields higher rewards from the Interaction, but also increases costs and has higher Level requirements.
- During an Interaction, the VPet will still trigger idle animations just like when it's inactive. Don't worry, rewards are still being calculated normally.