

# Frequently Asked Questions

This entry collects common questions that may arise when you are not yet familiar with the game.

If this entry does not answer your question, you can refer to the [Troubleshooting](#) entry.

If you believe that none of the entries can resolve your issue and decide to seek help through channels such as the [Steam Discussions](#) or official community groups.

## Q&A List

### General Questions

**Q1** Where can I play this game?

**A1** Search for VPet Simulator on Steam, add it to your library, and you can play it for free.

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**Q2** What is this game about?

**A2** It allows you to develop a small VPet that stays with you while you use your computer.

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**Q3** Is this game safe?

**A3** If you have concerns about the game's security, you can review its source code on [GitHub](#):

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**Q4** How do I play this game?

**A4** Refer to [Game Tutorial](#) entry.

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**Q5** The animation frame rate feels a bit low. Is this normal?

**A5** The animations in this game are frame-based animations. If you notice this behavior across all animations, it is normal. Support for Live2D (L2D) animations will be added in future updates.

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**Q6** Do I have to launch the game from Steam?

**A6** The game can run independently of Steam. You can open the local game folder and launch VPet-Simulator.Windows.exe directly.

You can also download [the source code](#) from GitHub and compile it yourself.

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**Q7** Where are the local files located?

**A7** In the Steam game library, right-click the game, select Manage, then choose Browse local files.

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**Q8** Does the VPet have voice output?

**A8** No. If you want the VPet to read text aloud when speaking, you can subscribe to the official MOD "EdgeTTS" from the Steam Workshop.

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**Q9** The game does not uninstall cleanly. Why does Steam keep prompting me to install it every time I start Steam?

**A9** The game's auto-start feature works by creating a shortcut in the system Startup folder. If the option "Start on boot" was not unchecked before uninstalling, the shortcut will remain, causing Steam to continue prompting you.

Press Win + R, enter `shell:startup`, and delete the "VPET\_Simulator" shortcut.

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**Q10** The VPet keeps moving around while I'm gaming. What should I do?

**A10** You can find VPet Simulator in the tray icon at the bottom-right corner of the screen. Right-click the tray icon and uncheck the Always on Top option.

## Operation Issues

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**Q1** How do I drag the VPet?

**A1** Long-press the VPet for a short period to pick it up and drag it. The required long-press duration can be adjusted in Settings.

Note that long-pressing does not work on every area. MODs may affect which areas can trigger the drag action.

## Development Issues

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**Q1** How do I develop a VPet?

**A1** Refer to the *Development* entry.

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**Q2** Can a VPet die?

**A2** Don't worry, develop your VPet with peace of mind.

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**Q3** My VPet is sick and needs money for medicine, but after spending money on medicine, I have no money left to buy food, which causes it to get sick again. In the end, my VPet is both broke and sick. What should I do?

**A3** This situation typically occurs when your Level is not high enough, and you have not been engaging in development Interactions. Please refer to the *Development* entry to understand how to resolve this issue.

In short, study more, work more, and during periods when Money is low, avoid leaving your VPet unattended (i.e., do not let it remain idle).

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**Q4** Is the Experience Value negative?

**A4** Some items can reduce Experience Points (EXP).

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**Q5** My little marker is missing. Can it come back?

**A5** Load a previous save file. For specific steps, please refer to *System - Restore from Backup* under the *Settings* entry.

If even the oldest save file does not have the marker, you may consider starting over.

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**Q6** How can I avoid losing the marker?

**A6** If you have subscribed to MODs that do not comply with the game's numerical design, when performing actions like purchasing or working, the game will prompt you with a related issue:

(Image)

At this point, **do not click "Yes"**, otherwise you will lose the marker.

If "Automatically Calculate Reasonable Prices" is enabled, the game will automatically optimize unreasonable numerical values. Generally, players do not need to worry about this issue.

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**Q7** Does losing the marker affect achievements?

**A7** No, it does not affect achievements.

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**Q8** What is the use of the marker?

**A8** It reflects your patience and passion for the game, representing that your save data is eligible to participate in ranking statistics.

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**Q9** What is the use of leveling up?

**A9** It unlocks higher-multiplier work/study activities, which yield greater rewards.

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**Q10** Why can't I drag the multiplier slider?

**A10** The unlocking of multipliers requires reaching the corresponding Level. For the specific calculation method, please refer to the *Development* section.

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**Q11** Is project income related to Level?

**A11** In version 1.10, regardless of Level, project income is only related to the selected project and its multiplier.

That is, for the same project and the same multiplier, the income is identical and is not related to Level.

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## **MOD Issues.**

**Q1** How do I install a MOD?

**A1** You can subscribe to MODs in the game's Steam Workshop. You can also move MOD files into the MOD folder located in the game's local root directory.

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**Q2** MOD is marked in red / shows an old version warning?

**A2** Please refer to the *Management Interface* section within the *Settings* entry.