

A POCKET VIRTUAL PET

# Mythkit

## Feature & Care Guide

Hatch it · Care for it · Watch it grow into something magical



13 forms · 5 life stages · branching evolution · 7 mini-games · 3 difficulty levels  
For the ELEGOO E32R28T 2.8" touch-screen board · Players 8 and up · Version 1.0.0

# What is Mythkit?

feature overview

Mythkit is a virtual pet that lives on your ELEGOO E32R28T board. You start with an egg. As it grows, it needs feeding, playing with, cleaning up after and putting to bed. Look after it well and it evolves into one of many cat-inspired mythical creatures. It is a cute, playful pet for kids 8 and up, and a fun desk companion for grown-ups.

## 13 mythical cat forms

Egg, baby, two children, three teens and five adults, plus one secret form. Cute pixel art, drawn to share one family look.

## Branching evolution

Your care decides what your pet becomes: fewer mistakes and a well-behaved pet unlock the brighter forms.

## A real care routine

Feed meals and snacks, play, clean up, give medicine, switch the lights off at bedtime and scold tantrums.

## 3 difficulty levels

Easy (8+), Normal and Challenging change how fast needs build, how long you have to answer and how long a life lasts.

## 7 touch mini-games

Guessing, memory, card and reflex games. Win one to cheer your pet up and keep its weight healthy.

## Sleeps when it should

Each age has its own bedtime. The screen sleeps to save power and the LED can still tell you when your pet calls.

## School mode

Set weekday hours when your pet is “at school”: needs slow right down and it makes no calls, so nothing is missed.

## Pet book

A collection of every form you have raised. Forms you have not met yet show as silhouettes. It also counts pets sent to the stars.

## A gentle ending

Neglect never kills the pet: it goes off to find adventure. A full life ends as it returns to the stars, then a new egg.

## Fair to real life

Time spent unpowered never counts against your pet, and care is saved automatically as you play.

## More species by microSD

Mythkit is built in. More species packs and firmware updates install from a microSD card, no computer needed.

## Remote care

An AI assistant on your home network can look after the pet and play its turn-based games for you, live on the screen.

## A life at a glance



**Egg**  
5 min



**Baby**  
1 hour



**Child**  
1.5-3 days



**Teen**  
3-5 days



**Adult**  
10-20 days



**Stars**  
a new egg

## What you need

**The board:** ELEGOO E32R28T (ESP32, 2.8" 240×320 resistive touch screen, RGB LED, BOOT button, USB-C, microSD slot).

**Optional:** a microSD card (FAT32) for extra species and updates; a speaker for sound; Wi-Fi at home to set the clock automatically and for remote care.

# Getting started

setting up and finding your way around

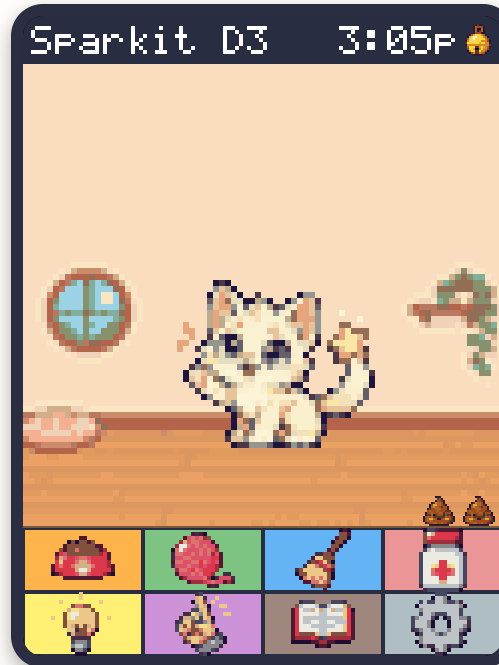
## First five minutes

- 1 **Power on.** Plug the board into USB-C. The game starts by itself. Touch the screen to use it.
- 2 **Set the clock.** Your pet needs the time for bedtime and school. If it asks, tap **Wi-Fi** to set the clock automatically, or set it by hand with the + and - buttons, then **OK**.
- 3 **Pick an egg.** Tap an egg. With only Mythkit installed you go straight to your egg. Cards with more species add more eggs to pick from.
- 4 **Wait for it to hatch.** About five minutes. Nothing to do yet. Then you see “Hello!” and meet your Mewlet.
- 5 **Start caring.** Use the buttons along the bottom. Watch for the bell in the top bar and a coloured LED: your pet is calling.

## Controls

- **Touch:** tap buttons and your pet. Tapping the pet gives a happy little reaction and a small happiness boost (once a minute).
- **BOOT** short press: wake the screen, or go back one screen.
- **BOOT** long press: turn the screen off now (your pet is saved first).
- **Screen off:** after the screen timeout (1 minute by default) the board saves and goes to sleep. Touch the screen or press BOOT to wake it.
- **Sound, LED and brightness** are in **Settings**.

## The home screen



The real home screen (240×320): a Sparkit with two poops waiting and a call bell.

## Top bar

- Pet name and age in days (D3 means day 3).
- A **bell** appears whenever your pet is calling.
- The clock.
- Three small bars show that remote care is running.

## The bottom buttons

- **Feed** a meal or snack · **Play** a mini-game
- **Clean** up poop · **Med** medicine
- **Lights** on or off · **Scold** a tantrum
- **Book** stats and Pet book · **Settings**

The room goes dark with “Zzz” when the lights are off. Poop piles up on the floor until you clean it. **Book** shows hearts, weight, age, mistakes and flags “Sick: medicine!”.

# Caring for your pet

actions and calls

## What each button does

| Action       | Effect                                                                                                                              | Refused when                        |
|--------------|-------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------|
| Feed › Meal  | Fills one heart of hunger (+25). Weight +1.                                                                                         | Pet is full, or throwing a tantrum. |
| Feed › Snack | Cheers up a little (+15 happiness). Weight +2, so keep snacks rare. Too many can make the pet ill.                                  | Pet is throwing a tantrum.          |
| Play         | Pick a mini-game. A win gives +25 happiness (one heart); a loss still gives +10. Weight -1 either way. Leaving early gives nothing. | Asleep, or throwing a tantrum.      |
| Clean        | Sweeps away all poop. Up to 4 piles can build up.                                                                                   | Nothing to clean.                   |
| Med          | One dose per tap. A sick pet needs 1 or 2 doses. The call stops when it is well.                                                    | Pet is not sick.                    |
| Lights       | Turns the lights off for sleep. Switching them back on is always allowed.                                                           | Pet is awake (cannot switch off).   |
| Scold        | During a tantrum: ends it and adds 25 discipline. Any other time: -15 happiness, so do not.                                         | -                                   |
| Tap the pet  | A little hello: +5 happiness, once a minute.                                                                                        | Within a minute of the last tap.    |

Hunger, happiness and discipline show as 4 hearts (25 points each). While your pet is asleep, only Lights and Med work.

## Calls: when your pet needs you

A call shows the bell, plays a beep and lights the LED (even with the screen off). The LED colour tells you why:

| LED / call | Starts when                                               | Fix                                   |
|------------|-----------------------------------------------------------|---------------------------------------|
| ● Sick     | Pet is ill (random; more likely with mess or overweight). | Med, 1-2 doses.                       |
| ● Hungry   | Hunger reaches zero.                                      | Feed a meal.                          |
| ● Unhappy  | Happiness reaches zero.                                   | Play (best), tap the pet, or a snack. |
| ● Poop     | Any poop on the floor.                                    | Clean.                                |
| ● Bedtime  | Pet is asleep and the lights are still on.                | Lights off.                           |
| ● Tantrum  | Random, children and teens only.                          | Scold.                                |

A flashing red LED while hunger and happiness are both empty, or while sick, is the run-away warning: act now. How long you have to answer depends on the level: Easy 60 min, Normal 30 min, Challenging 15 min.

**Weight rule of thumb:** every meal adds 1 and every game takes 1 off. Play about as many games as you serve meals, and use games, not snacks, to cheer your pet up.

## A quick visit, step by step

**1 Look.** Is the bell showing? Is there poop on the floor? Is the room dark?

**2 Answer the call.** Use the LED colour table above. Medicine and clean-up first.

**3 Top up.** Feed if hunger is at one heart or less; play a game if happiness is low.

**4 Goodnight.** At bedtime turn the lights off, then let the screen sleep.

# Care mistakes: how they happen and how to avoid them

## How a mistake is counted

1. A need appears and your pet **calls** (bell, beep, LED).
2. A **timer** starts: Easy 60 min, Normal 30 min, Challenging 15 min.
3. If the need is still there when the timer ends, that is **one mistake**. The call then goes quiet and counts only once, until the problem is fixed and happens again.

Mistakes are counted for the **current life stage** and for the **whole life**. They decide which form your pet evolves into.

### Mistakes cannot happen...

- while your pet is asleep (except for the bedtime call),
- during school hours (school mode),
- while the device is unpowered: your pet is paused.

An ignored **tantrum** is not a mistake, but it costs you the chance to add discipline.

## Mistake types and how to avoid them

| Cause            | How it goes wrong                                                                             | Avoid it by                                                                     |
|------------------|-----------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------|
| Hungry / Unhappy | A heart bar hits zero and you do not answer in time.                                          | Feed when you see one heart left. Play a game whenever you pass by.             |
| Poop             | Poop appears (every 2-4 h awake) and sits uncleaned past the window.                          | Clean on every visit. The first poop is usually the first mistake you can make. |
| Sickness         | Medicine is not given in time. Illness is random but likelier with poop piles and overweight. | Keep it clean, keep weight in range, give each dose quickly.                    |
| Bedtime          | Lights are left on after your pet falls asleep.                                               | Check the clock at bedtime and tap Lights. The call runs through the night.     |

## Why mistakes matter

- **Evolution:** fewer mistakes in the stage that is ending lead to the brighter branch. Neglect forms stay cute, just scruffier and lazier.
- **Secret form:** Aurora needs a whole life with **zero** mistakes (see Evolution).

## Discipline

Scolding a tantrum adds 25 discipline (0-100) and it never fades. Two scoldings reach 50; three reach 75. Children and teens have random tantrums, so scold each one promptly.

## Healthy weight

Each form has a healthy range (baby 3-8, child 8-15, teen 12-22, adult 18-32). Above it the pet gets ill more easily. You can check weight in **Book**. Aurora needs a healthy weight when it evolves.

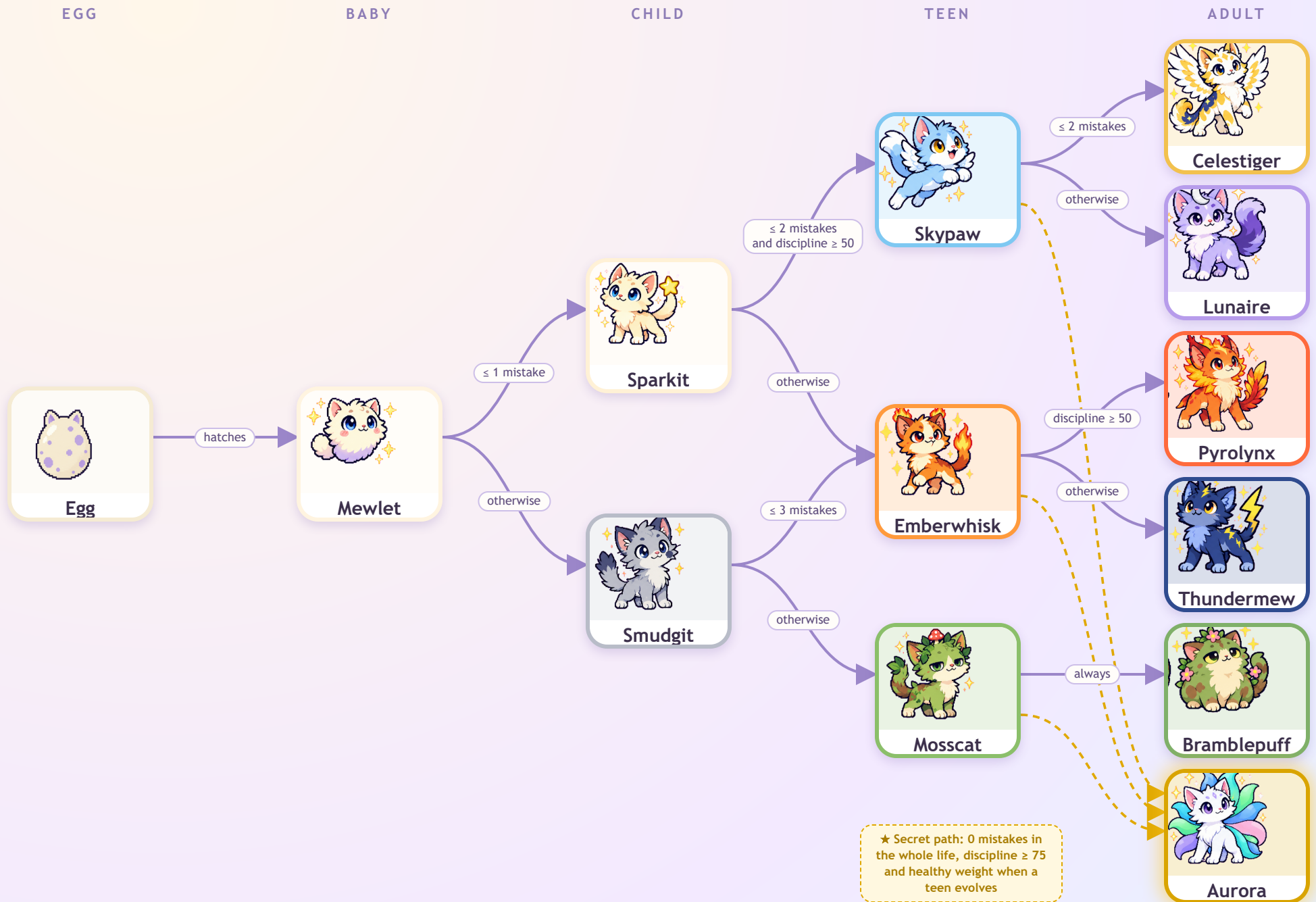
## Running away

If hunger **and** happiness both stay at zero, or sickness goes untreated, for long enough the pet leaves a note and goes to find adventure. The timer runs only while your pet is awake and not at school, and resets once you fix things.

**Easy 24 h · Normal 12 h · Challenging 6 h** of neglect. Warnings come first: a sad pet and a red LED.

# Life stages & evolution

mistakes = care mistakes in the stage that is ending · the first matching rule wins



Solid lines: normal evolution. Dashed gold: the secret path, checked first from any teen. Neglect forms (Smudgit, Mosscat, Bramblepuff) stay cute: scruffier and lazier, never sad or ugly.

# Meet the Mythkits

all 13 forms and how to unlock them



**Egg**  
Egg

Speckled egg with two ear-shaped bumps that wiggle before hatching.

**Unlock:** Where every pet starts.



**Mewlet**  
Baby

Round fluff-ball, tiny ears, huge eyes and no legs. Bounces.

**Unlock:** Hatches from the egg.



**Sparkit**  
Child

Small cream kitten whose tail ends in a glowing star.

**Unlock:** Mewlet with 0-1 mistakes.



**Smudgit**  
Child

Fuzzy grey kitten with ink-smudge ears. Scruffy but adorable.

**Unlock:** Mewlet with 2+ mistakes.



**Skypaw**  
Teen

Sky-blue cat with small feathered wings, always mid-hop.

**Unlock:** Sparkit with  $\leq 2$  mistakes and discipline  $\geq 50$ .



**Emberwhisk**  
Teen

Orange cat with flame-tipped ears and tail. Mischievous grin.

**Unlock:** Other Sparkit, or Smudgit with  $\leq 3$  mistakes.



**Mosscat**  
Teen

Sleepy green cat with leaves in its fur and a mushroom on its head.

**Unlock:** Smudgit with 4+ mistakes.



**Celestiger**  
Adult

Majestic white-and-gold winged cat with a starry coat.

**Unlock:** Skypaw with  $\leq 2$  mistakes.



**Lunaire**  
Adult

Lavender cat with a crescent-moon horn. Dreamy.

**Unlock:** Skypaw with 3+ mistakes.



**Pyrolynx**  
Adult

Phoenix-cat with a flame mane and ember feathers on the tail.

**Unlock:** Emberwhisk with discipline  $\geq 50$ .



**Thundermew**  
Adult

Dark-blue storm cat with a lightning-bolt tail and crackling fur.

**Unlock:** Emberwhisk with discipline under 50.



**Bramblepuff**  
Adult

Round, mossy, flower-sprouting cat. Lazy and lovable.

**Unlock:** Mosscat, always.



**Aurora**  
Secret adult

Nine-tailed cat, each tail a different aurora colour. Shimmering.

**Unlock:** A perfect life: 0 mistakes, discipline  $\geq 75$ , healthy weight.

## How to read this

Evolution is checked at the end of each stage. "Mistakes" are those made during the stage that is ending, except Aurora, which counts the whole life.

## Collect them all

Raise a pet into a new form and it is added to your Pet book (Book > page 2). Forms you have not raised yet show as silhouettes.

# Difficulty levels settings for every level

|                                         | Easy (8+)                                       | Normal                                | Challenging                           |
|-----------------------------------------|-------------------------------------------------|---------------------------------------|---------------------------------------|
| Best for                                | Players 8+, relaxed play, a few check-ins a day | Everyday care, a few check-ins        | Dedicated carers who check often      |
| Whole life                              | about 4 weeks (28 days)                         | about 3 weeks (21 days)               | about 2 weeks (14 days)               |
| Egg · Baby                              | 5 min · 1 h                                     | 5 min · 1 h                           | 5 min · 1 h                           |
| Child                                   | 3 days                                          | 2 days                                | 1.5 days                              |
| Teen                                    | 5 days                                          | 4 days                                | 3 days                                |
| Adult (rest of life)                    | about 20 days                                   | about 15 days                         | about 10 days                         |
| A full hunger bar empties in (awake)    | 10 h (1 heart every 2.5 h)                      | 6 h (1 heart every 1.5 h)             | 3 h (1 heart every 45 min)            |
| A full happiness bar empties in (awake) | 12 h (1 heart every 3 h)                        | 7 h 13 min (1 heart every 1 h 48 min) | 3 h 37 min (1 heart every 54 min)     |
| Asleep or at school                     | needs drain 4× slower                           | needs drain 4× slower                 | needs drain 4× slower                 |
| Time to answer a call                   | 60 min                                          | 30 min                                | 15 min                                |
| Poop appears every (awake)              | 4 h                                             | 3 h                                   | 2 h                                   |
| Sickness chance per hour                | 0.5% + 2% per poop + 3% if overweight           | 1.5% + 4% per poop + 5% if overweight | 2.5% + 6% per poop + 8% if overweight |
| Tantrums (children and teens)           | 2% per awake hour                               | 5% per awake hour                     | 10% per awake hour                    |
| Runs away after neglect of              | 24 h                                            | 12 h                                  | 6 h                                   |
| Longest gap before the first mistake*   | about 5 h                                       | about 3 h 30 min                      | about 2 h 15 min                      |

\*Poop is usually what bites first: it appears on a fixed timer while awake, then the call window runs. The gap is the poop interval plus the call window. Sleeping, bedtime and school time do not count. School mode and the Grown-ups area are the same at every level; you can pick a level in **Grown-ups** > **Difficulty**.

## A whole life, side by side

Easy · about 28 days



Normal · about 21 days



Challenging · about 14 days



● Child ● Teen ● Adult. Egg and baby take about an hour in all (the thin line at the left). Bars share one scale.

## Which should I pick?

- **Easy:** first pet, younger players, or a pet you check on morning, afternoon and evening.
- **Normal:** a daily routine; plan to check in every few hours.
- **Challenging:** fast needs and short call windows. Rewarding if you can keep it close.

**Debug speed (hidden):** Normal rules at 720× speed: one pet-day passes in two minutes. Tap the version number in Settings 7 times to unlock it. For testing, not for real play.

# Settings by age what changes as your pet grows

| Stage        | Easy       | Normal     | Challeng.  | Bedtime → wake            | Healthy weight | Tantrums | What to aim for                                                                                                             |
|--------------|------------|------------|------------|---------------------------|----------------|----------|-----------------------------------------------------------------------------------------------------------------------------|
| <b>Egg</b>   | 5 min      | 5 min      | 5 min      | -                         | -              | no       | Nothing to do. It wiggles, cracks and hatches into a Mewlet.                                                                |
| <b>Baby</b>  | 1 h        | 1 h        | 1 h        | 7 pm → 8 am (11 h awake)  | 3-8            | no       | So short that Mewlet becomes Sparkit unless it makes 2 or more mistakes. Watch out when it hatches near bedtime.            |
| <b>Child</b> | 3 d        | 2 d        | 1.5 d      | 8 pm → 8 am (12 h awake)  | 8-15           | yes      | Tantrums begin: scold each one. Sparkit wants $\leq 2$ mistakes and discipline $\geq 50$ ; Smudgit wants $\leq 3$ mistakes. |
| <b>Teen</b>  | 5 d        | 4 d        | 3 d        | 9 pm → 8 am (13 h awake)  | 12-22          | yes      | Skypaw wants $\leq 2$ mistakes. Emberwhisk wants discipline $\geq 50$ . A perfect life makes a secret Aurora.               |
| <b>Adult</b> | about 20 d | about 15 d | about 10 d | 10 pm → 8 am (14 h awake) | 18-32          | no       | The final form. Keep caring until it returns to the stars.                                                                  |

Stage lengths are real time, even while your pet sleeps. Bedtimes use the board clock, so set the clock and time zone correctly.

## Sleep

- At bedtime your pet falls asleep and stops calling for hunger, happiness, poop or illness. Those calls come back in the morning if they are still needed.
- Only the **bedtime call** remains: tap **Lights** to turn the lights off.
- Asleep: needs drain 4× slower and no new poop.
- At wake-up the lights come back on by themselves.

## School mode

- Off by default. Turn it on in **Grown-ups**, then set **From** and **Until** (default 08:00-15:00, Monday to Friday).
- During school hours needs drain 4× slower, your pet makes no calls and no mistakes can happen. Run-away timers hold too.
- It works at every difficulty level.

## When the power is off

- If the board loses power, your pet is **paused**. The unpowered time never counts against it.
- The clock needs setting again after a power loss; your pet waits until it is set.
- When the screen is simply off (asleep), time carries on normally. The board wakes every 5 minutes to check for calls and blinks the LED.



### Baby

One hour only. Stay close, and be ready with the lights if it hatches near 7 pm.



### Child

Mess and snacks start to add up. First tantrums: scold each one to build discipline.



### Teen

Last chance to reach discipline 50 (or 75). Keep weight 12-22.



### Adult

The long stretch. Keep weight 18-32 and keep answering calls until the stars.

# Mini-games seven touch games

## Which way?

Guessing

Guess which way your pet will turn: left or right. 5 rounds.

**Win:** 3 right answers.

**Tip:** Pure luck, so just enjoy it.

## Which cup?

Guessing

A treat goes under one of 3 cups, then the cups shuffle. Tap the cup you think hides it. 5 rounds.

**Win:** 3 right answers.

**Tip:** Watch the cups closely during the shuffle. The game ends early once the result is certain.

## Higher or lower

Cards

A card from 1 to 9 is face up. Tap ▲ if the next card will be higher, ▼ if lower. It is never the same number. 5 rounds.

**Win:** 3 right answers.

**Tip:** Pick the bigger side: on 1-4 go higher, on 6-9 go lower.

## Rock paper paws

Versus

Pick rock, paper or paw. Paw beats paper, paper beats rock, rock beats paw. Ties are replayed.

**Win:** First to 3 round wins.

**Tip:** Your pet picks at random, so every choice is equally good.

## Copy me

Memory

Four coloured arrows, each with its own tone. Watch the sequence (starts at 2) and tap it back. Each round adds one arrow.

**Win:** Clear the 5-arrow round.

**Tip:** Listen as well as watch: each arrow has its own tone. One wrong arrow ends the game.

## Catch stars

Reflex

Stars fall for 30 seconds. Tap each one before it reaches the bottom; up to 5 on screen at once.

**Win:** Catch 12 stars.

**Tip:** Go for the lowest star first. Taps close to a star still count.

## Pounce

Timing

A yarn ball slides along a track. Tap when it lines up with the target. 5 tries.

**Win:** 3 hits.

**Tip:** Tap when the ball fits inside the target frame.

## Rewards

**Win:** +25 happiness (one heart).  
**Loss:** +10. Every finished game takes 1 off weight. Leaving a game early gives nothing. You cannot play while your pet is asleep or having a tantrum.

**Tip:** Tap Play and the four turn-based games come first; tap **More** > for Copy me, Catch stars and Pounce. The turn-based games can also be played by a remote assistant (see Connected and expandable).

## Cheer up fast

A win fills a whole heart of happiness. Even a loss gives +10. Games beat snacks because they never add weight.

## Keep weight healthy

Every finished game takes 1 off weight, win or lose. Alternate meals and games to stay in the healthy range.

## When games are blocked

Your pet will not play while asleep or throwing a tantrum. Scold the tantrum first, then play.

# Settings and the Grown-ups area every option explained

## Settings

For anyone to change.

|                   |                                             |
|-------------------|---------------------------------------------|
| <b>Brightness</b> | 20, 45, 70 or 100%                          |
| <b>Sound</b>      | off, low, medium, high                      |
| <b>LED calls</b>  | on or off: blink the LED when the pet calls |
| <b>Grown-ups</b>  | <b>Hold the row for 3 seconds</b>           |

The version number sits in the title bar.  
Tap it 7 times to unlock the hidden Debug level.

Children can reach Settings but not the clock, Wi-Fi, difficulty or reset: those need the 3-second hold.

## Grown-ups · page 1

|                     |                                        |
|---------------------|----------------------------------------|
| <b>Difficulty</b>   | Easy, Normal or Challenging            |
| <b>School</b>       | on or off                              |
| <b>From / Until</b> | school hours, Monday to Friday         |
| <b>New pet</b>      | start over with a new egg (asks first) |

## Page 3 · Device

|                    |                                                                                          |
|--------------------|------------------------------------------------------------------------------------------|
| <b>Screen off</b>  | 30 s, 1, 2 or 5 min, or Never (Never works on USB power only; on battery it means 5 min) |
| <b>Remote care</b> | on or off, and the connection info                                                       |
| <b>USB port</b>    | top or bottom: flips the picture to match how you stand the board                        |

## Page 2 · Clock & Wi-Fi

|                     |                                                             |
|---------------------|-------------------------------------------------------------|
| <b>Clock</b>        | set the time by hand                                        |
| <b>Zone</b>         | pick your time zone                                         |
| <b>12 / 24-hour</b> | clock style                                                 |
| <b>Wi-Fi setup</b>  | join the board's setup network (Mythkit-Setup) from a phone |
| <b>Forget Wi-Fi</b> | remove saved network                                        |

## Page 4 · Card & reset

|                             |                                              |
|-----------------------------|----------------------------------------------|
| <b>Update from card</b>     | install new firmware from the microSD card   |
| <b>Remove packs</b>         | delete an installed species from the board   |
| <b>Erase pet &amp; book</b> | wipe your pet and your Pet book (asks first) |

## Moving around

Each list shows up to 6 rows. The last row on a Grown-ups page is **More >** (next page) or **< Back**. **BOOT** goes back one page, then to Settings, then Home. A Wi-Fi or clock screen opened from Grown-ups returns to the same page.

## For a young child

Difficulty **Easy**, School on with real school hours, LED calls on. Leave Screen off at 1 minute.

## As a desk pet on USB

Screen off **Never**, Sound low, and Remote care on if you want an assistant to help.

## To save battery

Screen off 30 s or 1 min, Brightness 45%, and long-press **BOOT** to sleep right away.

# Connected and expandable

Wi-Fi, remote care, cards and updates

## Clock and Wi-Fi

1. Grown-ups › Clock & Wi-Fi › **Wi-Fi setup**.
  2. On a phone, join the Wi-Fi network **Mythkit-Setup**. A page opens.
  3. Pick your home network and type its password. The board saves it.
- The board sets its clock when it starts and once a day, then turns Wi-Fi off. Pick your **Zone** too. No Wi-Fi? Set the clock by hand any time.

## Remote care AI assistant

An AI assistant on your home network (such as Claude Code or Claude Desktop) can check on the pet, feed, clean, give medicine, switch lights, scold, pet it, and play the four turn-based games. Everything shows live on the screen and a tap takes control back.

- **Turn on:** Grown-ups › Device › Remote care.
- **It runs when:** Remote care is on, Screen off is *Never*, USB power is connected and Wi-Fi is saved. Three bars appear next to the clock.
- **Connect:** the info screen shows the board's address and a 6-character code. Point the assistant at **`http://<address>/mcp`** with the code as a bearer token. "New code" replaces it.
- **Not allowed:** choosing a new egg, changing settings.

**Home network only.** The connection is plain HTTP, so the code keeps out casual use, not determined snoopers.

## More species (art packs)

1. Format a microSD card as FAT32.
2. Copy **.pack** files to **/mythkit/packs/** on the card.
3. Insert the card and start a **New pet**: eggs from the card appear next to Mythkit.
4. Tap an egg: the pack is copied into the board and plays from there, so you can remove the card.

Mythkit is built in and always available. Space is limited, so the least recently used pack is dropped when the cache is full (never the one your pet uses). **Remove packs** frees space by hand.

## Firmware updates

1. Copy the update as **/mythkit/firmware.bin** on the card.
2. Grown-ups › *More* to page 4 › **Update from card** › **Update**.
3. The board installs it and restarts. If the new version does not start properly, the board returns to the previous one.

An older or identical version asks first ("Install anyway"). Your pet and settings are kept.

## Saving

Your pet is saved automatically a few seconds after you care for it, and always before the screen goes to sleep. Two alternating save slots protect against power loss mid-save. Settings are stored separately from the pet.

# Help and quick reference

## Troubleshooting

### The screen is black.

It is asleep. Touch the screen or press BOOT. Change the timeout in Grown-ups › Device › Screen off.

### My pet is not calling.

Check that LED calls are on, that school mode is not active, and that your pet is awake. Sleeping and school-time pets do not call.

### The clock screen appears.

The board lost power. Set the clock (or tap Wi-Fi). Your pet waits until it is set.

### My pet ran away.

Tap the screen for a new egg. Next time answer the red LED sooner, or use Easy level and school mode.

### Wi-Fi setup does not show up.

Open Grown-ups › Clock & Wi-Fi › Wi-Fi setup, then join Mythkit-Setup on your phone.

### No sound.

Check Settings › Sound. Sound plays through a speaker connected to the board.

### The card is not seen.

Use FAT32 and the folder /mythkit/packs (or /mythkit/firmware.bin). Insert the card before opening the screen that needs it.

### Remote care will not start.

It needs Remote care on, Screen off = Never, USB power and saved Wi-Fi.

### The picture is upside down.

Grown-ups › Device › USB port: top or bottom.

## Quick care card

- Answer the **bell** and LED quickly. Yellow: feed or play. Green: clean. Red: medicine. Blue: lights off. Purple: scold.
- **Clean** on every visit: poop is the first thing to go wrong.
- **Lights off** at bedtime (the time depends on age).
- **Scold** every tantrum: discipline opens better forms.
- A **win** in a game beats a snack: more happiness, less weight.
- Keep weight inside the **healthy range**.
- **Zero mistakes** for the whole life, discipline 75 and healthy weight reveals Aurora.
- Going out? Use **school mode** or Easy level.

## Pocket numbers

|                         | Easy   | Normal | Chall.   |
|-------------------------|--------|--------|----------|
| Answer a call within    | 60 min | 30 min | 15 min   |
| Check in at least every | 5 h    | 3.5 h  | 2 h 15 m |
| Runaway after           | 24 h   | 12 h   | 6 h      |
| Life                    | 28 d   | 21 d   | 14 d     |

Awake hours only. Mythkit · version 1.0.0.