



Run a crew of working Cats in Sherwood Forest. Grow a small plot into an estate, and compete in 12-hour Reward Rounds for prizes paid in tokenized stocks and \$PAWS.

Plays in your browser, installs on your phone

Sign in with a wallet on Robinhood Chain

A new Reward Round at 00:00 and 12:00 UTC



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Written from the live game as it ran on 8 October 2026 (game settings version 18), the Robinhood Raids chapter from the game's default Raids settings of 7 October 2026, and the Trait Shop chapter from the shop's shipped settings of 10 October 2026: Raids run only while the Paws team has them switched on, and the Trait Shop sells packs only while it is switched on. Prices, odds and round lengths are game settings that can change, and the game shows the current cost and odds before you confirm. The in-game Game Guide, in the ... menu, reads its figures from the live game. Play at pawsofsherwood.com.



START HERE

The game in one minute

You run a small business in Sherwood, and your workers are Cats. Everything in the game feeds one loop.



More Cats and better businesses, and the loop starts again, bigger.

Two things set it apart from other idle games. Every business belongs to an industry, and each industry has a prize pool every Reward Round, paid in a real tokenized stock: Apple, Costco, Tesla, Microsoft, Amazon, Alphabet or NVIDIA. And \$PAWS, the game's currency, is a real token on Robinhood Chain.

Members (\$50 for 30 days) who also qualify for prizes share 85% of every pool by their points. Every eligible player, members included, shares the other 15%.

What money can't buy

\$PAWS can speed things up, pay for more tries and buy better odds on a Cat's level-up, and a membership adds a share of the members' 85% of every pool, once you qualify for prizes. While the Trait Shop is open, USDG also buys Signature Trait Packs, whose random traits can raise a Cat's Reward Round points. But no amount of money chooses what a Business Permit or a Signature Trait Pack rolls, lets more Cats work at once than your land allows, or makes a Cat from another player work before it has bonded. Speeding up a shift never adds points: it earns points only for the time your Cat actually worked.



THE TUTORIAL

Your first steps

The tutorial plays the real game from your first minute: you press the real buttons yourself (on a phone, your first business is placed for you). It can't be skipped, and you can minimise it and come back to it.

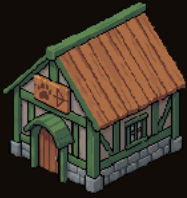
What you start with

- ◆ **A Starter Cat**, Robin, a Common Lumberjack that's yours for good and your first Main Cat. It can never be sold, traded or released.
- ◆ **Starter supplies**: 60 Food, 40 Wood, 20 Ore, 20 Energy and 5 Components in all. You get 25 Wood, 20 Food and 10 Ore at sign-up, and the tutorial hands over the rest as you go.
- ◆ **No \$PAWS**. There's no starting balance.
- ◆ **A Cottage plot** with a House, a Quarry, a Garden and a Lumber Camp, your first business. A Workshop arrives when you claim your first shift.
- ◆ **One free Fast Track**, for the tutorial's training shift, and a one-time **First Recruitment Credit** that pays the 1,500 \$PAWS for your second Cat (that Cat stays bound to your account).
- ◆ **A Game Guide** in the ... menu that keeps everything the tutorial teaches, with live numbers.

The steps

- 1** **Sign in** with your wallet and choose a name. Signing in is a signature, not a transaction, so it costs no gas. A brand-new wallet first passes a one-time check that you're a person.
- 2** **Run your first shift**. Send Robin to the Lumber Camp for a 3-minute training shift and use your free Speed up on it. Claiming it brings the Workshop.
- 3** **Look around**. Meet the buildings on your plot, then Town and its Directory of services.
- 4** **Visit the Cat Trainer and the Recruitment Tavern, then reach level 2**. Level 2 needs 3 XP and costs only a few materials, and the Trainer opens at its 100% option, which is free.
- 5** **Get your free Business Permit**. It unlocks at Starter Cat level 2 and reveals instantly: on a Cottage, it's a Coffee Farm. Place it in your plot's second business slot (**Place it for me** picks a free spot, and on a phone it's placed for you), then learn to move and rotate it and see what storing, upgrading and recycling do.
- 6** **Recruit Cat #2**. Your credit covers the \$PAWS (you pay 20 Food, 10 Wood and 5 Ore) and it takes 5 minutes. Meanwhile the tutorial walks you round the Rewards Vault, the Marketplace, the Leaderboard and Staking.
- 7** **Learn your roster** on Cat #2's sheet: the Main Cat, selling, and the Release warning (opened and cancelled, so nothing is released).
- 8** **Put two Cats to work**, and see what bigger land would unlock. The last card sums up what you did, and its **\$PAWS from here** box lists what costs \$PAWS next: levelling a Cat past 3 (from 150 a try), Cat #3 (1,500) and the Smallholding (3,000). Prizes also need 150 \$PAWS of your own spent or staked (a deposit doesn't count), and Buy \$PAWS is on the Wallet screen.

Until the tutorial reaches them, other screens stay dimmed, and buying on the Marketplace and Staking open once it's finished.



CAT TRAINER · RECRUITMENT TAVERN

Cats

Cats are your workers. Each is born with a profession, a rarity, four stats and up to four traits, and can climb to level 50.

Professions



Lumberjack

Lumber Camp



Farmer

Garden, Coffee Farm



Miner

Quarry, Mine



Energy Worker

Power Station



Merchant

Trading Post, Sherwood
Exchange



Engineer

Workshop, GPU Farm

A Cat makes 25% more at a building that suits its profession (marked ★ when you pick a worker). The worker list ranks your Cats by what each would actually make there, so a strong Cat in the wrong trade can still beat a weak one in the right trade. A recruit's profession is random; your Starter Cat is always a Lumberjack.

Stats

STAT	WHAT IT DOES
Productivity	Multiplies everything the Cat makes: $\times 0.9$ at 20, $\times 1.0$ at 40, up to $\times 1.3$ at 100.
Efficiency	Cuts the stamina each shift costs by 0.3% a point (30% at 100), rounded up to whole points, so it makes no difference to 1- and 5-minute shifts.
Luck	Gives each claim a chance ($\text{Luck} \times 0.25\%$, so 25% at 100) of a 20% bonus on that shift's materials and points, and adds up to 2 percentage points to the jackpot chance.
Endurance	Speeds up stamina recovery: 0.5% a point, so 50% faster at 100.

Stats are rolled when a Cat is born, inside its rarity's range, and never change. Nor do its rarity, profession or the traits it was born with. What a Cat makes is everything multiplied together: Productivity $\times$ its level $\times$ profession match $\times$ traits $\times$ the building's level $\times$ shift length $\times$ the building's condition, and $\times 2$ for the round's Lucky Cat, with a Signature Trait's bonus on top.

Rarity

Rarer Cats need a bigger property: a Cottage recruits Common and Uncommon Cats, a Smallholding adds the Rare, a Homestead the Epic, a Manor the Legendary and an Estate the Mythic. A recruit keeps the odds of the property it was started on.

RECRUIT ODDS	COTTAGE	SMALLHOLDING	HOMESTEAD	MANOR	ESTATE
 Common	65.71%	55.8%	52.4%	51.88%	51.75%
 Uncommon	34.29%	29.11%	27.34%	27.07%	27%
 Rare	–	15.09%	14.18%	14.04%	14% (1 in 7)
 Epic	–	–	6.08%	6.01%	6% (1 in 17)
 Legendary	–	–	–	1%	1% (1 in 100)
 Mythic	–	–	–	–	0.25% (1 in 400)

RARITY	STAT RANGE	TRAITS
 Common	20–45	0–1
 Uncommon	35–55	1–2
 Rare	48–68	1–2
 Epic	60–80	2–3
 Legendary	72–92	2–3
 Mythic	85–100	3–4

From a Smallholding up, every 10th recruitment you start is Rare or better, and the Tavern’s pity meter shows how close you are. A Cottage recruits no Rare Cats, so its recruitments don’t count toward it, and a count you already have waits until you expand. Rarity sets the range a Cat’s stats roll in. Neighbouring ranges overlap, so a great Common can out-work a poor Uncommon. Luck from a Golden Paw Main Cat or a household (see Friends) moves part of the Common chance to the rarer rows your property can recruit; the Tavern shows your own odds, to two decimal places.

Traits

TRAIT	EFFECT	FROM
Hard Worker	+8% production at every building	Common
Lucky	+10 Luck (Luck still tops out at 100)	Common
Efficient	–10% stamina cost	Common
Night Owl	+10% on shifts started between 20:00 and 06:00 UTC	Common
Green Thumb, Deep Miner, Master Logger	+15% at the Coffee Farm, the Mine or the Lumber Camp (not the Garden or Quarry)	Common
Enduring	+20% stamina recovery	Common
Overclocker	+15% at the GPU Farm, but any building it works in wears 10% faster	Uncommon
Merchant’s Eye	+15% at the Trading Post and the Sherwood Exchange	Uncommon
Quick Learner	+15% XP	Uncommon
Prospector	+3 percentage points of jackpot chance on every shift of 10 minutes or more	Rare
Showcat	Three times as likely to be drawn as each Reward Round’s Lucky Cat	Rare

TRAIT	EFFECT	FROM
Foreman	Can join a full building, taking an extra worker slot while it works there	Epic
Scholar	+30% XP	Epic
Golden Paw	+5% permit and recruitment luck while it's your Main Cat	Legendary

A Cat only rolls traits of its own rarity or lower. Bonuses from several traits add up: Hard Worker and Master Logger together make +23% at the Lumber Camp. On top of the traits it was born with, a Cat can carry one Signature Trait from the Trait Shop, whose bonus multiplies on top of theirs instead of adding to them: see The Trait Shop.

Levels

Shifts earn XP at 60 an hour, adjusted by half of the shift's production bonus: a shift that makes 3× the base earns 2× the XP, and a weak Cat on a short shift a little under 60 an hour. The born traits Quick Learner and Scholar add 15% and 30% (a Signature Trait's XP bonus comes on top), and a sped-up shift still earns the XP of its full length. Each level needs its own XP: 3 for level 2, 5 for level 3, then 14, 22, 38, 54, 70, 95 and 120 for level 10, rising to 300 for level 20 and 680 for level 50. Once a Cat has enough, attempt its next level at the Cat Trainer. The chance, the \$PAWS, the materials and what the level is worth are all shown before you confirm.

NEXT LEVEL	BASE CHANCE	\$PAWS A TRY	FOR 100%	PREPARATION
2-3	80%	free	free	1 min
4-5	80%	150	375	1 min
6-10	75%	150	375	1 min
11-20	70%	225	562.5	3 min
21-30	65%	300	750	5 min
31-40	60%	450	1,125	10 min
41-49	55%	600	1,500	15 min
50	50%	600	1,500	30 min

- Each try also costs Wood, Food and Ore (8 Wood, 2 Food and 2 Ore for level 2, rising to 296 Wood, 89 Food and 59 Ore for level 50), plus Components from level 20.
- Want better odds?** Pick a higher chance: the choices are the round tens above the base chance, so 75% can become 80%, 90% or 100%. Only the \$PAWS goes up, steeply towards 100%, which costs 2.5× the base price (the Trainer shows prices rounded down to whole \$PAWS). Levels 2 and 3 cost no \$PAWS, so 100% is free there and the Trainer opens at 100% (the materials still apply).
- The \$PAWS and materials are paid when you start the attempt. The Cat then prepares, and when its timer ends you press **Roll!** at the Cat Trainer. An attempt can't be cancelled, and until you roll the Cat can't work, nap or be sold. A Speed up shortens the preparation but never changes the odds.
- A failed try never loses the Cat or its XP, but its \$PAWS and materials are spent. Each failure adds **Resolve: +2** percentage points on your next try at that level, up to +10. Resolve resets when the Cat levels up.
- Each level adds 3.47% to everything the Cat makes (×1.31 at level 10, ×2.70 at 50), but your land caps it. On a Cottage every Cat works as if it were level 10 at most, then 20, 30 and 40 on the bigger plots, up to 50 on an Estate. The Cat keeps its real level, and the Trainer warns you when a level would add nothing until you expand.

Stamina and rest

Every shift costs stamina, out of 100: 1 for a 1-minute shift up to 80 for 8 hours, less with Efficiency. A Cat needs that much to start the shift. It recovers 12 an hour plus 0.5% for each point of Endurance (13.2 to 18 an hour; its sheet shows its own rate), even while it works, and faster still with the Enduring trait and a higher House level. So back-to-back shifts of 2 hours

or more never tire a Cat out. With 1-hour and 30-minute shifts it depends on the Cat, and chains of 10 minutes or less drain almost every Cat.

- **Rest** at the House: free, 10 minutes, +15 stamina, one Cat at a time.
- **Quick Nap** at the House: 75 \$PAWS, and the Cat wakes at full stamina after 5 minutes (down to 2 minutes at House level 10). You get one nap slot, two from House level 5 and three at level 10. A running Quick Nap can be sped up for a few \$PAWS.

Recruiting

New Cats come from the Recruitment Tavern once your Starter Cat is level 2 and the tutorial has shown you the Tavern. One recruitment runs at a time and can't be cancelled. When the wait ends, press **Meet your recruit**: it arrives at level 1 with a random profession, rarity, stats, traits, coat and name (you can rename it).

RECRUIT	WAIT	\$PAWS	MATERIALS
#2	5 min	your credit	20 Food, 10 Wood, 5 Ore
#3-5	10 min	1,500	20 Food, 10 Wood, 5 Ore
#6-10	15 min	1,500	22 Food, 11 Wood, 6 Ore
#11-20	30 min	1,500	25 Food, 13 Wood, 7 Ore
#21-30	45 min	1,500	27 Food, 14 Wood, 7 Ore
#31-40	1 h	1,500	30 Food, 15 Wood, 8 Ore
#41 on	1 h 30 min	1,500	33 Food, 17 Wood, 9 Ore

Your First Recruitment Credit pays the 1,500 \$PAWS for Cat #2; its materials still apply. A Cat Pack ticket pays both. The count is every recruit you've met (your Starter is #1): Cats you buy or trade for don't count, and selling or releasing Cats doesn't reset it. Staking shortens the waits by up to 15%, and a running recruitment can be sped up.

Your roster

- You can own up to **50 Cats**, and a recruit on its way already takes a place. That's separate from how many can work at once, which your land decides.
- Your **Starter Cat**, a Common Lumberjack called Robin, can never be sold, traded or released.
- **Cat #2**, paid by your credit, and any Cat recruited with a Cat Pack ticket are bound to your account: they can never be sold or traded, though they can be released. A Cat you recruit with your own \$PAWS can be sold or traded after 24 hours.
- Your **Main Cat** is the one you walk around Town with, shown first on your profile. Choose it with **Set as Main** on a Cat's sheet. If it's sold, traded or released, your Starter takes over.
- Mark a Cat as a **Favourite (★)** to lock it against selling, trading or releasing by accident.
- **Releasing** a Cat frees a roster place. It's permanent and pays nothing back. Epic and rarer Cats get an extra warning, and for a Legendary or Mythic you type RELEASE to confirm. Its Signature Trait, if it has one, is destroyed with it, and a Legendary or Mythic Signature Trait also makes you type RELEASE.
- A greyed-out Upgrade or Sell button says why when you hover over it or tap it, for example "On a shift: finish and claim it first".



ON YOUR PLOT

Shifts and materials

A shift is one Cat at one building for a set time. Tap a building on your plot, pick a Cat (the best one for that building is listed first), choose a length and start.

Shift lengths

LENGTH	STAMINA	OUTPUT PER HOUR	POINTS AND JACKPOT
1 min	1	90%	No
5 min	2	96%	No
10 min	4	100%	Yes
30 min	8	102%	Yes
1 hour	15	105%	Yes
2 hours	25	108%	Yes
4 hours	45	112%	Yes
8 hours	80	118%	Yes

Output per hour is compared with a 10-minute shift. Stamina is the base cost, before Efficiency. A 3-minute training shift appears only in the tutorial.

Claiming and jackpots

Shifts finish while you're away. Claim a finished shift to collect its materials, XP and points. Its points count in the Reward Round you **claim** it in, not the one it finished in, so claim finished shifts before a round ends. Until you claim it, that Cat can't start another shift.

Every claim from a shift of 10 minutes or more also rolls for a jackpot: 1%, plus up to 2 percentage points from the Cat's Luck and 3 from the Prospector trait, so 6% at most. When you pick a Cat for a shift, its chance is shown under About shifts.

5 IN 8 JACKPOTS

Double harvest

The claim's materials, industry points and Game Points are doubled (its XP isn't).

3 IN 8

Free Business Permit

A permit ticket: file a permit with no \$PAWS or materials. It rolls your plot's odds like any permit.

The jackpot rolls once per claim, so six 10-minute shifts get six rolls where one 8-hour shift gets one.

Changed your mind?

You can cancel a running shift. It then pays nothing (no materials, XP, points or jackpot) and its stamina stays spent, except in the first 60 seconds (the Grace window), when you get the stamina back. Materials the building took when the shift started, and any Speed up you bought for it, aren't refunded.

Fast Track

The **Speed up** button on a running shift takes 25%, 50% or 75% off the time left, for \$PAWS. A shift can be sped up once, whichever size you pick, and the rest of the time still runs.

Fast Track speeds up materials, never points

A sped-up shift pays all of its materials, XP and its jackpot roll. Its Reward Round points are paid only for the time your Cat actually worked, so paying for speed never buys a bigger share of the prizes. An 8-hour shift sped up by 75% at once ends after 2 hours with all its materials but a quarter of its points.

5 MIN

75

10 MIN

100

30 MIN

200

1 H

300

2 H

500

4 H

700

8 H

1,000

These are the \$PAWS prices for taking 75% off a whole shift. 50% off costs two-thirds as much and 25% off one-third. You pay in proportion to the time still left, so half-way through an 8-hour shift, 75% off costs 500. Speed up works on shifts of 5 minutes or more at the Garden, Quarry, Workshop, Lumber Camp, Coffee Farm, Power Station and Mine, not at the Trading Post, Sherwood Exchange or GPU Farm. Your first one is free, on the tutorial's 3-minute training shift (the one shorter shift it works on).

Materials

MATERIAL	MADE AT	USED FOR
Wood	Lumber Camp 60/h	Cat level-ups, upgrades, permits, land, recruits, repairs. The Workshop and Trading Post use it up as they work.
Food	Garden 42/h, Coffee Farm 75/h	Cat level-ups, recruits, permits, land, upgrades from level 4. The Trading Post uses it up as it works.
Ore	Quarry 36/h, Mine 36/h	Cat level-ups, upgrades, permits, land, recruits, repairs. The Workshop and Trading Post use it up as they work.
Energy	Power Station 45/h	Sherwood Exchange and GPU Farm shifts (15 an hour each), and upgrading any building except the House to level 6 or higher.
Components	Workshop 6/h, from 30 Wood and 15 Ore	Permits, upgrades from level 4 (the House from level 5), Cat level-ups from level 20, land from the Homestead, higher-level Sherwood Exchange and GPU Farm shifts, some repairs.

Rates are for a level-1 building with one Cat, before the Cat, the building's level, the shift length and its condition change them. A shift makes exactly its share of the rate, parts of a unit included: your barn takes the whole units when you claim, and a part of a unit stays part-made at the building until later claims there make it whole (a 1-minute Workshop shift makes about a tenth of a Component). A building that uses materials takes them when the shift starts. Its panel shows how much of each you have, and if a shift needs more than that, it says what's short and Start stays off. Materials belong to your account: they can't be traded, bought or withdrawn.

Storage

Each material has its own barn: 5,000 Wood, Ore and Food, 3,000 Energy and 2,500 Components to start. Bigger land adds 5,000 to 120,000 to every barn, each placed Trading Post adds 500 per level (nothing while it's being upgraded or repaired), and House levels multiply the total, up to three times the size at House 10.

If a finished shift's harvest won't all fit, its Claim button on the station's panel and the Jobs list reads **Storage full** (the Claim bubble on your plot asks once you press it). Pressing it shows how full that barn is and how much room is left, and asks: **Keep waiting**, and the shift waits, untouched, until you make room; or **Claim anyway**, and the barn takes what fits, the rest is lost for good, and everything else the shift earned, points and XP included, is paid in full. Nothing is lost unless you choose Claim anyway. The button checks the normal harvest: if a Luck bonus or a Double harvest makes it too big to fit, Claim asks the same question, and the bonus is rolled again on your next try.



HOME

Your estate

Your plot starts as a Cottage and can grow into an Estate. Land decides how many Cats can work at once, how many businesses you can place, how many permits you can run, the rarest business and Cat you can roll, the level your Cats work at and how much your barns hold.

Land sizes

PLOT	TO BUILD IT	CATS WORKING	BUSINESS SLOTS	LEVEL CAP	PERMITS AT ONCE	PERMITS ROLL UP TO
Cottage	Your starting plot	3	2	10	1	Common
Smallholding	3 Cats · House 2 3,000 \$PAWS · 15 min	5	3	20	1	Uncommon
Homestead	5 Cats · House 4 4,500 \$PAWS · 1 h	8	5	30	2	Rare
Manor	10 Cats · House 6 6,000 \$PAWS · 4 h	12	8	40	2	Epic
Estate	20 Cats · House 8 9,000 \$PAWS · 12 h	20	12	50	3	Legendary

MATERIALS TO BUILD	WOOD	ORE	FOOD	COMPONENTS
Smallholding	400	150	150	–
Homestead	1,200	450	450	40
Manor	2,000	1,200	800	350
Estate	5,000	3,000	2,000	1,000

“Cats” means Cats you own (listed ones count), and “House” the House level needed. You can own up to 50 Cats on any plot; “Cats working” counts every Cat on a shift, at the Quarry, Garden and Workshop too. Business slots (the game says “Station slots”) are how many businesses can be placed at once: your starter Lumber Camp uses one, and spares wait in Building Storage. You grow one size at a time, staking and Speed up shorten the build, and land never shrinks.

Core buildings

Every plot has four permanent buildings, the House, Quarry, Garden and Workshop (the Workshop arrives in the tutorial, when you claim your first shift). They never use a business slot, and you can move and rotate them but never store or lose them.

- **House:** makes nothing and hosts no shifts. It’s your support hub (below).
- **Quarry:** Ore, 36 an hour.
- **Garden:** Food, 42 an hour.
- **Workshop:** Components, 6 an hour, using 30 Wood and 15 Ore per hour of shift (rounded up), taken when the shift starts.

These are base outputs for one Cat at a level-1 building; the Cat, the shift length and the building’s level and condition change them. The Workshop uses 30 Wood and 15 Ore an hour at every level. Shifts of 10 minutes or more at the Quarry and Garden earn 3 Game Points an hour, and at the Workshop 4, so they count towards the \$PAWS pool. They earn no industry points, so they add nothing to the stock pools.

Your starter Lumber Camp is a business, not a core building: it uses a business slot and earns Forestry points. It can be moved, stored and upgraded, but never recycled, sold or traded.

The House

The House has ten levels. Each upgrade costs \$PAWS and materials (from 24 Wood and 8 Ore for level 2 up to 16,000 Wood, 8,800 Ore, 4,800 Food and 880 Components for level 10) and takes from 5 minutes to 4 hours. Higher levels bring more Quick Nap slots and shorter naps, faster stamina recovery, bigger barns, 10% off repair materials from level 8 and more builds at once. Land expansions and building upgrades (the House's own included) share that build queue; permits, repairs and recruits don't use it. The House keeps its barn bonus while it's being upgraded.

HOUSE	\$PAWS	BUILD	NAP SLOTS	NAP TIME	RECOVERY	BARNs	BUILDS AT ONCE
1	–	–	1	5 min	–	×1	1
2	300	5 min	1	5 min	+5%	×1.1	1
3	375	10 min	1	4 min	+5%	×1.2	1
4	450	15 min	1	4 min	+5%	×1.35	1
5	525	30 min	2	4 min	+5%	×1.5	1
6	600	45 min	2	4 min	+5%	×1.7	2
7	675	1 h	2	3 min	+5%	×1.9	2
8	750	2 h	2	3 min	+5%	×2.15	2
9	825	3 h	2	3 min	+10%	×2.5	2
10	900	4 h	3	2 min	+10%	×3	3

\$PAWS and build time are for reaching that level.

Moving things around

Moving, rotating and storing buildings is free and instant, as often as you like, as long as the building has no shift running or waiting to be claimed and isn't being upgraded or repaired. A stored business keeps its level and condition and uses no slot; putting it back needs a free slot. During a Robinhood Raid, a station of the raided business that has worked during the Raid is Raid Locked: it can't be stored or recycled until the Raid ends. While the Raid's burns are rolled, just after it ends, no station of that business can be stored, placed or recycled.

Wear and repairs

Every building your Cats work in wears down, the Quarry, Garden and Workshop included (never the House). Its condition drops when you claim a shift: 0.6 to 1.5 points per hour of shift, depending on the building (10% more with an Overclocker Cat, less with a Signature Trait that cuts station wear). Below 50% condition it produces less, down to half output at 0%. Below 1% it's broken, and no new shift can start there until it's repaired.

A repair brings it back to 100%. It costs 20 \$PAWS at levels 1–3, 30 at 4–6, 40 at 7–9 and 50 at level 10, plus materials that grow with the damage and the building's level, and takes 5, 10 or 15 minutes.

Nobody gets stuck

Short of \$PAWS for a repair? It then takes its materials only, up to 3 times in any 7 days, unless you have \$PAWS staked or gave \$PAWS away in a trade in the past 7 days. Can't pay for a repair at all? A broken Quarry, Garden, Workshop, Power Station or starter Lumber Camp can get a free **Emergency Repair** back to 10% in 30 minutes, once every 6 hours per building. These buildings are never repaired with the material they make.



PERMIT OFFICE

Businesses and permits

Businesses earn industry points, which decide your share of each Reward Round's stock prizes, and Game Points for the \$PAWS pool. You start with a Lumber Camp; every other business comes from a Business Permit. Businesses can't be bought, sold or traded.

Filing a permit

A permit costs 1,500 \$PAWS, 100 Wood, 75 Ore, 50 Food and 25 Components. After an hour, press **Reveal** to see your new business; staking and Speed up shorten the wait. The office's odds table shows your exact chances, with your luck, before you pay. When you file, the permit fixes its odds and shows a commitment (a fingerprint of a secret seed). The seed is shown with the result, so you can check that it matches.

Odds follow your property

A bigger plot opens rarer businesses: a Cottage rolls only the Common Lumber Camp and Coffee Farm, a Smallholding adds the Uncommon Power Station, a Homestead the Rare Mine, a Manor the two Epics and an Estate the Legendary GPU Farm.

PERMIT ODDS	COTTAGE	SMALLHOLDING	HOMESTEAD	MANOR	ESTATE
 Lumber Camp	51.67%	35.33%	32.38%	31.08%	31%
 Coffee Farm	48.33%	33.05%	30.29%	29.07%	29%
 Power Station	–	31.62%	28.98%	27.82%	27.75%
 Mine	–	–	8.35%	8.02%	8%
 Trading Post	–	–	–	2.01%	2%
 Sherwood Exchange	–	–	–	2%	2%
 GPU Farm	–	–	–	–	0.25%

These are the odds with no luck; the game shows them to one decimal place. A permit keeps the odds it was filed with, so expanding while it runs changes nothing.

- **Your first permit is free.** It unlocks when your Starter Cat reaches level 2, costs nothing, reveals instantly and can only give a Coffee Farm, Power Station or Mine. On a Cottage, where the tutorial gives it to you, that's a Coffee Farm: the one Common business you don't start with. On a Smallholding it's Coffee Farm 53.84% or Power Station 46.16%, and from a Homestead Coffee Farm 40%, Power Station 34.29%, Mine 25.71%.
- **Permit tickets** from jackpots and referrals pay the whole cost of a permit. Everything else is the same: the hour, your plot's odds, your luck and a place at the office.
- You can run **1 permit at a time** on a Cottage or Smallholding, 2 on a Homestead or Manor, and 3 on an Estate. A permit keeps its place until you reveal it.
- **Luck** moves a share of the Common businesses' odds to the rarer ones your plot can roll: +5% from household luck (see Friends) and +5% from a Golden Paw Main Cat. 5% luck takes 5% of the Common odds, not 5 points. On a Cottage, which rolls Common businesses only, it has nothing to move.
- The new business arrives at level 1 in Building Storage. Deploy it into a free business slot. On a Cottage, your two slots are full once your free business is placed next to the starter Lumber Camp.

The seven businesses



Lumber Camp

Common Rolls on any plot

MAKES

60 Wood an hour

PRIZE POOL

AAPL (Apple), 10% of stock money

USES

Nothing

BEST CAT

Lumberjack

POINTS AN HOUR

10 Forestry, 10 Game



Coffee Farm

Common Rolls on any plot

MAKES

75 Food an hour

PRIZE POOL

COST (Costco), 11% of stock money

USES

Nothing

BEST CAT

Farmer

POINTS AN HOUR

10 Agriculture, 10 Game



Power Station

Uncommon Rolls from a Smallholding - the only Energy maker

MAKES

45 Energy an hour

PRIZE POOL

TSLA (Tesla), 12% of stock money

USES

Nothing

BEST CAT

Energy Worker

POINTS AN HOUR

10 Energy, 10 Game



Mine

Rare Rolls from a Homestead

MAKES

36 Ore an hour

PRIZE POOL

MSFT (Microsoft), 12% of stock money

USES

Nothing

BEST CAT

Miner

POINTS AN HOUR

10 Mining, 10 Game



Trading Post

Epic Rolls from a Manor

MAKES

+500 storage for every material per level, while placed and not being upgraded or repaired

PRIZE POOL

AMZN (Amazon), 15% of stock money

USES

15 Wood, 9 Ore, 15 Food an hour

BEST CAT

Merchant

POINTS AN HOUR

20 Commerce, 20 Game



Sherwood Exchange

Epic Rolls from a Manor

MAKES

Points only

PRIZE POOL

GOOGL (Alphabet), 15% of stock money

USES

15 Energy an hour, plus 3 Components from level 4

BEST CAT

Merchant

POINTS AN HOUR

15 Brokerage, 15 Game



GPU Farm

■ **Legendary** Rolls on an Estate

MAKES

Points only

USES

15 Energy an hour, plus 3 Components from level 5

POINTS AN HOUR

15 Compute, 15 Game

PRIZE POOL

NVDA (NVIDIA), 25% of stock money

BEST CAT

Engineer

Rates are for a level-1 business and one Cat, before bonuses. Each Cat on a shift makes its own output and pays its own inputs, taken when the shift starts and rounded up to whole units. Rarity belongs to the type, so a GPU Farm is always Legendary, and you can own several of the same business.

Levels

Businesses go from level 1 to 10. Each level adds 15% of the level-1 rate to everything a shift makes, materials and points (×2.35 at level 10). What a business uses doesn't grow with level, though the Sherwood Exchange and GPU Farm add a Components input at levels 4 and 5. Levels 6 and 10 each add a worker slot, from 2 to 3 to 4. To upgrade, the business must be placed with no shift running or waiting there, and it takes a place in your House's build queue.

TO LEVEL	2	3	4	5	6	7	8	9	10
\$PAWS	750	750	900	900	1,050	1,200	1,350	1,500	1,800
Build	5 min	10 min	15 min	30 min	45 min	1 h	2 h	3 h	4 h
Output	×1.15	×1.3	×1.45	×1.6	×1.75	×1.9	×2.05	×2.2	×2.35

Plus materials, which grow with level: Food and Components from level 4 and Energy from level 6. The Quarry, Garden and Workshop level up the same way, at the same \$PAWS prices. Staking and Speed up shorten the build.

Recycling

- **Blueprint Fragments are retired.** Since 8 October 2026 no permit or jackpot gives them and nothing is crafted from them; the fragments players held became Business Permit tickets, one for every five.
- **Recycling.** At the Sherwood Planning Office, give up any two idle businesses (not a Raid Locked one: see Robinhood Raids) plus 750 \$PAWS for a fresh permit roll an hour later. It uses your plot's odds and your luck when you reveal it, and doesn't need a place at the office. Both businesses are destroyed as soon as you confirm. The starter Lumber Camp and the core buildings can't be recycled.



Reward Rounds and prizes

The game counts your points in Reward Rounds. When a round ends, eight prize pools are shared out by those points: seven paid in tokenized stocks and one in \$PAWS.

From 6 October 2026, Reward Rounds last 12 hours and change over at 00:00 and 12:00 UTC every day. The Rewards screen shows the round's number and a countdown. Your points count in the round you **claim** each shift in, not the one it finished in, so claim finished shifts before the countdown ends. A shift you never claim counts in no round.

Two kinds of points

FOR THE STOCK POOLS

Industry points

Earned at your businesses, each in its own industry: Forestry, Agriculture, Energy, Mining, Commerce, Brokerage or Compute. Each industry has its own stock pool.

FOR THE \$PAWS POOL

Game Points

Earned by every shift of 10 minutes or more, at any building, the Quarry, Garden and Workshop included, except at a business that is Out of Business after a Robinhood Raid.

Shifts shorter than 10 minutes earn neither. A Cat's Signature Trait can raise the points its shifts earn: see The Trait Shop.

Where the prizes come from

Stock prizes

Players buy and sell \$PAWS in its Uniswap pool
Buying \$PAWS in the game uses the same pool

3% fee on every buy and sell, paid in USDG

Trading fees, in USDG

Two-thirds goes to the stock prizes, less 0.25% of every trade for Creator Rewards. The game buys the stocks every few minutes as fees come in. Of every \$3 in fees, about \$1.75 buys stock prizes, \$0.25 goes to Creator Rewards and \$1 stays with the game.

Seven stock pools

AAPL · COST · TSLA · MSFT · AMZN · GOOGL · NVDA

Split by industry points when the round ends

Your wallet

The \$PAWS prize

Players spend \$PAWS in the game

40% of each spend, 70% of repairs

Most spends also burn half and pay 10% to the spender's referrer (or to the game's reserve if they have none)

Gameplay Reward Vault

Everything in the vault becomes the round's pool

The \$PAWS pool

Split by Game Points when the round ends

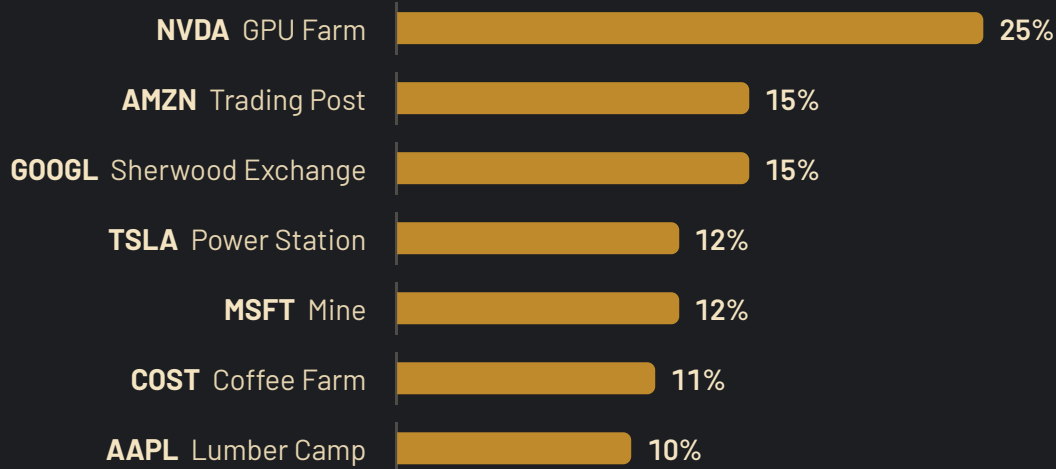
Your game balance

The pools fill during the round, and the Rewards screen shows each one growing. A round's stock prize is the stock the game holds when the round ends, so stock bought after that, from fees paid in its last minutes, goes into the next round's prizes.

How the stock money is split

Share of each round's stock money, by pool

What a pool is worth to you also depends on how many points other players put into that industry.



The members' pool

85% OF EVERY POOL

Members

Shared among members by their points: all seven stock pools and the \$PAWS pool.

15% OF EVERY POOL

Everyone

Shared by every eligible player by their points, members included. So members play for the whole pool.

Creator Rewards are split 85/15 the same way, but among creators by creator points, and creators don't need to qualify for prizes to share them (see Creator Rewards).

- A membership costs **\$50**, paid as 50 USDG from the wallet you sign in with (plus a small ETH network fee), and lasts **30 days**. Press **Unlock full pool \$50** on the Rewards screen or beside the round's clock.
- It starts at once and covers the round that's running, including points you earned in it before you bought. Every round that ends while it runs pays you as a member. Buying again adds 30 days to the end. Nothing renews by itself, but you get a notice three days and again one day before a membership ends.
- If no member earned points in a pool (for a pool Out of Business after a Raid: in the pool its prize went to), its 85% isn't paid that round: the stock goes into later rounds' prizes and the \$PAWS stays in the vault.
- Of the \$50, \$35 goes into the prize reserve for topping up future rounds and \$15 to the Paws team.
- A membership doesn't make you eligible: members must meet the same rules as everyone.

Your share

Each part of a pool is split in proportion to points, with no cap on any player. Say you earned 20% of an industry's points in a round. As a free player you get 20% of the 15%: 3% of the pool. If you're a member and members earned half of that industry's points, you also get 40% of the members' 85%: 37% in all.

During the round the Rewards screen shows your estimated share of every pool and the \$PAWS earned so far. The final numbers are fixed when the round closes, and only eligible players' points count then.

Who can win

- ✓ You've finished the tutorial.

- ✓ You have a Cat at level 3 or higher.
- ✓ You've claimed at least 5 shifts of 10 minutes or more.
- ✓ You've spent at least 150 \$PAWS in the game in total, or have \$PAWS staked in a lock that lasts past the end of the next round (the two add up). Holding \$PAWS isn't enough: \$PAWS you deposit, buy or are given counts once you spend or stake it, and \$PAWS paid to other players doesn't count (a Cat bought on the Marketplace counts only its 5% fee).
- ✓ Your account isn't under review for abuse: a round that closes while it's under review pays you nothing. If your account is only on hold when a round closes, your share is set aside and paid when the hold is lifted, unless staff refuse it.

These are checked when the round is settled, a few minutes after it ends. There's no account-age rule. Points you earned earlier in a round, before you qualified, still count if you qualify by the time that round is settled; a round settled before you qualify pays you nothing.

Collecting

When a round ends you get a notice, and a few minutes later another listing everything you won, ready to claim at the Rewards Vault.

- **\$PAWS prizes:** press Claim and they're added to your game balance at once, with no wallet step and no fee.
- **Stock prizes** go to the wallet you sign in with: press Claim, confirm once in your wallet, and the tokens arrive in that same transaction. You pay the small network fee, in ETH on Robinhood Chain. With two or more prizes waiting, **Claim all** takes them together: your \$PAWS prizes first, then every stock prize in one wallet transaction.
- **Your rewards card** on the Rewards screen adds up everything you've claimed, stock prizes and Creator Rewards at the price the game paid for them and \$PAWS at today's price, into a card you can share, with your invite link on it.
- Claim a prize within **7 days** of the end of its round. After that it expires: \$PAWS goes back to the Gameplay Reward Vault and stock into later rounds' prizes. A stock prize you've claimed but not yet collected stays collectable for 90 days.

When Robinhood raids

A Robinhood Raid touches one business's pool for two rounds. In the Raid round the pool is shared as usual by the points claimed in it, though that business's placed stations are at risk when the Raid ends, most of all those worked during it. In the round after, that business earns no points, and its prize goes in secret to the players of another stock pool. See Robinhood Raids.

The Lucky Cat

Each Reward Round one Cat is drawn as the Lucky Cat, from all Cats that claimed a shift in the past 7 days. It's drawn within a few minutes of the round starting, and every shift it starts from then until the round ends produces double: twice the materials and twice the points. Showcats are three times as likely to be drawn.

Prizes aren't fixed

A stock prize is the stock the game bought with trading fees during the round, plus any stock carried over from earlier rounds and any top-up the team chooses to add. A quiet trading round means small prizes, and a stock prize's dollar value moves with the stock's price. The \$PAWS pool is only what players spent into the vault. Your share also depends on how many points everyone else earns. A point has no fixed value, and nothing in the game is a guaranteed return.



Robinhood Raids

Robinhood, the outlaw Cat who stands beside the Rewards Vault, raids one kind of business for a whole Reward Round. When the Raid ends, each of those businesses that isn't safe in storage may burn, at a chance set by what it did during the Raid. The round after, that business earns no points and its prize goes in secret to another pool. Every Raid is announced at least 6 hours before it begins.

"Farm at your own risk."

Raids run only while the Paws team has them switched on. The team decides when Robinhood strikes and at which business, or lets the game draw the business at random.

Three rounds

1 **Warning.** The round before the Raid. Robinhood announces his target by the time this round begins (or as soon as the Raid is booked, if that is later), and never less than 6 hours before the Raid begins. A shift that would still be running when the Raid begins asks you first; one started before the announcement may need cancelling to keep its business out of the Raid.

2 **Raid.** One whole Reward Round. When it ends, every station of that business is judged by what it did during the Raid.

3 **Out of Business.** The round after. That business earns no Reward Round points, and its pool's prize goes in secret to one other pool, revealed once that round's prizes are worked out.

Then everything is back to normal. There is only ever one Raid at a time, from its announcement to the end of its Out of Business round, and two Raids on the same business are always at least 6 Reward Rounds apart.

Which businesses

Robinhood can target the Coffee Farm, Mine, Trading Post, Sherwood Exchange or GPU Farm. Never the Lumber Camp or the Power Station, the only ways to make Wood and Energy, and never a core building.

Where you hear about it

- **Your inbox**, if you own one of that business, placed or in storage: when the Raid is announced, when it begins, an hour before it ends (if one of yours is placed or has worked during the Raid), once the burns are rolled with what happened to each of yours that had a chance to burn, and when the secret pool is revealed. The players who got the secret prize hear about it too.
- **Your phone**, with the **Raids** switch on in Settings › Notifications. It starts on.
- **Town**: Robinhood tells the players in Town when a Raid is announced, when it begins, when it ends and when the secret pool is revealed, and if the team calls one off.
- **Your plot**: a sign over each of your stations of that business, RAID INCOMING, then RAID TARGET (or RAID LOCKED once it has worked), RAID ENDING while the burns are rolled, then OUT OF BUSINESS.
- **The Raid banner**: across the top of your plot and of Town, from the warning to the reveal. Minimize it whenever you like; it opens again at the Raid's next stage. The Rewards screen shows the Raid too, and that business's pool wears a tag in Your Rewards and on the Rewards screen.
- **Robinhood's page** (Directory › Robinhood, or walk up to him in Town): the Raid's three rounds with their dates, the chances, and each of your stations of that business with its state and burn chance, then what happened to it: burned, survived or safe.

When the Raid ends

YOUR STATION WHEN THE RAID ENDS	CHANCE IT BURNS
In storage, never worked during the Raid	0% (safe)
Placed, never worked during the Raid	5%
Worked during the Raid, at any moment	50%

Each station of that business you still own is rolled on its own, at the chance for the state it ended the Raid in. "Worked during the Raid" means a shift ran on it at any moment of the Raid round, even one that began before the Raid did or was canceled during it. Ending or canceling that shift early doesn't lower the chance, and unless a Raid trait counts for the station, it makes no difference whether the shift is still running when the Raid ends. One station burning never takes another with it. Each Raid keeps the chances it was booked with, and Robinhood's page and the question before a shift show them. A Cat's Signature Trait can lower the chance of a station it worked during the Raid: see The Trait Shop.

- A **burned** station is destroyed for good, with its level and upgrades, and nothing is paid back for it. An upgrade or repair under way on it is lost with it. A shift still running on it finishes and can be claimed as usual: its materials and XP are paid, but no points, because it ran into the Out of Business round.
- A station that **survives** keeps everything.
- If one of yours had a chance to burn, the result is in your inbox, and the next time you open the game in the two days after the Raid it shows you what happened to each of those (once on each browser).

Raid Lock

A station of that business that is working when the Raid begins, or starts a shift during it, is **Raid Locked**: it can't be stored or recycled until the Raid ends. A station that hasn't worked during the Raid can still be stored at any moment before the Raid ends (once its last shift is claimed and no upgrade or repair is under way), and in storage it is safe. Just after the Raid ends, while the burns are rolled, none of that business's stations can be stored, placed, recycled or start a shift, for a moment.

Shifts ask first

In the warning round, a shift on one of those stations that would still be running when the Raid begins asks for your yes before it starts, because it would make the station Raid Locked. During the Raid, every shift on it asks, with the chances in front of you. A shift that ends before the Raid begins doesn't ask.

Claiming asks too. A shift of that business that worked before the Raid and is claimed during it would put its points in the Raid round, so you choose: **claim at your own risk** (its points count, and the station joins the Raid as if it had worked: Raid Locked), **claim without points** (its materials and XP, and the station stays out of the Raid), or **not now** (claimed after the Out of Business round, its points count in full).

Points during and after

The Raid round's pool for that business is shared as usual by the points claimed in it, so when fewer players dare to work through the Raid, each who does shares the prize with fewer rivals. Points count in the round you claim a shift in, so **claim before the Raid ends**: a shift of that business claimed in the round after the Raid earns no points, even one that worked only during the Raid.

The round after the Raid, that business is **Out of Business**. No shift of it claimed in that round earns Reward Round points (industry points or Game Points), and neither does a shift that worked during that round, whenever you claim it. Its materials and XP are paid as usual, the claim says so, and you can still run shifts there. The \$PAWS earned so far, on the Rewards screen, leaves those shifts out.

The secret pool

That business's pool keeps filling during its Out of Business round, as the game goes on buying its stock. When the round closes, that prize goes to the players of one other stock pool instead, shared by their points in that round, with the members' part as usual. The pool is drawn at random from the Raid's own seed as the round begins, and no screen shows it, not even

the Paws team's, until the round's prizes are worked out. Then Robinhood reveals it and throws the loot into the crowd: which pool got it, and how much. Any other stock pool can get it, the Lumber Camp's and the Power Station's included; the \$PAWS pool is not part of it. If nobody in the pool drawn qualifies for a share, the prize carries over to later rounds, like any stock prize nobody shares, and the reveal says so.

Fair and checkable

Every burn roll and the secret-pool draw come from two secret seeds fixed when the Raid is booked. Robinhood's page shows each seed's fingerprint (its sha256) from the announcement, and the seed itself once it has been used: the burn seed after the burns, the pool seed after the reveal if anyone shared its prize. Once a seed is shown, anyone can hash it and see that it matches the fingerprint published at the announcement, so it was fixed before any roll.

If a Raid is called off

The team can call a Raid off until its Raid round begins, and if Raids are ever switched off, every Raid that hasn't begun rolling its burns is called off, and while they stay off an Out of Business round under way shuts nothing. A Raid that is called off burns nothing and shuts nothing, and if it had been announced, everyone who then owns one of that business gets an inbox notice that it is off.

100% SAFE

Store it before it works

Claim its last shift and store it before the Raid begins. Until it has worked during the Raid, you can still store it right up to the end.

FEWER RIVALS

Or farm at your own risk

Work it during the Raid for a pool fewer players may chase. Once it has worked during the Raid it faces 50% however its shift ends, unless a Raid trait lowers it.

KEEP YOUR POINTS

Claim before the end

A shift of that business claimed in the round after the Raid earns no points, and neither does one worked in that round.



WALLET · STAKING

\$PAWS

\$PAWS is the game's token, on Robinhood Chain. Most progress costs \$PAWS plus materials. Shifts cost no \$PAWS: just stamina, plus the materials a Workshop, Trading Post, Sherwood Exchange or GPU Farm uses up.

Getting \$PAWS in and out

- **Buy.** \$PAWS trades on Uniswap on Robinhood Chain against USDG, a US-dollar stablecoin. The easy way is **Buy \$PAWS** on the Wallet screen: pay with USDG or ETH, from 1 to 500 USDG's worth at a time, and it lands straight in your game balance. Before you confirm you see about how much you'll get, the least you'll get, the fee and the price impact; a buy that would move the price by 15% or more is refused. Every buy and every sell pays a 3% fee, always taken in USDG.
- **Bring funds over.** The Buy card also shows how to get USDG onto Robinhood Chain, and can bring USDC or ETH from Base, Arbitrum, Optimism or Ethereum to your wallet as USDG, with a little ETH for network fees.
- **Deposit.** On the Wallet screen, enter an amount and press **Deposit with wallet**: your wallet asks you to approve the Game Vault, then to deposit. It's credited as soon as the chain confirms it. Only deposits from the wallet you signed in with count: \$PAWS sent from any other wallet, or straight from an exchange, isn't credited.
- **Withdraw.** Only to the wallet you signed in with. The minimum is 10,000 \$PAWS. There's no daily limit and no fee (the game pays the network fee), and the full amount usually arrives within a few minutes. At most two withdrawals can be on their way at once, and \$PAWS you've just deposited can be withdrawn once the chain has finalised that deposit.
- **Network fees.** Keep a little ETH on Robinhood Chain in your sign-in wallet. It pays the network fee when you deposit, buy \$PAWS in the game, pay for a membership or for Signature Trait Packs, or collect stock prizes and Creator Rewards. Withdrawals cost you no ETH.

What things cost

ACTION	\$PAWS
Business Permit	1,500
Recruit a Cat	1,500
Cat level attempt	free to level 3, then 150–600 (better odds up to 2.5× that)
Business upgrade	750–1,800 a level
House upgrade	300–900 a level
Land	3,000 · 4,500 · 6,000 · 9,000
Repair	20–50
Quick Nap	75
Fast Track	1–1,000
Speed up	5–3,000 (a Quick Nap: up to 5)
Recycling	750
Marketplace sale	5% of the price

Every row except Quick Naps, Fast Track, speed-ups, recycling and Marketplace sales also takes materials. Every price is shown before you confirm. A membership (\$50 for 30 days) is paid in USDG, not \$PAWS.

Where spent \$PAWS goes

Most spending is split three ways: half is burned, 40% goes to the Gameplay Reward Vault, which becomes the \$PAWS prize pool of the Reward Rounds, and 10% goes to the player who referred you. Repairs burn 20%, send 70% to the vault and 10% to your referrer. Marketplace fees burn half, send 40% to the vault and 10% to the game's reserve, and pay referrers nothing. A referrer's 10% is held until the referral is approved, and goes to the game's reserve if the referral is rejected or if nobody referred you.

Burned \$PAWS is taken out of circulation for good. Every hour, on the hour, once at least 10,000 \$PAWS has built up (a skipped hour is burned with the next one), the game sends it out of the Game Vault and destroys it on the chain with the \$PAWS token's own burn, so the total supply goes down.

Speeding things up

SHIFTS

Fast Track

25%, 50% or 75% off the time a shift of 5 minutes or more has left, once per shift, at buildings that make materials. Full materials and XP; points for the real time worked.

EVERYTHING ELSE

Speed up

25%, 50% or 75% of a timer's full length off land, upgrades, permits, recruits, level-ups, recycling and repairs.

LONG TERM

Staking

Lock at least 1,000 \$PAWS for 7, 30 or 60 days for shorter construction and recruitment timers. Locks add up, to the caps below.

SPEED UP ON A TIMER OF	-25%	-50%	-75%	STAKED	7 DAYS	30 DAYS	60 DAYS
Up to 1 min	40	80	150	1,000+	-5% -2%	-8% -3%	-10% -5%
Over 1, up to 5 min	100	200	350	5,000+	-8% -3%	-12% -5%	-15% -7%
Over 5, up to 15 min	150	300	550	25,000+	-10% -4%	-18% -8%	-25% -10%
Over 15, up to 30 min	200	400	750	100,000+	-15% -5%	-25% -10%	-35% -15%
Over 30, up to 60 min	300	600	1,000				
Over 1, up to 4 hours	500	1,000	1,800				
Over 4, up to 12 hours	800	1,600	3,000				

A Speed up on these timers is priced by the timer's full length, never by the time left (unlike a shift's Fast Track), and taking a bigger cut later costs only the difference. Staking and Speed ups together take 80% off a timer at most. Staking figures are construction (land, building and House upgrades, permits and recycling), then recruitment; the caps are -35% and -15%, and a timer keeps the cut it started with. Staking doesn't shorten shifts, level-ups or repairs and pays no rewards; there's no early exit, and you get every \$PAWS back when the lock ends (press Withdraw on the Staking screen).

Playing without buying

There's no starting balance. Without \$PAWS you can still work shifts, level Cats to 3, open your free business, recruit your second Cat with your credit, file permits with tickets from jackpots, rest tired Cats for free, use up to 3 materials-only repairs in any 7 days and, when you can't pay for a repair at all, patch a broken Workshop, Quarry, Garden, starter Lumber Camp or Power Station with a free Emergency Repair. Recruiting more Cats, higher levels, upgrades, land, permits without a ticket, Quick Naps and speed-ups all take \$PAWS, and so does qualifying for the Reward Round prizes.



TOWN · MARKETPLACE

Town, trading and friends

Town is the shared square where every player walks around with their Main Cat.



Cat Trainer



Recruitment Tavern



Permit Office



Sherwood Marketplace



Rewards Vault



Leaderboard



Trait Shop

Town also has the Stakehouse (staking), the Job Board (your shifts) and the Property Portal, which takes you back to your estate. While Raids are on, Robinhood stands beside the Rewards Vault: see Robinhood Raids. While the Trait Shop is open, it is the purple-roofed cottage by the Town Square (Directory > Trait Shop): see The Trait Shop.

Getting around

- **Chat** with everyone in Town: one chat is shared by every copy of Town, and bad words are masked.
- Tap a player's Cat, or their name in the chat history or on a leaderboard, to open their card: their property, Cats and Main Cat, with **Visit property**, **Offer trade** and **Join in Town**.
- The **Directory** in the top bar lists the Town services. Pick one and your Cat walks there; the building opens when it arrives. The Jobs tab lists your shifts, and the Property tab takes you back to your estate.
- A Town holds 100 players. When it fills, another copy opens (Join in Town can squeeze a friend into a full one). Tap the online counter in the top bar to see the copies and to find a player by name, and use **Join in Town** on a player's card to go to their copy.
- Members wear a paw before their name, and a player whose Main Cat is the round's Lucky Cat wears a star. A name takes the colour of its player's Main Cat's rarity (cream for Common).

Buying and selling Cats

- **Marketplace.** List a Cat at a fixed price, from 1 to 10,000,000 \$PAWS, at the Sherwood Marketplace or from the Cat's sheet. The buyer pays the price and you receive 95%. Up to 20 listings at a time; they don't expire and you can cancel any time, except while a buyer paying in USDG holds the Cat (below). A listed Cat can't work.
- **Paying with USDG or ETH.** From 9 October 2026, while the Paws team has it switched on, you can also buy a listed Cat with USDG or ETH from your wallet, if the Protocol Reserve can cover its price. You pay the listing's \$PAWS price at the \$PAWS pool's price (or its median over the last two hours, if that is higher) plus 3%, rounded up to the cent, plus under a cent whose digits mark the payment as yours, into the Paws team wallet. The Cat is held for you for 2 minutes while you pay, and up to 2 more while a payment may still land: meanwhile nobody else can buy it and its seller can't withdraw it. Its seller gets 95% in \$PAWS from the Protocol Reserve, as in any sale. With ETH, your wallet swaps it to exactly the USDG owed in the same transaction, and any ETH the swap doesn't need comes back. A payment that arrives after the Cat has gone is sent back by hand to the wallet that paid it.

- **Direct trades.** Offer up to 5 Cats a side, with or without \$PAWS, from a player's card. No fee, offers expire after 24 hours, and you can have up to 10 open. If either side changes an offer, both confirm again. To give \$PAWS as a gift, offer \$PAWS and no Cats.
- **Bonding.** A Cat from another player needs time to settle before it can work: 15 minutes at levels 1–10, 30 minutes at 11–20, 1 hour at 21–30, 2 hours at 31–40 and 4 hours at 41–50. Then it works at full strength.
- **Only Cats move between players**, along with \$PAWS inside a trade or a sale. Materials, businesses and tickets never do.
- **Can't be sold or traded:** your Starter Cat; Cats recruited with your First Recruitment Credit or a Cat Pack ticket; a Cat that's working, has a shift waiting to be claimed, is napping, is preparing a level-up, or is already listed or in another open trade; Favourites; Cats still bonding; new recruits for their first 24 hours; and any Cat for 1 hour after it changes hands.

Friends and referrals

Share your referral link from Referrals (in the top bar, or the ... menu on a phone). When a new player joins with it:

- you earn 10% of the \$PAWS they spend in the game, except on the Marketplace;
- you get a free permit ticket for every 10,000 \$PAWS of that spending, counted over everything they've spent;
- you get 2 free permit tickets for every 30 days of membership they buy;
- and while you and at least one of the players you referred have both claimed a shift in the last 7 days, you roll permits and recruits with +5% **household luck** (your household counts your 5 most recent approved referrals).

Referrals pay only once they're approved. The game approves one automatically once your friend has finished the tutorial, has had their account for a day and has spent or staked 150 \$PAWS of their own; until then your 10% is held and no tickets are paid. From 8 October 2026, a referral is refused if you and your friend have ever signed in to the game from the same browser, even after it was approved: from then on it pays nothing, though what it already paid stays yours. A referral can only be made through your link when your friend signs up. Referrals are one level deep, nothing is paid for sign-ups alone, and the player you refer gets nothing for joining.

Leaderboards

Eleven boards. Highest Cat Level, Most Cats and Largest Property rank what players have now; Most Points This Round (every point earned in the running Reward Round) and one board for each of the seven industries count the running round's points. They refresh every 5 minutes and show the top 50. Tap a name to open that player's card.

Creator Rewards

For players who post about the game. Join from Creator Rewards in the ... menu (you must be 18 or over) and connect your X account. Then submit the link to an original post of your own on X (not a reply, repost or quote), or to a \$PAWS thesis you wrote on Fomo or pump.fun on a profile that shows your connected X account, made in the last 7 days. A reviewer gives each approved one 10, 25 or 50 points, counted in the Reward Round it's approved in, up to 2 submissions (a turned-down one still counts) and 100 points per creator each round. If one is turned down, your list shows the reviewer's reason.

Each round's creator pool is paid in SpaceX tokenized stock (SPCX), bought with 0.25% of every \$PAWS buy and sell, taken out of the prizes' share of the fee rather than charged on top. It's shared by creator points when the round closes, 85% among creators who are members and 15% among all creators, and you collect it on the Rewards screen within 7 days.

On your phone

Paws runs in any modern browser. Use **Install the app** in the ... menu (on an iPhone: Share, then Add to Home Screen) to use it like an app. Turn on notifications in Settings for finished shifts; permits and recycling ready to collect; Reward Round results, rewards to claim and your membership running out; trades and sales; withdrawals; and Robinhood Raids, while they are on. Alerts for rested Cats stay off unless you turn them on, and notifications never show amounts.



BY THE TOWN SQUARE

The Trait Shop

The Trait Shop sells Signature Trait Packs for USDG. Each pack holds one random Signature Trait, which you bind to one of your Cats for good. A Cat carries one Signature Trait at a time, on top of the traits it was born with.

The Trait Shop sells packs only while the Paws team has it switched on. Then it is the purple-roofed cottage by the Town Square: walk there in Town, or pick **Directory › Trait Shop**. It opens once you have finished the tutorial. If the team switches it off, it takes no new orders, crafts nothing and leaves Town and the Directory. Its page still lets you open your packs, bind your traits and salvage the ones you don't want (the notice that your packs arrived links to it), and bound traits keep working, in shifts and in Raids.

Buying packs

- 1** **Order.** A pack costs 5 USDG, and 10 in one order cost 45 USDG in all. Choose 1, 5 or 10 packs and press **Buy ... for ... USDG**.
 - 2** **Pay.** The order shows its exact amount: the price plus under a cent, whose last digits are that order's own (for example 5.004217 USDG for one pack). That is how the game finds your payment, so pay exactly that amount: press **Pay ... USDG from your wallet**, and your wallet sends it to the Paws team wallet (plus a small ETH network fee). Packs are paid in USDG only. Pay before the time the order shows, 30 minutes after you made it. After that the shop no longer shows the order, but a payment of its exact amount that lands later, within 7 days of the order, still counts.
 - 3** **Packs arrive** in **Packs to open** once the chain has confirmed the payment. If the game doesn't hear about your payment when you send it, its own check of the team wallet counts it anyway, even with the game closed.
- One order can wait for its payment at a time: to order again, pay it, cancel it (**Cancel this order**) or let its 30 minutes run out. A payment that still lands for a cancelled order counts all the same.
 - If 10 orders you started in the last 24 hours went unpaid (cancelled, or out of time), the shop takes no new order from you until the first of them is 24 hours old.
 - An account that is under review or on hold, so that its Reward Round shares aren't being paid, can't buy packs until that is over.

Pack rules

A pack is final once opened. Pay exactly the amount shown: a payment of any other amount isn't matched to your order, so contact support, and the staff return it by hand. The odds may change for packs bought later: a pack you have already bought keeps the odds shown when you ordered it, and a trait you already have keeps working as it does.

Opening a pack

Each pack holds exactly one random Signature Trait, rolled by the game's server when you open it and recorded before you see it, at the odds the shop showed when you ordered it: Common 52%, Uncommon 28%, Rare 12%, Epic 5.5%, Legendary 2.25% and Mythic 0.25%. A Mythic comes about once in 400 packs on average: that is an average, never a promise, and there is no pity. Within a rarity every trait is as likely as the next, except among the Mythics: the four general ones are the likeliest, One Cat Empire is half as likely and each +750% station specialist a quarter as likely.

Press **Open a pack** to open your oldest pack: the reveal shows the rarity first, then the trait and what it does, with **Keep in inventory**, **View Cats** and **Bind to a Cat**. With more than one pack waiting, **Open all** (**Open 10** when more than 10 wait) opens

up to 10 of them, the oldest first, then lists what came out, the rarest first. A trait you keep waits in **Your trait inventory**, in the Trait Shop, until you bind it, alike traits sharing one card with a count. A Legendary or Mythic pull is announced to the players in Town, with your name and the trait.

Binding a trait to a Cat

Press **Bind to a Cat** and choose any of your Cats except one listed on the Marketplace or in an open trade. A Cat at work can take one too. For a Cat with no Signature Trait, confirm with **Bind for good**.

- **For good.** A bound trait never comes off, never moves to another Cat and never returns to your inventory. If the Cat is sold or traded, its trait goes with it. A trait that isn't bound can't be sold or traded.
- **One per Cat.** Binding a trait to a Cat that already has one destroys the old one for good. The game warns you first (**REPLACE SIGNATURE TRAIT?**, with **CANCEL** or **DESTROY & REPLACE**), and asks once more if the trait it would destroy is Legendary or Mythic.
- **Releasing** a Cat destroys its Signature Trait with it, and a Cat carrying a Legendary or Mythic one asks you to type **RELEASE**.
- A Cat's Signature Trait shows on its card, in the list of workers when you start a shift and on its Marketplace listing.

Salvage and crafting

A trait you don't want can be salvaged: press **Salvage** on its card in **Your trait inventory**, or **Salvage all x...** for a card of several alike ones (**Salvage 100** when it holds more than 100). It is destroyed for good and gives you shards, shown in the Trait Shop's **Shards** panel. The shop asks you to confirm, and once more for a Legendary or Mythic. A trait bound to a Cat can never be salvaged.

Shards never buy packs: they craft one trait you choose. **Craft a trait** lists every trait you can craft, with its price. Mythics can't be crafted, as they come from packs only, and neither can a trait that packs no longer give. A crafted trait joins your trait inventory like one from a pack, to bind as usual. Crafting needs enough shards (the shop says how many it takes and how many you have) and the shop switched on.

RARITY	SHARDS FROM SALVAGE	SHARDS TO CRAFT
 Common	1	40
 Uncommon	3	80
 Rare	8	250
 Epic	20	700
 Legendary	60	2,000
 Mythic	200	packs only

What a trait does

Except for a Raid trait's burn chance (below), a trait counts from the Cat's next shift: what a shift earns is fixed when it starts, so a shift already running keeps what it started with. A trait's bonus comes on top of everything else the shift earns, and a Luck bonus or a Double harvest keeps it. Signature Traits are separate from the traits a Cat is born with: a Cat with both gets both effects.

A TRAIT CAN CHANGE	HOW
Reward Round points	The shift's industry points and Game Points alike: +250% turns 100 points into 350. Some count only at a building that suits the Cat's profession (★), on 4- and 8-hour shifts, or at one kind of business. A shift that earns no points, such as one under 10 minutes or at a business that is Out of Business, gets none from it.
Resource output	The materials the shift makes. The Trading Post, Sherwood Exchange and GPU Farm make none.
Cat XP	The XP the shift earns. A points or materials bonus leaves XP as it is.
Stamina cost	The stamina the shift costs, rounded up (at least 1).
Station wear	The wear the shift puts on its building.
Robinhood Raid burn chance	The chance a station burns when a Raid ends: see Raid traits, below.

One Cat Empire is dealt one of the seven businesses that earn a stock pool, at random, when its pack is opened: its +600% counts at that kind of business only, and its card then names it. A station specialist's +750% counts at any business of its kind.

Raid traits

Four traits lower a Robinhood Raid's burn chance, and only for a station their Cat worked during the Raid (as Robinhood Raids explains it; a shift claimed there at your own risk counts too):

- **Raid Hardened:** the station's chance becomes 80% of what it was (50% becomes 40%), whether or not the Cat is still working there when the Raid ends.
- **Raid Runner, Raid Boss and Nine Lives:** only if the Cat is still working that station when the Raid ends, the station's chance becomes 70%, 40% or 20% of what it was (50% becomes 35%, 20% or 10%). That shift has then worked into the Out of Business round, so it earns no Reward Round points, whenever you claim it.

On each station only the best single trait among the Cats that count for it applies, never several together. A Raid reads the trait each Cat carries as the Raid ends: one bound before then counts for that Raid, even during a shift already running, while one bound after the Raid ends, or destroyed before it (replaced, or its Cat released), doesn't. Until the burns are rolled, Robinhood's page and the station's panel on your plot show each station's chance as if the Raid ended now, with that trait applied, and the panel names the Cat and the trait; the result then shows the chance each station was rolled at.

Every trait and its chance

COMMON · 52% OF PACKS	WHAT IT DOES	PER PACK
Workaholic	+15% Reward Round points	10.4%
Efficient Paws	+15% resource output	10.4%
Quick Study	+20% Cat XP	10.4%
Light Eater	-15% stamina cost (rounded up)	10.4%
Careful Hands	-20% station wear	10.4%

■ UNCOMMON · 28% OF PACKS	WHAT IT DOES	PER PACK
Overachiever	+35% Reward Round points	5.6%
Specialist	+45% Reward Round points at a station that suits its profession	5.6%
Producer	+35% resource output	5.6%
Endurance	+20% Reward Round points −20% stamina cost (rounded up)	5.6%
Maintenance Pro	+25% Reward Round points −30% station wear	5.6%

■ RARE · 12% OF PACKS	WHAT IT DOES	PER PACK
Industry Specialist	+65% Reward Round points at a station that suits its profession	2.4%
Workhorse	+30% Reward Round points +50% resource output	2.4%
Precision Worker	+60% Reward Round points	2.4%
Long Hauler	+90% Reward Round points on 4-hour and 8-hour shifts	2.4%
Raid Hardened	+50% Reward Round points Robinhood Raid burn chance 20% lower at a station it worked during the Raid (50% becomes 40%)	2.4%

■ EPIC · 5.5% OF PACKS	WHAT IT DOES	PER PACK
Market Maker	+125% Reward Round points	1.1%
Industry Expert	+175% Reward Round points at a station that suits its profession	1.1%
Golden Hands	+75% Reward Round points +100% resource output	1.1%
Iron Paw	+100% Reward Round points −50% stamina cost (rounded up)	1.1%
Raid Runner	+100% Reward Round points If it is working when a Robinhood Raid ends, its station's 50% burn chance becomes 35%	1.1%

■ LEGENDARY · 2.25% OF PACKS	WHAT IT DOES	PER PACK
Pool Baron	+250% Reward Round points	0.45%
Monopoly	+300% Reward Round points at a station that suits its profession	0.45%
Industrialist	+200% Reward Round points +100% resource output	0.45%
Unstoppable	+225% Reward Round points −50% stamina cost (rounded up)	0.45%
Raid Boss	+200% Reward Round points If it is working when a Robinhood Raid ends, its station's 50% burn chance becomes 20%	0.45%

MYTHIC · 0.25% OF PACKS	WHAT IT DOES	PER PACK
Kingmaker	+400% Reward Round points	0.04%
Industry Titan	+500% Reward Round points at a station that suits its profession	0.04%
Midas Paw	+350% Reward Round points +150% resource output	0.04%
Nine Lives	+300% Reward Round points If it is working when a Robinhood Raid ends, its station's 50% burn chance becomes 10%	0.04%
One Cat Empire	+600% Reward Round points at one station type, dealt when its pack is opened	0.02%
GPU Mogul	+750% Reward Round points at GPU Farm / NVDA only	0.01%
Retail King	+750% Reward Round points at Trading Post / AMZN only	0.01%
Tech Titan	+750% Reward Round points at Mine / MSFT only	0.01%
Power Baron	+750% Reward Round points at Power Station / TSLA only	0.01%
Orchard Mogul	+750% Reward Round points at Lumber Camp / AAPL only	0.01%
Coffee Empire	+750% Reward Round points at Coffee Farm / COST only	0.01%
Search Baron	+750% Reward Round points at Sherwood Exchange / GOOGL only	0.01%

What each trait does, in the game's own words, and its chance per pack, as the Trait Shop lists them under **Show every trait and its chance**. A rarity's chance is shared among its traits: equally, except among the Mythics (above). The 37 chances add up to 100%.

FOR GOOD

Bind with care

A bound trait never comes off. Binding another to the same Cat destroys it, and so does releasing the Cat.

NEXT SHIFT

Bind, then start

A trait's bonus counts from the Cat's next shift: a shift already running keeps what it started with. Only a Raid trait's burn chance is read when the Raid ends.

NO PITY

Odds, not promises

A Mythic comes about once in 400 packs on average. Every pack is its own roll, whatever came before.



BEFORE YOU START

Tips for your first days

Match professions

A Cat at a building that suits its profession makes 25% more, and it costs nothing.

Long shifts to earn, short ones for rolls

An 8-hour shift pays 18% more materials and points per hour than a 10-minute one, and a little more XP, for a base 10 stamina an hour instead of 24. 10-minute shifts roll the jackpot far more often, once per claim. 1- and 5-minute shifts earn no points and roll no jackpot.

Stay at 10 minutes or more for points

Only those shifts earn Reward Round points, roll the jackpot and count towards the five claimed shifts you need to win prizes.

Claim before the round ends

A shift's points count in the round you claim it in, so claim everything that's finished before the countdown runs out.

Qualify for prizes early

Finish the tutorial, get a Cat to level 3 (the tutorial only asks for level 2, and level 3 costs no \$PAWS), claim five shifts of 10 minutes or more, and spend 150 \$PAWS on the game itself (a Cat bought on the Marketplace counts only its 5% fee, and \$PAWS paid in a direct trade counts nothing) or stake at least 1,000 in a lock that outlasts the next round. Deposits and a membership don't count.

Aim for the Smallholding

Own 3 Cats, reach House level 2 and pay 3,000 \$PAWS, 400 Wood, 150 Ore and 150 Food. You get a third business slot, 5 working Cats, Cats working at up to level 20, permits that can roll a Power Station and recruits that can be Rare.

Grow before you chase rare businesses

A Cottage only rolls Common businesses. The Power Station needs a Smallholding, the Mine a Homestead, the Trading Post and Sherwood Exchange a Manor, and the GPU Farm an Estate.

Expand for rarer Cats too

A Cottage recruits only Common and Uncommon Cats. A Smallholding adds the Rare, and with it the pity: every 10th recruitment from then on is Rare or better. A Homestead adds the Epic, a Manor the Legendary and an Estate the Mythic.

Check your barns before a break

A full barn holds up your claims (or, if you choose Claim anyway, loses what doesn't fit), so spend some materials before a long day away.

Lock your favourites

Favourite Cats can't be sold, traded or released by mistake.



Glossary

Shift

One Cat working one building for a set time.

Business

A building that earns industry points for one stock pool, plus Game Points. Your starter Lumber Camp is one; the rest come from permits.

Business slot

A place for one business on your plot ("Station slot" in the game). Your land sets how many you have.

Business Permit

An hour-long roll for a new business, with published odds that depend on the size of your property.

Cat Pack ticket

A free recruitment, \$PAWS and materials included. The Cat stays bound to your account.

Blueprint Fragment

Retired on 8 October 2026. The fragments players held became Business Permit tickets, one for every five.

Game Points

Earned by shifts of 10 minutes or more at any building, except one that is Out of Business after a Raid. They decide your share of the \$PAWS pool.

Members' pool

The 85% of every prize pool shared by members (\$50 for 30 days) who qualify for prizes, by their points. Every eligible player, members included, shares the other 15%. Creator Rewards split the same way among creators.

Raid Lock

A station of the raided business that has worked during the Raid can't be stored or recycled until the Raid ends.

Resolve

+2 percentage points of level-up chance after each failed try at the same level, up to +10.

Claim

Collecting a finished shift's materials, XP and points. Its points count in the Reward Round you claim it in.

Core building

The House, Quarry, Garden and Workshop. Permanent, and never use a business slot.

Building Storage

Where new and stored businesses wait until you deploy them.

Permit ticket

Pays the whole cost of a permit. Comes from jackpots, and from the spending and memberships of players you refer.

First Recruitment Credit

Pays the \$PAWS for your second Cat, which stays bound to your account.

Industry points

Earned at businesses on shifts of 10 minutes or more, except while that business is Out of Business. They decide your share of a stock pool.

Reward Round

The competition period: 12 hours from 6 October 2026 (00:00–12:00 and 12:00–24:00 UTC). Points are counted through it and the prizes shared out at its end.

Robinhood Raid

One Reward Round in which one kind of business is raided. When it ends, each of those businesses that isn't safe in storage may burn, at a chance set by what it did during the Raid. Announced when the round before it begins, or when it is booked if that is later, and always at least 6 hours ahead.

Out of Business

The round after a Raid: that business earns no Reward Round points, and its pool's prize goes in secret to another stock pool.

Bonding

The wait, from 15 minutes to 4 hours by level, before a Cat from another player can work.

Speed up

Takes up to 75% off a wait, for \$PAWS. Together with staking, a timer can be cut by 80% at most.

Main Cat

The Cat you walk around Town with.

Signature Trait

A trait from a Signature Trait Pack, or crafted with shards, which you bind to one Cat for good. A Cat carries one at a time, on top of the traits it was born with.

Shards

What an unbound Signature Trait is salvaged for: it is destroyed for good. Shards craft one trait you choose, never a Mythic, and never buy packs.

Staking

Locking \$PAWS for 7, 30 or 60 days for shorter building, permit and recruitment timers. You get it all back at the end.

Fast Track

Speed up on a running shift of 5 minutes or more at a building that makes materials, once per shift: full materials and XP, but points only for the time actually worked.

Lucky Cat

One Cat in the whole game, drawn each Reward Round from Cats that claimed a shift in the past 7 days. Shifts it starts after the draw, until the round ends, produce double.

Signature Trait Pack

Sold at the Trait Shop for 5 USDG, or 10 for 45 USDG in one order. Holds one random Signature Trait, rolled when you open it at the odds shown when you ordered it.

Trait Shop

The purple-roofed cottage by the Town Square that sells Signature Trait Packs while the Paws team has it switched on.

ABOUT THIS GUIDE

Written from the live game as it ran on 8 October 2026 (game settings version 18), the Robinhood Raids chapter from the game's default Raids settings of 7 October 2026, and the Trait Shop chapter from the shop's shipped settings of 10 October 2026: Raids run only while the Paws team has them switched on, and the Trait Shop sells packs only while it is switched on. Prices, odds and round lengths are game settings the team can change, and the game shows the current cost and odds before you confirm. The in-game Game Guide, in the ⋮ menu, reads its figures from the live game.

\$PAWS is the game's currency, not an investment. Its value can fall and you could lose what you spend. Stock prizes depend on trading fees and the \$PAWS prize on what players spend in the game; your share depends on other players' points and on the members' split. Nothing here is financial advice or a promise of returns.