

Inu Player Guide

Every building and game with links, the town quest tour, Bones, Pawmarks and how prizes work

Inu Verse: the hub town

Play **Inu Verse** in your browser, free, on desktop or phone (landscape).

Make your own Shiba, then step into a cosy pixel town that keeps going even when you're not looking. Other players walk around with you live. You can chat, emote and wave.

Making your Shiba. The create screen now matches the warm cream and orange \$KIBBLE look. Each look section folds away once you've picked or previewed a choice, and you tap its title to open it again.

Your first day: the town quest tour

A free quest tour takes you round 12 places, such as the Bank, the Kibble Mall, the Arcade, the café, your home plot and the prize-pool board. At each stop a local mascot pops up and shows you what the place is for. You earn Bones for each stop (up to 390 in total), enough to buy your first basic shop items, plus a few cosmetics: a café apron, a scout bandana and a graduate pin. Rewards are only paid once you've actually done that place's task, and the cosmetics stay in your inventory (they're never sold).

Buildings and places

- **Shiba Sips Café.** Work a busy floor shift: greet the queue, seat customers at tables, take their orders, cook at the kitchen stations, drag each dish to the right customer and collect tips in Bones. Or grab a table yourself and order off the menu.
- **Shops on Market Row.** Fashion, furniture and more. Paws & Pillows and Fetch Fashion are good places to start.
- **The Kibble Mall.** The town's flagship shopping district, with jewellers, a designer boutique and luxury stores.
- **Car dealers.** Browse the cars, then get behind the wheel and drive around town.
- **Pets.** Adopt a pet that follows you everywhere. Give it a name and give it a pat.
- **The Bank.** Check your purchase history and see the public prize-pool board.
- **The Clubhouse.** A home base for your pack that you can decorate together.
- **The farm.** Plant, tend and harvest crops, then sell your goods at the farmers market.
- **Parks and the outdoors.** Hanami Park, the pond, Biscuit Beach, and a **ferry** to Pawprint Shrine Isle.
- **Your own home.** Buy a Bone Street plot with Bones (unique ownership — one wallet per plot) and furnish it however you like. Nobody else can buy a plot you own. Inside, you walk around your home the same way you do outdoors, with a much bigger furniture list to choose from.
- **Game doors.** Walk through a door and land in the Arcade or another Inu game.
- **Pools Monument and the Weekly Boards.** On the plaza, a live plaque shows the prize pools, and a walk-up board shows this week's leaders for Meme Brawl, Street Sniffer, Kibble Chomp, the Inu Score and the town's own Bones boards, plus the Kennel Chest prize wallet.
- **The plaza.** The Kibble statue, The Daily Bone newsstand, Crier Barkley, the Kennel wall and a free hourly **Boss Raid** gate.
- **Good Boy Academy.** The town's pup school. Walk in, meet Dean Barkley, clear the Lesson of the Day for Bones, take the daily trading quiz, and check your Pup Report Card. **Open Academy.** Educational game fiction, not investment advice.
- **Game districts.** Five free game districts on the town map: a Shiba brawl arena, a survival field where pups fight FUD bots, a car soccer stadium, a parkour course and an obstacle race park, plus cabinet doors along Arcade Row.
- **Trading Post.** Swap items, outfits and furniture with other players. Both players confirm with their wallets, and no coins or Bones change hands.

- **The Launch Hall.** Where coin creators launch. See [Launch Hall](#).

Run a business (rent is paid in Bones)

Lease an empty shopfront, stock it, set your prices, decorate it and hire up to three staff. Each day you pay rent and wages **in Bones**: about 40 Bones a day on a Farm Lane lot, or 120 on a prime lot on Mall Row. You pay two days' rent up front. If you can't cover rent and wages for three days in a row, the shop closes and the lease is handed back.

Shop interiors. Every shop type (bakery, café, flower shop, boutique, pet groomer and farm stand) has its own themed counters, shelves, display cases, seating and lighting. You place, move and rotate them yourself, and the doorway is always kept clear. Visitors can step inside, and a Window Display shows your layout from the street. Fittings come in Bones sets, with a few optional pieces for \$KIBBLE, and they never change your shop's income. Rent only applies to business lots. Homes have no rent: a plot is a one-off Bones purchase. Rent never involves \$KIBBLE or real money.

Friends, love and pups

- **Friendship.** Get to know the townsfolk, from 0 to 10 hearts. Learn the gifts they love and help with their small quests.
- **Dating and weddings.** When you're close enough, ask someone out, then get married at the town chapel.
- **Couples and duo jobs.** Team up on duo shifts, and climb the Top Couples and duo boards.
- **Pups.** Two Shibas can raise pups together.
- **Your Inu Quest companion.** Bring your companion from Inu Quest, like Wren Wanderly, into town as an optional follower that other players can see. It's cosmetic only.
- **Park Matchmaker.** A board for finding a partner for duo jobs, friendship or pups. For now it shows sample pups until more real players list.
- **Good Boy Academy (pup school):** **Live** — walk into the classroom, talk to Dean Barkley, clear the Lesson of the Day for Bones, take the daily trading quiz (3-strike Sydney day cap), and see your breed pups on the Pup Report Card. Practice Launch sandbox comes next. Educational game fiction, not investment advice.

Outfits that give a little extra

Some outfits you earn by playing add a small Bones bonus on top of your normal rewards while you're wearing them. They're earned in play, not bought, and Bones still never cash out.

Town notices

The Daily Bone newsstand shows the current hub burn-to-vote poll, and the town announces "Seat open!" whenever a **Founding Five Thousand** seat frees up.

Daily login streak

Visit once a day, counted in Sydney days, to keep your streak going. Signed in with a wallet, the server keeps the count for that wallet. Without a wallet it's counted on this device and labelled device-only. Reaching 7, 30, 90 and 180 days unlocks wearable cosmetic pins. Streaks never give Bones or \$KIBBLE.

The living town: the simulation layer

The town feels alive even outside the simulation: birds scatter when you run past, cats nap on sunny shop awnings, the wind moves the trees and flags, and a baker does a morning bread round on Sydney time.

The town also has its own small world of rules, built in phases. Joining in is always optional.

Phase	What it is	Status
1	Paw Audit Bureau ("the Watchdogs")	Live
2	Pawmarks , the side currency	Live
3	Pup police and park rangers	Live
4	Courts	Live
5	Medical Corps: the Pawsley Pup Clinic	Live
6	Fire Brigade: the Emberpaw Firehouse , plus town emergencies	Live

The Paw Audit Bureau. Seven auditor pups at a violet-and-silver desk near the President's Office: a Chief Auditor, two economy auditors, two justice auditors, a systems auditor and a "red-team" pup who tries to break things on purpose. They audit everything the simulation does, keep a tamper-proof log, and publish a ranked audit report. Nobody in the sim can bribe or investigate them.

Pawmarks. The town's side currency, used for sim wages, fines and bail. It's **one-way**: Pawmarks never turn into Bones, \$KIBBLE, cosmetics or prizes, and they can't leave the game or be tied to a wallet. More in **Bones, Pawmarks and \$KIBBLE**.

Pup police and park rangers. Opt in and the patrols can cite you for jaywalking (use the zebra stripes!) or trampling the flowerbeds. Small fines are paid in Pawmarks. A detention lasts at most 60 seconds, and there's always a way out: pay bail, walk it off, opt out, or leave the scene. It never touches your Bones, your \$KIBBLE or your other games.

Courts. The Barkley Courthouse, where you can contest a citation after opting in. Verdicts are based on the evidence, never on chance, and nobody can bet on a trial. A dismissed citation gives back exactly what you paid in Pawmarks.

Medical Corps. The medics of the Pawsley Pup Clinic do their rounds around town, treating the sim's own pups. If you've opted in and switched on cartoon bumps, a stubbed paw or a tummy ache can slow you down a little, for at most 60 seconds. Walking it off, opting out or free treatment at the clinic always clears it, and any small Pawmarks co-pay is optional. You can also work medic shifts.

Fire Brigade. The Emberpaw Firehouse crew answers town emergencies. Incidents only reach you if you've opted in, and nobody pays or bets on them. You can also work firefighter shifts, which share the normal daily wage cap.

Fair play

Everything you buy with \$KIBBLE in Inu Verse is cosmetic. Cars, pets, outfits and furniture never give speed, score or prize advantages. Bones are free and never cash out.

Inu Arcade

Play Inu Arcade, free in your browser. On phones, play in landscape.

A row of original Inu cabinets. Every game is a fresh Inu twist with its own art, sound, characters and rules. **No remakes.** Most cabinets have a Classic mode and a remixed **Inu Mode**, plus a Back to Inu Verse button. Post a score while signed in and it counts toward the free prize boards.

The cabinets

Kibble Chomp (/kibble-chomp) Clear a green hedge maze of kibble while a gang of four cats, each with its own personality, hunts you. Grab a power bone and the chase flips. Inu Mode adds a bark-stun.

Street Sniffer (/street-sniffer) Sniff out kibble across a whole city block while the cat gang prowls. Dodge traffic, obey the one-way alleys, and hide in bins so the cats lose track of you. Use power-ups like the squeaky-toy lure, the fire-hydrant splash and the delivery-scooter dash.

Paw-Fu Tower (/paw-fu-tower) A Shiba martial artist in a white gi climbs four towers, five floors each. Clear each floor's quota with Paw Jabs, Hind Kicks and the Sky Wag, then face a rooftop boss: Major Whiskers, Ruglord Rollo, Duchess Coocoo and Shogun Squeaks.

Bone Digger (/bone-digger) Dig down from the backyard through four soil layers for buried bones. The deeper you go, the slower the dig and the bigger the payoff. Pop moles, snakes and beetles with your Bark Pump, and drop wobbling boulders on them for bonus points.

Pip's Big Bark (/pips-big-bark) Pip, a scrappy young Shiba in an oversized red scarf, races across six stages, from Plaza Rooftops to Syndicate Tower, to bring the scattered pack home. Bark blasts, a Bone-erang, a scarf glide, and bosses including Sir Whiskerton and the Grey Cat Boss.

Shiba Scuffle (/shiba-scuffle) A top-down three-on-three Shiba team brawl against bot packs. Win the Big Bone tug by dragging the bone home to your kennel. Pick a role (Bruno the Bruiser, Kiko the Barker, Dango the Snacker or Zip the Zoomer) and scrap across three arenas with sprinklers, a roaming rug bot and surge waves. On desktop, a friend can join on the same keyboard.

Bark Invaders (/bark-invaders) Bark a descending rug-pull fleet out of the sky before it reaches your kennel. Inu Mode adds the piercing Mega Woof and a whale boss every third wave.

Pup Crossing (/pup-crossing) Hop a pup across Kibble Highway and Bonewater Creek into the kennels, and grab biscuit bonuses on the way.

Bone Breaker (/bone-breaker) Bat a tennis ball into a wall of crates and catch bone-shaped power-ups as they fall.

In the lobby: Inu Rescue

The Arcade lobby has an **Inu Rescue** card that opens its own site: inu-rescue.vercel.app. Free caged pups from a grumpy cat across a treehouse climb, a rooftop chase, a delivery-van run and the dog park.

Want a fight? Meme Brawl

Meme Brawl is its own game, separate from the Arcade: a free meme fighting game with **ranked online 1v1**. Practise against the computer or play casual matches anytime. For prizes, **only verified ranked wins against real players count**. Both players' games must agree on the result, and wins against the computer never count. No stakes, no entry fees, no betting.

Prizes and fair play

- Scores are signed with your wallet and checked by the server for impossible results.
- All nine cabinets now count toward the combined Arcade board: each cabinet's top score in the period is worth 1,000 points, and everyone else gets their share.
- New achievement: **Hall Regular**, for playing every cabinet in the hall. (The older Arcade Rat badge for the original four cabinets stays.)
- Daily, weekly and monthly prize pools go to the top-ranked players. **Entry is always free**. No random draws.
- \$KIBBLE buys **cosmetics only**, like cabinet skins and scarf colours. It never changes gameplay or your chance of winning.

The working names Street Sniffer, Paw-Fu Tower, Bone Digger and Shiba Scuffle may change.

More Inu games

- **Inu Empires** (inu-empires.vercel.app): a classic-style strategy game. Build your Den Hall, raise Worker Pups and grow from the Puppy Age to the Shogun Age.
- **Inu Quest** (inu-quest.vercel.app): a Shiba creature-collecting adventure with gym badges and rare bosses. Press Start and play with no wallet; your game autosaves and Continue picks up where you left off. An optional paid AI Coach gives private tips (half the fee is burned, half goes to the Kennel Chest).
- **Inu Rescue** (inu-rescue.vercel.app): free caged pups from a grumpy cat across treehouses, rooftops and the dog park.
- **Ribbit Nugs** (pepeballz.vercel.app): a top-down action adventure (new name, same game and link). Restore the village pond and face Cate the Catnip Queen.
- **Meme Brawl** (meme-brawl.vercel.app): a free meme fighting game with ranked online 1v1.

How prizes work

- Post a score while signed in with your wallet. Scores are checked by the server for impossible results.
- Every cosmetic purchase includes a 1% prize share: 0.25% to the daily pool, 0.5% to the weekly pool and 0.25% to the monthly pool (Sydney time).
- At the end of each period, the top three on the combined board share the pool 50/30/20.
- **Entry is always free.** No random draws, no paid entry, no betting. Nothing you buy changes your odds.
- Full details: [Prize Rules](#).

Bones, Pawmarks and \$KIBBLE

There are three kinds of "money" in Inu. Two of them are just for fun inside the games. Only one is a real coin, and the three are kept firmly apart.

	Bones	Pawmarks	\$KIBBLE
What it is	In-game play money	The town simulation's side currency	A real meme coin on Solana (live)
How you get it	Free: earned by playing	Free: sim wages in Inu Verse (opt-in)	Bought on pump.fun with Phantom
What it's for	Plots, furniture, food, shop rent, in-game fun	Sim fines, bail and fees	Cosmetics through Kibble Pay
Cash out?	Never	Never	It's your coin, in your wallet
Turns into \$KIBBLE or prizes?	Never	Never	n/a
Affects prize odds?	No	No	No. Cosmetics never change odds

Bones

- **Free.** You start with 500 and earn more from café shifts (including tips), jobs, the farm, your shop, the town quest tour (up to 390 Bones once you've done each place's task), Good Boy Academy lessons and more. Some earned outfits add a small Bones bonus while you wear them.
- Spend them on home plots, furniture, café food, business rent and wages, and other things in town.
- **Bones can never be cashed out**, and real \$KIBBLE never comes from play.

Pawmarks

- The side currency of Inu Verse's living simulation, used for wages, fines and bail. You only use them if you opt in.
- **One-way:** no exchange, shop, trade or gift turns Pawmarks into Bones, \$KIBBLE, cosmetics or prizes.
- Never leaves the game and is never tied to a wallet. Every Pawmark is tracked in a tamper-proof log checked by the Paw Audit Bureau.

\$KIBBLE

- A live meme coin on Solana, held in your own wallet. See [\\$KIBBLE and Kibble Pay](#).
- In the games it buys **cosmetics only**. Holding it earns cosmetic **Kennel tiers**.
- Meme coins are volatile. Only spend what you can afford to lose.

Prizes

Prize pools are funded by the 1% prize share of cosmetic purchases. Prizes go to the top-ranked players for skill and rank only. **Entry is free.** Bones and Pawmarks can't buy entries, boosts or prizes.

Official \$KIBBLE contract address: [4VE9sy4fEMJdZ6i7MkYPbnqDJd2oqzJQmg44WJ3opump](#)

Risk: meme coins are volatile and can lose most or all of their value. Only spend what you can afford to lose. This isn't financial advice. \$KIBBLE buys cosmetics only. Prizes are for skill and rank, and entry is free. No gambling and no loot boxes. No Inu admin will ever ask for your recovery phrase or private keys.

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