Up to four players, one chaotic pharmacy! Take Care!!! opens its Steam store page

Put stress to work in this chaotic co-op pharmacy sim, planned for release in April 2027

Independent developer Dressing has opened the Steam store page for Take Care!!!, a pharmacy sim playable solo or in online co-op with up to four players. The game is planned for release in April 2027 and is available to wishlist now.

Inspired by the developer's work as a pharmacist, the game challenges you to run a pharmacy for 14 days. Keep up with a steady stream of patients on your own or by splitting the work with teammates.

Steam store page | store.steampowered.com/app/5398350/

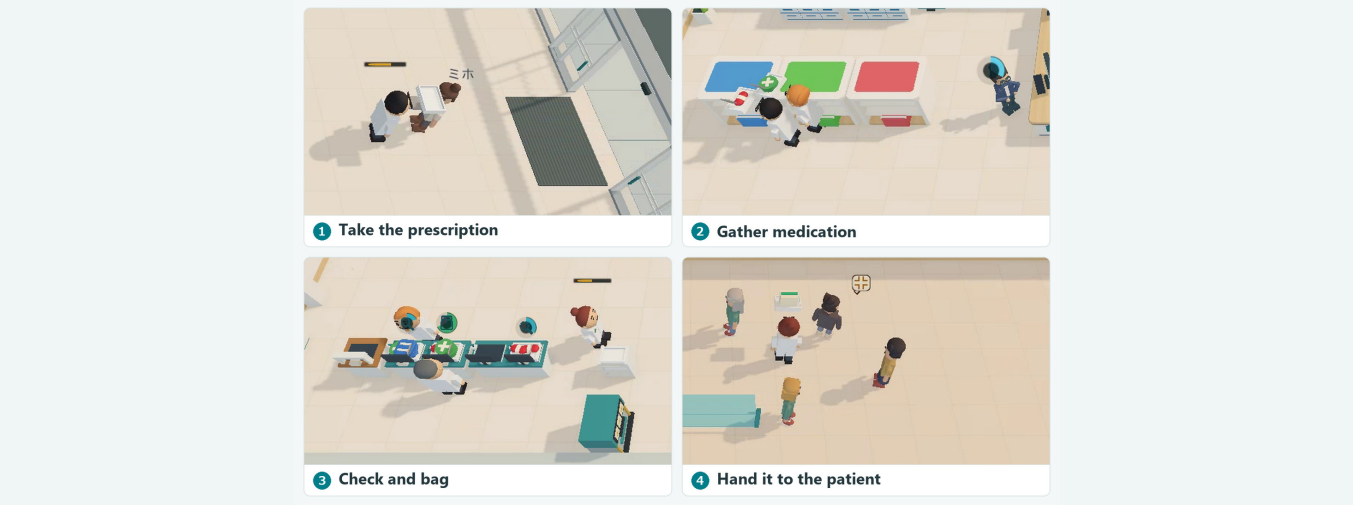


Key art for Take Care!!!

Work together and upgrade your pharmacy and your team

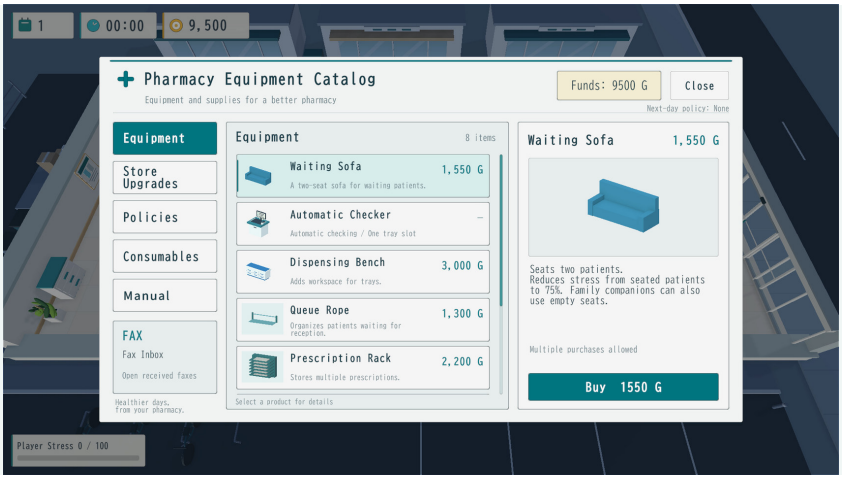
Take prescriptions, gather the right medication, check and bag it, then hand it to the patient.

In co-op, step in wherever your teammates need a hand to keep the pharmacy running.



Four steps from taking a prescription to handing the medication to the patient.

Spend the money you earn on equipment and items to upgrade the pharmacy.

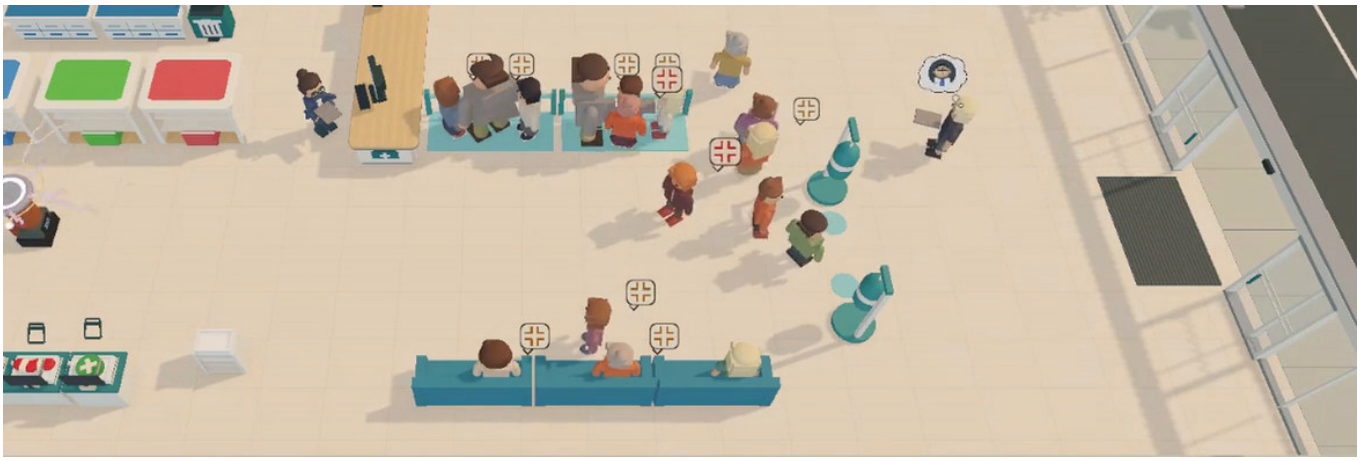


Browse the catalog for pharmacy equipment and items.

Make it through the day's shift and choose an upgrade that suits your role. You can speed up prescription entry or make it easier to identify the patient who needs the medication.

Every shift gets a little more chaotic

More patients arrive as the days go by, including giant patients and children who run around the pharmacy. You're already scrambling to take prescriptions and get the medication ready when the refund requests start coming in.



The waiting room fills up and more anger icons appear.

Put that stress to work

Patients, players, and head office each build up stress. When it gets too high, patients storm out and complain to head office, and players fly into a rage. If head office hits its limit, it's game over.

But the special equipment you receive after passing the Day 7 midterm audit lets you put that stress to work. Use patient stress to generate power and help the team work faster, or feed your own stress into a slot machine and try your luck. The reels can help or hurt depending on what comes up.



Generate power from patient stress



Use your stress to spin the reels

Generate power from patient stress, or spend your own stress on a spin.

Put that equipment to good use and pass the head office audit on Day 14 to beat the game.

When things get out of hand, bring out the bazooka!

Sometimes trouble calls for a bazooka. Take aim, fire, and send a particularly troublesome patient flying!



Take aim



Impact and explosion

A player aims the bazooka, then the shot hits and explodes.

Somehow, make it to closing time!

Game details

Title	Take Care!!!	**Planned release**	April 2027
Genre	Co-op pharmacy simulation	**Price**	To be announced
Platform	Windows PC via Steam	**Planned languages**	Japanese, English, and Simplified Chinese
Players	1–4, solo or online co-op	**Developer and publisher**	Dressing Entertainment

Press contact | takecarethegame@gmail.com