

Random Events:

Jury duty = [-10 sanity], + 100 platinum disc  
Crypto = [+ 5000 platinum disc]  
Broken-down = (Most of the time nothing, lose half of everything, or gain lots of platinum disks)

Rems Event = [puzzle, where you lose sanity, the longer it takes, the more sanity you lose: if you went to the BMV first, you would not have any issues.]

Player Class:

Stats: Sanity, Food, Money  
Gain sanity by doing leisure things.  
Gain money by being productive  
Gain food usually by spending money

Lose food by playing the game  
Lose sanity by failing at tasks  
Lose money by spending it

If you run out of sanity the game is over  
If you run out of money, you are forced to beg, where you lose sanity quickly  
If you run out of food, you must buy food from the vending machine (very expensive food)

