

Random Events:

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

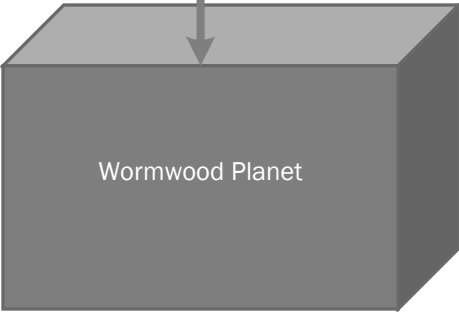
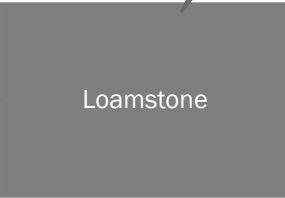
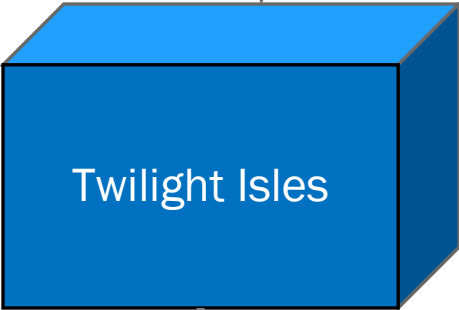
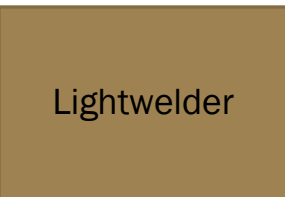
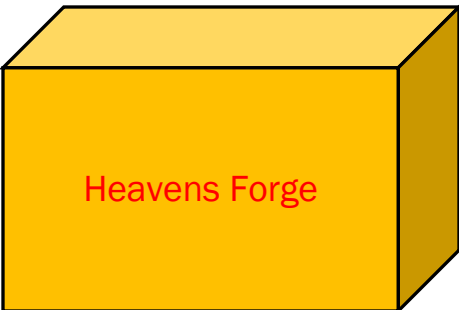
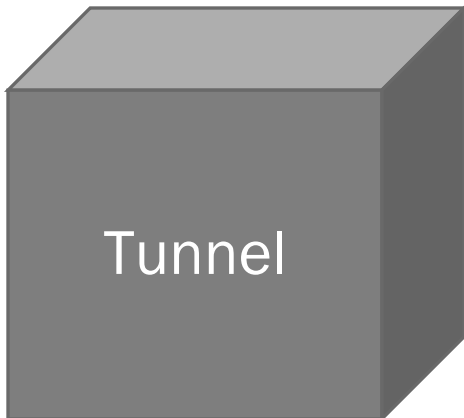
Rems Event = [puzzle, where you lose sanity, the longer it takes, the more sanity you lose: if you went to the BMV first, you would not have any issues.]

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)



Pickup Navigator here
Can only enter Loamstone
with the navigator

No Seared navigator here =
No loamstone

Can trade starpaint for
Hardlight
Hardlight will be needed to
enter into final location.

Able to trade sanity for food
here.

