

TIGER MOM

examples of play

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example 1

You decide to over-work your kid by investing more than 2 time tokens in Work

At the end of the round you must roll a die to find out if your actions are discovered by child services or not. If you roll a 1 your mischief is unveiled meaning that the earnings of your kid's hard work will be suspended and they cannot work in the next round: take a "No Work" card and place in your hand. If you roll a 2, 3, or 4 in every roll, you avoided the attention of child services and you may keep all of your kid's earnings in this round.

You must roll a die for every time token that you placed in Work exceeding the recommended limit of 2.

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example 2

In order to profit even more from one round, you decide to rob your kid of spare time by investing less than 7* time tokens in Spare time

At the end of the round you must roll a die to see if your kid will have enough energy to pull it through the next round. If you roll a 1, your kid will suffer from over exhaustion and as a result you will lose 2 time tokens already invested in one of their classes. If you roll a 2, 3, or 4, you got lucky and your kid magically pulls it through a tough day of learning and earning.

You must roll a die for every time token that you did not place in Spare Time (the recommended amount is 7*). Correlating to this, you must remove 2 time tokens for each 1 that you roll.

* if you unlocked Biology level 3 the limit is 6

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example 3

Your kid has unlocked Music level 3 and you want to make the most of their newly acquired advantage so you overwork your kid by investing more than 2 time tokens in Work

At the end of the round you must roll a die to find out if your actions are discovered by child services or not. If you roll a 1 your mischief is unveiled meaning that the earnings of your kid's hard work will be suspended and they cannot work in the next round: take a "No Work" card and place in your hand. If you roll a 2, 3, or 4, you avoided the attention of child services and you may keep all of your kid's earnings in this round. On top of this, you get 1 extra paycheck for every 2 time token invested in Work.

You must roll a die for every time token that you placed in Work exceeding the recommended limit of 2.

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example 4

You are running low on paychecks and the Work slots are full. Instead of putting your kid in extra classes, you are forced to invest more than 7* time tokens in Spare Time to make use of all your time tokens

At the end of the round you must roll a die to find out if all the extra leisure time paid off. If you roll a 4, your kid got so inspired by all the extra play time that they absorbed even more knowledge in their classes. Your kid receives 1 extra credit in one of the classes that you already invested in. If you roll a 1, 2, or 3, your investment in your kid's happiness did not bear any fruit and your kid will not earn extra credits in this round.

You must roll a die for every time token that you placed in Spare Time exceeding the recommended over the recommended limit of 7*.

* if you unlocked Biology level 3 the limit is 6