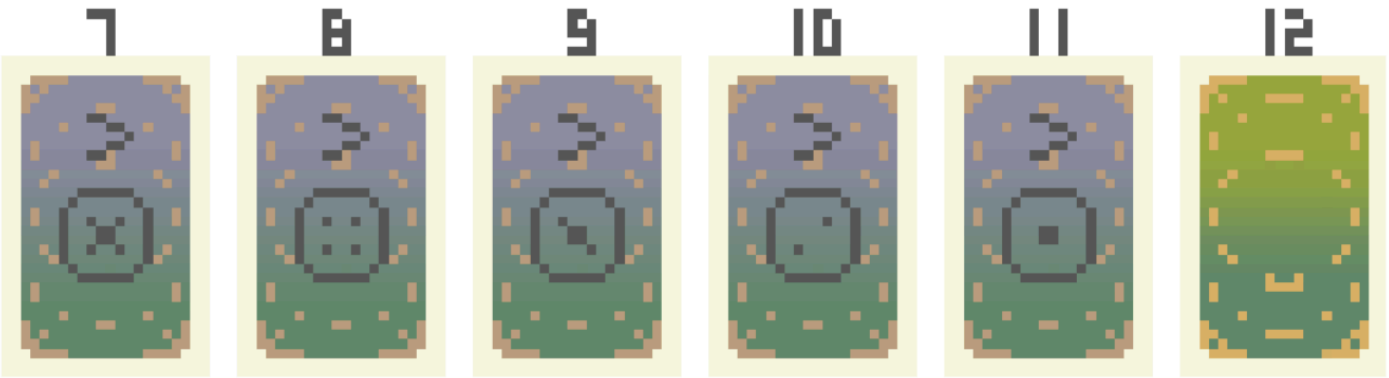


Each card and slot represent 1 hour activity.

To start, roll the number die to wake up.



From the time you wake up,
Place cards into the timeline to build out your day

When activity cards are placed into the timeline, they
take effect in mediately.

Add or subtract the resource from corresponding plate.
(Start with 3 of each)

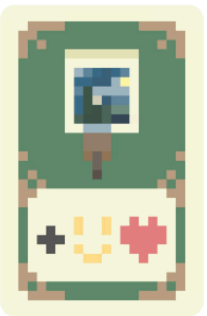
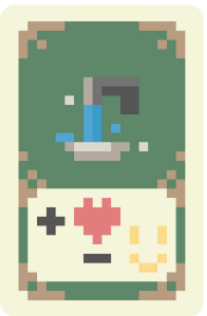
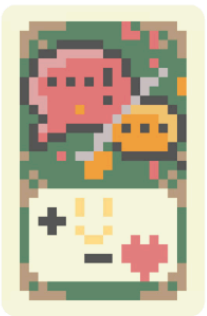
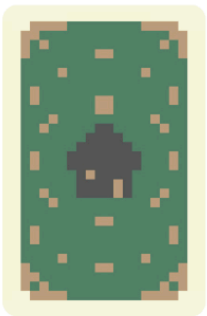
Health Happiness Money



There are 4 columns of the timeline: morning, afternoon, evening, and late night.

Also Roll the weather die when entering each column of time. (See next page for effects.)

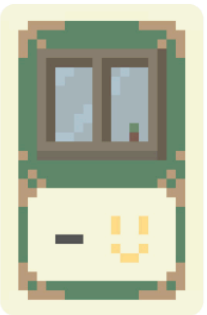
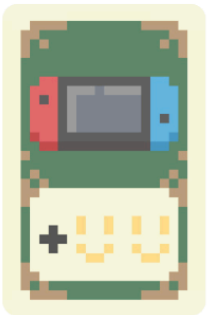
Indoor Activities



Arguing

Washing Dishes

Painting

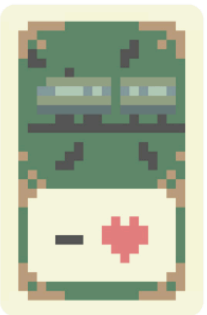
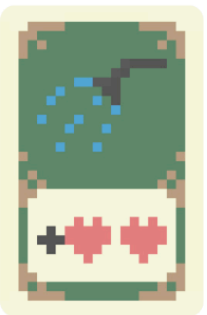
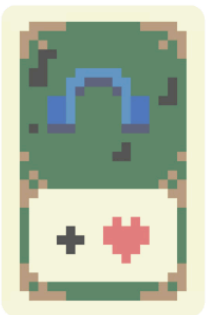
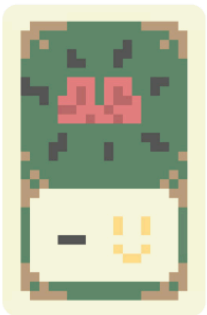


Games

Guitar

Watching TV

Staring Out
the Window



Overthinking

Listening to Music

Shower

Hearing Noise

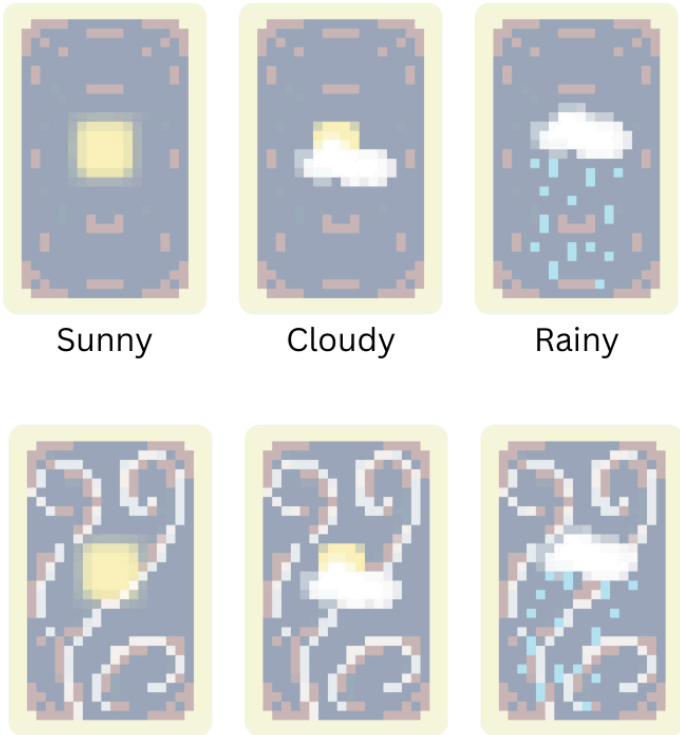
Outdoor Activities



Museum Chinatown Grocery Store Park

Before going out, check the current weather.
Apply the weather effect(only once / column) in addition to the outdoor activity effects.

Weather Cards

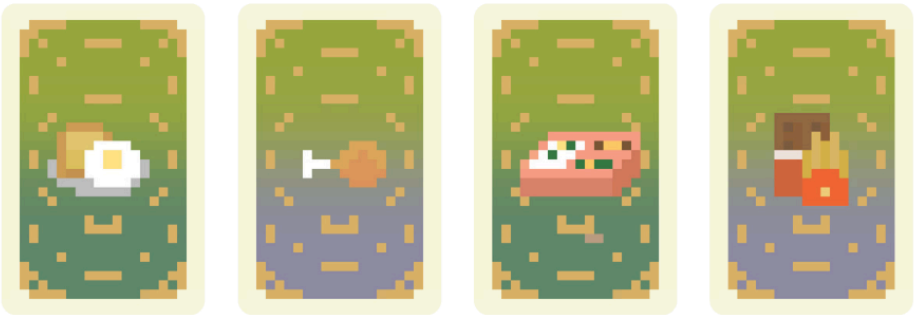


Sunny Cloudy Rainy
Sunny-Windy Cloudy-Windy Rainy-Windy

Windy Conditions: limit outdoor activities to 1 card for the column of time.
Sunny Conditions:+1 Happiness if go out
Rainy Conditions: -1 hapiness if go out

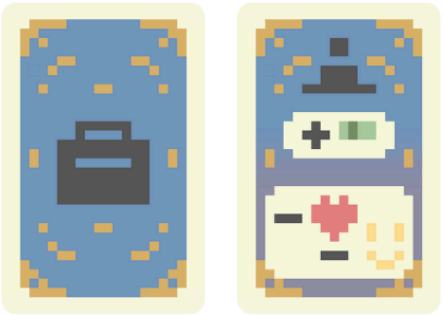
Task Activities

Aim for 3-4 meals a day.



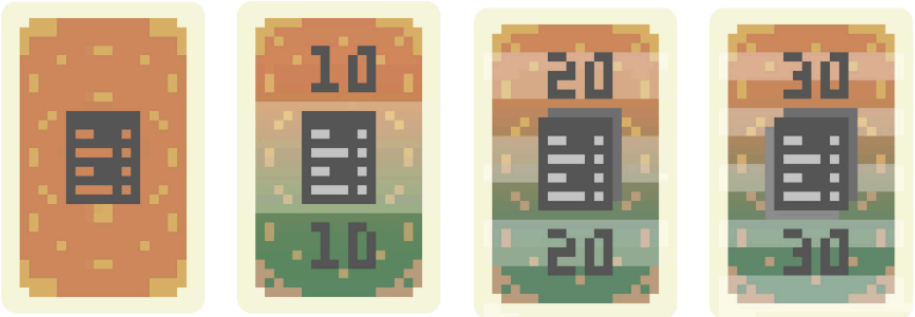
+ 1 Health for 3rd Meal,
+ 1 Happiness
for 4th Meal
Cannot Eat
consecutively.

Work to earn money

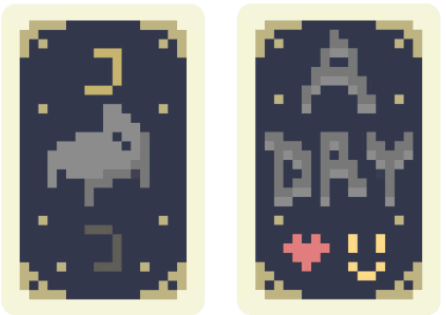


F1 students can only work 20hr /week max,
therfore 4hr/day max.

Need to have homework 100% done before sleep.



Aim to sleep before midnight



Health-1 for every hour not sleeping after midnight.
A day is considered completed after going into sleep.
You could start another day with +1 Health & Happiness.