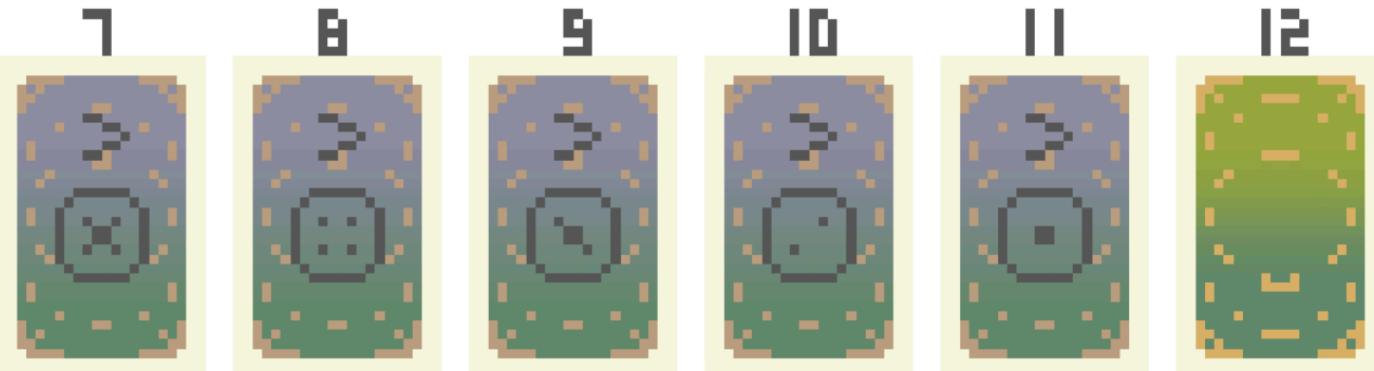


Each card and slot represent 1 hour activity.

To start, roll the number die to wake up.



Indoor Activities



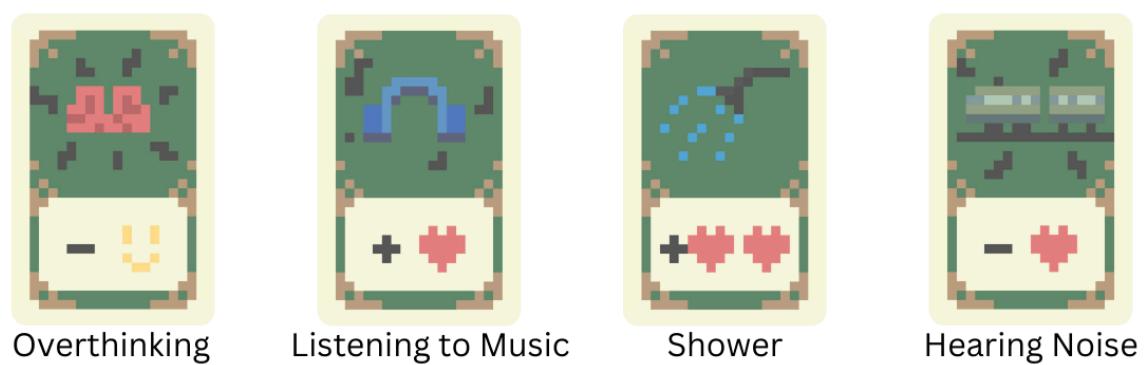
From the time you wake up,
Place cards into the timeline to build out your day

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



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.

Outdoor Activities



Before going out, check the current weather.

Apply the weather effect(only once / column) in addition to the outdoor activity effects.

Weather Cards



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

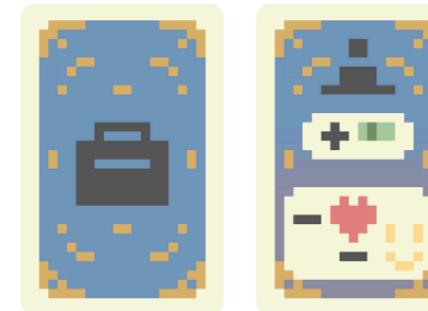
Task Activities

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, therefore 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.