

End of day screen



An example of an end of day screen at the conclusion of day 22 in version 1.1.65.



The end of day screen in early alpha.

The **end of day screen** is a visual summary of finances, certain events, and the status of the inspector's family shown after the conclusion of each day.

In the desktop version, items on the end of the day screen (from left to right) are:

1. Tokens – Seven blank circles get filled with tokens if the player achieves them.
2. Passports – Initially, only lists the Arstotzkan passports that belong to the inspector and his family. Later, Obri passports the inspector may illegally confiscate in order to flee Arstotzka (see endings 16 and 18) appear here.
3. The rectangular slots below the passports list purchased booth upgrades.

4. Day summary – The top of middle column lists a brief summary of important events and notifications. See below for a complete list.
5. Funds – The middle column is the most important part of the end of day screen. This is where different finances are allocated by ticking the checkboxes. See below for a complete list.
6. Status of the family – The right-hand side of the screen lists whether a family member is dead or alive. Alive family members may be cold, sick, and/or hungry, depending on the conditions in their apartment. See *bills* for details. The game will end if the entire family is dead.

Regular events

The middle column of the end of day screen may list the following:

Name	Description	Shown
Savings	The total amount of money the inspector had at the beginning of the day. Carries over from the previous day.	daily
Salary	The amount of money the inspector received from processing entrants according to the immigration protocol. The number of processed entrants is shown in parenthesis. Entrants processed after 6pm are unpaid.	daily
Penalties	The amount docked from salary due to citations received from processing entrants incorrectly.	after receiving at least 3 citations in one day

Bribes	The amount of money the inspector received from bribes.	varies
Rent	The mandatory daily rent payment. The amount depends on the class of the apartment.	daily
Food	The money that will be spent to feed the family. 5 credits × living family members, excluding the inspector.	daily
Heat	The money that will be spent to heat the apartment. The amount depends on the class of the apartment. Class 5 has no heating costs.	daily
Medicine	Individual option for each sick family member.	when a family member is sick
Detain bonus	Calensk pays the inspector 5 credits for every two detained entrants every two days. The bonus caps at 30 credits.	days 11, 13, and every other day starting on day 16, and on day 31
Trigger bonus	The inspector receives 10 credits if he fires a weapon during a terrorist attack. The top of the screen also lists, " <i>The day was cut short by a terrorist attack.</i> "	days of scripted attacks

Sharpshooter bonus	The inspector receives 20 credits if he eliminates all attackers during a terrorist attack. The top of the screen also lists, " <i>The day was cut short by a terrorist attack.</i> "	days of scripted attacks
Easy mode crutch	Extra 20 credits are added to available funds whenever the easy mode is enabled in settings.	whenever the easy mode is on
Upgrade booth	Purchases the upgrade listed on top of the screen for 5 credits. The checkbox is unchecked by default. The purchase is permanent and has no downsides (other than the loss of 5 credits). The messages in the desktop version are: <ul style="list-style-type: none">• <i>Booth Upgrade Available: SPACE key to toggle INSPECT mode.</i>• <i>Booth Upgrade Available: TAB key to toggle stamp bar.</i>• <i>Booth Upgrade Available: Rulebook shortcuts.</i>• <i>Booth Upgrade Available: Double-click for quick INSPECT.</i>	day 5, then three days after the previous purchase

Apartment upgrade	If certain conditions are met, the game offers an option to move to another apartment class. The checkbox is unchecked by default. Upgrading costs 100 credits. Downgrading always leads to a class 8 apartment but refunds 75 (class 7), 150 (class 6), or 225 (class 5) credits. The messages are:	day 12 at the earliest
	<ul style="list-style-type: none"> • A <i>class-7 apartment is available.</i> (<i>Rent = 30, Heat = 10</i>) • A <i>class-6 apartment is available.</i> (<i>Rent = 40, Heat = 5</i>) • A <i>class-5 apartment is available.</i> (<i>Rent = 50, Heat = 0</i>) <i>Class-5 is the best a worker can have.</i> • A <i>cheaper class 8 apartment is available</i> (<i>Rent = 25, Heat = 10</i>) 	

Escape	The option to escape to Obristan using forged passports. Costs 25 for each family member including the inspector.	From day 29
Total	Daily total of all expenses and income. If the inspector runs out of money before the next day, the game ends.	daily

Unique events

The following are scripted events that (usually) happen regardless of choices of the player.

Message	Financ es colum n	Description	Shown
<i>Applicants entering after 6PM are unpaid.</i>	-	Shown when an entrant is processed after 6pm for the first time.	If the player does not have easy Mode on.
<i>The day was cut short by a terrorist attack.</i>	-	Shown after a scripted terrorist attack, or a randomly generated smuggler was approved for entry and committed suicide bombing.	Only for random or scripted terrorist attack
<i>Manage your expenses using the checkboxes below.</i>	-	Shown in the first end of day screen.	day 1
<i>Progress is saved at the start of each day.</i>	-	Shown after day 2.	day 2
<i>The rent has gone up.</i>	Rent (-25)	The rent goes up by 5 credits.	day 4

<i>A strange man brought money. Uncheck to burn it.</i>	EZIC gift (+1 000)	<p>EZIC brings the gift regardless of what the inspector did during the day. The checkbox is checked by default.</p> <p>Accepting the gift will prevent getting ending 20 as the inspector needs to admit Stepheni Graire (and thus complete a task for EZIC) into Arstotzka on day 14 or the game will end.</p>	day 11
<i>A strange man brought money again. Uncheck to burn it.</i>	EZIC gift (+2 000)	<p>If the inspector declined the offer on day 11, EZIC will try again. The follow-up events remain the same.</p>	day 12
<i>The neighbors have reported your new wealth. The Ministry of Income has confiscated your savings pending investigation.</i>	-	<p>Occurs if the inspector accepted either gift on day 11 or 12. All savings are confiscated. To continue the game, Stepheni Graire must be admitted into Arstotzka on day 14.</p>	day 13
<i>The Ministry of Income has cleared all wrongdoing.</i>	-	<p>Appears after accepting an EZIC gift on day 11 or 12 and allowing Stepheni Graire to enter on day 14.</p>	day 15

*Your savings
will not be
returned.*

*Your son's
birthday is in
2 days.*

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Foreshadows the event
needed to get Son's
Drawing on day 18.

day 17

*A small
package
arrived.*

EZIC
gift
(+20)

Occurs on three
occasions when an
EZIC task has been
completed that day:
when Marie Escalli is
allowed to enter on day
17, when Khaled Istom
is poisoned on day 20,
or when an EZIC agent
manages to spoil the
negotiations between
Arstotzka and Kolechia
on day 27.

days 17, 20,
27

*Your son's
birthday is
tomorrow. He
wants an
expensive
crayon set.*

Son's
gift
(-25)

If checked, Son's
drawing can be found
in the booth on day 20.
The checkbox is
unchecked by default.

day 18

*Your son has
drawn a
picture for
you to take to
work.*

-

Son's drawing can be
found in the booth the
next day.

day 19

<i>A fine has been assessed for unofficial wall hangings.</i>	Hangings fine (-20)	Only occurs if the M.O.A. supervisor finds unauthorized items hanging on the wall during his inspection.	days 20 and 30
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<i>The day was cut short by a security incident.</i>	If Khaled Istom was Poison ed: EZIC Gift (+20) If someo ne else was poison ed: -	Only occurs if Khaled Istom or someone else is poisoned on day 20.	day 20
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<i>Your sister has been arrested. Her young daughter needs a home.</i>	Adopt niece (-40)	The checkbox is unchecked by default. Unless escaping to Obristan and unless the niece gets sick, adopting will eventually lead to monetary gain.	day 21
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<i>Your niece has brought</i>	Sister's savings (+100)	Only occurs if the niece was adopted on day	day 22
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her mother's savings.

21. The gift cannot be declined.

Your niece has disappeared.

- Only occurs if the niece was not adopted on day 21. day 22

You sold the digital watch on your way home.

Watch profit (+10) Only occurs if Danic Lorun was detained on day 22. day 22

A young woman dropped off something.

Elisa's gift (+100) Occurs if Elisa Katsenja was admitted into Arstotzka on day 26 and Sergiu survived the attack at the end of the same day. day 27

The Ministry of Information has confiscated your family's passports.

- The Arstotzkan passports of the family members no longer appear in the end of day screen due to tensions growing in Arstotzka. day 28

Your wife found an old family picture.

- The family photo can be found in the booth on day 30. Only occurs if the inspector's wife is alive at the end of day 29. day 29

You can now escape to Obristan by yourself / with [one – four] family members / with everyone.

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Shown if the inspector has enough money and confiscated Obri passports to trigger ending 16 or 18.
days 29–31

You have rushed home amid the panic at work to check on your family. Your information audit is scheduled for tomorrow morning.

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Only occurs if the game did not end during the final EZIC
