

Contents

0.1	Existing	2
0.1.1	Constant motion of items prevents invisible space consumption	2
0.1.2	Home is not a warehouse or museum	2
0.1.3	Reclaiming space realizes a financial loss	2
0.1.4	Wastefulness is a natural part of cleanliness	2
0.1.5	Last usage of a belonging correlates with importance	2
0.1.6	Regret dwindles over time	2
0.1.7	Every belonging becomes unused eventually	2
0.1.8	Fixed capacities necessitate more aggressive pruning	2
0.1.9	Belongings get kept for grand projects	2
0.1.10	Putting items back is more burdensome than retrieving stored items	2
0.1.11	Complementary belongings get obsoleted simultaneously	2
0.1.12	Granularity of grouping is iterative	2
0.2	Purchasing	2
0.2.1	Space is not sectionte	2
0.2.2	Some Products have sectionte lifespan	2
0.2.3	Belongings trickle in, and are offloaded in bulk	3
0.2.4	Merchants make acquisition more exciting than offloading	3
0.2.5	Cheap acquisitions are expensive to offload	3
0.2.6	Locating a belonging is more challenging than repurchasing	3
0.2.7	Re-creation is easier than retrieval	3
0.2.8	Affordability bypasses necessity	3
0.2.9	good products too are only used periodically	3

0.1 Existing

0.1.1 Constant motion of items prevents invisible space consumption

0.1.2 Home is not a warehouse or museum

neither is a hotel it's not a landfill

- 0.1.3 Reclaiming space realizes a financial loss
- 0.1.4 Wastefulness is a natural part of cleanliness
- 0.1.5 Last usage of a belonging correlates with importance
- 0.1.6 Regret dwindles over time
- 0.1.7 Every belonging becomes unused eventually
- 0.1.8 Fixed capacities necessitate more aggressive pruning
- 0.1.9 Belongings get kept for grand projects
- 0.1.10 Putting items back is more burdensome than retrieving stored items
- 0.1.11 Complementary belongings get obsoleted simultaneously
- 0.1.12 Granularity of grouping is iterative

0.2 Purchasing

- 0.2.1 Space is not sectionte
- 0.2.2 Some Products have sectionte lifespan

Pay more so you aren't stuck with bad ones the rest of your life

- 0.2.3 Belongings trickle in, and are offloaded in bulk
- 0.2.4 Merchants make acquisition more exciting than offloading
- 0.2.5 Cheap acquisitions are expensive to offload
- 0.2.6 Locating a belonging is more challenging than re-purchasing
- 0.2.7 Re-creation is easier than retrieval
- 0.2.8 Affordability bypasses necessity
- 0.2.9 good products too are only used periodically