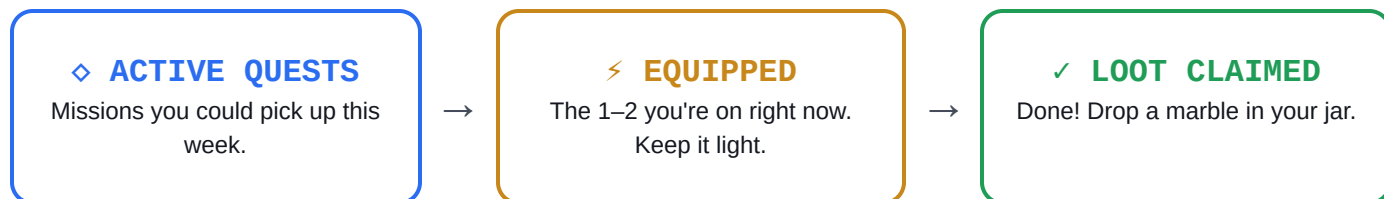


WELCOME TO CLANSTACK

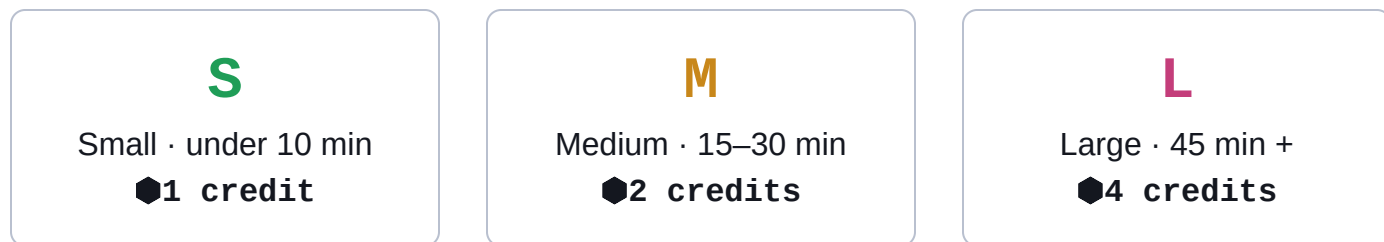
This isn't a chore chart. It's a game running in the house. You pick your own missions, on your own time, and every one you finish drops  **credits** into your bank — which you spend on real freedom. Best part: **nobody nags you**. The board keeps score.

1 · The board has three lanes

Your quest cards move left → right. That's the whole game.



2 · Bigger quests = more credits



On Sunday you **pull** your own mix for the week — roughly 4 smalls, 2 mediums and a large (about  **12 credits** if you clear them all). Hate one big job? Do a pile of small ones instead. Your call.

3 · Grown-ups are on the board too

Everyone gets a colour — you, your sibling, and the parents. Their cards sit right next to yours, so you can see exactly who's doing what. It's a team, not a to-do list aimed at you.

THE RULES THAT PROTECT YOU

The week is locked

Once we plan on Sunday, no surprise chores get added until next week. What you signed up for is all there is.

Definition of Done

Every big quest has a short checklist on the card. Tick the list and you're **officially done** — nobody can say “actually, also...”. The goalposts can't move.

Respawn Token

You get one every week. Brutal day, big exam, late practice? Play it to skip or swap a quest — no argument, no guilt.

Spend your credits at the Trading Post

Credits don't buy junk — they buy **freedom, time and experiences**: screen-time extensions, control of the car playlist, corner-store runs, a projector in your room, a week where nobody comments on your room. We'll write the full list together and you get to invent your own loot.

Sunday = snacks + a say

Each week ends with a chill catch-up over pancakes/milkshakes. We celebrate what got smashed, and **you get to change the rules that annoyed you**. You're a co-designer, not a worker.

How we start

- ▶ Pick your sticky-note colour.
- ▶ Help build the Trading Post list — what do you actually want to buy?
- ▶ Sunday: pull your quests for the week and we lock it in.
- ▶ Then it's on you — do them whenever, claim your loot, spend your credits.

GM note: read this together on Night 1, then leave it near the board. Pair with the printable template pack to build the board itself.