

CLANSTACK HQ

Everything you need to build the board on a home whiteboard. Print this pack, cut on the dashed lines, and stick it up. Designed for a ~600×900 mm board; prints on A4 or Letter.

WHAT'S IN THIS PACK

◆ **Sheet 2** — Board title banner + the three column headers.

◆ **Sheet 3** — Blank quest cards (6 per page — reprint as needed).

◆ **Sheet 4** — Daily rotation cards, Respawn tokens, crew colour key.

◆ **Sheet 5** — The Trading Post — blank merchant list to fill in together.

◆ **Sheet 6** — Reference poster: sizes, capacity & the house rules.

Pair it with the **Player Field Guide** (separate printout) for Night 1.

HOW TO ASSEMBLE (10 MINUTES)

- 1 Print the pack. For the banner + headers (Sheet 2) and reference poster (Sheet 6), thicker paper looks great but plain paper is fine.
- 2 Cut out the **title banner** and three **column headers**. Stick the banner across the top of the whiteboard, then the three headers in a row underneath.
- 3 Draw two vertical divider lines between the headers with a whiteboard marker, splitting the board into three lanes.
- 4 Give each person a **sticky-note colour** (or colour the strip on the printed quest cards). Fill in the **colour key** and stick it in a corner.
- 5 Write real household tasks onto quest cards — set a **size** (S/M/L) and a quick **Definition of Done** on each. Park them all in **Active Quests**.
- 6 Fill in the **Trading Post** list together (what credits can buy). Set out one clear jar per person + a bag of marbles. You're live.

CLANSTACK HQ

FAMILY OPERATING SYSTEM

◇ ACTIVE QUESTS

TO DO · the week's available missions

⚡ EQUIPPED

DOING · max 2 cards per person

✓ LOOT CLAIMED

DONE · drop the marble, bank the credits

✂ cut along the dashed lines · stick the banner across the top, headers in a row beneath

QUEST CARDS – print as many copies as you need

PLAYER COLOUR

QUEST

SIZE: S M L

DEFINITION OF DONE

PLAYER COLOUR

QUEST

SIZE: S M L

DEFINITION OF DONE

PLAYER COLOUR

QUEST

SIZE: S M L

DEFINITION OF DONE

PLAYER COLOUR

QUEST

SIZE: S M L

DEFINITION OF DONE

PLAYER COLOUR

QUEST

SIZE: S M L

DEFINITION OF DONE

PLAYER COLOUR

QUEST

SIZE: S M L

DEFINITION OF DONE

✂ cut along the dashed lines · write the task on the top line · circle a size · fill the Definition of Done

ROTATION CARDS · RESPAWN TOKENS · COLOUR KEY

**DAILY ROTATION**
e.g. dishwasher / dinner cleanup

M☐

T☐

W☐

T☐

F☐

S☐

S☐

**DAILY ROTATION**
owner: _____

M☐

T☐

W☐

T☐

F☐

S☐

S☐



RESPAWN TOKEN
Defer or swap one quest.
No questions asked. 1 / week.



RESPAWN TOKEN
Defer or swap one quest.
No questions asked. 1 / week.



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Defer or swap one quest.
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CREW COLOUR KEY		
ROLE	NAME	COLOUR
Player One		
Player Two		
Game Master		
Game Master		

✂ cut along the dashed lines · cut the tokens out · each player gets one Respawn per week



THE TRADING POST – MERCHANT LIST

Fill this in together. Credits buy freedom, time and experiences — not stuff. Sizes: 1=Small · 2=Medium · 4=Large. A perfect week ≈ 12.

LOOT / BUFF	ITEM EFFECT	COOLDOWN	COST ()
<i>Server Extension</i> <i>(example)</i>	<i>+30 min weeknight screen time</i>	<i>2× / week</i>	2

× cut along the dashed lines · Prices are “Game Balance Beta” – adjust them together at the weekly retro.

HOUSE RULES & QUICK REFERENCE

QUEST SIZES → CREDITS

S

under 10 min

●1 credit

M

15–30 min

●2 credits

L

45 min +

●4 credits

Suggested weekly capacity per player $\approx 4 \times S + 2 \times M + 1 \times L = \text{●}12$. Pick your own mix.

THE RULES

- 01 The sprint is locked.** Once Sunday planning is done, no new chores get added until next week.
- 02 Definition of Done.** Hit the checklist on the card = officially done. The goalposts can't move.
- 03 Respawn token.** One per player per week — defer or swap a quest, no argument.
- 04 No rescuing.** A card that isn't done stays put; the privilege tied to it just waits.
- 05 Finish early = free time.** High velocity is rewarded with free days, never more chores.

THE WEEKLY RHYTHM

- SUN Sprint Planning (15 min)** — pull your quests, hand out Respawn tokens, lock the week.
- DAY Standup (2 min)** — “What's on your card? Any blockers?”
- SUN Retro (with snacks)** — celebrate wins, carry over what's unfinished, tweak the rules.