



MEDIOCRE
+1 → POOR ~~BAD~~
AWFUL ← BAD
ABYSMAL

i { manual, orphanmaster, catalogue, guard order form, dinner bell } (Heavy: 50 coins)

x children (stats are discipline, vigor, appearance, morale)

x children (subset in " ", " looks, morale)

- discipline should be highest priority

- vigor (good for labor BUT also good for escape)

- looks (SCRUB then; best looks get adopted, but don't count on it)

talk to kit (no, try DISCIPLINE x, SCRUB x, ASSIGN x to work)

Sham's best (now has looks in poor). Scout Gavin (no, can't scrub everyone!)

x jury (may put actions in kid's hands)

x orphanmaster { ASSIGN_TO - / UNASSIGN - / BUY x FROM y / CONSULT x ABOUT y /
DISCIPLINE x / DISMISS task / SELL x / SCORE x / RECAP x /
(Room name) / SCRUB x }

Steel FAIRY (350 coins)

x catalogue (misc items) - 400c / BOX - 300c / TREADMILL - 450c / BATH - 350c /
CONSETS - 450c / LITHIUM WATER - 700c / BARRED WINDOWS - 350c /
PULCHRITUDE PILLS - 150c / HERRING OIL - 100c / AARGIS CONCENTRATE - 150c /
HARVEST OF SIN - 700c

CONSULT catalogue ABOUT BOX - discipline item, fits any child.

x FORM (guard in grade 1 to 5, 5 is cheapest; current order in Grade 3, costs 6 coins a day)

TREADMILL is for older children

BUY BATH - ASSIGN SHAM to BATH, ASSIGN GAVIN to BATH, ASSIGN KIT to BATH