

Buildings

An overview over all currently unlockable Building in the game.cpp This includes: * A description of the Building * Instructions on how to find the rule to unlock it as an option in the journal

- [Cafeteria](#)

Cafeteria

h{pt ![Cafeteria Thumbnail](https://suitpub.alwaysdata.net/attachments/66) c!pp}



Description

The cafeteria is a place where students can come together to spend their free-time and to eat together.

Here the students will receive free lunch. This helps the students to save money and to have a healthy meal every day.

How to find:

1. Go to Kiosk
2. Select 'Get a Snack'
3. Play Event 'Expensive Bento'
4. 'Leave alone'
5. 25% Chance of the Clerk being kind-hearted and giving her the bento on the house
6. Headmaster then thinks of opening the cafeteria
7. Building can now be set to vote in the journal