

Rules

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

- [School Jobs](#)
- [Students Relations](#)

School Jobs

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Description

The students get an opportunity to work or help out in certain facilities of the school. This not only helps the facilities to run more smoothly, but also gives the students a chance to learn new skills and to earn some money.

How to find:

1. Go to Cafeteria
2. Select 'Order Food'
3. Repeat Event 'A lot to do'
4. Event changes after 3rd time with the overwhelmed variant
5. Headmaster then help Adelaide and proposes allowing students to work at the school
6. Adelaide supports that idea.
7. Rule can now be set for vote in the journal

Students Relations

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Description

Allows for students to have a relationship between each other and to openly show it.

How to find:

1. Go to Office Building
2. Select 'Look around'
3. Play Event 'Two students waiting'
4. 'Ask why they are here'
5. 'Take care of it for them'
6. Headmaster then decides to remove the prohibition of student relations
7. Rule can now be set to vote in the journal