Sirens on SEED

ONE TRADE EACH. TRADE FOR THE REST.

Make a Schedule Block

GIVE YOUR SEEDLING A TIME AND A PLACE TO BE, EVERY DAY

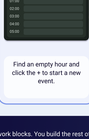
Set it once. Your Seedling keeps running it while you are offline.

1 Open the Scheduler



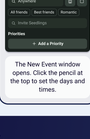
Click the Scheduler icon in the bar on the left of your screen.

2 Pick an Empty Slot



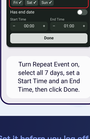
Find an empty hour and click the + to start a new event.

3 Open the Event Settings



The New Event window opens. Click the pencil at the top to set the days and times.

4 Set the Days and Time



Turn Repeat Event on, select all 7 days, set a Start Time and an End Time, then click Done.

Reminders

Your employer sets your work blocks. You build the rest of the day.
With no job, there are no work blocks, so the whole day is yours to plan.

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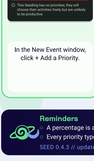
Set it before you log off.

Choose a Location

TELL YOUR SEEDLING WHERE TO GO FOR THIS BLOCK

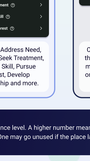
The place decides what your Seedling can do there. A clinic can treat, a home can rest.

1 Click the Building Icon



In the New Event window, click the building icon beside the location box.

2 Find Your Place



Browse Service Locations, Residences or Structures, or search, then tap the place you want.

3 Place Selected



The place now shows in your event. To change it, click the X and pick another.

Reminders

A clinic only treats patients when it is listed under Service Locations.

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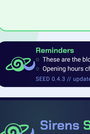
Right place, right hour.

Add Your Priorities

TELL YOUR SEEDLING WHAT TO DO ONCE IT GETS THERE

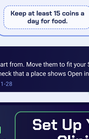
No priorities means no direction. The game warns a Seedling left to choose freely, is unlikely to be productive.

1 Click Add a Priority



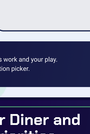
In the New Event window, click + Add a Priority.

2 Choose a Priority Type



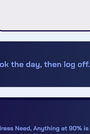
Pick from Address Need, Consume, Seek Treatment, Practice Skill, Pursue Interest, Develop Relationship and more.

3 Set the Need and Trigger



Choose the need and set the trigger. Bladder at 90% means your Seedling acts once Bladder drops below 90%.

4 Put Them in Order



Your Seedling tries them top to bottom and skips any it can't do there. Drag the six dots to reorder.

Reminders

A percentage is a trigger, not an importance level. A higher number means your Seedling acts sooner.
Every priority type is always on the list. One may go unused if the place lacks what it needs.

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Top of the list goes first.

Before You Log Off

CHECK THESE AND YOUR SEEDLING GETS THROUGH A WHOLE DAY WITHOUT YOU

A collapsed Seedling dies after 24 real hours without a revive. A daily check from the phone app covers it.

Schedule

EVERY HOUR FILLED

- Every hour of the day has a block.
- Each block has a place and ranked priorities.

An empty hour is an hour your Seedling picks for itself.

Daily Balance

SET IT

- The Daily Balance is the money your Seedling can spend on its own.
- Left unset, your Seedling may miss needs or run through its money fast.

Needs

FOOD, WATER, REST

- It can reach food and water.
- It has somewhere to rest.
- It can reach medical care.

Work and Home

SHIFTS AND UPKEEP

- It can make it to its work shifts.
- It has time at home for its needs and furniture.

Reminders

The world keeps running while you are away. You only need the client open to change things.
Check the schedule several times a day at first. Seedlings in Sirens have drifted off task and stalled on full storage overnight.

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Check in once a day.

Your Daily Essentials

THE BLOCKS EVERY SIRENS SEEDLING NEEDS, EVERY DAY

Clinic in the morning. Diner in the afternoon.

You can make a block, pick a place and rank priorities. These are the blocks to build first.

The Clinic

EVERY DAY

- Open 06:00 to 12:00. The whole block has to fit inside.
- Seek Treatment goes first.
- One treatment took 46 to 58 minutes. Members book 1 to 3 hours.

Every Seedling needs a clinic block, every day.

The Diner

EVERY DAY

- Open 12:00 to 18:00.
- Lunch rush, 12:00 to 14:00. Double staff, and the food is made fresh beforehand.
- Evening flex, 14:00 to 18:00. Service is slower.
- Take-away only. Kai recommends Address Need with no location, 10:00 to 14:00.

Keep at least 15 coins a day for food.

Home

EVERY NIGHT

- Sleep and bedroom needs. Members give Deep Sleep 3 to 5 hours.
- Time to repair and clean furniture.
- The Govt Bunk Tower is the public place to sleep, with beds and showers.

Work

3-HOUR SHIFTS

- Sirens public jobs run in 3-hour shifts.
- A job's shifts override your own schedule.
- With no job, that time is yours to schedule.

Reminders

These are the blocks to start from. Move them to fit your Seedling's work and your play.
Opening hours change. Check that a place shows Open in the location picker.

SEED 0.4.3 // updated 2026-11-28

Book the day, then log off.

Set Up Your Diner and Clinic Priorities

WHAT YOUR SEEDLING DOES ONCE IT GETS THERE

Address Need, Anything at 90% is the one figure Sirens uses.

You have the blocks. Now give each one the priorities your Seedling should work through while it is there.

The Diner

10:00 TO 14:00

One Address Need block a day, with no location. The diner is take-away, open 12:00 to 18:00.

Recommended priority

Address Need	Anything, 90%

On the menu, Nov 26

Bread	20
Roasted Tomato, Pumpkin or Corn	15
Water	None
Entry fee	None

A cooked meal restores 100% food. A raw crop restores only 20%.

The Clinic

INSIDE 08:00 TO 12:00

One block a day, finished by 12:00. Members book 1 to 3 hours.

Recommended priorities

1. Seek Treatment — Anything
2. Address Need — Anything, 90%

Also at the clinic

Murky and clean water

Practice First Aid, Fire Suppression and Fire Safety

Seek Treatment always goes first. Your Seedling works top to bottom, so it gets treated before it does anything else.

One treatment took 46 to 58 minutes. Leave room past 1 hour.

Reminders

A percentage is a trigger. At 90%, your Seedling acts once a need drops below 90%.

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Treated by noon, fed by evening.

Set Your Outbox Limits

SELL THOUSANDS WITHOUT CLOGGING YOUR OUTBOX, FROM SCUBA

From Scuba, in #gaming-seed on Nov 28. Thanks, Scuba.

The market listing and the outbox are two different limits. Scuba runs 8 items through one outbox this way.

Listing and Outbox

TWO LIMITS

- The listing is how much you sell. It can be 999 or more.
- Sold goods go to the outbox before they leave.
- The outbox only sets how much moves per delivery.

What sits in the outbox never changes the sale on the market.

Cap Each Item

NAILS AT 200

- Give every item its own outbox limit.
- Someone buys 1,000 nails against a 200 cap. The whole order still fills, pulling from storage.
- Only 200 sit in the outbox, so other items still have room.

A clogged outbox holds up everything else on it.

Size Caps by Weight

HEAVY MEANS SMALL

- Add up the weight of everything that shares the outbox.
- Give heavy items small caps.
- Scuba listed 3,000 mortar, and only about 1,000 to 2,000 fit in the outbox.

Heavy and light items can share one outbox when each has a limit.

Its Own Outbox

NON-STOP DEMAND

- An item that always sells, like lumber, keeps its outbox full.
- A full outbox can't move anything else.
- Give that item its own outbox, or its own building.

Kai split the government clothing workshop from carpentry for this.

Reminders

Keep the listing large and manage the outbox limits instead.
Storage refills the outbox as orders ship, so a big order still completes.

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Cap the outbox, not the listing.