

WEEK ZERO CODEBOOK

Keep this page open

Recon - the 2 minute Truth Check: open balances + recent spending, keep your judgment clear.

Leak - unplanned or reactive spending that was assigned in advance.

Leak Cap - your weekly limit for drift spending.

WALL - your starter buffer, your first DEFENSE against panic and small shocks.

Bills Buffer - money set aside so bills do not ambush you.

Protect / DEFENSE - the stability side of the system; WALL, Bills Buffer, Essentials Reserve.

Build / OFFENSE - moves that increase future options; attack payments, ownership, skills.

War Room - your review meeting; weekly 10 minutes, monthly 15-30 minutes.

AAR - After-Action Review: what went right, what went wrong, what changes next.

Supply Lines - Income sources and money in transit

Ambush expense - A surprise cost that hits without warning

Rule of Engagement - Your spending priorities and limits

Hostages - Obligations that keep your money stuck

Rule: If you're unsure where something goes, call it a LEAK until you decide properly