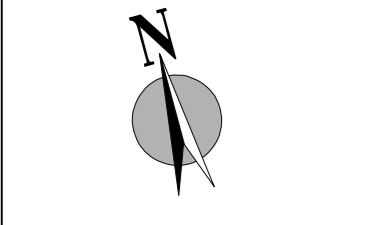
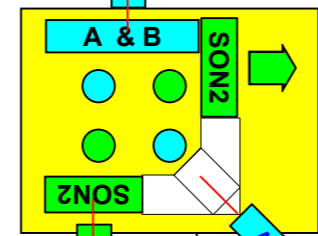


**"Plug-n-Play"**  
Best directions for  
PER A **1, 3**  
PER B **1, 3**  
SON2 **4, 2**



**North Bedroom 2**  
**For SON1 & or SON2 refer to their colour chart**  
Best Elements:  
1. Water (Blue, black or grey)  
2. Metal (White or light pastel colours)  
3. Wood (Wood or brown)  
**Avoid: 1. Earth (Bright Yellow) 2. Wood (BRIGHT GREEN colour)**

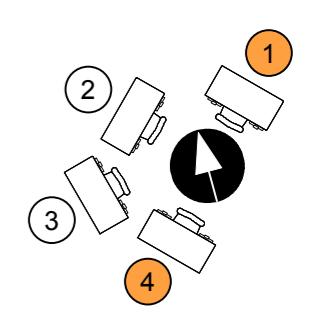
PER A - Prosperity  
PER B - Prosperity  
SON1 - Spook  
SON2 - Health



Use metal to control and reduce double inauspicious #5 with #9!  
If possible, another bedroom is better than this bedroom!

PER A - Death  
PER B - Death  
SON1 - Excellent  
SON2 - Irritation

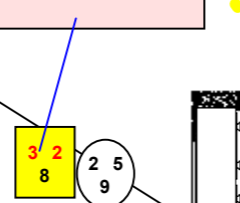
**NE Bedroom 3**  
**For SON1 & or SON2 refer to their colour chart**  
1. Water (Blue, black or grey)  
2. Metal (White or light pastel colours)  
3. Wood (Wood or brown)  
**Avoid: 1. Earth (Yellow) 2. Fire (Red) if not can fall sick**



**NW Master Bedroom**  
Best Elements:  
1. Wood (Wood or wood tone or brown)  
2. Metal (White or light pastel colours)  
3. Water (Blue, black or grey)  
**Avoid: 1. Earth (Bright Yellow) 2. Wood (BRIGHT GREEN colour)**

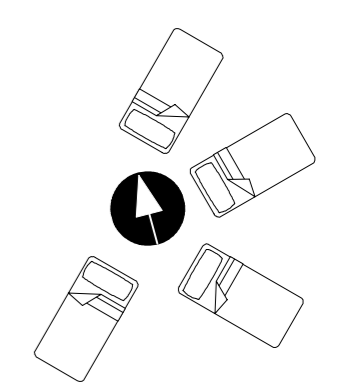
PER A - Disaster  
PER B - Disaster  
SON1 - Health  
SON2 - Spook

#2 sickness. Hang a set of six coins tied with red string

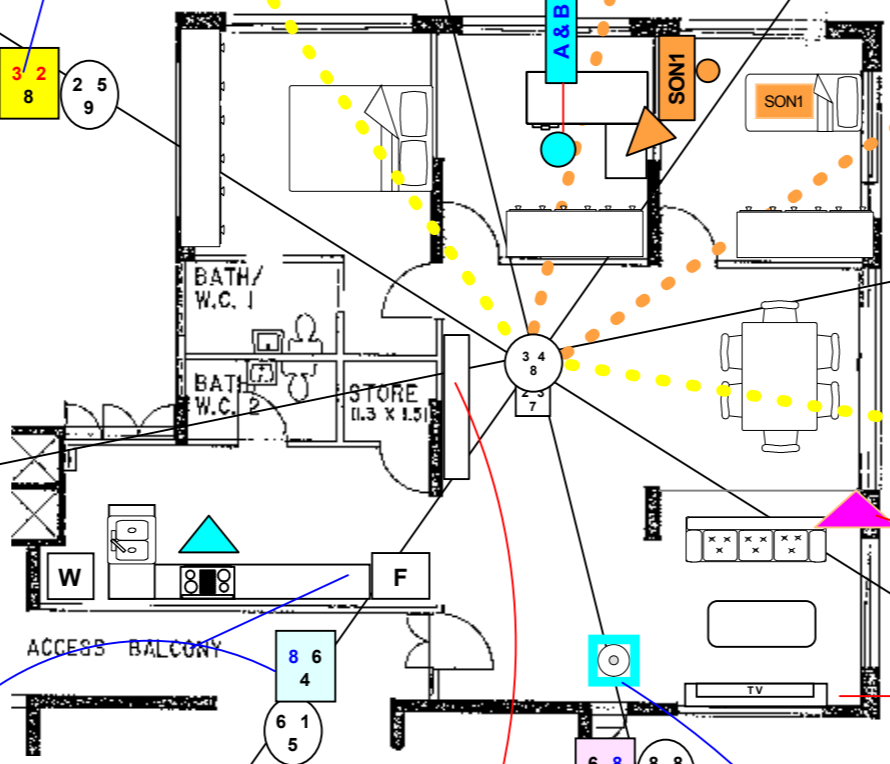


**East Dining area**  
Best Elements:  
1. Water (Blue, black or grey)  
2. Metal (White or light pastel colours)  
3. Wood (Wood or brown)  
**Avoid: 1. Earth (Yellow) 2. Fire (Red) if not can fall sick**

PER A - Longevity  
PER B - Longevity  
SON1 - Irritation  
SON2 - Excellent



**SON1 4, 1**



**West (Refer to SW)**  
PER A - Irritation  
PER B - Irritation  
SON1 - Longevity  
SON2 - Death

**A PITY NETWORKING RELATIONSHIP LUCK SECTOR IS LOCATED, IN THIS AREA**

**Avoid water feature or any solid object, here**

**VERY AUSPICIOUS WATER WEALTH LOCATION**

Double #5's represent twice the misfortune/sickness multiplied by #9!  
Hang a six hollow rod wind chime to help defuse misfortune sickness stars

**During frequent durations of sickness:- Use:**  
1 Jam Jar sized glass  
6 fake ancient coins with square hole  
3 teaspoons of salt  
add water until 3 quarter full. Place this next to a window!

**Activate a solid object with mass to improve networking & relationship luck**

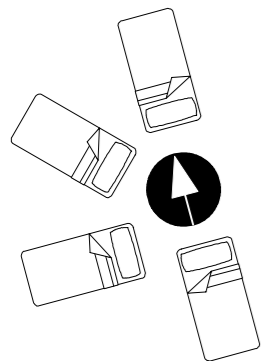
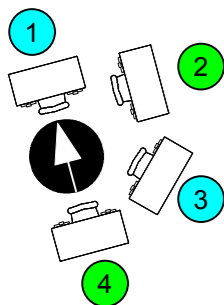
**SW Kitchen area**  
Best Elements:  
1. Wood (Green or brown)  
2. Earth (Yellow, cream or beige)  
3. Fire (Red, pink or purple)  
4. Metal (White or light pastel colours)

PER A - Spook  
PER B - Spook  
SON1 - Prosperity  
SON2 - Disaster

South Refer to SE  
PER A - Health  
PER B - Health  
SON1 - Disaster  
SON2 - Prosperity

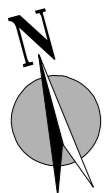
**SE Study / Bedroom (now entertainment area)**  
Best Elements:  
1. Metal (White or light pastel colours)  
2. Water (Blue, black or grey)  
3. Wood (Green, Wood or brown)

PER A - Excellent  
PER B - Excellent  
SON1 - Death  
SON2 - Longevity



**"Plug-n-Play"**  
Best directions for

|       |      |
|-------|------|
| PER A | 1, 3 |
| PER B | 1, 3 |
| SON2  | 4, 2 |

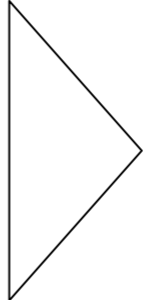


**SON1's Personal Best Colours:**  
 1. Fire (Red, pink or purple)  
 2. Earth (Yellow, cream or beige)  
 Neutral: a. Metal (White or light pastel colours)  
 b. Wood (Wood or wood tone or brown)

*Note: Some sectors should avoid: BRIGHT YELLOW &/or BRIGHT RED*

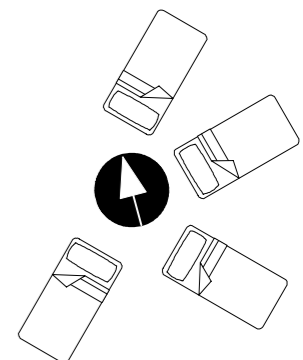
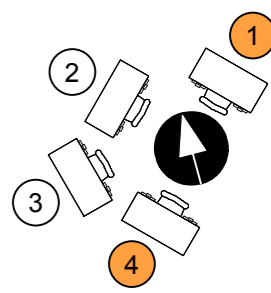
**SON2's Personal Best Colours:**  
 1. Wood (Green or wood tone or brown)  
 2. Fire (Red, pink or purple)  
 3. Water (Blue, black or grey)  
 Neutral: a. Metal (White or light pastel colours)  
 b. Wood (Wood or wood tone or brown) c. Earth (LIGHT cream)

*Note: Some sectors should avoid: BRIGHT GREEN &/or BRIGHT RED*



**SON1's & SON2's Personal Best Colours:**  
 1. Fire (Red, pink or purple)  
 2. Metal (White or light pastel colours)  
 Neutral: Wood (Wood or wood tone or brown)

*Note: Some sectors should avoid: BRIGHT YELLOW &/or BRIGHT RED*



**SON1**