

Atomic Habits Cheat Sheet

The 4 Laws + Their Inversions

1. Make it Obvious

Build: Habit stacking + implementation intentions **Break:** Make it invisible — remove the cue

2. Make it Attractive

Build: Temptation bundling **Break:** Make it unattractive — reframe the cost

3. Make it Easy

Build: 2-Minute Rule, reduce friction **Break:** Make it difficult — add friction

4. Make it Satisfying

Build: Immediate reward, habit tracker **Break:** Make it unsatisfying — accountability partner
