

Good Time Girls 0.97 Release Notes

Fixes -

- Corrected one T-posing issue stemming from autonomous social interactions when NPCs are 'offering themselves.'
- Modified 'Offering Yourself' to streamline the interactions leading to the bedroom.
- Added test settings for some brothel interactions so they're not available at incorrect times.
- Removed buggy Social Events that appear in the 'Plan Social Events' menu. Not sure if I'm going to revisit those later.

Changes

- 'Active' careers are now based at the brothel venue itself (not a random named location) so you can own a brothel as one Sim and swap between owner and employee without Sims being dropped from the career.
 - Because of this, I've had to remove the pre-work phone alarm and WFH options for the Active career – this is partially because of changes to the careers that EA made with the Royalty & Legacy expansion.
 - You will instead get a notification that the work day will start in an hour. You can still take a day off from your phone in the Business Menu. I may add one into the GTGroup phone menu as well.
- Changed the client filtering to reduce / eliminate the number of 'repeat' customers in a day.
- Changed how the career events (Follow To Work) work – now they're mostly 'emergency events' with a low chance of actually spawning an emergency (see below).

Additions -

- There will now be a new character in the game – Mona Bangley. She will be the default NPC Madame when going to work or visiting as a client. This is both an exercise in adding premade characters for specific purpose and an homage to a little bitty pissant country place where Mona keeps a clean house of ill repute.
- There are now two 'emergencies' for Active careers that will happen occasionally depending on your career level (Yes, I will be adding more)
 - A cop will arrive to harass women and clients. Girls and clients who are 'shooed' away by the cop will not return that day. You can bribe or service (give a freebie) a cop to get him out of the brothel.
 - A deadbeat will appear and harass Girls for a freebie and bug the patrons for 'loans' so they can get some good times. Every interaction will kill the mood of anyone they harasses, clients may leave and it will be harder for anyone to get in the mood for business.
- You can now offer freebies to any Sim – in or out of the brothel. You will take a hit to your job performance (larger hit if you're at the brothel) for giving away the goods for free but you will get an additional bump to your relationship with the client.

Omissions

- With every new DLC, I wonder if I should add the new in-game Sims to the blacklist for who will show up as a client. I love that so many royals show up to the brothel and I kind of want to leave that in. It also makes sure that you've got some sugary clients right from the start.
- But, I do need to block them from 'Deadbeat' and 'Cop' situations purely so you can see them / that designation over their head clearly. And, if they are in the Noble career, they won't show up as a potential employee. That was a change in the last version. If you want to hire a Noble, you should be able to hire them through the phone or through a Brothel interaction if you become friendly enough with them.

Known Issues -

- Most of these issues are a result of me going with new career events and zone directors that allow for 'emergencies' - so you'll probably notice a shift in Girl and Client behavior that's a slight step closer to a 'beta' release.
 - Have added new T-posing issues for NPC sims. It's happening most on Girls who are not actively soliciting when another Girl starts 'work'. I believe I know what's causing this one but I'll need to investigate further. Initial tests haven't either stalled out 'good time' interactions entirely or made the problem worse.
 - Occasionally, a client will end up with only one GTGroup interaction (Hit On). It seems like a delay from the 'Flirt' interaction if you're clicking before the relbits are added but if you pick any other interaction, you'll have the rest back.
 - Every once and a while, an NPC girl will spam a client with 'offer self' interactions. I've done what I can to minimize this but it still crops up – usually at the end of a work day.
 - On the first day of a career (level 01), there is a non-zero chance that you will be put into an 'emergency' situation rather than having the 'first day' career event. The only real difference is that you won't get the 'greet' goals for the madame and the other girls, just 'chat'. Also, potential for actual emergency situation.
 - Getting a lot more three- and foursomes in the brothel because of how I've changed the autonomy for 'offer self' and 'Ask for a good time'. I've tried to limit it but, truth be told, I kind of like it. But do need to do something about it since it doesn't seem like the 'extra girls / clients' in the bed adds any extra money to the brothel as a business.
- When picking 'Give some free fun' for a cop or deadbeat automatically triggers success for the emergency – even before you hop into bed. Everything transitions as it should or they may just walk out.