

Good Time Girls 0.96 Release Notes

Changes / Additions

- Changed the 'Offer Self' and 'Ask for a Good Time' interaction options so you **must** use the 'Flirt' or 'Compliment' GTG interactions **first** before they are available.
 - 'Flirt and 'Compliment' interactions will increase your romantic relationship and add the WW 'Casual Sex Partner' relbit. It will also add a hidden 'Marked Client' relbit.
 - The 'Offer Self' and 'Ask For ...' options may / will not be available if either sim is in a mood that will prohibit sex (angry, uncomfortable, tense, etc). You've got to get them in the mood, first. And make sure your sim is also in the mood.
 - A 'Casual Sex' partner will occasionally call for a hookup (this is WW's tuning - not mine). But, you can use this to offer yourself to them for cash if you pre-empt or reject their initial hook-up offer.
 - This all may change as I look deeper into WW's tests for sex but it does help to put these steps in place for a few reasons.
- Added a 'Supplies' buff framework.
 - When a character has no available (unboxed) condoms, they'll have an 'uncomfortable' buff placeholder as a reminder. There is no negative impact to mood – it's just a visual reminder.
 - When a sim has condoms, they'll occasionally get wants to buy other supplies such as wipes and anti-lice shampoo.
 - When you have enough of each (10 condoms, 10 wipes, 5 anti-lice shampoos), you'll get a 'Fully Stocked' buff that gives you a +1 flirty buff.
- Added new WFH assignments based on reading sex skill books, inviting clients to your home for sex, and 'Talking up the Brothel' with other sims.
- Added 20+ chance card options with various outcomes and job performance increases/decreases depending on skill levels for rabbithole work days. There's a 60% chance of a dialog per work day.
- Tweaked payment system so now session payments get capped to \$3000 for maxed out sex and charisma skills.
- Modified client behavior to minimize jealousy.
- Only 'unemployed' sims are eligible for hiring through the game menu. You can use 'Hire a Friend' from either the GTGroup phone menu or from the relationship panel.
- Updated the career image to match one on my website.

Fixes

- Fixed the Active Career uniforms (finally). Shoes are still up for grabs but all the girls should now show up in their default red lingerie.
 - Certain CC mods may also be picked if they use a very certain set of tags. This still needs to be addressed but they should still look sexy given the parameters.

- Fixed a glitch where – should you own more than one Brothel – employees for all brothels will appear in employee picker interactions such as 'assign uniform' or 'suggest a girl'.
 - Girls from other brothels may still end up working at the brothel you visit as a client.
- Modified client interactions to promote faster sexual encounters from 'asks'.
- Changed the 'Travel to Brothel' interaction to only be available when there is a brothel in game.

Known Issues

- Assigned Uniforms aren't saving properly. I've got a good thought that it's because some employee functions aren't implemented properly but you can assign uniforms for the duration of an 'open brothel' session.
- You may need to manually 'open' the brothel if you travel to it as an owner.
- Occasional 'refusals' may still happen with clients but they are far fewer now than they were.