

Good Time Guys V 0.95 – General Information

About :

This mod includes a Base Game and Active career, the Stable venue and full Ownable business. This is still a 0.X release because I just don't see it as fully 'there' yet but everything in it is functional with a few known issues that are easily worked around and a few things I'm working on that are more 'extra content' and not new functionality. Thankfully, the latter is much easier to implement.

Requirements:

NisaK's Wicked Perversions is no longer needed. You can use the mods side-by-side but GTGuys no longer needs NisaK.

Hard Requirements:

1. The Sims 4 and Go To Work expansion – (As of release – 1.115.216 required)
2. TurboDriver's Wicked Whims - Latest Version (As of release – V184h)
3. Lot51 Core Library – Latest Version (As of release - 1.30.2)
4. **ONLY ONE** Venue list – either Basemental **OR** Zerbu. **DO NOT USE MORE THAN ONE VENUE LIST** - they will conflict with one another and nothing will work.

Recommended Mods:

- Any animations you may want for sex
- Any clothes you may want for your Guys' uniforms (Ownable Stable only for now).
- MCCC – not BE - for handing errors. I much prefer how MCCC parses error info and find the output reports to be much more helpful to troubleshoot.

Installation:

1. **Start Fresh!** The _core.ts4script is **not needed** anymore. The GoodTimeGuys.ts4script is all you need to run the mod.
2. Unzip the .package and .ts4script files and copy them to your Sims4 Mods folder.
 - a. I personally recommend creating separate folders for each creator's mods in order to keep things organized.
3. Since this is a scripted mod, **DO NOT** place the .ts4script files lower than two sub-folders into the sim's Mod folder.
 - a. Example:
 - The Sims 4\Mods\Mod.ts4script – **Works!**
 - The Sims 4\Mods\ErrantRed\Mod.ts4script – **Works!**
 - The Sims 4\Mods\ErrantRed\GoodTimeGuys\Mod.ts4script – **Will not work!**
4. Make sure the 'Enable Custom Content and Mods' and 'Script Mods Allowed' options are enabled in the game's options in the 'Other' section.

5. A restart of the game will be needed if step 3's options were not enabled.

Stable Venue:

- A unique business, venue, and lot type – can be created on empty or residential lots.
- Selectable from the Buy/Buy venue list. Always requires a bar, beds, chairs, showers and toilets to be 'complete' and usable in the game (See requirements in game for more).
- Available to visit as a patron or buy as a business through the Good Time Group phone menu or the 'travel' option.

Stable Building Notes:

- 'Chairs' are the main target when any NPC Sim walks onto the lot and meant to be in common 'flirting' areas. I've tweaked the settings to largely be sofas and living chairs – not dining chairs. So any common area where Guys and clients should be mingling should have comfy, non-dining chairs. I may modify this to just be the bar but that may cause 'crowding' issues.
- Try to avoid indoor / outdoor spaces between where the 'flirting' happens and where the bedrooms are. Some people have mentioned routing issues or 'refusals' but I haven't had much success in replicating that.
- I've recently tested multi-level Stables with good results – three floors may be pushing it, though.

Unowned Stable:

- Clients and Guys will appear when visited. All are randomly generated on the first visit.
- The same Guys should continue showing up on subsequent visits unless they move on in their careers (background stories enabled).
- Visit either through the world screen or your phone from the 'Good Times' option menu.
- An unowned Stable is needed for active careers. You can not go to an active work day at an owned Stable at the moment.

Owned Stable:

- Same as above, but now you can own and manage it!
- Most main functions can be accessed through either the phone's 'Good Time Group' option or the UI when on the owned Stable lot. Management can not happen off lot.
- Hire local Guys based on their charisma and sexual skills. You've got 6 Guys to start and once the perks system is working, you can have up to 8 Guys.
- Create and assign outfits to your Guys (phone only – button's there in the UI but not working).
- Instruct the Guys to flirt or bathe, 'Service Client' brings up a picker of all clients on lot for you to have them work using the 'Stable Owner' menu on a Guy.
- Promote, demote, fire and hire Guys on the spot when the Stable is open by using the 'Stable Owner' menu. . Changes to the career level only take effect next business day.

- Chat with and suggest Guys to clients. You can also flirty and offer yourself to clients.
- Business profits are made per session at 250 Simoleans for a 'bed rental'. Markups are working and at the default of 25% you'll make 312 Simoleans per transaction.
- 'Perk Points' for the business are currently disabled / still retail. This will be available in the v 0.96 release.

Careers:

Base Game:

- A simple rabbithole career. Fulfill career objectives to move up the 10 level career track.
- You will have several social options when interacting with other sims outside of work to flirt and offer yourself.
- WFH options are limited at the moment and will be expanded in v 0.96
- Work Day Interactions are boilerplate at the moment and will be expanded in v 0.96

Active Career:

- New : In order to join the active career, an **UNOWNED** Stable must exist in the game. Owned Stables currently do not work – if you are in the active career and the Stable is purchased, your sim will simply go to work as you would in a rabbithole career. You will not be able to follow them to work. I don't know if I can fix that but a new 'owner/ Madame' career may be needed.
- You will need a working and complete Stable if you want to follow a Sim to work. Co-workers and the Madame are chosen at random during the first active work day.
- Complete objectives and daily tasks to advance on the 10 level career track 10 level.
- Flirt and bed clients for money and advancing your career performance. Keep an eye out for sugary (high-value) clients.
- The Madame is a static career and she doles out advice. Speaking with her through the day is the second-highest earning way of increasing job performance.
- NPC Guys are given a 5 level career track with similar names.
- Owning the Stable at the end of the career is not working right now. I may just have your first day as 'madame' require you to redo your current Stable or pick a new lot to make your own. This is still in development.
- WFH options, like the BG, will be expanded in v 0.96

Known Issues:

- 'Day One' issues. This is mostly scripting which I am currently working on for 0.96 and some issues have already been addressed. When buying and visiting a Stable on your first day, you may notice the following issues:
 - o Prior to the first opening: hire several Guys, save and exit game. On reload, not all Guys will be employees but they will be available to hire.
 - o Prior to the first opening: hire Guys, design outfits. The employee list will be cleared out.

- Prior to the first opening: design a uniform, hire Guys, assign custom uniform. When opening the Stable, the Guys will all arrive in the default red negligee.
- All 'day one' issues are no longer problems once you've opened the Stable for the first time.
- Active Career – No uniform. This is known and is also a scripting issue. It should be addressed in version 0.96 and is related to not being able to own a Stable at the end of the career track or to be able to swap from 'Owner' of a Stable to an employee.

Troubleshooting:

- If the Stable venue is not appearing in the Build/ Buy venue list, something is wrong with your venue list. Either you have none, or you have more than one.
 - Remove all mods except WW, Lot51, your venue list of choice and GTGuys. Test to see if the Stable appears. If it does, something else is conflicting and you need to 50/50 and/or focus on venue related mods.
 - Please let me know if you find any mods that conflict so I can investigate.
- Routing issues or refusals. Is there a notification of why a client refused service? Often it's an emotional or relationship response and not a tuning issue. I've added the 'can't get there' response into the tuning so if you see that "two footprints and an exclamation point" then there's something wrong with the layout of your Stable.
- MCCC errors on zone load (travelling to Stable) – Please send your MCCC error file and most recent lastexception file (from the root "\Sims4" folder) and the lot 51 log file so I can see what's happening.
- As always, I don't have a testing team to go over this so I'm doing a lot on my own. If you find anything, I will ask for more info to try and find the problem. Please make sure to have Lot 51 logs, any exception files and a good description