

Night Games Creator Manual

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1 Introduction

This document describes the use of the Night Games Creator. The Creator, for short, is a tool which allows you to create or modify custom characters for the game. It can also display most information about the hard-coded characters, but it cannot modify them.

To begin, make sure the NG Creator.jar file is in the same directory as the game, and run it just as you would the game. The normal game screen will pop up for a few moments, and then the creator will show. You may want to begin by loading a character from the menu bar: File ↵ Load ↵ Samantha (for example).

The rest of this document will describe the different features of the Creator. Your characters will be automatically checked by the Verifier. You can see the results of the verification in the tab with that name. In this document, the following boxes will tell you what the Verifier checks, and how it will report these issues:

⊗ Verifier Error:	If you don't fix this, the character probably won't load
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⚠ Verifier Warning:	If you don't fix this, non-fatal weirdness might ensue
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You should probably fix any issues the Verifier shows unless you are sure what you're doing can't hurt.

Once you are finished with your character, save it in the "characters" folder. If it's a new character, you'll also have to edit the included.json file so your new character will be loaded.

Please ask any questions in the Nightgames Mod thread at <https://forum.fenoxo.com/forums/other-adult-games.23/>.

2 Generic Data

2.1 Basics

This paragraph deals with the upper-left corner of the Generic tab. Here, the basic character data can be entered.

Name The character's name. It is recommended, but not required, that this consists only of letters. Entering parseable tags as the name will have weird results.

⊗ Verifier Error: The name cannot be empty

Sex The character's listed sex. This doesn't have much of an effect anymore as sex is typically determined by examining the body.

Trophy The item this character's opponent will get when defeating them. There are no custom items yet, and so no custom trophies. Just pick anything.

Default Portrait This *will* specify the default portrait at some point, but portraits are not supported yet.

Starting Level The level the character will have in their first match.

Stamina The character's initial Stamina cap.

Arousal The character's initial Arousal cap.

Mojo The character's initial Mojo cap.

Willpower The character's initial Willpower cap.

⚠ Verifier Warning: Stamina, Arousal, Mojo and Willpower will be sanity-checked

2.2 Clothing

The bottom-left section of the Generic tab defines the initial outfit of the character. New articles can be added by selecting one in the drop-down box and clicking the Add button. They can be removed by selecting them and then clicking the Remove Selected button. The order in which clothing is specified is irrelevant. Every article of clothing in the game has a layer and one or more slots. This information is available in the files in the "clothing" folder, but you generally won't need it as long as the articles have logical names. For example, you probably can't have two bras, and a bra tends to go below a shirt.

⊗ Verifier Error: You cannot have multiple items occupying the same slot and layer

⚠ Verifier Warning: Duplicates in this list are pointless

2.3 Attributes


The top-right section of the Generic tab lists the different attribute points. Power, Seduction and Cunning are the basic stats, and should probably be between 3 and 10 at level 1. Perception and Speed are special stats which cannot be upgraded normally. Values less than 2 or greater than 10 might have weird results.


⚠ Verifier Warning: Extreme values for Perception and Speed are very unwise

All the other attributes are advanced ones. No one character should probably have more than one or two of these. The Willpower attribute here can be safely ignored.

2.4 Body

The final quarter of the Generic tab specifies the character's initial body. The options are mostly self-explanatory. Empty boxes mean no body part of that type will be present. The hotness value should ideally be somewhere between 0.5 - 3, it heavily influences temptation damage caused by the character.

 Verifier Warning: Cock types are only sensible if a cock length is also specified

 Verifier Warning: Genderless characters usually don't play very well


 Verifier Warning: High hotness values can cause massive temptation damage


3 Traits and Growth

This tab shows the initial traits, the traits the character will acquire later, and how many points they will get for various purposes on level up.

3.1 Traits


The two lists on the sides of the tab contain the traits. A list of all traits with a brief explanation of each will also be included with the game. Traits in the left list will be given to the character immediately. The ones in the right list will be granted when the character reaches the level specified in the box next to the trait name. Selecting a trait and clicking the Remove Selected button will remove the trait from whichever list it is in.

 Verifier Warning: Having the same trait in both lists is pointless

 Verifier Warning: A level below the character's starting level is also pointless

3.2 Growth

These list the amount of points the character will get towards the respective attributes per level up. The "Bonus" fields contain the extra points the character will get when Hard Mode is active. Bonus Attribute Points are the extra attribute points the character will get in Hard Mode.

 Verifier Warning: These values should not be too high

4 Scenes

This tab can be used to write and modify all text related to the character.

4.1 Structure

The Scene Type box has a list of all situations for which text has to be provided.

⊗ Verifier Error:	At least one scene has to be specified for every situation
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More than one scene can be added per situation: the Scene Number box can be used to switch between them. The order of scenes is important: the first scene from the top for which the requirements check out will be selected. The buttons next to the Scene Number box do exactly what you'd expect.

Note that the "Recruitment Introduction" and "Recruitment Confirmation" situation are not like the others. Check the Recruitment section for details.

4.2 Parser

The Night Games Mod uses a parser to write variable text in scenes. This works by using predefined tags like this one: {self:pronoun}. A full list of tags, and a more extensive explanation of them, is available within the Creator under the Help menu. Tags will not be automatically verified. "self" will refer to the character being created. To test "other" tags, you can select a character in the Other Character box. For example, writing {other:name} when Jewel is selected will print "Jewel" in the Parsed Text box. Enter your text in the left box, and the parser will automatically update the right one with the parsed result. You are advised to always use tags instead of pronouns and the like, since gender can tend to be a bit malleable in this game. If you want to only see female pronouns, you can enable that option in the game itself.

4.3 Requirements

Requirements determine whether or not a scene can be displayed. The table below lists all available requirements. The **Name** is the name as it appears in the Creator. The **Arguments** column lists the additional information the requirement needs. These will be added automatically, you just need to select the proper values. **Subrequirements** will have to be added manually by right-clicking the parent requirement and selecting Add Subrequirement. Requirements can be removed in the same way, just click Remove in the context menu. The top-level requirement cannot be removed or altered. If a scene only has the top-level requirement, it will always be selected if checked.

Here are some additional points:

⊗ Verifier Error:	Every requirement <i>must</i> have the right amount of subrequirements, check the table.
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⊗ Verifier Error:	You cannot have multiple requirements of the same type at the top level
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⚠ Verifier Warning:	If a scene has no requirements, any additional scenes for the same situation listed below that one will never be selected
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Name	Argument(s)	Subrequirements
The combatants are fucking anally	none	none
The following are ALL true:	none	At least one
has at least this value for this attribute	this/other, attribute, amount	none
has this body part:	this/other, part type	none
is dominant in this position	this/other	none
is penetrating their opponent	this/other	none
has this item:	this/other, item	none
is at least this level:	this/other, level	none
has this mood:	this/other, mood	none
The following is NOT true:	none	Exactly one
has had at least this many orgasms:	this/other, amount	none
At least one of the following is true:	none	At least one
The combatants are in this position:	position	none
is prone on the ground	this/other	none
A random chance of ... % succeeds:	odds	none
The fight is over, and had this result	result	none
has this status condition:	this/other, status	none
is submissive in this position	this/other	none
has this trait:	this/other, trait	none
is currently winning	this/other	none

5 Other Data

5.1 Recruitment

Recruitment defines the requirements and scenes for unlocking the character in-game. On this tab, you just need to enter the price Aesop (the Informant) will charge for the information. In the Scenes tab, there are two special situations for recruitment: Introduction and Confirmation. The former is the text Aesop will give to describe the character. Try to make it both descriptive and 'lore-friendly'. Remember that it's Aesop talking, not you. The requirements for the Introduction will be the requirements that decide whether or not the character can be unlock. Note that Aesop will not offer any custom characters to a player below level 10, even if the requirements would allow them. The Confirmation text is the scene which displays after the player has chosen to unlock the character. The requirements for the Confirmation scene are ignored.

⚠ Verifier Warning:	Neither the Introduction nor the Confirmation should be empty
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5.2 Items

The bottom half of this tab allows you to specify the items that character starts with, and the ones they will try to purchase during the day. The two lists work very similarly. Select the item in the drop-down box, enter an amount, and click the Add button. Select an entry and click Remove to get rid of it.

5.3 AI Modifiers

The AI Modifiers are a mechanism designed to let you tweak the AI system to prefer (or avoid) certain skills or situations. There are four types: SKILL, POSITION, SELF_STAT and OPP_STAT. The first two are self-explanatory. SELF_STAT refers to statuses affecting the character you're working on, OPP_STAT refers to those affecting the opponent. For every type, you need to enter a value and a weight. The values change based on the type, obviously. The weight determines how much the AI gets poked. For skills, the weight should probably be between -2 and 2, unless you really need an extreme preference. The weights can be a bit higher (or lower) for statuses, and even more so for positions. You can check the AI Modifiers for Samantha if you want an example, and you can also have a look at the data/DefaultAiModifications.json file to see the tweaks the standard characters get.