Framework Of Pleasure Club			
Intro - Start Game First Time - No skip Its night in the city and you have a day off.	Transit Dressed up, you take the mass transit. On	Outside the Pleasure Club You arrive at the address of the Pleasure Club	
Sex work had been made legal months ago and you've been excited to try your luck at trying out some of the services that have opened up in	the way, you overhear conversations from other passengers talking about the very place you're on your way towards - the Pleasure Club - as probably they are too.	That said, it doesn't look like much on the outside. Just a blank wall with no windows, no	
your city. Recently you heard about this place called the Pleasure Club that opened up its doors a week	Some are excited, endorsing it to high heaven to their friend.	neon signs, just a small sign besides the door. "Pleasure Club - Entrance"	
ago and it seems like an enticing establishment worth checking out. The online ratings for it seem to be	Others are anxious, cheeks red with anticipation. They're trying really hard to hide a smile.	Besides opening hours and contact information, theres nothing else printed on it. Probably they're keeping the appearance of the	
overwhelmingly positive. Thats usually a good sign. Before heading out for it, you take a look in the	Some are clueless, it being their first time going there, looking somewhat confused how their friends are practically gushing about this place.	club subtle to not to bother families with kids in the neighbourhood with public display of sex. You spot few people go in and a few come out.	
mirror. You are a: MALE or FEMALE (which genitalia do you have - changes what	The interesting thing you notice is that no one mentions any details - even when their friend asks.	Looks like theres some activity inside. Theres a bouncer at the door. Looks like she's making sure no one underage comes inside.	
scenes you get) // Assuming from this point on, player is MALE. I will do the female version afterwards.	And not even in the "I'm not telling you, its a surprise" kind of way.	GO IN or GO HOME	
You're a male adult human being, average in every way, healthy and capable.	They genuinely seem to struggle to find words to describe what their experience was like. Like its at the tip of their tongue,	GO IN GO HOM	IE
You live in the city, a modern metropolis of the current age. Life is peaceful if often busy, but things are good.	In the end, they always seem to utter the word "magical" in the end to describe it,		r your reasons, you are thinking back home instead.
You are alone and free, with nothing tying you down, but also nothing keeping you company. You decide to get out there, excited and curious	You shrug, probably they're just too excited to think of the details at the	As you walk past her, you could almost swear she smirked subtly. You raise an eyebrow, but think nothing of it. Remember and constitutions are constitutionally as a second constitution of the constitution	er - in this game, your choices ent matter.
You decide to get out there, excited and curious. You don't have any particular goal in mind, apart from just having fun and possibly getting laid.	moment.	club. While doing so, you feel a strange in some wind pass over you. give you that choice	ny decision, you will be informed way, letting you know directly or a hint of what may be behind be.
Maybe something good and unexpected will happen? Best not have any expectations, but all the same you're going into the night with an open mind.		The unusual cool sensation vanishes as soon as it happened, to the point If a situate where you think your mind is playing back down	tion feels off, do not hesitate to yn and escape. You can always ck and try again.
Questions to Anna		You know you're excited, but that Beware to	hough; some characters may u leave without a struggle.
Q Why is the price so low for all this? A We felt everyone has a different taste, so we encourage trying different options		Meanwhi	le some choices may have final ences. Good ones though, I
without worry. Customers would feel undue pressure when selecting a partner to be with if they were			you to pay attention and sense ion using the clues given to
confined to a single choice per visit. Without this limit imposing on them, the customer feels much safer with us - and		You can You are approached by a lady. not contains some charms.	rest easy that this game does in violence or malice. Just know aracters may be a bit too eager heir way with you, ya know?
more likely to return for another visit. >Ok	LOUNGE - Entry (First time game start)	*wink* YES or NO	advisory -
eQ But is it sustainable to you as a business? A Oh yes, we get many customers daily and	You are considering what to do next. Standing in the lounge, you can see	No -> Skip to actual start going how.	g back to reality, you consider if me is really what you want to do
we have the capacity to satisfy all of them. Were leveraging economies of scale, hence why we can offer such an affordable price.	different spots where various ladies are lounging. Some of them glance your way,	g "Ah, then welcome to the Pleasure Yes - > N	sure Y/N? Iain Menu
Keep in mind that despite unlimited access per visit, a customer's stamina has a limit. Most max out on one partner already.	expectingly. Occasionally they wink and beckon at you. Others softly flutter their eyes towards	and information." another the head back	today. Might come back ime, but right now you want to ck home.
But more likely they simply get their need for love and sex satisfied, after which they don't need to think about it for a while.	Others softly flutter their eyes towards you, while some stare with mild predatory intimidation. Seems like theres a lot of variety to be		ght of the Pleasure Club still your mind, you'll be sure to visit
Since that particular need comes back daily to tickle them, they often come back to us the next day.	None of them are too similar to another. They all seem to have a personality of	g "Once you find someone you're interested, you may ask them for pleasure. Some may even ask you." To be con No - > Go	ntinued o in
Still, even if they only have one matching encounter each visit, usually its one they really enjoyed and got their money's worth.	their own. Strangely, you do not see any other	g "After that you can either go for another round or try another encounter. You are free to choose and mix."	lering, you decide to go in the all.
Remember you can do as many introductions as you want before committing to an encounter, to see what is available.	customers around, despite being sure you saw some go in and come out of here. Looking up you see some signs that	g "Remember to be respectful and honor your partners. We want to keep this a safe space for everyone."	
We give our customers abundance so they never feel the need to become greedy. O Where are all the other customers? I don't	Looking up you see some signs that indicate places where you can go. Apparently you can freely go anywhere. Anna is still here and is ready for any	g "We only ask for a reasonable entrance fee per visit. We hope to have you visit us multiple times as a regular	
Q Where are all the other customers? I don't I was the only one to come in just now. A They're all in their own private pocket dimensions individually, don't worry about it.	Anna is still here and is ready for any questions you may have. What would you like to explore?	u* "Seems fair, the price is affordable and essentially includes unlimited fun	
dimensions individually, don't worry about it. >Oh, ok.	Explore Lounges Explore Dressing Rooms	as long as I have stamina." - you think to yourself (internal monologue) The online ratings you browsed	
eQ I wait what A Just kidding, I mean they're all in the various private spaces around the club	Explore Bedrooms Explore Courtyard	previously give you confidence to trust this business even thought you've never used their services before.	
already having fun. People move to the fun part here really quickly, she chuckles to herself.	Ask Anna a question Go Home (greyed out unless 3 encounter chars have been spoken to	u "Sounds great, heres my payment". g "Thank you, much appreciated. If you have any questions, please ask away.	
Q Can I have fun with you? A Sorry honey, I'm needed at my post. I'm sure you'll find someone similar to me in the	encounter chars have been spoken to or one session has been done)	I'm here to help". g "If you want a hint where to start, just try any of the corners of this lounge.	
sure you'll find someone similar to me in the club to hang out with, she winks with a smile.	>>> Main Game Loop <<<	There are a number of ladies available for some fun." g "Oh and occasionally we may also	
Q Can you tell me about the areas? A Sure. The Lounges here is the starting point and has a general palette of common	Quick Start or Next Day Start (Skip intro or continue game after "going	get new ladies to join our group, so be sure to come again in the future." That last line, she says with a glint in	
In the Dressing Rooms, you may find more of things involved with femdom, role	home" usually after being ejected from club by an encounter end. Such end was either phase shift in relationship (+3 times to advance to next tier on an EC) or due to	her eye and a wide smile, looking you deep in the eyes. You are taken a back by this gesture,	
reversal, crossdressing and other fun things. The Bedrooms is where usually more passionate and fierce things happen.	EC being somehow substantial enough that an encounter with them exhausted, warped, forced, mindcontrolled or other way caused the player to exit the club and	but compose yourself once again. Its probably just another part of the experience.	
The Courtyard features more alternative and special experiences. If its exotic you're looking for, you might find something excited	(+Quick start is available, but is greyed out and warns not to click it if its a user's first	You thank her for the information and step forward into the lounge. >Game start proper	
Then again, each of these places are not strictly locked to a theme. Its all mixed and	time playing the game. After intro has been fully viewed once, it will then become fully visible. That said, it is actually clickable. For previous users and faster	Main Menu	
You'll never know what you'll be getting yourself into until you interact with each lady	You're back in the lounge of the Pleasure Club.	Begin >First time playing Y/N? (dont skip intro recommended) >N skip intro	
a bit deeper. Some ladies may offer the opposite of what the place usually offers, so ultimately each	The ladies of the club have noted your presence and make seductive gestures your way.	Credits & Links (Patreon, etc but just have them main menu tho?) Options (what for, side bar does most anyway?)	
Also some ladies may have you change locations during a fun session, so even then	What would you like to explore? Explore Lounges	Exit (Can just close the browser/tab/window?)	
you never know where you'll eventually end up. Usually you'll be able to get a gist of what it'll be based on your initial introduction with	Explore Dressing Rooms Explore Bedrooms		
be based on your initial introduction with them, but they may not reveal everything right away.	Explore Courtyard Ask Anna a question		
Finding out is part of the fun, but we promise you'll have a good time nonetheless with any of them, she reassures you with a genuine smile.	Go Home (greyed out unless 3 encounter chars have been spoken to or one session has been done)		
If at any point you feel like something is not your thing, don't hesitate to back off. No one will be upset or get mad if you do. Everyone			
has their subjective tastes and we respect your freedom to choose. Thought some ladies might challenge you	>Explore Lounges Lounge A (default)		
and not give you up so easily, but thats also part of the fun, she grins at you with a suggestive look.	Lounge B (recolor) Lounge C (alternative)		
Q Can you break the 4th wall and give me the choice advisory again? A "Sure thing", she says while tearing a hole	Back	>Lounge A	
in space time to pull it up again. - be advised -	>Explore Dressing Rooms Dressing Room A (default)	Lady1 Lady2	
UI Element - Day counter	Dressing Room A (default) Dressing Room B (recolor) Dressing Room C (alternative)	Lady3	
== Main Game Loop == What would you like to explore?	Back	>Lady1 Do her scene	
Explore Lounges Explore Dressing Rooms	>Explore Bedrooms Bedroom A (default)	Do her scene. Depending on encounter, a lady factors:	may have these
Explore Bedrooms Explore Courtyard	Bedroom B (recolor) Bedroom C (alternative)	Her meta may be: *simple repeat *repeat X times, unlock tier	
Ask Anna a question Go Home (greyed out unless 3 encounter chars have been spoken	Back	Context maybe: *male player *female player	
to or one session has been done)	>Explore Courtyard	There may be: *one encounter character total *many encounter characters total (they may be together, take turns	
>Go Home	Courtyard A (default) Back	(they may be together, take turns guest / visitor appearances, give one to be with (or both/all) - and of above)	you choice which
Having enough for today, you decide to go home.	anna (See above)	She may have: *single scene option *many scene options (one at a ti	me per session)
Day counter +1 [Either insert: * Generic wondering what		All encounters have: *first time intro *returning intro	
else is they may discover at the PC next time. * Context / EC sensitive dream / thoughts,		She may end with: *back at access location (Lounge *back at main lounge	
reminding player whom they were with * Corruption with EC tier		*move to any location + message recommendation who to do next *force you go home + dream/tho *game end (perma TF, 100% con	ughts afterward ruption, became
lvl up dream / thoughts, giving player hint that this might go somewhere if continued]		pet/sub/etc, ascended to a higher became one of the ladies, found and started family, trapped in etc.	r state of being, love married her
Return to Mainloop or			
End game (if ending triggers from one of the ladies only once you've			
returned home)			