

Chris' Job Mod v1.0

for Goldo's *Brothel King*

Description:

This is a mod for **Goldo's Brothel King**. It makes Jobs more important for the gameplay, by making the Result (Score) of the Job provide a Satisfaction Bonus / Malus that carries over to when he then has fun with a Whore. (Ranging from about -3 to +3) This should let Whores stay the big money earners, but stop Jobs from being able to be ignored completely.

On top of that, this mod also adjusts the Jobs themselves to make them a little more diverse:

	Waitress	Masseuse	Dancer	Geisha	(Whore)
Customer/Night		Few	Many		Few
Energy Loss/Night			High	Low	High
Energy Loss/Cust		High		Low	Very High
Gold/Night	Low		High		Very High
Gold/Cust	Low	High			Very High
Difficulty	Low			High	

Waitress earns less Gold than the other jobs, but in return she gets a bonus to the score, which means A) she gets better results (improving the tip again) and B) this better result also helps the whores with a stronger customer satisfaction bonus.

Masseuse can have less customers than the other jobs - giving someone a massage takes time and she can massage only one customer at the same time. On the other hand, if you're short on customers, Masseuse earns more than the other Jobs. (They get the most money out of a single customer.)

Dancer can have the most customers out of all Jobs. This is for the people who want to continue not caring much about jobs. Just pack all the customers into the strip club and have them watch the show.

Geisha is the Job focusing on efficiency. They earn normal amounts of gold, but lose less energy, meaning they can work more in the long run. However, the job is also harder than the others, so the Whores will have a harder time later if the Geisha isn't doing well.

If a customer is not entertained at all, it is treated the same as the same as a very bad result (a Score of 0). The rationale being that it should be better to have a bad waitress than none at all, but if she's super-clumsy, you may actually be better off without her.

One more thing that is altered is the Maximum Number of Customers per Common Room (Bar, Club, etc.), scaling the same as their respective Jobs. Otherwise, the number of girls able to work would be different between the different buildings.

Installation:

Please get Brothel King 0.14 at

[https://www.henthighschool.com/brothel-king/playable-version-\(alpha\)-download-and-information/](https://www.henthighschool.com/brothel-king/playable-version-(alpha)-download-and-information/)

Then, install the experimental patch on top of it:

http://www.mediafire.com/file/7212hi0ygg54yc3/game_patch_0.14_experimental.zip/file

Next, copy the files from this patch to the "game"-Directory of your Brothel King installation, overwriting the existing ones.

When you now start the game, you should see "Chris' Job Mod" being displayed in the Mods section. (If not, you did not put the files in the correct place.)



Push the "Activate Mod" Button at the bottom to activate the Mod. After that, you will be prompted for both new and existing games if you want to actually use the Mod for that game. (In existing games, it can take a little before you get asked. Try switching screens or ending your turn.)

Modifying the Mod:

You can play around with all the altered values if something is not to your liking. To do so, simply edit *ChrisJobMod.rpy* (located in game/Mods/ChrisJobMod) in a Text Editor and then restart the game.

Please do not forget to execute the "Activate / Update" Command in your game, or you will keep using the old values. (This step can be skipped if you start a completely new game.)

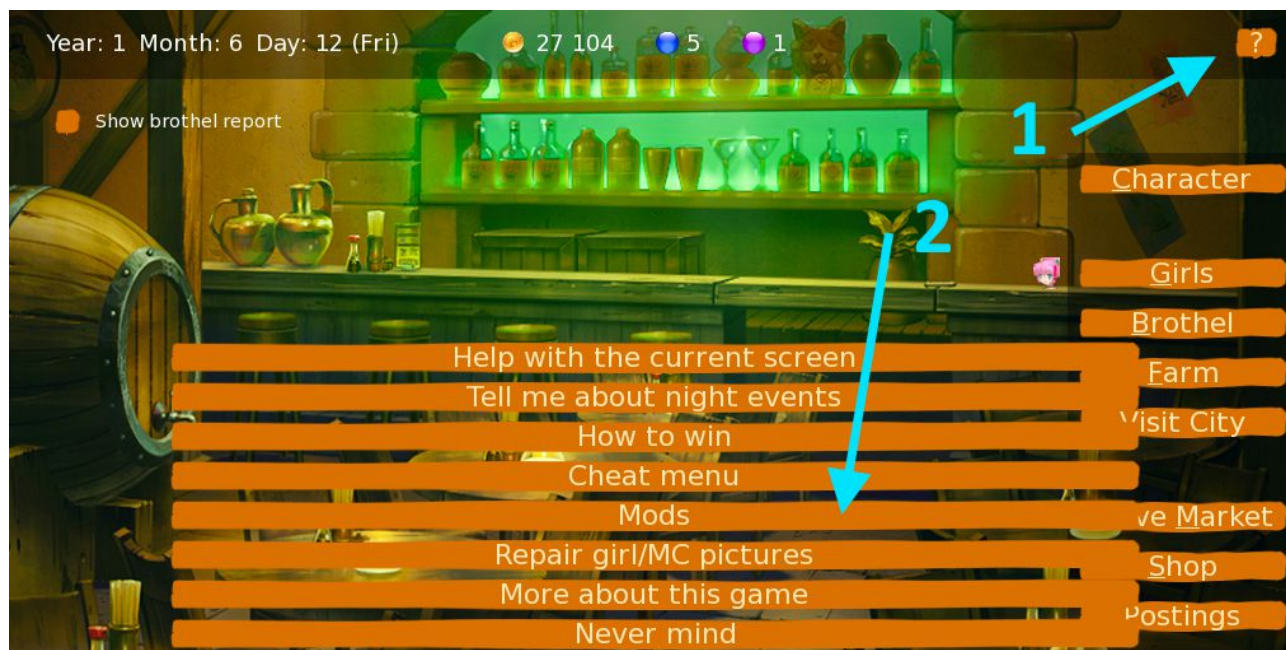
Please see below for how to find the "Activate / Update" Command.

Deactivation:

If you are unsatisfied with the Mod, you can easily deactivate it again.

Important: Do not deactivate the Mod in the Title Menu beforehand!

To deactivate the Job Mod in a specific game, go to the Help Menu (the ? in the Upper Right, pick "Mods" in the Menu, and then choose "[Chris' Job Mod] Deactivate".



Vice versa, you can pick "Activate / Update" to activate the Mod again. You also need to execute this command if you make any modifications to *ChrisJobMod.rpy* and want to use the updated values in an existing game.

Thanks to:

Goldo for creating a very fun game! There's been quite a lot of attempts at this genre since SimBrothel and WhoreMaster, but this one is the best by far. I'm looking forward to Chapter 2!