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# **Astral Lust**

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## USEFUL LINKS

- [Astral Lust Discord](#)
- [Astral Lust Patreon](#)
- [Documentation's Github](#)
- [RenPy Documentation](#)
- [W3 Schools - Easy Python Tutorial, example code](#)
- [Python Online Compiler](#)

## 1.1 Get Started - Astral Lust Modding

Welcome to Astral Lust modding tutorial! In here I'll explain how to create your own mod. I'll show how to start, make your own card, character, and a simple animated dream.

### 1.1.1 Step 1. Preparation for modding

To get started with modding AL (Astral Lust) you don't need programming knowledge, you don't even need to know basics about Ren'Py.

Of course to do more advanced stuff, you'll need to know them, but there are many things you can do by following this documentation, without any other requirements.

You should start by downloading [RenPy](#). It's needed to compile your mod, in other words - make it work. Once you launch RenPy it'll ask you for text editor, I personally use Atom, you can check in google what they look like, and choose the one that you like the most.

You'll need to select RenPy's projects folder, and you need to put Astral Lust to the folder you've chosen. Before launching the project you need to decompile vanilla script with [Un.rpyc](#), otherwise game won't start.

Next thing to download is [AL Mod Toolkit](#), it enables console and developer tools in-game, you need to put it into:

- Windows/Linux: AstralLust\

- Mac: AstralLust\Contents\Resources\autorun\

Great, now that you have everything ready you can start to make your own mod! (You can rename AstralLust folder to whatever name you want, this name will be shown in projects)

### 1.1.2 Step 2. Creating new mod

After you done all preparations, run RenPy. You'll see something like this:

Under **Edit File** tab chose `script.rpy`, now you need to create your mod's folder in `game/mods` folder, as shown below:

Now using the same way we create a new file inside our folder, you can name it whatever you want, the important thing is to include `.rpy` extension at the end. I'll name my file `sample_mod.rpy`. Now that you've your first file, open it by selecting it from file tree.

### 1.1.3 Step 3. Adding animated dream

What (arguably) is the most important thing in RenPy games? Events. So let's make our own event, a dream to be exact.

We want to add animated background, so what we need is, well, a video. It can be `.mp4` or `.webm`. We can put it into our mod folder.

[Movies](#)



So we have our movie, let's define it in the script, it needs to be defined outside of a label (you'll understand later).

It goes like this: `image my_movie_name = Movie(play="mods/My Mod Name/my_movie.webm", loop = True, size = {gui.game_width, gui.game_height})`

### Defining Images

Now that we have our animation, let's define a character that'll speak in our label (also outside of a label). We can do this with `define our_character = Character("char_name")`. So I want my character to be a stickman. Don't ask why, I just want.

After we define our character, it's time to finally create a label. What is it? Label is a point in a story to which you can jump later on. `label mylabelname:`

For compatibility purpose you should add your unique prefix to label names so that there are never two label with the same name (it'll throw an error).

Important thing to note is that dreams need special label name to autodetect (`d_mydream_0`, starts with `d_`, then your own dream (with prefix) name, and at the end *dream type*. `_0`, 0 stands for normal or positive dream). I'll name my dream as `d_Sample_Dream_0`, when dream name is converted to text `_` is changed to empty space.

### Labels & Control Flow

#### Defining Characters

After all we are all set up. Let's finally use this movie, we can display it with `show` or `scene` statement. What's the difference? `Scene` removes previous images, it's good to use it if we have image covering whole screen and we don't want anything else to display. Our movie covers the whole screen and we don't want other images or movies on screen so let's use `scene my_movie_name`. You can add transition with `fade` or with `dissolve`.

#### Show & Scene statements

#### Transitions

Alright, Now we need to write the scene, dialogue, choices, etc. This all is covered below.

### Dialogue and Narration

Dream is ready!

#### *Dreams*

### 1.1.4 Step 4. Adding a card

Now that we have a dream, it's time to do something a little more complex. Let's make a card.

We need to initialize a card at init time so we start by adding (outside of label) `init 11 python:`. As you might have noticed, when we use `:` the lines below are indented. Basically speaking it means that below code belongs to the thing with `:`. Indentation shows the code this belonging. In python indentations are the key unlike in most other languages where they are just cosmetic.

Alright, enough about other things, other thing you should remember is that AL reserves init -999 to 10 & 995-999, so you should use init 11 to init 994. The higher the init the later it loads (and overwrites previous changes if needed). Unless you know what you're doing, don't use reserved init numbers.

Finally, after this sermon comes a time to create our card! We need to start by defining class like this `class OurClassName(Card):` of course change `OurClassName` to your name. You can name it as `class prefix_cardname(Card):`. More info on this in comments in example script down below.

As you probably noticed (or not) class definition ends with `:`, so does it mean next line will be indented? Of course it'll be indented, didn't you read my sermon? If it's not we will see an error when we try to launch our game.

Now the indented code -> `def __init__(self):` `def methodName():` is defining a method or function. This is method commonly used in python as a constructor, it'll assign attributes to our card. You probably took note of `:` at the end. Does it mean there will be second indentation? Yes! Great, right? Indentations look neat.

So in `def __init__(self):` we need to assign attributes to our class, or as you prefer variables. When assigning and using these attributes within our class we need to type `self.` before them. Like this `self.name = "MyCard"`.

Cards have those attributes:

- `name` - self explaining
- `sp` - spirituality cost
- `ca` - category:
  - Offensive
  - Defensive
  - Ability
  - Power
  - Tarot
- `ra` - rarity:
  - Ordinary
  - Extraordinary
  - Mythical
  - Angelic
  - Divine
- `tip` - card's tooltip to display on hover (explained in example script)

So our card now can be created, but it still does nothing. Let's change that. We need to create `play()` method. Like this `def play(self, **kwargs):`.

Remember to return to indentation depth of class! In other words `def play` needs to be at the same indentation as `def __init__`.

Now you need to let your creativity take over. To attack use `self.atk(dmg, enemy)` change damage to number you want, like this `self.atk(5, enemy)`.

To change status effects use `buff()` method. It works like this `player.buff(buff, amt, minus = True)`. By default status effect can be lowered below 0, to make it stop at 0 decrease effects with `minus = False`. Let's say you want to decrease enemy's Vulnerable effect by 5, but you don't want it to be below 0. It works like that `enemy.buff("Vulnerable", -5, False)`.

Important thing is you need to add `return` at the end of method. It signals the program that it's the end of method. You can use it like this `return "exhaust"` if you want to exhaust a card, otherwise use just `return`.

Example below.

*Cards*

*List of status effects*

We have a working card. Nice! One thing.. how do you get it?? It's not like a dream, which happens randomly.

This is actually the easiest part of this tutorial. Just read the comments in the example below, nothing more is needed to be said.

*Lootlists*

Remember to create your card image! Check documentation's Cards to get card templates and how to use them. Paint is enough to make a card, better programs (like free paint.net I'm using) are welcome, though. The best for a job like this would probably be Corel or PhotoShop.

### 1.1.5 Step 5. Test with console

Done!

Our card and dream were successfully created! Now what remains is to check them in-game.

Load your save and open the console by pressing SHIFT + O

To try our dream -> jump d\_Sample\_Dream\_0 Change dream label to your label.

To add our card to hand -> inventory.cards.append(Sample\_Slice()) Again, change Sample\_Slice to your card's class name

Developer Tools

Congratulations! You've officially made your first mod for the Astral Lust! Even Grace is proud of you!

Now that you know how, you can add more, check the documentation for info how to do that. Remember - have fun! Will you be the first to change the Dragon images to Thomas the Tank Engine? ;) It was made already by Chuck.

Don't hesitate to ask me questions on official Astral Lust Discord server. You can also post your mods there, in #mods-releases channel.

*Easy to tweak variables*

### 1.1.6 Next Step

While where you should go from now on depends on what you want to make, I would recommend *Creation Guide* to learn many basic things about Renpy's working.

### 1.1.7 Final Script - Comments

The same code can be found in game/mods/Sample Mod/sample\_mod.rpy.

```
1 # define the movie used in a dream, you need to define all movies, size = {gui.game_
   ↳width, gui.game_height} makes the movie play fullscreen no matter of its size or game_
   ↳version, 4K or 1080p
2 image sample_movie = Movie(play="mods/Sample Mod/sample_movie.webm", loop = True, size =
   ↳{gui.game_width, gui.game_height})
3
4 # define new character with name Stickman and light blue colored name - Hex(#216ba2)
5 define sample_stickman = Character("Stickman", who_color = "#216ba2")
6
```

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```

7  # label is a place in code, we can jump to
8  label d_Sample_Dream_0:
9
10     # scene removes images/movies on screen and displays a new one
11     scene sample movie
12
13     # dialogue without character speaking is narration (without any name)
14     "Weird stickman dances before your eyes."
15
16     # me is the player, it'll display player's name as a speaker
17     me "What the hell?"
18
19     # using this will display Srickman as the one talking
20     sample_stickman "Go on, dance with me!"
21
22     me "..."
23     me "What is wrong with me to have a dream like that?"
24
25     sample_stickman "What are you waiting for?"
26
27     # menu statement allows us to display choices menu
28     menu:
29         # the first choice
30         "Dance":
31
32             # code to execute on this choice (Dance)
33             "You dance along with it."
34             th "What the hell I'm doing?"
35
36             # jump to a label d_Sample_Dream_0.part2
37             # .sublabel allows to define a few labels as a part of one label,
38             # this way you can make .part2 label for all events without worrying about
39             ↪repeated names
40             jump .part2
41
42             # the second choice
43             "Stay put":
44                 "You stay silent, not answering to any of it invites."
45                 jump .part2
46
47     # sublabel, you can jump to it by using it's name only inside label group, from other
48     ↪labels you need to use label.sublabel, eq. d_Sample_Dream_0.part2
49     label .part2:
50
51         # dream_end label will end the dream and return you to the place you're sleeping in
52         jump dream_end
53
54     # init means it loads on game launch, 11 is the load order, the higher the later it'll
55     ↪load, overwriting things if needed.
56     # You shouldn't use init below 11, it is reserved for vanilla, it might cause
57     ↪incompatibility so unless you don't know what you're doing, don't do this.
58     init 11 python:

```

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```

55
56     # Your class, you can create cards by calling class name, remember class name needs
↳to be unique or game will throw an error on launch. You can add your unique prefix to
↳make it much less likely.
57     # My prefix is Sample_
58     # It's important for card's class to have | (Card): | at the end, it's needed as it
↳gives the cards their functionality
59     class Sample_Slice(Card):
60
61         # Init is a so called constructor, as the name suggests it's used to construct
↳our card, so our card will be created with attributes given below.
62         def __init__(self):
63
64             # card name / .webp image name. This image needs to be put (for now) in game/
↳images/Cards/ folder.
65             # In the future I'm going to add compatibility for adding custom paths.
66             # To make sure this card is compatible with other mods I've added !Sample!
↳prefix to card name.
67             # Its image need to be | !Sample! Slice.webp | You should add your prefix
↳(nickname) using !Prefix! like me, I plan to add some functionality to this.
68             # While !Sample! will show when destroying card, I'll change it later, so it's
↳not shown.
69             self.name = "!Sample! Slice"
70
71             # spirituality cost
72             self.sp = 3
73
74             # Card category -> Offensive, Defensive, Ability, Power, Tarot
75             self.ca = "Offensive" # category
76
77             # Card rarity, from the lowest to the highest -> Ordinary, Extraordinary,
↳Mythical, Angelic, Divine
78             # Special rarities -> Tarot, Unique (for advanced users)
79             self.ra = "Mythical"
80
81             # Card tooltip, you can write what you want in tooltip or use | self.tip =
↳None | if there is no tooltip for your card.
82             # General formula is '> FirstBuff:\n'+str(player.aff["FirstBuff"][1]) + '\n\n>
↳SecondBuff:\n'+str(player.aff["SecondBuff"][1])
83             # You can add next buffs by adding to the end this code | + '\n\n> NextBuff:\n
↳'+str(player.aff["NextBuff"][1])
84             # Naturally you need to change FirstBuff, etc. to names of buffs, for all
↳available buffs check documentation's Cards category
85             self.tip = '> Strength:\n'+str(player.aff["Strength"][1]) + '\n\n>
↳Bleeding:\n'+str(player.aff["Bleeding"][1])
86
87             # It's a good practice to notify players the mod the card is from, that way if
↳they encounter bugs they can notify you.
88             # self.tip += " mean we want to add text to what is already in there.
89             # \n is a tag for a new line, so below text will add something like this:
90
91             # Bleeding:

```

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```

92     # .... tip .....
93     #
94     # -----
95     # From: Sample Mod
96     self.tip += '\n\n-----\n From: Sample Mod'
97
98     # That's what happens on using a card. Card won't be used if you have Forbid
↳debuff making you unable to play cards of this type, or in case your spirituality is
↳insuficient
99     def play(self, **kwargs):
100
101         # Gives player the effect effect - Strength, 2 Strength exactly. It raises
↳damage dealt by x (x is 2 in this case), it falls by 1 every turn.
102         player.buff("Strength", 2)
103
104         # Gives enemy the status effect Bleeding, 3 stacks. So as you see it's simple
↳to add status effects to the enemies. For more complex effects check Card category
↳(docs).
105         enemy.buff("Bleeding", 3)
106
107         # Attack the enemy with base 12 damage, to deal damage to player, simply
↳change enemy to player
108         self.atk(12, enemy)
109
110         # Needed, it signals that it's the end of method (play method), it returns what
↳we write after it, if you want your card to exhaust on use, do this -> return "exhaust"
111         return
112
113         # Now that our card is created we need to add it to a lootlist, so that it drops
↳from the enemies. List of lootlists can be found in Enemies category (docs).
114         # So I want this card to be dropped by all melee only bandits, I need to add this
↳card to their lootlists one by one:
115         lootlist["bandits_melee"].append(Sample_Slice())
116
117         # Take note that we add (append) cards by using our card class name followed by ().
↳In this case it's SampleSlice()
118         lootlist["bandit_melee"].append(Sample_Slice())
119         lootlist["bandit_melee_girl"].append(Sample_Slice())
120
121         # Remember to create your card image!
122         # Check documentation's Cards to get card templates and how to use them
123         # Paint is enough to make a card, better programs (like free paint.net I'm using) are
↳welcome, though.
124         # The best for a job like this would probably be Corel or PhotoShop.
125
126         # Done!
127         # ----
128         # Our card and dream were succesfully created!
129         # Now what remains is to check them in-game.
130         #
131         # Load your save and open the console by pressing SHIFT + O
132         #

```

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```

133     # To try our dream -> jump d_Sample_Dream_0
134     # Change dream label to your label
135     #
136     # To add our card to hand -> inventory.cards.append(Sample_Slice())
137     # Again, change Sample_Slice to your card's class name
138     #
139     # Congratulations!
140     # You've officially made your first mod for the Astral Lust!
141     # Even Grace is proud of you!
142     #
143     # Now that you know how, you can add more, check the documentation for info how to
    ↪do that.
144     # Remember - have fun! Will you be the first to change the Dragon images to Thomas
    ↪the Tank Engine? ;)
145     #
146     # Don't hesitate to ask me questions on official Astral Lust Discord server. You can
    ↪also post your mods there, in #mods-releases channel.

```

### 1.1.8 Final Script - Clean

```

1 image sample movie = Movie(play="mods/Sample Mod/sample_movie.webm", loop = True, size =
    ↪{gui.game_width, gui.game_height})
2
3 define sample_stickman = Character("Stickman", who_color = "#216ba2")
4
5 label d_Sample_Dream_0:
6     scene sample movie
7
8     "Weird stickman dances before your eyes."
9     me "What the hell?"
10    sample_stickman "Go on, dance with me!"
11    me "..."
12    me "What is wrong with me to have a dream like that?"
13    sample_stickman "What are you waiting for?"
14
15    menu:
16        "Dance":
17            "You dance along with it."
18            th "What the hell I'm doing?"
19
20            jump .part2
21
22        "Stay put":
23            "You stay silent, not answering to any of it invites."
24            jump .part2
25

```

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```

26 label .part2:
27
28     jump dream_end
29
30 init 11 python:
31     class Sample_Slice(Card):
32         def __init__(self):
33             self.name = "!Sample! Slice"
34             self.sp = 3
35             self.ca = "Offensive"
36             self.ra = "Mythical"
37             self.tip = '> Strength:\n'+str(player.aff["Strength"][1]) + '\n\n>
↪Bleeding:\n'+str(player.aff["Bleeding"][1])
38             self.tip += '\n\n_____ \n From: Sample Mod'
39
40         def play(self, **kwargs):
41             player.buff("Strength", 2)
42             enemy.buff("Bleeding", 3)
43             self.atk(12, enemy)
44
45             return
46
47 lootlist["bandits_melee"].append(Sample_Slice())
48 lootlist["bandit_melee"].append(Sample_Slice())
49 lootlist["bandit_melee_girl"].append(Sample_Slice())

```

## 1.2 Creation Guide

This guide shows how to create events in Renpy, it uses selected parts of Renpy's documentation along with my own knowledge, and tips.

[Renpy Quickstart](#)

### 1.2.1 Characters

Ren'Py lets you define characters in advance. This lets you associate a short name with a character, and to change the color of the character's name. Characters can have their own font, size, etc. (Check link below)

```

1 define s = Character('Sylvie', color="#c8ffc8")
2 define m = Character('Me', color="#c8c8ff")
3
4 label start:
5
6     s "Hi there! How was class?"
7

```

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```
8 m "Good..."
9
10 "I can't bring myself to admit that it all went in one ear and out the other."
11
12 s "Are you going home now? Wanna walk back with me?"
13
14 m "Sure!"
```

The first and second lines define characters. The first line defines a character with the short name of `s`, the long name Sylvie, with a name that is shown in a greenish color. (The colors are red-green-blue hex triples, as used in web pages.)

The second line creates a character with a short name `m`, a long name `Me`, with the name shown in a reddish color. Other characters can be defined by copying one of the character lines, and changing the short name, long name, and color.

[More about Characters](#)

## 1.2.2 Menus, Labels, and Jumps

These can be used to present user with choices, control flow, and make branching story.

Labels can be understood as point in the story we can jump to. It's created using simple `label label_name:` syntax

Take note that in Renpy and Python tabulations are important!

```
1 s "Sure, but what's a \"visual novel?\""
2
3 menu:
4
5     "It's a videogame.":
6         jump game
7
8     "It's an interactive book.":
9         jump book
10
11 label game:
12
13     m "It's a kind of videogame you can play on your computer or a console."
14
15     jump marry
16
17 label book:
18
19     m "It's like an interactive book that you can read on a computer or a console."
20
21     jump marry
22
23 label marry:
```

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```

24 "And so, we become a visual novel creating duo."
25

```

This example shows how a menu can be used with Ren'Py. The menu statement introduces an in-game choice. It takes an indented block of lines, each consisting of a string followed by a colon. These are the menu choices that are presented to the player. Each menu choice takes its own indented block of lines, which is run when that menu choice is chosen.

In this example, each of the two menu choices runs a single `jump` statement. The jump statement transfers control to the a label defined using the label statement. After a jump, script statements following the label are run.

In the example above, after Sylvie asks her question, the player is presented with a menu containing two choices. If the player picked `It's a videogame.`, the first jump statement is run, and Ren'Py will jump to the `game` label. This will cause the POV character to say "It's a story with pictures and music.", after which Ren'Py will jump to the `marry` label.

If there is no jump statement at the end of the block associated with the label, Ren'Py will continue on to the next statement. The last jump statement here is technically unnecessary, but is included since it makes the flow of the game clearer.

Labels may be defined in any file that is in the game directory, and ends with `.rpy`. The filename doesn't matter to Ren'Py, only the labels contained inside it. You can think of all the `.rpy` files as being equivalent to a single big `.rpy` file, with jumps used to transfer control. This gives you flexibility in how you organize the script of a larger game.

## 1.2.3 Images

A visual novel isn't much of a visual novel without pictures. Here's another scene from *The Question*. This also includes statements that show images to the player. This can fully replace the previous section of script, if you want to try it out.

```

1 define s = Character('Sylvie', color="#c8ffc8")
2 define m = Character('Me', color="#c8c8ff")
3
4 label start:
5
6     scene bg meadow
7
8     "After a short while, we reach the meadows just outside the neighborhood where we
↪ both live."
9
10    "It's a scenic view I've grown used to. Autumn is especially beautiful here."
11
12    "When we were children, we played in these meadows a lot, so they're full of
↪ memories."
13
14    m "Hey... Umm..."
15
16    show sylvie green smile
17

```

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```
18 "She turns to me and smiles. She looks so welcoming that I feel my nervousness melt_
↳ away."
19
20 "I'll ask her...!"
21
22 m "Ummm... Will you..."
23
24 m "Will you be my artist for a visual novel?"
25
26 show sylvie green surprised
27
28 "Silence."
```

This segment of script introduces two new statements. The `scene` statement on line 6 clears all images and displays a background image. The `show` statements on lines 16 and 26 display a sprite on top of the background, and change the displaying sprite, respectively.

In Ren'Py, each image has a name. The name consists of a tag, and optionally one or more attributes. Both the tag and attributes should begin with a letter, and contain letters, numbers, and underscores. For example:

In the `scene` statement on line 6, the tag is `bg`, and the attribute is `meadow`. By convention, background images should use the tag `bg`.

In the first `show` statement on line 16, the tag is `sylvie`, and the attributes are `green` and `smile`.

In the second `show` statement on line 26, the tag is `sylvie`, and the attributes are `green` and `surprised`.

Only one image with a given tag can be shown at the same time. When a second image with the same tag is shown, it replaces the first image, as happens on line 26.

Ren'Py searches for image files in the images directory, which can be found by selecting `images` in the `Open Directory` section of the launcher. Ren'Py expects character art to be a PNG or WEBP file, while background art should be a JPG, JPEG, PNG, or WEBP file. The name of a file is very important – the extension is removed, the file name is forced to lowercase, and that's used as the image name.

For example, the following files, placed in the images directory, define the following images.

- `"bg meadow.jpg" -> bg meadow`
- `"sylvie green smile.png" -> sylvie green smile`
- `"sylvie green surprised.png" -> sylvie green surprised`

Since the filenames are lowercase, the following also holds.

**\***`"Sylvie Green Surprised.png" -> sylvie green surprised`

Images can be placed in subdirectories (subfolders) under the images directory. The directory name is ignored and only the filename is used to define the image name.

## Hide Statement

Ren'Py also supports a `hide` statement, which hides the given image.

```
1 label leaving:
2
3     s "I'll get right on it!"
4
5     hide sylvie
6
7     "... "
8
9     m "That wasn't what I meant!"
```

It's actually pretty rare that you'll need to use `hide`. `Show` can be used when a character is changing emotions, while `scene` is used when everyone leaves. You only need to use `hide` when a character leaves and the scene stays the same.

## Image Statement

Sometimes, a creator might not want to let Ren'Py define images automatically. This is what the `image` statement is for. It should be at the top level of the file (unindented, and before label start), and can be used to map an image name to an image file. For example:

```
image logo = "renpy logo.png"
image eileen happy = "eileen_happy_blue_dress.png"
```

The image statement is run at init time, before label start and the rest of the game script that interacts with the player.

The image statement can also be used for more complex tasks.

[More on Image statement](#)

## Positions

By default, images are shown centered horizontally, and with their bottom edge touching the bottom of the screen. This is usually okay for backgrounds and single characters, but when showing more than one character on the screen it probably makes sense to do it at another position. It also might make sense to reposition a character for story purposes.

```
show sylvie green smile at right
```

To do this repositioning, add an `at` clause to a `show` statement. The `at` clause takes a position, and shows the image at that position. Ren'Py includes several predefined positions: `left` for the left side of the screen, `right` for the right side, `center` for centered horizontally (the default), and `truecenter` for centered horizontally and vertically.

Creators can define their own positions, and even complicated moves, but that's outside of the scope of this quickstart.

## 1.2.4 Transitions

In the script above, pictures pop in and out instantaneously. Since changing location or having a character enter or leave a scene is important, Ren'Py supports transitions that allow effects to be applied when what is being shown changes.

Transitions change what is displayed from what it was at the end of the last interaction (dialogue, menu, or transition – among other statements) to what it looks like after scene, show, and hide statements have run.

```
1 label start:
2
3     scene bg meadow
4     with fade
5
6     "After a short while, we reach the meadows just outside the neighborhood where we both
7     ↳live."
8
9     "It's a scenic view I've grown used to. Autumn is especially beautiful here."
10
11    "When we were children, we played in these meadows a lot, so they're full of memories."
12
13    m "Hey... Umm..."
14
15    show sylvie green smile
16    with dissolve
17
18    "She turns to me and smiles. She looks so welcoming that I feel my nervousness melt
19    ↳away."
20
21    "I'll ask her...!"
22
23    m "Ummm... Will you..."
24
25    m "Will you be my artist for a visual novel?"
```

The `with` statement takes the name of a transition to use. The most common one is `dissolve` which dissolves from one screen to the next. Another useful transition is `fade` which fades the screen to black, and then fades in the new screen.

When a transition is placed after multiple scene, show, or hide statements, it applies to them all at once. If you were to write:

```
scene bg meadow
show sylvie green smile
with dissolve
```

Both the `bg meadow` and `sylvie green smile` images would be dissolved in at the same time. To dissolve them in one at a time, you need to write two `with` statements:

```
scene bg meadow
with dissolve
show sylvie green smile
with dissolve
```

This first dissolves in the meadow, and then dissolves in sylvie. If you wanted to instantly show the meadow, and then show sylvie, you could write:

```
scene bg meadow
with None
show sylvie smile
with dissolve
```

Here, None is used to indicate a special transition that updates Ren'Py's idea of what the prior screen was, without actually showing anything to the player.

### 1.2.5 End Event

You can end the event by running the return statement, without having called anything.

```
".:. Good Ending."
return
```

### 1.2.6 Flags

While some events can be made by only using the statements given above, other games requires data to be stored and recalled later. For example, it might make sense for a game to remember a choice a player has made, return to a common section of the script, and act on the choice later. This is one of the reasons why Ren'Py has embedded Python support.

Here, we'll show how to store a flag containing information about a choice the player has made. To initialize the flag, use the default statement, before label start.

```
# True if the player has decided to compare a VN to a book.
default book = False

label start:

    s "Hi there! How was class?"
```

The book flag starts off initialized to the special value False (as with the rest of Ren'Py, capitalization matters), meaning that it is not set. If the book path is chosen, we can set it to True using a Python assignment statement.

```
label book:

    $ book = True

    m "It's like an interactive book that you can read on a computer or a console."
```

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```
jump marry
```

Lines beginning with a dollar-sign are interpreted as Python statements. The assignment statement here assigns a value to a variable. Ren'Py has support for other ways of including Python, such as a multi-line Python statement, that are discussed in other sections of this manual. Ren'Py supports Python 2.7, though we strongly recommend you write Python that runs in Python 2 and Python 3.

To check the flag, use the `if` statement:

```
if book:

    "Our first game is based on one of Sylvie's ideas, but afterwards I get to come up
    ↳with stories of my own, too."
```

If the condition is true, the block of script is run. If not, it is skipped. The `if` statement can also take an `else` clause, that introduced a block of script that is run if the condition is false.

```
if book:

    "Our first game is based on one of Sylvie's ideas, but afterwards I get to come up
    ↳with stories of my own, too."

else:

    "Sylvie helped with the script on our first video game."
```

Python variables need not be simple True/False values. Variables can be used to store the player's name, a points score, or for any other purpose. Since Ren'Py includes the ability to use the full Python programming language, many things are possible.

## 1.2.7 Music and Sound

Most Ren'Py games play music in the background. Music is played with the `play music` statement. The `play music` statement takes a filename that is interpreted as an audio file to play. Audio filenames are interpreted relative to the game directory. Audio files should be in opus, ogg vorbis, or mp3 format.

For example:

```
play music "illurock.ogg"
```

When changing music, one can supply a `fadeout` and a `fadein` clause, which are used to fade out the old music and fade in the new music.

```
play music "illurock.ogg" fadeout 1.0 fadein 1.0
```

The `queue music` statement plays an audio file after the current file finishes playing.



```
queue music "next_track.opus"
```

Music can be stopped with the `stop music` statement, which can also optionally take a fadeout clause.

```
stop music
```

Sound effects can be played with the `play sound` statement. Unlike music, sound effects do not loop.

```
play sound "effect.ogg"
```

### 1.2.8 Pause Statement

The pause statement causes Ren'Py to pause until the mouse is clicked.

```
pause
```

If a number is given, the pause will end when that number of seconds have elapsed.

```
pause 3.0
```

## 1.3 Customize Astral Lust

### 1.3.1 Tweak variables

Here you'll find easy to tweak game variables, this way you'll make the game adhere to your preferences. To change the variables use:

```
init 11 python:
    variable = value
```

### 1.3.2 Change/add journal tip

To change a tip we need to do this:

```
tips["story_name"][event_number] = "new_tip"
```

Story names are the same you see in the journal in-game. Remember to work on them in init time (inside `init python:` statement)

```
tips["Main Story"][1] = "Now first Main Story event will have this as a tip."
```

To add a new tip you can just `pop()` the last story tip, then `append()` to a story. First the new tip then the last tip.

```
1 tips["Lexi"].pop() # Remove last item
2 tips["Lexi"].append("New tip.") # Add new tip
3 tips["Lexi"].append("More coming soon.") # Add last tip, there needs to be one more tip,
  ↳ than amount of events.
```

```
1 tips = {
2     "Main Story": [ # Name of a story
3         "player.story", # [0], String, variable keeping story progress (which event you've
  ↳ completed)
4         # _("string") marks it as translatable in Ren'Py
5         _("I have a gut feeling that I would have a good dream."), # [1], Actual tips
6         _("Who knows what awaits me outside?"), # [2]
7         _("I need to take care of my mental health."), # [3]
8         _("Maybe someone can answer my questions out there."), # [4]
9         _("I wonder if I would turn insane if it spoke to me again.."), # [5]
10        _("Who knows what awaits me outside?"), # [6]
11        _("My dreams are becoming more disturbing as of late."), # [7]
12        _("More coming soon.") # [8], Last tip, you need one more tip than your events, if
  ↳ you want you can use "Completed" instead
13    ]
14 }
```

### 1.3.3 Add story

We can add new story with very simple method:

```
1 init 11 python:
2     tips.update({"My Story": [ # Name of a story
3         "my_story_progress_tracking_variable", # [0], String, variable keeping story
  ↳ progress (which event you've completed)
4         _("I have a gut feeling that I would have a good dream."), # [1], Actual tips, make
  ↳ as much as you need
5         _("More coming soon.") # Last tip, you need one more tip than your events, if you
  ↳ want you can use "Completed" instead
6     ]})
```

### 1.3.4 List of safe to tweak variables

- `dream_base_chance = 0.2` - Chance for a dream during sleep
- Base chance for card of given rarity to drop, player luck is added to it:
  - `base_ordinary_chance = 60`
  - `base_extraordinary_chance = 25`
  - `base_mythical_chance = 10`
  - `base_angelic_chance = 3`
  - `base_divine_chance = 2`
- `base_escape_chance = 0.2` - Base chance to escape combat
- `agi_escape_chance = 0.02` - Chance to escape combat per agility point
- `escape_chance_cap = 0.65` - Maximum escape chance
- `terror_chance = 50` - Chance for beings in terror to skip turn, in %, default 50%
- `base_gen_combat_chance = 0.45` - chance of generic combat event, 1.0 for 100% 0 for 0%, story mode disables random combat encounter without care for this setting
- `succubus_base_lust = 50` - Lust that succubus start with, default 50
- `succubus_lust_increase = 5` - Lust that succubus gain per day, default 5
- `succubus_max_lust = 100` - Lust after which succubus come to us for sex, default 100
- `succubus_lust_mult = 5` - Multiplier of lust succubus lose after H, default 5
- `sleep_with_girl_cor_chance = 0.5` - Chance for corruption decrease during sleepover
- `journal_color = "#45B6FE"` - Color of journal tips

## 1.4 In-game Console

When you do a mod, or simply want to cheat, you need to use in-game console, you can do almost everything with it, as it's in fact a python console.

What you want to do the most is to change variables or jump to labels, here's how to do that.

Console can be opened with `SHIFT + 0`. To open the console you need [AL Mod Toolkit](#). You don't know how to install it? Check [Get Started](#).

- [Developer Tools](#)
- [Python](#)

### 1.4.1 Help! I've fucked up my game!

Sometimes you can do something that throws an error. I don't mean error in the console after writing a wrong code, error you get outside of a console as a result of your code.

Don't save the game! You should immediately load save file before this error, if in this save your changes are also present, then you need to undo them. If you can't undo them, then use older save. None of them is clean? Sadly, you'll need to start the game from the beginning.

You can always ignore the problem, but it'll probably lead to corruption of save, or persistent data. If persistent data gets corrupted you won't be able to launch your game without deleting it.

Sometimes the error might straight throw you to the desktop, and launching game again don't work. Don't panic, it happens probably because of developer mode turned on, it tries to immediately start where it crashed, making it crash again.

Simply move `zzz_mod_toolkit.rpyc` and `zzz_mod_toolkit.rpy` outside of Astral Lust folder and launch the game. After it launches properly, exit the game normally. You should be able to enter the game again.

If that didn't help, that means your persistent was corrupted. The only thing to do now is to delete persistent in:

- Windows - `C:\Users\UserName\AppData\Roaming\RenPy\AstralLust`
- Macintosh - `$HOME/Library/RenPy/AstralLust`
- Linux - `$HOME/.renpy/AstralLust`

Save the game before playing with console!

### 1.4.2 Jump to a label

To jump to a label we simply need to use `jump label_name`. We can get a list of all labels with `renpy.get_all_labels()`

We can alternatively use `call`, jump might sometimes lead to weird outcome if label you jumped to ends with `return`. `Call` ensures that's not the case.

### 1.4.3 Change a variable

That's simple -> `variable = new_value`

Why I've changed Lexi's name to Arnold? I don't know either. Some more examples:

Some variables changed this way might reset after exiting the game (like chances), do a mod for the changes to be permanent.

Check *Customize* and *GUI* for variables.

### 1.4.4 Add items to the inventory

`inventory.materials` will show you all items you have, with their amount.

`inventory.materials.update({"item": amount})` will make your inventory contain amount of "item".

## 1.5 Cards

### 1.5.1 Add new cards

To add new cards you need to create your cards as a child of Card class. Action to be done on card use is to be contained in `play()` method.

```

1 class Take_Cover(Card):
2     def __init__(self):
3         # card name / .webp image name
4         self.name = "Take Cover"
5         # spirituality cost
6         self.sp = 2
7         # category: Offensive, Defensive, Ability, Power, Tarot
8         self.ca = "Defensive"
9         # rarity: Ordinary, Extraordinary, Mythical, Angelic, Divine, Unique, Tarot
10        self.ra = "Extraordinary"
11        # Help to be displayed when card is hovered
12        self.tip = '> Block:\n'+str(player. eff['Block'] [1])+' \n\n> Dodge:\n' +
↳str(player. eff['Dodge'] [1])
13
14    def play(self, **kwargs):
15        self.block(amt = 10, target = player)
16        self.dodge(amt = 10, target = player)
17        return

```

## 1.5.2 Cards Images

Start by either creating your own or downloading vanilla card templates:

- [PNG](#)
- [WebP](#)

When using my template you should:

- Put card art behind the template (so it's visible in the middle)
- Name the card at the top
- Define card spirit cost to the right of card name
- Choose correct card rarity & type from templates
- Describe it's effects below card type

Cards need to be:

- Named like the card name attribute
- Placed in `AstralLust\game\images\Cards\` directory
- Saved in `.webp` format, I recommend using [Bulk Images to WebP Converter](#) for Chrome with 90% quality
- Resolution should follow: 13:20 proportions. Default resolution for 4K is 650x1000, for 1080p 325x500. It's not recommended to make cards above 4K default resolution for optimization reasons. You don't need to make two sets of cards for 4K and 1080p, but low res cards will help optimization.

You can make cards in any image editor like paint, paint.net, gimp, photoshoot, etc.

## 1.5.3 Status Effects

Status effects are granted using `buff()`, it takes three arguments:

- `buff` - required, name of status effect - string,
- `amt` - required, status effect will be changed by this amount - depends on buff, either integer or boolean,
- `minus` - if status effect can take negative value - boolean, default `True`

```
1 def play(self, **kwargs):
2     player.buff("Fire Immunity", True)
3     enemy.buff("Ressurrect", 1)
4     return
```

*Make new status effect*

### 1.5.4 Exhaust and Destroy

Cards can be destroyed with `self.destroy()`. To exhaust a card you need to return “exhaust” with `play()`. Take note that `destroy()` removes card from your deck not hand/any pile, to make card disappear from combat return “exhaust”.

```
1 def play(self, **kwargs):
2     ... card action ...
3
4     self.destroy()
5     return "exhaust"
```

### 1.5.5 X card cost

Set card cost to 0 and execute your action x times, at the end set `player.spirit` to 0:

```
1 def play(self, **kwargs):
2     # Attack x times
3     self.atk(dmg = 4, target = enemy, times = player.spirit)
4
5     # Do something x times
6     for x in range(player.spirit):
7         ... action ...
8
9     # Set player spirit to 0
10    player.spirit = 0
11
12    return
```

### 1.5.6 Complex Effects

Returning “complex” with `play()` will skip using card cost and removing it from hand, it can be used with complex card effects that move/exhaust the card before return statement.

### 1.5.7 Other Card class methods

- **draw()** - draw x cards:
  - amt - required, amount of cards to draw
  - min - minimum amount of cards to draw, default 0
  - discard - if discard hand before drawing cards, default False
  - skip\_discarded - if skip shuffling discard pile into draw pile if not enough cards, default True
- **steal()** - steal enemy status effects:
  - times - how many effects to steal, default 1
- **enemy\_intention()** - change enemy intention

### 1.5.8 List of all status effects

*Add our own status effects*

Integer:

- **Armor** - Each turn increase block by x.
- **Critic** - Increase next damage dealt multiplied x times.
- **Bleeding** - Each turn deals x damage. Damage doubled if target has Frail. Decreases by 1 every turn.
- **Block** - Block up to x points of damage. Lasts till next turn.
- **Dodge** - Gives x% to avoid damage. Lasts till next turn. Dodge chance capped at 80%.
- **Burning** - Each turn deals 5 damage. Lasts x turns.
- **Frail** - Gain x less block. Decreases by 1 every turn.
- **Invulnerability** - Become immune to all damage. Lasts x turns.
- **Life Steal** - Heal for x% damage dealt.
- **Poison** - Each turn deals x damage. Damage doubled if target is bleeding. Decreases by 1 every turn.
- **Regeneration** - Each turn heals x health. Decreases by 1 after taking damage.
- **Resurrect** - Will resurrect with 50% of health after death.
- **Strength** - Deal x more damage. Decreases by 1 every turn.
- **Stun** - Unable to act for x turns.
- **Thorns** - Deal x before being attacked. Lasts till next turn.
- **Weak** - Deal 50% less damage. Lasts x turns.
- **Vulnerable** - Receive 50% more damage. Lasts x turns.
- **Empower** - Gain x strength every turn.
- **Card Draw** - Draw x more cards each turn.



- Clarity - Gain x spirituality each turn.
- Forbid Offensive - Can't play offensive cards for x turns.
- Forbid Defensive - Can't play defensive cards for x turns.
- Forbid Ability - Can't play ability cards for x turns.
- Forbid Power - Can't play power cards for x turns.
- Stealth - Gain x% dodge each turn.
- Spikes - Gain x thorns every turn.
- Forbid Tarot - Can't play tarot cards for x turns.
- Terror - 45% chance to lose turn. Lasts for x turns.
- Fury - Gain x strength on taking unblocked damage.

Boolean:

- Poison Immunity - Immune to poison.
- Bleeding Immunity - Immune to bleeding.
- Stun Immunity - Can't be stunned.
- Burning Immunity - Immune to burning.
- Freedom - Free from corruption and madness.

## 1.6 Dreams

### 1.6.1 Add new dreams

Create new label consisting of three parts:

- prefix d\_ - That's required for dream to be recognize as a dream
- name My\_Dream\_Name - Name of your dream, replace spaces with \_
- suffix \_type - **Category of your dream:**
  - 0 - Normal / Positive - brings positive or no effect
  - 1 - Nightmare - brings negative effect
  - 2 - Wet - contains H scenes
  - 3 - Other - special or complex effects, can't be put in other category

Code should look like this:

```

1 label d_Light_0:
2     scene d 2 1 with fade
3     "You open your eyes only to see a light."
4     "The light illuminates the world."
5     "You float amidst the clouds and enjoy the light shining on you."
6     $player.corrupt(-3)
7     "You fell purified."
8     jump dream_end

```

```
1 if True:
2     print("XD")
```

More label examples:

- label d\_First\_Love\_2:
- label d\_Deal\_with\_the\_Devil\_3:
- label d\_Reccuring\_Nightmare\_1:

Dreams should be ended with `jump dream_end` - it's a generic dream ending it blackens the screen and executes sleep method, you can end the dream other way if you know what you are doing:

```
1 label d_end:
2     # Start to make the screen fade to darkness
3     show screen blacken(iloc = "50") with dissolve
4     "You feel everything around fading away. You are awakening."
5     pause 0.25
6     show screen blacken(iloc = "90") with dissolve
7     pause 0.25
8     show screen blacken(iloc = "C0") with dissolve
9     pause 0.25
10    show screen blacken(iloc = "FF") with dissolve
11    pause 0.25
12
13    # Restore player hp & sanity
14    $player.sleep()
15
16    # Stop all music and sound from dream
17    stop music2 fadeout 1.0
18    stop sound fadeout 1.0
19    stop music fadeout 1.0
20
21    # Play music depending on location
22    if "room_hotel" in player.location:
23        play music persistent.music_hotel fadein 1.0
24
25    # Return to the label
26    return
```

### 1.6.2 Change dream chance

To change the base dreams chance you need to change `dream_base_chance` variable, like this:

```
init 11 python:
    # Float, 1.0 for 100% chance, 0.0 for 0% chance.
    dream_base_chance = 0.4
```

## 1.7 Images and wallpapers

### 1.7.1 Replace game images

To replace game image check .rpy files or use developer tools to find what name the image has, now we only need to use `image name = "path/image"` statements. As name we use the image's you want to change name. You should change it using code instead of just replacing images because after removing your mod the game will be vanilla again. To change defined images (like animations) `init offset = 1` is required.

```
init offset = 1

# Change player's room day image
image bg hotel player = "mods/MyMod/new hotel image.webp"
```

### 1.7.2 Add wallpaper

Warning! For now, removing the wallpaper images will cause error even if mod was removed, so don't delete the wallpapers.

```
1 init 11 python:
2   # This adds new wallpaper to our game
3   wallpapers_update.update({"My wallpaper name": [
4       None, # [0] Code
5       False, # [1] Unlocked, set to True to be unlocked from the start
6       False # [2] Movie, set true if you have animated version, not animated is still
7   ↪required
   ]})
```

If you want your wallpaper to be unlockable with code, use a string with code's hash, use this in [python 2.7 online interpreter](#) to get hash code:

```
x = hashlib.sha224(b"code").hexdigest() # change code to your own
print(x)
```

## 1.8 GUI Configuration

As you know, there are two official versions of the Astral Lust: 4K and 1080p.

You can change gui sizes using below code:

```
1 init 11 python:
2
3 # Change 10 to amount of pixels you want,
4 # choose the size that would be in 4K version (even if you do it for 1080p version),
5 # game will automatically resize it according to game version.
6 gui.variable = int(math.ceil(10 / gui.game_mode))
```

### 1.8.1 Menus

#### Add new menu

To add new menu to extended menu (top right corner) we need to do the following steps:

- Choose menu icon
- Create menu's screen
- Add our icon and screen to `gui_menus` as a pair

You can get your icon from [Game-icons.net](https://game-icons.net) or [Iconpacks.net](https://iconpacks.net). Of course if you feel creative feel free to make your icon, yourself. Icons should always have 128x128 resolution, to be clear enough, game will rescale it on its own according to 4K or 1080p game version.

You can put them wherever you want. I would recommend your own mod's folder.

Now that the icon is waiting, ready to be displayed, we need to create our in-game screen. Check documentation below to learn how to make screens. You can always only modify my example, but it's good to be creative.

#### Screens and Screen Language

```
1 # That's my easiest menu screen to learn from (below more complex example)
2 # First we need to define our screen as shown below. Do this with -> screen my_screen():
3 screen rpg_menu_characteristics():
4
5 # screens with higher zorder show above screens with lower zorder.
6 # All my menus have 90 zorder. If you don't specify zorder it'll be the default of 0
7 zorder 90
8
9 # Drag allows us to move our menu around the screen
10 drag:
11
12 # align(0.5, 0.5) means that menu will appear in the middle of the screen
13 align (0.5,0.5)
14
15 # dropable means that we can drop the menu somewhere else and it'll stay there
```

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```

16     droppable True
17
18     # Frame is, well a frame, you can understand it as background for menu
19     frame:
20
21         # Ensures nice padding so that text isn't on menus edge
22         padding (gui.game_spacing_small, gui.game_spacing_small)
23
24         # background color, it needs to be hex code (for color), here it is #000000 ->
25         ↪pitch black with D5 opacity
26         background "#000000D5"
27
28         # Container for our content, it makes all it's children (things place inside) to
29         ↪appear under the previous child
30         vbox:
31
32             # Displays text
33             text "Characteristics coming soon."

```

- Screens and Screen Language
- Screens and Python
- Style Properties
- Displayables

```

1 screen rpg_menu_questions():
2     zorder 90
3     drag:
4         align (0.5,0.5)
5         droppable True
6
7     frame:
8         padding (gui.game_spacing, gui.game_spacing_small)
9         background "#000000D5"
10        xsize gui.game_width / 3
11
12        vbox:
13            spacing gui.game_spacing_mini
14            xfill True
15            hbox:
16                xalign 0.5
17                button:
18                    xalign 0.5
19
20                # On click set _in_codex to False
21                action SetVariable("_in_codex", False)
22
23        frame at guzik_hover:

```

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```

24         align (0.5, 0.5)
25         background guzik
26         padding (gui.game_spacing_small, gui.game_spacing_small)
27         text "Journal" size gui.game_text
28
29     button:
30         xalign 0.5
31
32         # On click set _in_codex to True
33         action SetVariable("_in_codex", True)
34
35         frame at guzik_hover:
36             align (0.5, 0.5)
37
38             # Shows my button image as a background, to learn how to make your own_
↪image backgrounds check Displayables link above
39             background guzik
40
41             padding (gui.game_spacing_small, gui.game_spacing_small)
42             text "Codex" size gui.game_text
43
44     if _in_codex:
45
46         # Shows rpg_codex screen if _in_codex = True
47         use rpg_codex
48
49     else:
50
51         # Otherwise show rpg_journal screen
52         use rpg_journal

```

Now we need to only add our icon and screen to `gui_menus`.

```

init 11 python:

    # First we add icon path, relative to game folder
    gui_menus.append("pathToIcon/icon ouricon.webp")

    # Then we add screen this icon launches
    gui_menus.append("our_screen")

    # For example, we have screen rpg_sample_menu and icon in mods/Sample Mod, the icon is_
↪sample.webp
    # We will execute this example like this:
    gui_menus.append("mods/Sample Mod/icon sample.webp")
    gui_menus.append("rpg_sample_menu")

```

## Change menu icons

To change existing menu icons you need to change it's entry in `gui_menus`.

```

1  # This is the list of vanilla icons
2  define gui_menus = [ # Menus to appear on extended menu, | icon_path, screen to show on,
   ↪ click
3      # First line is [0], [1]. Next line is [2], [3], etc.
4      "Icons/icon backpack.webp", "rpg_menu_backpack",
5      "Icons/icon character.webp", "rpg_menu_character",
6      "Icons/icon cards.webp", "show_deck",
7      "Icons/icon characteristics.webp", "rpg_menu_characteristics",
8      "Icons/icon quests.webp", "rpg_menu_quests",
9      "Icons/icon girls.webp", "rpg_menu_girls"
10 ]
11
12 # Change it like this
13 init 11 python:
14
15     # Icon, you need to refer to index number, it starts with [0], then it increases by
   ↪ one after every | , |.
16     gui_menus[0] = "newiconspath/icon"
17
18     # Screen to show on click
19     gui_menus[1] = "my_new_screen"

```

## 1.8.2 List of all GUI variables

### General

```

1  ## General
2  ## Example: define gui.game_ = int(math.ceil( / gui.game_mode))
3  define gui.game_width = int(math.ceil(3840 / gui.game_mode))
4  define gui.game_height = int(math.ceil(2160 / gui.game_mode))
5  define gui.game_spacing_mini = int(math.ceil(10 / gui.game_mode))
6  define gui.game_spacing_very_small = int(math.ceil(25 / gui.game_mode))
7  define gui.game_spacing_small = int(math.ceil(30 / gui.game_mode))
8  define gui.game_spacing = int(math.ceil(40 / gui.game_mode))
9  define gui.game_spacing_plus = int(math.ceil(45 / gui.game_mode))
10 define gui.game_spacing_wrap = int(math.ceil(50 / gui.game_mode))
11 define gui.game_icons = int(math.ceil(128 / gui.game_mode))
12 define gui.game_icons_small = int(math.ceil(64 / gui.game_mode))
13 define gui.game_width_half = int(math.ceil(gui.game_width / 2))
14 define gui.game_height_half = int(math.ceil(gui.game_height / 2))

```

## Emoticons

```
1  ## Emoticons
2  ## Example: define gui.emo_ = int(math.ceil( / gui.game_mode))
3  define gui.emo_x = int(math.ceil(32 / gui.game_mode))
4  define gui.emo_y = int(math.ceil(32 / gui.game_mode))
5  define gui.emo_posx = int(math.ceil(580 / gui.game_mode))
6  define gui.emo_posy = int(math.ceil(180 / gui.game_mode))
```

## Text sizes

```
1  ## Text sizes
2  ## Example: define gui.game_text_ = int(math.ceil( / gui.game_mode))
3  define gui.game_text_very_small = int(math.ceil(30 / gui.game_mode))
4  define gui.game_text_menu = int(math.ceil(36 / gui.game_mode))
5  define gui.game_text_small = int(math.ceil(40 / gui.game_mode))
6  define gui.game_text = int(math.ceil(46 / gui.game_mode))
7  define gui.game_text_medium = int(math.ceil(55 / gui.game_mode))
8  define gui.game_text_ind = int(math.ceil(60 / gui.game_mode))
```

## Collectibles

```
1  ## Collectibles
2  ## Example: : [int(math.ceil( / gui.game_mode)), int(math.ceil( / gui.game_mode))],
3  define gui.col = { # col nr: [xpos, ypos]
4      # player
5      0: [int(math.ceil(260 / gui.game_mode)), int(math.ceil(693 / gui.game_mode))],
6      1: [int(math.ceil(1747 / gui.game_mode)), int(math.ceil(310 / gui.game_mode))],
7      2: [int(math.ceil(3046 / gui.game_mode)), int(math.ceil(2123 / gui.game_mode))],
8      # lexi
9      3: [int(math.ceil(114 / gui.game_mode)), int(math.ceil(1138 / gui.game_mode))],
10     4: [int(math.ceil(1876 / gui.game_mode)), int(math.ceil(642 / gui.game_mode))],
11     5: [int(math.ceil(3600 / gui.game_mode)), int(math.ceil(1939 / gui.game_mode))],
12     # fl (a & b)
13     6: [int(math.ceil(1277 / gui.game_mode)), int(math.ceil(958 / gui.game_mode))],
14     7: [int(math.ceil(1900 / gui.game_mode)), int(math.ceil(739 / gui.game_mode))],
15     8: [int(math.ceil(1341 / gui.game_mode)), int(math.ceil(608 / gui.game_mode))],
16     # grace
17     9: [int(math.ceil(2445 / gui.game_mode)), int(math.ceil(500 / gui.game_mode))],
18     10: [0, int(math.ceil(155 / gui.game_mode))],
19     11: [int(math.ceil(441 / gui.game_mode)), int(math.ceil(1476 / gui.game_mode))],
20     # alice
21     12: [int(math.ceil(3676 / gui.game_mode)), int(math.ceil(1146 / gui.game_mode))],
```

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```

22 13: [int(math.ceil(1363 / gui.game_mode)), int(math.ceil(109 / gui.game_mode))],
23 14: [int(math.ceil(1755 / gui.game_mode)), int(math.ceil(2037 / gui.game_mode))],
24 # lobby
25 15: [int(math.ceil(3570 / gui.game_mode)), int(math.ceil(620 / gui.game_mode))],
26 16: [int(math.ceil(710 / gui.game_mode)), int(math.ceil(555 / gui.game_mode))],
27 17: [int(math.ceil(1752 / gui.game_mode)), int(math.ceil(236 / gui.game_mode))],
28 # library
29 18: [int(math.ceil(100 / gui.game_mode)), int(math.ceil(2066 / gui.game_mode))],
30 19: [int(math.ceil(3672 / gui.game_mode)), int(math.ceil(1086 / gui.game_mode))],
31 20: [int(math.ceil(3429 / gui.game_mode)), int(math.ceil(1144 / gui.game_mode))],
32 21: [int(math.ceil(1022 / gui.game_mode)), int(math.ceil(881 / gui.game_mode))],
33 22: [int(math.ceil(1668 / gui.game_mode)), int(math.ceil(411 / gui.game_mode))],
34 23: [int(math.ceil(2196 / gui.game_mode)), int(math.ceil(665 / gui.game_mode))],
35 24: [int(math.ceil(2411 / gui.game_mode)), int(math.ceil(647 / gui.game_mode))]
36 }

```

## Battle

```

1  ## Battle / Fight / Combat
2  ## Example: define gui.battle_ = int(math.ceil( / gui.game_mode))
3  define gui.battle_pile_xsize = int(math.ceil(260 / gui.game_mode))
4  define gui.battle_pile_ysize = int(math.ceil(400 / gui.game_mode))
5  define gui.battle_card_xsize_small = int(math.ceil(390 / gui.game_mode))
6  define gui.battle_card_ysize_small = int(math.ceil(600 / gui.game_mode))
7  define gui.battle_card_yoffset_small = int(math.ceil(90 / gui.game_mode))
8  define gui.battle_card_xsize_medium = int(math.ceil(520 / gui.game_mode))
9  define gui.battle_card_ysize_medium = int(math.ceil(800 / gui.game_mode))
10 define gui.battle_card_yoffset_medium = int(math.ceil(-65 / gui.game_mode))
11 define gui.battle_spirit_size = int(math.ceil(260 / gui.game_mode))
12 define gui.battle_enemy_hp_icon_size = int(math.ceil(260 / gui.game_mode))
13 define gui.battle_hp_icon_size = int(math.ceil(150 / gui.game_mode))
14 define gui.battle_effects_icons = int(math.ceil(128 / gui.game_mode))
15 define gui.battle_end_turn_size = int(math.ceil(260 / gui.game_mode))
16 define gui.battle_enemy_hp_bar_xsize = int(math.ceil(1200 / gui.game_mode))
17 define gui.battle_enemy_hp_bar_ysize = int(math.ceil(100 / gui.game_mode))
18 define gui.battle_enemy_hp_bar_ypos = int(math.ceil(40 / gui.game_mode))
19 define gui.battle_enemy_hp_text_yoffset = int(math.ceil(-5 / gui.game_mode))
20 define gui.battle_enemy_name_yoffset = int(math.ceil(80 / gui.game_mode))
21 define gui.battle_enemy_hp_icon_ypos = int(math.ceil(-68 / gui.game_mode))
22 define gui.battle_enemy_hp_icon_xoffset = int(math.ceil(-565 / gui.game_mode))
23 define gui.battle_intention_ypos_expanded = int(math.ceil(140 / gui.game_mode))
24 define gui.battle_intention_xoffset = int(math.ceil(750 / gui.game_mode))
25 define gui.battle_intention_xmaximum = int(math.ceil(600 / gui.game_mode))
26 define gui.battle_intention_ypos = int(math.ceil(50 / gui.game_mode))
27 define gui.battle_enemy_effects_xmaximum = int(math.ceil(1200 / gui.game_mode))
28 define gui.battle_enemy_effects_ypos = int(math.ceil(200 / gui.game_mode))
29 define gui.battle_enemy_effects_spacing = int(math.ceil(20 / gui.game_mode))

```

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```

30 define gui.battle_enemy_effects_size = int(math.ceil(128 / gui.game_mode))
31 define gui.battle_enemy_effects_text_ycenter = int(math.ceil(64 / gui.game_mode))
32 define gui.battle_enemy_effects_text_xcenter = int(math.ceil(64 / gui.game_mode))
33 define gui.battle_enemy_effects_text_yoffset = int(math.ceil(84 / gui.game_mode))
34 define gui.battle_left_margin = int(math.ceil(80 / gui.game_mode))
35 define gui.battle_draw_pile_xcenter = int(math.ceil(210 / gui.game_mode))
36 define gui.battle_draw_pile_ycenter = int(math.ceil(1830 / gui.game_mode))
37 define gui.battle_spirit_xcenter = int(math.ceil(210 / gui.game_mode))
38 define gui.battle_spirit_ypos = int(math.ceil(1345 / gui.game_mode))
39 define gui.battle_spirit_text_ypos = int(math.ceil(1425 / gui.game_mode))
40 define gui.battle_effects_ymaximum = int(math.ceil(1200 / gui.game_mode))
41 define gui.battle_effects_size = int(math.ceil(128 / gui.game_mode))
42 define gui.battle_effects_text_ycenter = int(math.ceil(64 / gui.game_mode))
43 define gui.battle_effects_text_xcenter = int(math.ceil(64 / gui.game_mode))
44 define gui.battle_effects_text_xoffset = int(math.ceil(-90 / gui.game_mode))
45 define gui.battle_effects_frame_xminimum = int(math.ceil(400 / gui.game_mode))
46 define gui.battle_effects_frame_padding = int(math.ceil(20 / gui.game_mode))
47 define gui.battle_effects_frame_xcenter = int(math.ceil(64 / gui.game_mode))
48 define gui.battle_effects_frame_ypos = int(math.ceil(32 / gui.game_mode))
49 define gui.battle_effects_frame_xoffset = int(math.ceil(300 / gui.game_mode))
50 define gui.battle_discard_pile_xcenter = int(math.ceil(3630 / gui.game_mode))
51 define gui.battle_discard_pile_ycenter = int(math.ceil(1830 / gui.game_mode))
52 define gui.battle_turn_xcenter = int(math.ceil(3630 / gui.game_mode))
53 define gui.battle_turn_ycenter = int(math.ceil(1480 / gui.game_mode))
54 define gui.battle_tooltip_ypos = int(math.ceil(200 / gui.game_mode))
55 define gui.battle_tooltip_xoffset = int(math.ceil(-20 / gui.game_mode))
56 define gui.battle_tooltip_xmaximum = int(math.ceil(600 / gui.game_mode))
57 define gui.battle_hp_xsize = int(math.ceil(260 / gui.game_mode))
58 define gui.battle_hp_ysize = int(math.ceil(50 / gui.game_mode))
59 define gui.battle_hp_xcenter = int(math.ceil(215 / gui.game_mode))
60 define gui.battle_hp_ycenter = int(math.ceil(1290 / gui.game_mode))
61 define gui.battle_hp_icon_xoffset = int(math.ceil(-120 / gui.game_mode))
62 define gui.battle_tool_xmaximum = int(math.ceil(480 / gui.game_mode))
63 define gui.battle_tool_padding = int(math.ceil(20 / gui.game_mode))
64 define gui.battle_tool_xpos = int(math.ceil(350 / gui.game_mode))
65 define gui.battle_tool_ypos = int(math.ceil(1345 / gui.game_mode))
66 define gui.battle_turn_counter_spacing = int(math.ceil(30 / gui.game_mode))
67 define gui.battle_turn_counter_ysize = int(math.ceil(100 / gui.game_mode))
68 define gui.battle_hand_ycenter = int(math.ceil(1800 / gui.game_mode))
69 define gui.battle_card_btn_small_yoffset = int(math.ceil(180 / gui.game_mode))
70 define gui.battle_card_btn_medium_yoffset = int(math.ceil(-125 / gui.game_mode))
71 define gui.battle_ind_p_xcenter = int(math.ceil(215 / gui.game_mode))
72 define gui.battle_ind_p_ycenter = int(math.ceil(1290 / gui.game_mode))
73 define gui.battle_ind_x = int(math.ceil(15 / gui.game_mode))
74 define gui.battle_ind_y = int(math.ceil(30 / gui.game_mode))
75 define gui.battle_ind_yoffset = int(math.ceil(-50 / gui.game_mode))

```

## Interface

```

1  ## Interface
2  ## Example: define gui.inter_ = int(math.ceil( / gui.game_mode))
3  define gui.inter_notify_ypos = int(math.ceil(380 / gui.game_mode))
4  define gui.inter_notify_ypadding = int(math.ceil(10 / gui.game_mode))
5  define gui.inter_notify_right_padding = int(math.ceil(160 / gui.game_mode))
6  define gui.inter_loot_choices_ycenter = int(math.ceil(780 / gui.game_mode))
7  define gui.inter_loot_tooltip_yoffset = int(math.ceil(500 / gui.game_mode))
8  define gui.inter_loot_tooltip_xmaximum = int(math.ceil(600 / gui.game_mode))
9  define gui.inter_loot_skip_yoffset = int(math.ceil(240 / gui.game_mode))
10 define gui.inter_deck_display_xoffset = int(math.ceil(-1500 / gui.game_mode))
11 define gui.inter_deck_display_yoffset = int(math.ceil(150 / gui.game_mode))
12 define gui.inter_deck_card_xsize_small = int(math.ceil(325 / gui.game_mode))
13 define gui.inter_deck_card_ysize_small = int(math.ceil(500 / gui.game_mode))
14 define gui.inter_deck_card_xsize_medium = int(math.ceil(390 / gui.game_mode))
15 define gui.inter_deck_card_ysize_medium = int(math.ceil(600 / gui.game_mode))
16 define gui.inter_deck_card_yoffset = int(math.ceil(-50 / gui.game_mode))
17 define gui.inter_deck_null_width = int(math.ceil(160 / gui.game_mode))
18 define gui.inter_deck_null_height = int(math.ceil(10 / gui.game_mode))
19 define gui.inter_deck_null2_height = int(math.ceil(130 / gui.game_mode))
20 define gui.inter_deck_null2_width = int(math.ceil(3760 / gui.game_mode))
21 define gui.inter_deck_exit_xcenter = int(math.ceil(3600 / gui.game_mode))
22 define gui.inter_deck_exit_ycenter = int(math.ceil(64 / gui.game_mode))
23 define gui.inter_vault_xoffset = int(math.ceil(600 / gui.game_mode))
24 define gui.inter_save_width = int(math.ceil(768 / gui.game_mode))
25 define gui.inter_save_height = int(math.ceil(432 / gui.game_mode))
26 define gui.inter_notify_yoffset = int(math.ceil(100 / gui.game_mode))
27 define gui.inter_char_tooltip_xoffset = int(math.ceil(550 / gui.game_mode))
28 define gui.inter_char_tooltip_xmaximum = int(math.ceil(900 / gui.game_mode))
29 define gui.inter_trade_yoffset = int(math.ceil(250 / gui.game_mode))
30 define gui.inter_trade_yoffset_small = int(math.ceil(100 / gui.game_mode))
31 define gui.inter_trade_yoffset_half = int(math.ceil(50 / gui.game_mode))
32 define gui.inter_trade_margin = int(math.ceil(400 / gui.game_mode))
33 define gui.inter_trade_margin_tb = int(math.ceil(200 / gui.game_mode))
34 define gui.inter_trade_marginx2 = gui.inter_trade_margin * 2
35 define gui.inter_trade_xoffset = int(math.ceil(380 / gui.game_mode))
36 define gui.inter_trade_icon = int(math.ceil(gui.game_text_menu * 2.8 / gui.game_mode))
37 define gui.inter_hollow_xsize = int(math.ceil(676 / gui.game_mode))
38 define gui.inter_hollow_ypos = int(math.ceil(460 / gui.game_mode))
39 define gui.inter_menu_spacing = int(math.ceil(200 / gui.game_mode))

```

## Masks

```

1  ## Masks
2  ## Example: define gui.mask_ = [int(math.ceil( / gui.game_mode)), int(math.ceil( / gui.
   ↪game_mode))] # [xpos, ypos]
3  define gui.mask_lexi_door = [int(math.ceil(857 / gui.game_mode)), int(math.ceil(135 /
   ↪gui.game_mode))]
4  define gui.mask_lexi_document = [int(math.ceil(2889 / gui.game_mode)), int(math.ceil(670
   ↪ / gui.game_mode))]
5  define gui.mask_lexi_laptop = [int(math.ceil(3032 / gui.game_mode)), int(math.ceil(613 /
   ↪gui.game_mode))]
6  define gui.mask_lexi_pc = [int(math.ceil(2790 / gui.game_mode)), int(math.ceil(555 / gui.
   ↪game_mode))]
7  define gui.mask_lexi_sleep = [int(math.ceil(2025 / gui.game_mode)), int(math.ceil(961 /
   ↪gui.game_mode))]
8  define gui.mask_lexi_boxes = [int(math.ceil(1867 / gui.game_mode)), int(math.ceil(377 /
   ↪gui.game_mode))]
9  define gui.mask_lexi_sofa = [int(math.ceil(523 / gui.game_mode)), int(math.ceil(647 /
   ↪gui.game_mode))]
10 define gui.mask_mina_pc = [int(math.ceil(2797 / gui.game_mode)), int(math.ceil(548 / gui.
   ↪game_mode))]
11 define gui.mask_mina_sofa = [int(math.ceil(520 / gui.game_mode)), int(math.ceil(513 /
   ↪gui.game_mode))]
12 define gui.mask_mina_bed = [int(math.ceil(1867 / gui.game_mode)), int(math.ceil(815 /
   ↪gui.game_mode))]
13 define gui.mask_player_door = [int(math.ceil(850 / gui.game_mode)), int(math.ceil(88 /
   ↪gui.game_mode))]
14 define gui.mask_player_pc = [int(math.ceil(2267 / gui.game_mode)), int(math.ceil(401 /
   ↪gui.game_mode))]
15 define gui.mask_player_mirror = [int(math.ceil(1576 / gui.game_mode)), int(math.ceil(0 /
   ↪gui.game_mode))]
16 define gui.mask_player_bed = [int(math.ceil(1823 / gui.game_mode)), int(math.ceil(880 /
   ↪gui.game_mode))]
17 define gui.mask_player_cube = [int(math.ceil(3042 / gui.game_mode)), int(math.ceil(1822 /
   ↪ gui.game_mode))]
18 define gui.mask_player_books = [int(math.ceil(3164 / gui.game_mode)), int(math.ceil(1931
   ↪ / gui.game_mode))]
19 define gui.mask_player_altar = [int(math.ceil(296 / gui.game_mode)), int(math.ceil(1092 /
   ↪ gui.game_mode))]
20 define gui.mask_player_chest = [int(math.ceil(1816 / gui.game_mode)), int(math.ceil(875 /
   ↪ gui.game_mode))]
21 define gui.mask_player_grey_cupboard = [int(math.ceil(2424 / gui.game_mode)), int(math.
   ↪ceil(550 / gui.game_mode))]
22 define gui.mask_player_white_cupboard = [int(math.ceil(2344 / gui.game_mode)), int(math.
   ↪ceil(576 / gui.game_mode))]
23 define gui.mask_player_wardrobe = [int(math.ceil(2912 / gui.game_mode)), int(math.
   ↪ceil(153 / gui.game_mode))]
24 define gui.mask_cat_pc = [int(math.ceil(2469 / gui.game_mode)), int(math.ceil(476 / gui.
   ↪game_mode))]
25 define gui.mask_cat_sleep = [int(math.ceil(2075 / gui.game_mode)), int(math.ceil(1004 /
   ↪gui.game_mode))]
26 define gui.mask_dog_sofa = [int(math.ceil(439 / gui.game_mode)), int(math.ceil(673 / gui.
   ↪game_mode))]

```

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```

27 define gui.mask_dog_sleep = [int(math.ceil(1675 / gui.game_mode)), int(math.ceil(1215 /
    ↪gui.game_mode))]
28 define gui.mask_f1a_alice = [int(math.ceil(2273 / gui.game_mode)), int(math.ceil(179 /
    ↪gui.game_mode))]
29 define gui.mask_f1a_lexi = [int(math.ceil(2746 / gui.game_mode)), int(math.ceil(65 / gui.
    ↪game_mode))]
30 define gui.mask_f1a_grace = [int(math.ceil(1430 / gui.game_mode)), int(math.ceil(174 /
    ↪gui.game_mode))]
31 define gui.mask_f1a_f2 = [int(math.ceil(1805 / gui.game_mode)), int(math.ceil(76 / gui.
    ↪game_mode))]
32 define gui.mask_f1a_lobby = [int(math.ceil(1630 / gui.game_mode)), int(math.ceil(360 /
    ↪gui.game_mode))]
33 define gui.mask_f1a_f1b = [int(math.ceil(1850 / gui.game_mode)), int(math.ceil(550 / gui.
    ↪game_mode))]
34 define gui.mask_f1a_cupboard = [int(math.ceil(1203 / gui.game_mode)), int(math.ceil(607 /
    ↪ gui.game_mode))]
35 define gui.mask_f1a_grace_clean = [int(math.ceil(2004 / gui.game_mode)), int(math.
    ↪ceil(300 / gui.game_mode))]
36 define gui.mask_f1b_grace = [int(math.ceil(2529 / gui.game_mode)), int(math.ceil(309 /
    ↪gui.game_mode))]
37 define gui.mask_f1b_alice = [int(math.ceil(912 / gui.game_mode)), int(math.ceil(243 /
    ↪gui.game_mode))]
38 define gui.mask_f1b_lexi = [int(math.ceil(1538 / gui.game_mode)), int(math.ceil(442 /
    ↪gui.game_mode))]
39 define gui.mask_f1b_player = [int(math.ceil(2223 / gui.game_mode)), int(math.ceil(454 /
    ↪gui.game_mode))]
40 define gui.mask_f1b_f2 = [int(math.ceil(480 / gui.game_mode)), int(math.ceil(1700 / gui.
    ↪game_mode))]
41 define gui.mask_f1b_lobby = [int(math.ceil(3000 / gui.game_mode)), int(math.ceil(1750 /
    ↪gui.game_mode))]
42 define gui.mask_f1b_f1a = [int(math.ceil(1842 / gui.game_mode)), int(math.ceil(1750 /
    ↪gui.game_mode))]
43 define gui.mask_f1b_cupboard = [int(math.ceil(2233 / gui.game_mode)), int(math.ceil(699 /
    ↪ gui.game_mode))]
44 define gui.mask_f1b_grace_clean = [int(math.ceil(1598 / gui.game_mode)), int(math.
    ↪ceil(504 / gui.game_mode))]
45 define gui.mask_grace_door = [int(math.ceil(859 / gui.game_mode)), int(math.ceil(136 /
    ↪gui.game_mode))]
46 define gui.mask_grace_coffee = [int(math.ceil(2218 / gui.game_mode)), int(math.ceil(521 /
    ↪ gui.game_mode))]
47 define gui.mask_grace_watering1 = [int(math.ceil(406 / gui.game_mode)), int(math.
    ↪ceil(482 / gui.game_mode))]
48 define gui.mask_grace_watering2 = [int(math.ceil(500 / gui.game_mode)), int(math.
    ↪ceil(940 / gui.game_mode))]
49 define gui.mask_grace_fox = [int(math.ceil(1467 / gui.game_mode)), int(math.ceil(270 /
    ↪gui.game_mode))]
50 define gui.mask_grace_sleep = [int(math.ceil(2715 / gui.game_mode)), int(math.ceil(1272 /
    ↪ gui.game_mode))]
51 define gui.mask_alice_door = [int(math.ceil(728 / gui.game_mode)), int(math.ceil(136 /
    ↪gui.game_mode))]
52 define gui.mask_alice_tv = [int(math.ceil(2283 / gui.game_mode)), int(math.ceil(335 /
    ↪gui.game_mode))]

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53 define gui.mask_alice_shelf = [int(math.ceil(2115 / gui.game_mode)), int(math.ceil(605 /
    ↪gui.game_mode))]
54 define gui.mask_alice_person_tv = [int(math.ceil(1601 / gui.game_mode)), int(math.
    ↪ceil(551 / gui.game_mode))]
55 define gui.mask_alice_clothes = [int(math.ceil(61 / gui.game_mode)), int(math.ceil(624 /
    ↪gui.game_mode))]
56 define gui.mask_alice_sleep = [int(math.ceil(2745 / gui.game_mode)), int(math.ceil(1131 /
    ↪gui.game_mode))]
57 define gui.mask_wc_f0 = [int(math.ceil(1600 / gui.game_mode)), int(math.ceil(1600 / gui.
    ↪game_mode))]
58 define gui.mask_f0_kitchen = int(math.ceil(3062 / gui.game_mode))
59 define gui.mask_f0_wc = [int(math.ceil(2501 / gui.game_mode)), int(math.ceil(109 / gui.
    ↪game_mode))]
60 define gui.mask_f0_bath = [int(math.ceil(1438 / gui.game_mode)), int(math.ceil(111 / gui.
    ↪game_mode))]
61 define gui.mask_f0_dog = [int(math.ceil(1311 / gui.game_mode)), int(math.ceil(534 / gui.
    ↪game_mode))]
62 define gui.mask_bath_f0 = [int(math.ceil(1800 / gui.game_mode)), int(math.ceil(1700 /
    ↪gui.game_mode))]
63 define gui.mask_kitchen_f0 = [int(math.ceil(1800 / gui.game_mode)), int(math.ceil(1600 /
    ↪gui.game_mode))]
64 define gui.mask_kitchen_fridge = [int(math.ceil(2922 / gui.game_mode)), int(math.
    ↪ceil(372 / gui.game_mode))]
65 define gui.mask_kitchen_cat = [int(math.ceil(2095 / gui.game_mode)), int(math.ceil(195 /
    ↪gui.game_mode))]
66 define gui.mask_kitchen_cooking1 = [int(math.ceil(1309 / gui.game_mode)), int(math.
    ↪ceil(186 / gui.game_mode))]
67 define gui.mask_lobby_f0 = [int(math.ceil(1644 / gui.game_mode)), int(math.ceil(103 /
    ↪gui.game_mode))]
68 define gui.mask_lobby_door2 = [int(math.ceil(3025 / gui.game_mode)), int(math.ceil(92 /
    ↪gui.game_mode))]
69 define gui.mask_lobby_f1 = [int(math.ceil(2111 / gui.game_mode)), int(math.ceil(0 / gui.
    ↪game_mode))]
70 define gui.mask_lobby_door = [int(math.ceil(255 / gui.game_mode)), int(math.ceil(900 /
    ↪gui.game_mode))]
71 define gui.mask_lobby_counter = [int(math.ceil(1768 / gui.game_mode)), int(math.ceil(329
    ↪/ gui.game_mode))]
72 define gui.mask_lobby_cat = [int(math.ceil(3180 / gui.game_mode)), int(math.ceil(495 /
    ↪gui.game_mode))]
73 define gui.mask_lobby_dog = [int(math.ceil(1012 / gui.game_mode)), int(math.ceil(338 /
    ↪gui.game_mode))]
74 define gui.mask_lobby_clean_1 = [int(math.ceil(1295 / gui.game_mode)), int(math.ceil(207
    ↪/ gui.game_mode))]
75 define gui.mask_vault_lobby = int(math.ceil(1762 / gui.game_mode))
76 define gui.mask_vault_chest = [int(math.ceil(1807 / gui.game_mode)), int(math.ceil(721 /
    ↪gui.game_mode))]
77 define gui.mask_forge_create = [int(math.ceil(1055 / gui.game_mode)), int(math.ceil(805 /
    ↪gui.game_mode))]
78 define gui.mask_forge_upgrade = [int(math.ceil(2128 / gui.game_mode)), int(math.ceil(859
    ↪/ gui.game_mode))]
79 define gui.mask_forge_destroy = [int(math.ceil(1454 / gui.game_mode)), int(math.ceil(661
    ↪/ gui.game_mode))]

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```

80 define gui.mask_gym_lobby = int(math.ceil(1806 / gui.game_mode))
81 define gui.mask_gym_agi = [int(math.ceil(480 / gui.game_mode)), int(math.ceil(227 / gui.
    ↪game_mode))]
82 define gui.mask_gym_str = [int(math.ceil(1697 / gui.game_mode)), int(math.ceil(214 / gui.
    ↪game_mode))]
83 define gui.mask_gym_vit = [int(math.ceil(2080 / gui.game_mode)), int(math.ceil(262 / gui.
    ↪game_mode))]
84 define gui.mask_gym_alice = [int(math.ceil(2180 / gui.game_mode)), int(math.ceil(0 / gui.
    ↪game_mode))]
85 define gui.mask_lib_door = [int(math.ceil(3075 / gui.game_mode)), int(math.ceil(380 /
    ↪gui.game_mode))]
86 define gui.mask_lib_books_r = [int(math.ceil(1838 / gui.game_mode)), int(math.ceil(282 /
    ↪gui.game_mode))]
87 define gui.mask_lib_books_l = [int(math.ceil(1121 / gui.game_mode)), int(math.ceil(299 /
    ↪gui.game_mode))]
88 define gui.mask_kiara_desk = [int(math.ceil(1855 / gui.game_mode)), int(math.ceil(555 /
    ↪gui.game_mode))]
89 define gui.mask_lib_hotel = [int(math.ceil(3286 / gui.game_mode)), int(math.ceil(1675 /
    ↪gui.game_mode))]
90 define gui.mask_lib_mt_xpos = int(math.ceil(500 / gui.game_mode))
91 define gui.mask_dungeon_playroom = [int(math.ceil(475 / gui.game_mode)), int(math.
    ↪ceil(1478 / gui.game_mode))]
92 define gui.mask_dungeon_cells = [int(math.ceil(1492 / gui.game_mode)), int(math.ceil(331
    ↪/ gui.game_mode))]

```

## RenPy gui.rpy

### GUI Customization Guide

#### Advanced GUI

```

1 #####
2 ## GUI Configuration Variables
3 #####
4
5
6 ## Colors #####
7 ##
8 ## The colors of text in the interface.
9
10 ## An accent color used throughout the interface to label and highlight text.
11 define gui.accent_color = '#99ccff'
12
13 ## The color used for a text button when it is neither selected nor hovered.
14 define gui.idle_color = '#888888'
15
16 ## The small color is used for small text, which needs to be brighter/darker to
17 ## achieve the same effect.

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```

18 define gui.idle_small_color = '#aaaaaa'
19
20 ## The color that is used for buttons and bars that are hovered.
21 define gui.hover_color = '#c1e0ff'
22
23 ## The color used for a text button when it is selected but not focused. A
24 ## button is selected if it is the current screen or preference value.
25 define gui.selected_color = '#ffffff'
26
27 ## The color used for a text button when it cannot be selected.
28 define gui.insensitive_color = '#8888887f'
29
30 ## Colors used for the portions of bars that are not filled in. These are not
31 ## used directly, but are used when re-generating bar image files.
32 define gui.muted_color = '#3d5166'
33 define gui.hover_muted_color = '#5b7a99'
34
35 ## The colors used for dialogue and menu choice text.
36 define gui.text_color = '#ffffff'
37 define gui.interface_text_color = '#ffffff'
38
39
40 ## Fonts and Font Sizes #####
41
42 ## The font used for in-game text.
43 define gui.text_font = "Commissioner-Regular.ttf"
44
45 ## The font used for character names.
46 define gui.name_text_font = "Commissioner-Medium.ttf"
47
48 ## The font used for out-of-game text.
49 define gui.interface_text_font = "Commissioner-Light.ttf"
50
51 ## The size of normal dialogue text.
52 define gui.text_size = int(math.ceil(66 / gui.game_mode))
53
54 ## The size of character names.
55 define gui.name_text_size = int(math.ceil(90 / gui.game_mode))
56
57 ## The size of text in the game's user interface.
58 define gui.interface_text_size = int(math.ceil(66 / gui.game_mode))
59
60 ## The size of labels in the game's user interface.
61 define gui.label_text_size = int(math.ceil(72 / gui.game_mode))
62
63 ## The size of text on the notify screen.
64 define gui.notify_text_size = int(math.ceil(48 / gui.game_mode))
65
66 ## The size of the game's title.
67 define gui.title_text_size = int(math.ceil(150 / gui.game_mode))
68
69

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```

70  ## Main and Game Menus #####
71
72  ## The images used for the main and game menus.
73  define gui.main_menu_background = Movie(play="Anim/main_menu.webm")
74  define gui.game_menu_background = "gui/game_menu.png"
75
76
77  ## Dialogue #####
78  ##
79  ## These variables control how dialogue is displayed on the screen one line at a
80  ## time.
81
82  ## The height of the textbox containing dialogue.
83  define gui.textbox_height = int(math.ceil(555 / gui.game_mode))
84
85  ## The placement of the textbox vertically on the screen. 0.0 is the top, 0.5 is
86  ## center, and 1.0 is the bottom.
87  define gui.textbox_yalign = 1.0
88
89
90  ## The placement of the speaking character's name, relative to the textbox.
91  ## These can be a whole number of pixels from the left or top, or 0.5 to center.
92  define gui.name_xpos = int(math.ceil(720 / gui.game_mode))
93  define gui.name_ypos = 0
94
95  ## The horizontal alignment of the character's name. This can be 0.0 for left-
96  ## aligned, 0.5 for centered, and 1.0 for right-aligned.
97  define gui.name_xalign = 0.0
98
99  ## The width, height, and borders of the box containing the character's name, or
100  ## None to automatically size it.
101  define gui.namebox_width = None
102  define gui.namebox_height = None
103
104  ## The borders of the box containing the character's name, in left, top, right,
105  ## bottom order.
106  define gui.namebox_borders = Borders(5, 5, 5, 5)
107
108  ## If True, the background of the namebox will be tiled, if False, the
109  ## background of the namebox will be scaled.
110  define gui.namebox_tile = False
111
112
113  ## The placement of dialogue relative to the textbox. These can be a whole
114  ## number of pixels relative to the left or top side of the textbox, or 0.5 to
115  ## center.
116  define gui.dialogue_xpos = int(math.ceil(804 / gui.game_mode))
117  define gui.dialogue_ypos = int(math.ceil(150 / gui.game_mode))
118
119  ## The maximum width of dialogue text, in pixels.
120  define gui.dialogue_width = int(math.ceil(2232 / gui.game_mode))
121

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122 ## The horizontal alignment of the dialogue text. This can be 0.0 for left-
123 ## aligned, 0.5 for centered, and 1.0 for right-aligned.
124 define gui.dialogue_text_xalign = 0.0
125
126
127 ## Buttons #####
128 ##
129 ## These variables, along with the image files in gui/button, control aspects of
130 ## how buttons are displayed.
131
132 ## The width and height of a button, in pixels. If None, Ren'Py computes a size.
133 define gui.button_width = None
134 define gui.button_height = None
135
136 ## The borders on each side of the button, in left, top, right, bottom order.
137 define gui.button_borders = Borders(int(math.ceil(12 / gui.game_mode)), int(math.ceil(12 /
↵ gui.game_mode)), int(math.ceil(12 / gui.game_mode)), int(math.ceil(12 / gui.game_
↵ mode)))
138
139 ## If True, the background image will be tiled. If False, the background image
140 ## will be linearly scaled.
141 define gui.button_tile = False
142
143 ## The font used by the button.
144 define gui.button_text_font = gui.interface_text_font
145
146 ## The size of the text used by the button.
147 define gui.button_text_size = gui.interface_text_size
148
149 ## The color of button text in various states.
150 define gui.button_text_idle_color = gui.idle_color
151 define gui.button_text_hover_color = gui.hover_color
152 define gui.button_text_selected_color = gui.selected_color
153 define gui.button_text_insensitive_color = gui.insensitive_color
154
155 ## The horizontal alignment of the button text. (0.0 is left, 0.5 is center, 1.0
156 ## is right).
157 define gui.button_text_xalign = 0.0
158
159
160 ## These variables override settings for different kinds of buttons. Please see
161 ## the gui documentation for the kinds of buttons available, and what each is
162 ## used for.
163 ##
164 ## These customizations are used by the default interface:
165
166 define gui.radio_button_borders = Borders(int(math.ceil(54 / gui.game_mode)), int(math.
↵ ceil(12 / gui.game_mode)), int(math.ceil(12 / gui.game_mode)), int(math.ceil(12 / gui.
↵ game_mode)))
167
168 define gui.check_button_borders = Borders(int(math.ceil(54 / gui.game_mode)), int(math.
↵ ceil(12 / gui.game_mode)), int(math.ceil(12 / gui.game_mode)), int(math.ceil(12 / gui.
↵ game_mode)))

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169 define gui.confirm_button_text_xalign = 0.5
170
171
172 define gui.page_button_borders = Borders(int(math.ceil(30 / gui.game_mode)), int(math.
↳ ceil(12 / gui.game_mode)), int(math.ceil(30 / gui.game_mode)), int(math.ceil(12 / gui.
↳ game_mode)))
173
174 define gui.quick_button_borders = Borders(int(math.ceil(30 / gui.game_mode)), int(math.
↳ ceil(12 / gui.game_mode)), int(math.ceil(30 / gui.game_mode)), 0)
175 define gui.quick_button_text_size = int(math.ceil(42 / gui.game_mode))
176 define gui.quick_button_text_idle_color = gui.idle_small_color
177 define gui.quick_button_text_selected_color = gui.accent_color
178
179 ## You can also add your own customizations, by adding properly-named variables.
180 ## For example, you can uncomment the following line to set the width of a
181 ## navigation button.
182
183 # define gui.navigation_button_width = 250
184
185
186 ## Choice Buttons #####
187 ##
188 ## Choice buttons are used in the in-game menus.
189
190 define gui.choice_button_width = int(math.ceil(2370 / gui.game_mode))
191 define gui.choice_button_height = None
192 define gui.choice_button_tile = False
193 define gui.choice_button_borders = Borders(int(math.ceil(300 / gui.game_mode)), int(math.
↳ ceil(15 / gui.game_mode)), int(math.ceil(300 / gui.game_mode)), int(math.ceil(15 / gui.
↳ game_mode)))
194 define gui.choice_button_text_font = gui.text_font
195 define gui.choice_button_text_size = gui.text_size
196 define gui.choice_button_text_xalign = 0.5
197 define gui.choice_button_text_idle_color = "#cccccc"
198 define gui.choice_button_text_hover_color = "#ffffff"
199 define gui.choice_button_text_insensitive_color = "#444444"
200
201
202 ## File Slot Buttons #####
203 ##
204 ## A file slot button is a special kind of button. It contains a thumbnail
205 ## image, and text describing the contents of the save slot. A save slot uses
206 ## image files in gui/button, like the other kinds of buttons.
207
208 ## The save slot button.
209 define gui.slot_button_width = int(math.ceil(828 / gui.game_mode))
210 define gui.slot_button_height = int(math.ceil(618 / gui.game_mode))
211 define gui.slot_button_borders = Borders(int(math.ceil(30 / gui.game_mode)), int(math.
↳ ceil(30 / gui.game_mode)), int(math.ceil(30 / gui.game_mode)), int(math.ceil(30 / gui.
↳ game_mode)))
212 define gui.slot_button_text_size = int(math.ceil(42 / gui.game_mode))
213 define gui.slot_button_text_xalign = 0.5

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214 define gui.slot_button_text_idle_color = gui.idle_small_color
215 define gui.slot_button_text_selected_idle_color = gui.selected_color
216 define gui.slot_button_text_selected_hover_color = gui.hover_color
217
218 ## The width and height of thumbnails used by the save slots.
219 define config.thumbnail_width = 768
220 define config.thumbnail_height = 432
221
222 ## The number of columns and rows in the grid of save slots.
223 define gui.file_slot_cols = 3
224 define gui.file_slot_rows = 2
225
226
227 ## Positioning and Spacing #####
228 ##
229 ## These variables control the positioning and spacing of various user interface
230 ## elements.
231
232 ## The position of the left side of the navigation buttons, relative to the left
233 ## side of the screen.
234 define gui.navigation_xpos = int(math.ceil(120 / gui.game_mode))
235
236 ## The vertical position of the skip indicator.
237 define gui.skip_ypos = int(math.ceil(30 / gui.game_mode))
238
239 ## The vertical position of the notify screen.
240 define gui.notify_ypos = int(math.ceil(135 / gui.game_mode))
241
242 ## The spacing between menu choices.
243 define gui.choice_spacing = int(math.ceil(66 / gui.game_mode))
244
245 ## Buttons in the navigation section of the main and game menus.
246 define gui.navigation_spacing = int(math.ceil(12 / gui.game_mode))
247
248 ## Controls the amount of spacing between preferences.
249 define gui.pref_spacing = int(math.ceil(30 / gui.game_mode))
250
251 ## Controls the amount of spacing between preference buttons.
252 define gui.pref_button_spacing = 0
253
254 ## The spacing between file page buttons.
255 define gui.page_spacing = 0
256
257 ## The spacing between file slots.
258 define gui.slot_spacing = int(math.ceil(30 / gui.game_mode))
259
260 ## The position of the main menu text.
261 define gui.main_menu_text_xalign = 1.0
262
263
264 ## Frames #####
265 ##

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266 ## These variables control the look of frames that can contain user interface
267 ## components when an overlay or window is not present.
268
269 ## Generic frames.
270 define gui.frame_borders = Borders(int(math.ceil(12 / gui.game_mode)), int(math.ceil(12 /
↳ gui.game_mode)), int(math.ceil(12 / gui.game_mode)), int(math.ceil(12 / gui.game_
↳ mode)))
271
272 ## The frame that is used as part of the confirm screen.
273 define gui.confirm_frame_borders = Borders(int(math.ceil(120 / gui.game_mode)), int(math.
↳ ceil(120 / gui.game_mode)), int(math.ceil(120 / gui.game_mode)), int(math.ceil(120 /
↳ gui.game_mode)))
274
275 ## The frame that is used as part of the skip screen.
276 define gui.skip_frame_borders = Borders(int(math.ceil(48 / gui.game_mode)), int(math.
↳ ceil(15 / gui.game_mode)), int(math.ceil(150 / gui.game_mode)), int(math.ceil(15 / gui.
↳ game_mode)))
277
278 ## The frame that is used as part of the notify screen.
279 define gui.notify_frame_borders = Borders(int(math.ceil(48 / gui.game_mode)), int(math.
↳ ceil(15 / gui.game_mode)), int(math.ceil(120 / gui.game_mode)), int(math.ceil(15 / gui.
↳ game_mode)))
280
281 ## Should frame backgrounds be tiled?
282 define gui.frame_tile = False
283
284
285 ## Bars, Scrollbars, and Sliders #####
286 ##
287 ## These control the look and size of bars, scrollbars, and sliders.
288 ##
289 ## The default GUI only uses sliders and vertical scrollbars. All of the other
290 ## bars are only used in creator-written screens.
291
292 ## The height of horizontal bars, scrollbars, and sliders. The width of vertical
293 ## bars, scrollbars, and sliders.
294 define gui.bar_size = int(math.ceil(75 / gui.game_mode))
295 define gui.scrollbar_size = int(math.ceil(36 / gui.game_mode))
296 define gui.slider_size = int(math.ceil(75 / gui.game_mode))
297
298 ## True if bar images should be tiled. False if they should be linearly scaled.
299 define gui.bar_tile = False
300 define gui.scrollbar_tile = False
301 define gui.slider_tile = False
302
303 ## Horizontal borders.
304 define gui_borders_size = int(math.ceil(12 / gui.game_mode))
305 define gui.bar_borders = Borders(gui_borders_size, gui_borders_size, gui_borders_size,
↳ gui_borders_size)
306 define gui.scrollbar_borders = Borders(gui_borders_size, gui_borders_size, gui_borders_
↳ size, gui_borders_size)
307 define gui.slider_borders = Borders(gui_borders_size, gui_borders_size, gui_borders_size,
↳ gui_borders_size)

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308
309 ## Vertical borders.
310 define gui.vbar_borders = Borders(gui_borders_size, gui_borders_size, gui_borders_size, ↵
    ↵gui_borders_size)
311 define gui.vscrollbar_borders = Borders(gui_borders_size, gui_borders_size, gui_borders_
    ↵size, gui_borders_size)
312 define gui.vslider_borders = Borders(gui_borders_size, gui_borders_size, gui_borders_
    ↵size, gui_borders_size)
313
314 ## What to do with unscrollable scrollbars in the gui. "hide" hides them, while
315 ## None shows them.
316 define gui.unscrollable = "hide"
317
318
319 ## History #####
320 ##
321 ## The history screen displays dialogue that the player has already dismissed.
322
323 ## The number of blocks of dialogue history Ren'Py will keep.
324 define config.history_length = 250
325
326 ## The height of a history screen entry, or None to make the height variable at
327 ## the cost of performance.
328 define gui.history_height = int(math.ceil(420 / gui.game_mode))
329
330 ## The position, width, and alignment of the label giving the name of the
331 ## speaking character.
332 define gui.history_name_xpos = int(math.ceil(465 / gui.game_mode))
333 define gui.history_name_ypos = 0
334 define gui.history_name_width = int(math.ceil(465 / gui.game_mode))
335 define gui.history_name_xalign = 1.0
336
337 ## The position, width, and alignment of the dialogue text.
338 define gui.history_text_xpos = int(math.ceil(510 / gui.game_mode))
339 define gui.history_text_ypos = int(math.ceil(6 / gui.game_mode))
340 define gui.history_text_width = int(math.ceil(2220 / gui.game_mode))
341 define gui.history_text_xalign = 0.0
342
343
344 ## NVL-Mode #####
345 ##
346 ## The NVL-mode screen displays the dialogue spoken by NVL-mode characters.
347
348 ## The borders of the background of the NVL-mode background window.
349 define gui.nvl_borders = Borders(0, int(math.ceil(30 / gui.game_mode)), 0, int(math.
    ↵ceil(60 / gui.game_mode)))
350
351 ## The maximum number of NVL-mode entries Ren'Py will display. When more entries
352 ## than this are to be show, the oldest entry will be removed.
353 define gui.nvl_list_length = 6
354
355 ## The height of an NVL-mode entry. Set this to None to have the entries

```

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```

356 ## dynamically adjust height.
357 define gui.nvl_height = int(math.ceil(345 / gui.game_mode))
358
359 ## The spacing between NVL-mode entries when gui.nvl_height is None, and between
360 ## NVL-mode entries and an NVL-mode menu.
361 define gui.nvl_spacing = int(math.ceil(30 / gui.game_mode))
362
363 ## The position, width, and alignment of the label giving the name of the
364 ## speaking character.
365 define gui.nvl_name_xpos = int(math.ceil(1290 / gui.game_mode))
366 define gui.nvl_name_ypos = 0
367 define gui.nvl_name_width = int(math.ceil(450 / gui.game_mode))
368 define gui.nvl_name_xalign = 1.0
369
370 ## The position, width, and alignment of the dialogue text.
371 define gui.nvl_text_xpos = int(math.ceil(1350 / gui.game_mode))
372 define gui.nvl_text_ypos = int(math.ceil(24 / gui.game_mode))
373 define gui.nvl_text_width = int(math.ceil(1770 / gui.game_mode))
374 define gui.nvl_text_xalign = 0.0
375
376 ## The position, width, and alignment of nvl_thought text (the text said by the
377 ## nvl_narrator character.)
378 define gui.nvl_thought_xpos = int(math.ceil(720 / gui.game_mode))
379 define gui.nvl_thought_ypos = 0
380 define gui.nvl_thought_width = int(math.ceil(2340 / gui.game_mode))
381 define gui.nvl_thought_xalign = 0.0
382
383 ## The position of nvl menu_buttons.
384 define gui.nvl_button_xpos = int(math.ceil(1350 / gui.game_mode))
385 define gui.nvl_button_xalign = 0.0
386
387 ## Localization #####
388
389 ## This controls where a line break is permitted. The default is suitable
390 ## for most languages. A list of available values can be found at https://
391 ## www.renpy.org/doc/html/style_properties.html#style-property-language
392
393 define gui.language = "unicode"
394
395
396 #####
397 ## Mobile devices
398 #####
399
400 init python:
401
402     ## This increases the size of the quick buttons to make them easier to touch
403     ## on tablets and phones.
404     if renpy.variant("touch"):
405
406         gui.quick_button_borders = Borders(int(math.ceil(120 / gui.game_mode)), int(math.
↵ ceil(42 / gui.game_mode)), int(math.ceil(120 / gui.game_mode)), 0)

```

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```
407 ## This changes the size and spacing of various GUI elements to ensure they  
408 ## are easily visible on phones.
```

```
409 if renpy.variant("small"):
```

```
411     ## Font sizes.
```

```
412     gui.text_size = int(math.ceil(90 / gui.game_mode))
```

```
413     gui.name_text_size = int(math.ceil(108 / gui.game_mode))
```

```
414     gui.notify_text_size = int(math.ceil(75 / gui.game_mode))
```

```
415     gui.interface_text_size = int(math.ceil(90 / gui.game_mode))
```

```
416     gui.button_text_size = int(math.ceil(90 / gui.game_mode))
```

```
417     gui.label_text_size = int(math.ceil(102 / gui.game_mode))
```

```
419     ## Adjust the location of the textbox.
```

```
420     gui.textbox_height = int(math.ceil(720 / gui.game_mode))
```

```
421     gui.name_xpos = int(math.ceil(240 / gui.game_mode))
```

```
422     gui.text_xpos = int(math.ceil(270 / gui.game_mode))
```

```
423     gui.text_width = int(math.ceil(3300 / gui.game_mode))
```

```
425     ## Change the size and spacing of various things.
```

```
426     gui.slider_size = int(math.ceil(108 / gui.game_mode))
```

```
428     gui.choice_button_width = int(math.ceil(3720 / gui.game_mode))
```

```
430     gui.navigation_spacing = int(math.ceil(60 / gui.game_mode))
```

```
431     gui.pref_button_spacing = int(math.ceil(30 / gui.game_mode))
```

```
433     gui.history_height = int(math.ceil(570 / gui.game_mode))
```

```
434     gui.history_text_width = int(math.ceil(2070 / gui.game_mode))
```

```
436     gui.quick_button_text_size = int(math.ceil(60 / gui.game_mode))
```

```
438     ## File button layout.
```

```
439     gui.file_slot_cols = 2
```

```
440     gui.file_slot_rows = 2
```

```
442     ## NVL-mode.
```

```
443     gui.nvl_height = int(math.ceil(510 / gui.game_mode))
```

```
445     gui.nvl_name_width = int(math.ceil(915 / gui.game_mode))
```

```
446     gui.nvl_name_xpos = int(math.ceil(975 / gui.game_mode))
```

```
448     gui.nvl_text_width = int(math.ceil(2745 / gui.game_mode))
```

```
449     gui.nvl_text_xpos = int(math.ceil(1035 / gui.game_mode))
```

```
450     gui.nvl_text_ypos = int(math.ceil(15 / gui.game_mode))
```

```
452     gui.nvl_thought_width = int(math.ceil(3720 / gui.game_mode))
```

```
453     gui.nvl_thought_xpos = int(math.ceil(60 / gui.game_mode))
```

```
455     gui.nvl_button_width = int(math.ceil(3720 / gui.game_mode))
```

```
456     gui.nvl_button_xpos = int(math.ceil(60 / gui.game_mode))
```



## RenPy screens.rpy

```

1  ## RenPy screens.rpy
2  ## Example: define gui.renpy_ = int(math.ceil( / gui.game_mode))
3  define gui.renpy_choices = int(math.ceil(810 / gui.game_mode))
4  define gui.renpy_main_menu_frame = int(math.ceil(840 / gui.game_mode))
5  define gui.renpy_main_menu_vbox_xoffset = int(math.ceil(-60 / gui.game_mode))
6  define gui.renpy_main_menu_vbox_xmaximum = int(math.ceil(2400 / gui.game_mode))
7  define gui.renpy_main_menu_vbox_yoffset = int(math.ceil(-60 / gui.game_mode))
8  define gui.renpy_outer_frame_bottom_padding = int(math.ceil(90 / gui.game_mode))
9  define gui.renpy_outer_frame_top_padding = int(math.ceil(360 / gui.game_mode))
10 define gui.renpy_navigation_frame = int(math.ceil(840 / gui.game_mode))
11 define gui.renpy_content_frame_left_margin = int(math.ceil(120 / gui.game_mode))
12 define gui.renpy_content_frame_right_margin = int(math.ceil(60 / gui.game_mode))
13 define gui.renpy_content_frame_top_margin = int(math.ceil(30 / gui.game_mode))
14 define gui.renpy_menu_viewport = int(math.ceil(2760 / gui.game_mode))
15 define gui.renpy_menu_side = int(math.ceil(30 / gui.game_mode))
16 define gui.renpy_menu_label_xpos = int(math.ceil(150 / gui.game_mode))
17 define gui.renpy_menu_label_ysize = int(math.ceil(360 / gui.game_mode))
18 define gui.renpy_return_button = int(math.ceil(-90 / gui.game_mode))
19 define gui.renpy_page_label_xpadding = int(math.ceil(150 / gui.game_mode))
20 define gui.renpy_page_label_ypadding = int(math.ceil(10 / gui.game_mode))
21 define gui.renpy_pref_label = int(math.ceil(6 / gui.game_mode))
22 define gui.renpy_pref_vbox = int(math.ceil(675 / gui.game_mode))
23 define gui.renpy_slider_slider = int(math.ceil(1050 / gui.game_mode))
24 define gui.renpy_slider_button = int(math.ceil(30 / gui.game_mode))
25 define gui.renpy_slider_vbox = int(math.ceil(1350 / gui.game_mode))
26 define gui.renpy_help = int(math.ceil(45 / gui.game_mode))
27 define gui.renpy_help_button = int(math.ceil(24 / gui.game_mode))
28 define gui.renpy_help_label_xsize = int(math.ceil(750 / gui.game_mode))
29 define gui.renpy_help_label_right_padding = int(math.ceil(60 / gui.game_mode))
30 define gui.renpy_confirm_vbox_spacing = int(math.ceil(90 / gui.game_mode))
31 define gui.renpy_confirm_hbox_spacing = int(math.ceil(300 / gui.game_mode))
32 define gui.renpy_skip_indicator = int(math.ceil(18 / gui.game_mode))
33 define gui.renpy_mobile_pref_vbox_medium = int(math.ceil(1350 / gui.game_mode))
34 define gui.renpy_mobile_navigation_frame = int(math.ceil(1020 / gui.game_mode))
35 define gui.renpy_mobile_pref_vbox_small = int(math.ceil(1200 / gui.game_mode))
36 define gui.renpy_mobile_slider_pref_slider = int(math.ceil(1800 / gui.game_mode))

```

## 1.9 Enemies

### 1.9.1 Create new enemy

### 1.9.2 Add enemy to generic combat

You can add new enemies to the generic combat by adding your enemy object to the list. There are four lists for enemies:

- `gen_enemies_normal`

- `gen_enemies_elite`
- `gen_enemies_boss`
- `gen_enemies_elite_boss`

They differ by encounter chance. The stronger the player the closer the chances are to being equal.

```
gen_enemies_normal.append(My_Enemy())
```

### 1.9.3 Create/Change lootlist and droplist

Lootlist contains only cards

Droplist contains only items

To create your lootlist you need to add your lootlist: `loot` to the `lootlist` dictionary.

```
1 my_lootlist = {
2     # Replace existing lootlist
3     "werewolf": [My_Card(), ...],
4
5     # New lootlist
6     "my_loot": [Aharon(), My_Card2(), ...]
7 }
8
9 # Add & replace lootlist found in my_lootlist
10 for x in my_lootlist:
11     lootlist.update({x: my_lootlist[x]})
```

Above code adds your lootlist to the game and replaces the ones in game with your replacements

## 1.10 Lootlists

### 1.10.1 Changing & adding lootlists

*Create new items*

```
1 init 11 python:
2
3 #####
4 # Cards lootlists #
5 #####
6
7 # Replacing lootlist, this code changes werewolf lootlist, it now drops four cards:
8 ↳ MyCard1, MyCard2, Lycanthropy, Insatiable Lust
9 lootlist["werewolf"] = [MyCard1(), MyCard2(), Lycanthropy(), Insatiable_Lust()]
10
11 # Adding card to a lootlist, it adds card (with class name) MyCard, the rest of
12 ↳ lootlist remains
13 lootlist["werewolf"].append(MyCard())
14
15 # Create new lootlist, it creates myLootlist with cards MyCard1 and MyCard2
16 lootlist.update({"myLootlist", [MyCard1(), MyCard2()]})
```

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```

15 #####
16 # Material lootlists #
17 #####
18
19
20 # Replacing lootlist this replaces orc lootlist, it gives the lootlist:
21 # 65% for 1-3 Wood,
22 # 50% for 1-3 Stone,
23 # 50% for 1-3 Metal
24 mat_lootlist.update({"orc": {
25     "Wood": [0.65, 1, 3],
26     "Stone": [0.5, 1, 3],
27     "Metal": [0.5, 1, 3]
28 }})
29
30 # Adding material to lootlist / Changing materials amount & drop chance
31 # This adds Cloth to orc lootlist with 5% chance for 2-4 Cloth.
32 # You can this same way overwrite other items with your own chances, amounts
33 mat_lootlist["orc"].update({"Cloth": [0.05, 2, 4]})
34
35 # Create new lootlist, it creates myList with 100% chance for 4-5 Wood and 1% chance
36 ↪for 1 Mysterious Coin
37 mat_lootlist.update({"myList": {
38     "Wood": [1.0, 4, 5],
39     "Mysterious Coin": [0.01, 1, 1]
40 }})

```

Create new cards

## 1.10.2 Cards - Enemies

```

1 "werewolf": [Lycantrophy(), Bite(), Empower(), Dodge(), Slash(), Healing(), Greater_
2 ↪Healing(), Regrow_Limbs()],
3 "bandits_melee": [Slash(), Retaliate(), Kick(), Blind(), Guard(), Headbutt(), Stab(),
4 ↪Flurry()],
5 "bandits_guns": [Bulletstorm(), Dodge(), Shot(), Kick(), Take_Cover(), Strike()],
6 "bandits": [Bulletstorm(), Dodge(), Shot(), Kick(), Take_Cover(), Strike(), Slash(),
7 ↪Retaliate(), Flurry(), Blind(), Guard(), Headbutt(), Stab()],
8 "spider": [Bite(), Spit_Poison(), Poisonous_Bite(), Hide_in_the_Shadows(), Lunge()],
9 "scavengers": [Slash(), Retaliate(), Blind(), Guard(), Headbutt(), Shot(), Take_Cover()],
10 "bandit_melee": [Slash(), Blind(), Retaliate(), Strike(), Defend(), Kick(), Guard(),
11 ↪Stab(), Headbutt()],
12 "bandit_melee_girl": [Slash(), Blind(), Retaliate(), Strike(), Defend(), Kick(), Guard(),
13 ↪Stab(), Headbutt(), Seduce(), Flirtatious_Look()],
14 "orc": [Fury(), Roar(), Flurry(), Slash(), Retaliate(), Kick(), Freedom_in_Death(),
15 ↪Empower(), Guard(), Headbutt(), Sharpening(), Horde_Weapons(), Strike(), Defend()],

```

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```

10 "manticore": [Fury(), Roar(), Spit_Poison(), Poisonous_Bite(), Lunge(), Headbutt(),
    ↳ Dodge(), Healing(), Bite(), Retaliate(), Stab(), Antidote()],
11 "flamingo": [Mutate(), Bite(), Dodge(), Enfeeble(), Infection(), Despair()],
12 "faceless_giant": [Roar(), Fury(), Terror(), Despair(), Crush(), Sweep(), Giant(),
    ↳ Madness(), Insanity(), Faceless(), Veil_of_Shadows(), Kick(), Freedom_in_Death(),
    ↳ Guard(), Hide_in_the_Shadows()],
13 "faceless": [Fury(), Madness(), Insanity(), Faceless(), Veil_of_Shadows(), Freedom_in_
    ↳ Death(), Guard(), Hide_in_the_Shadows()],
14 "devourer_giant": [Roar(), Fury(), Terror(), Despair(), Crush(), Sweep(), Giant(),
    ↳ Madness(), Insanity(), Devour(), Insatiable_Hunger(), Kick(), Freedom_in_Death(),
    ↳ Bite(), Guard()],
15 "devourer": [Fury(), Madness(), Insanity(), Devour(), Insatiable_Hunger(), Freedom_in_
    ↳ Death(), Bite(), Guard()],
16 "succubus": [Seduce(), Flirtatious_Look(), Slash(), Insatiable_Lust(), Guard(),
    ↳ Freedom(), Flurry(), Enfeeble(), Hypnotise(), Cease_Fire_Treaty()],
17 "cultist": [Miracle(), Slash(), Kick(), Empower(), Hide_in_the_Shadows(), Freedom_in_
    ↳ Death(), Stab(), Hypnotise(), Outside(), Terror(), Despair(), Madness(), Insanity(),
    ↳ Veil_of_Shadows(), Ritual(), Aharon(), Sacrifice(), Dodge()],
18 "crab": [Stone_Skin(), Strike(), Defend(), Regrow_Limbs(), Roar(), Fury(), Mutate(),
    ↳ Terror(), Sweep(), Unshakable(), Retaliate(), Guard()],
19 "dragon": [Fireborn(), Fireball(), Dragon_Roar(), Fire_Breath(), Roar(), Terror(),
    ↳ Sweep(), Giant(), Bite(), Crush(), Guard(), Healing(), Retaliate()],
20 "stickman": [Terror(), Madness(), Kick(), Freedom_in_Death(), Mutate(), Guard(), Stab(),
    ↳ Lunge(), Headbutt()],
21 "ghouls": [Bite(), Poisonous_Bite(), Dodge(), Healing(), Lunge(), Antidote(), Slash(),
    ↳ Retaliate(), Devour()]

```

### 1.10.3 Cards - Traders

```

1 "devil_abi": [Miracle(), Fireborn(), Lycantrophy(), Vampirism(), Freedom(), Freedom_in_
    ↳ Death(), Cease_Fire_Treaty(), Outside(), Terror(), Despair(), Crush(), Madness(),
    ↳ Insanity(), Insatiable_Lust(), Aharon(), Dragon_Roar()],
2 "tarot": [The_Fool(), The_Magician(), The_High_Priestess(), The_Empress(), The_Emperor(),
    ↳ The_Hierophant(), The_Lovers(), The_Chariot(), Justice(), The_Hermit(), Wheel_of_
    ↳ Fortune(), Strength(), The_Hanged_Man(), Death(), Temperance(), The_Devil(), The_
    ↳ Tower(), The_Star(), The_Moon(), The_Sun(), Judgement(), The_World()]

```

### 1.10.4 Materials

```

1 define mat_lootlist = {
2   "materials_basic": {
3     "Wood": [0.5, 1, 3], # item: [chance, min, max]
4     "Stone": [0.5, 1, 3],
5     "Metal": [0.5, 1, 3],
6     "Cloth": [0.5, 1, 3],
7     "Mysterious Coin": [0.01, 1, 1]
8   }}

```

### 1.10.5 Materials - Enemies

```

1 "werewolf": {"Wood": [0.65, 1, 3], "Stone": [0.5, 1, 3], "Metal": [0.5, 1, 3], "Cloth": [0.8, 1, 3], "Mysterious Coin": [0.01, 1, 1]},
2 "bandits": {"Wood": [0.65, 1, 3], "Stone": [0.4, 1, 2], "Metal": [0.7, 1, 3], "Cloth": [0.8, 1, 4], "Mysterious Coin": [0.01, 1, 1]},
3 "bandit": {"Wood": [0.65, 1, 2], "Stone": [0.4, 1, 1], "Metal": [0.7, 1, 2], "Cloth": [0.9, 1, 3], "Mysterious Coin": [0.01, 1, 1]},
4 "spider": {"Wood": [0.65, 1, 2], "Metal": [0.5, 1, 2], "Cloth": [0.8, 1, 2], "Mysterious Coin": [0.01, 1, 1]},
5 "scavengers": {"Wood": [0.8, 1, 1], "Stone": [0.8, 1, 1], "Metal": [0.8, 1, 1], "Cloth": [0.8, 1, 1], "Mysterious Coin": [0.01, 1, 1]},
6 "orc": {"Wood": [0.55, 1, 3], "Stone": [0.7, 1, 3], "Metal": [0.9, 1, 3], "Cloth": [0.5, 1, 3], "Mysterious Coin": [0.01, 1, 1]},
7 "orc_group": {"Wood": [0.55, 1, 7], "Stone": [0.7, 3, 7], "Metal": [0.9, 2, 7], "Cloth": [0.5, 2, 7], "Mysterious Coin": [0.15, 1, 1]},
8 "manticore": {"Cloth": [1.0, 2, 8], "Mysterious Coin": [0.03, 1, 1]},
9 "flamingo": {"Wood": [0.4, 1, 1], "Stone": [0.4, 1, 1], "Metal": [0.4, 1, 1], "Cloth": [0.4, 1, 1], "Mysterious Coin": [0.01, 1, 1]},
10 "faceless_giant": {"Wood": [0.6, 1, 7], "Stone": [0.6, 1, 7], "Metal": [0.6, 1, 7], "Cloth": [0.6, 1, 7], "Mysterious Coin": [0.1, 1, 1]},
11 "devourer_giant": {"Wood": [0.6, 1, 7], "Stone": [0.6, 1, 7], "Metal": [0.6, 1, 7], "Cloth": [0.6, 1, 7], "Mysterious Coin": [0.1, 1, 1]},
12 "succubus": {"Wood": [0.65, 1, 3], "Stone": [0.5, 1, 3], "Metal": [0.5, 1, 3], "Cloth": [0.8, 1, 3], "Mysterious Coin": [0.1, 1, 1]},
13 "cultist": {"Wood": [0.7, 1, 10], "Stone": [0.7, 1, 10], "Metal": [0.7, 1, 10], "Cloth": [0.8, 1, 10], "Mysterious Coin": [0.15, 1, 1]},
14 "crab": {"Stone": [1.0, 2, 6], "Metal": [1.0, 2, 6], "Mysterious Coin": [0.03, 1, 1]},
15 "ghouls": {"Wood": [0.8, 2, 5], "Stone": [0.6, 1, 3], "Metal": [0.6, 1, 3], "Cloth": [0.5, 1, 3], "Mysterious Coin": [0.01, 1, 1]},
16 "dragon": {"Wood": [0.5, 1, 6], "Stone": [0.9, 3, 10], "Metal": [1.0, 4, 12], "Cloth": [0.5, 1, 6], "Mysterious Coin": [0.5, 1, 1]},
17 "stickman": {"Wood": [1.0, 3, 8], "Mysterious Coin": [0.1, 1, 1]},
18 "orc_group": {"Wood": [0.6, 1, 7], "Stone": [0.6, 1, 7], "Metal": [0.7, 3, 7], "Cloth": [0.6, 1, 7], "Mysterious Coin": [0.1, 1, 1]}

```

### 1.10.6 Materials - Cheats

```
1 "cheat_starter": {"Wood": [1.0, 3, 3], "Stone": [1.0, 3, 3], "Metal": [1.0, 3, 3], "Cloth"  
↪": [1.0, 3, 3]},  
2 "cheat_builder": {"Wood": [1.0, 5, 5], "Stone": [1.0, 5, 5], "Metal": [1.0, 5, 5], "Cloth"  
↪": [1.0, 5, 5]},  
3 "cheat_mysteries": {"Mysterious Coin": [1.0, 1, 1]},  
4 "cheat_forge": {"Wood": [1.0, 5, 5], "Stone": [1.0, 5, 5], "Metal": [1.0, 15, 15], "Cloth"  
↪": [1.0, 5, 5]}
```

### 1.10.7 Materials - Exploration

```
1 "orc_camp": {"Wood": [1.0, 1, 3], "Metal": [1.0, 1, 3], "Stone": [1.0, 1, 3], "Cloth":  
↪ [1.0, 1, 3], "Mysterious Coin": [0.05, 1, 1]},  
2 "exp_house": {"Wood": [0.75, 2, 5], "Stone": [0.75, 1, 2], "Metal": [0.75, 1, 2], "Cloth"  
↪": [0.75, 1, 4]},  
3 "exp_b_rape": {"Wood": [0.75, 1, 2], "Stone": [0.75, 1, 1], "Metal": [0.75, 1, 1], "Cloth"  
↪": [1, 1, 2]},  
4 "exp_rose": {"Rose": [1.0, 1, 1], "Wood": [1.0, 1, 3]},
```

## 1.11 Triggers

Triggers are added by demand! Additional modding support can also be added by demand, ask me on the Discord.

### 1.11.1 Using a trigger

To add your own mechanics right into vanilla code without actually overwriting any files you need to use the trigger system I've invented for this purpose. It takes code as string or code compiled with `compile("code", "triggers", "exec")`. You don't need to compile code yourself. I got you covered, it is compiled automatically at the game startup, on init 995.

Trigger system acts as a code injector, we tell it what to inject by appending our code to triggers. The code works like if it was always there, in other word you can use `self.` or local variables. Remember that using global variable inside of function/method requires to define it in function/method with `global myVar`.

```
1 init 11 python:  
2   # Code to inject, here it calls our function named myfunction()  
3   myfun = "myfunction()  
4  
5   # Compile your code to code object, it improves performance, if you don't do this it'll  
↪ be done by trigger system, but for now it's slower
```

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```

6  com_myfun = compile(myfun, "triggers", "exec")
7
8  # Add code object com_myfun, we just compiled to trigger before_combat, your code will
  ↳ be executed always the trigger before_combat is used
9  trigger.add("before_combat", com_myfun)
10
11 # This uses the trigger, they are already included in parts of vanilla script
12 trigger.use("before_combat")

```

### 1.11.2 Adding our own status effect

Adding our own status effects comes with three steps:

- Add our effect, to the being.eff
- Program our effect's mechanic
- Make an icon

#### Add our effect, to the being.eff

The simplest thing to do. We add `being.eff.update({"SuperPower", "Triples the damage dealt!"})` at init time. Keep in mind that when there is a new effect, loading game will throw an error if in combat.

Saves inside of combat will throw an error on load without compatibility patch. Patch can be injected to `trigger.after_load_start` or `trigger.after_load_end`.

The error also will appear if loading save within combat after removing the mod. So remember to save outside of combat.

Saves outside of combat won't have any problems.

```

1  init 11 python:
2    # being.eff.update({"Effect Name", "Tooltip"})
3    being.eff.update({"SuperPower", "Triples the damage dealt! Every attack uses 1 stack."}
  ↳ )

```

### Program our effect's mechanic

```
1 init 11 python:
2     # being.eff.update({"Effect Name", "Tooltip"})
3     being.eff.update({"SuperPower", "Triples the damage dealt! Every attack uses 1 stack."}
4     ↪)
5     command = "if self.eff['SuperPower'][0] > 0: \n dmg = dmg * 3 \n self.eff['SuperPower
6     ↪'[0] -= 1"
7     trigger.add("take_dmg_before_attack", com_command)
```

### Make an icon

I've made all my icons here: [Game-icons.net](https://game-icons.net)

It's a great site that allows you to download and customize over 4000 game icons. The perfect resolution would be 128x128 pixels. It's a good balance between quality and performance. Game will resize the icon on its own depending on 4K or 1080p game version.

For now your icon need to be put in `game/images/Icons/`. I plan to add support for your own paths, in your mod's folder.

### 1.11.3 List of triggers

#### Update

- "after\_load\_start" - First thing on loading saved, inside python block
- "after\_load\_end" - The end of save loading, outside of python block

#### fight()

# fight() function - initialization of combat #

- "start\_of\_fight" - The start of fight() function
- "middle\_of\_fight" - Middle of fight() function, before defining piles
- "before\_shuffle" - Before shuffling deck
- "before\_combat\_screen" - Before combat screens are initialized



- "before\_combat" - Right before actual combat starts

## Combat

End turn order:

- player turn damage
  - enemy turn damage
  - enemy turn1
  - enemy action
  - enemy turn2
  - player turn2
  - player turn1
- 
- "before\_discard" - Before cards are discarded from hand
  - "after\_discard" - After cards been discarded, before other things
  - "after\_turn\_damage" - After calculating damage from effects
  - "before\_enemy\_action" - Before enemy makes an action
  - "after\_enemy\_action" - After enemy makes an action
  - "after\_decrease\_effects" - After turn2() (effects decrease)
  - "before\_new\_turn" - Right before new turn
  - "before\_new\_turn\_alt" - Right before new turn, screen isn't blocked
  - "combat\_before\_return" - After choosing a card, before returning from combat
  - "before\_loot\_cards" - Before loot\_cards is called
  - "before\_on\_death" - Right before calling enemy.on\_death()

### Escape

- "on\_escape" - When trying to escape combat
- "on\_escape\_success" - When succeed in escape roll, before actual escape
- "on\_escape\_fail" - When failed to escape

### Cards

- "card\_use" - On using a card, before anything else
- "card\_before\_play" - Right before card is played
- "card\_after\_play" - Right after card is played
- "card\_after\_use" - After all cards interactions are done

### turn1()

- "turn1\_start" - Beginning of turn1
- "turn1\_end" - End of turn1

### turn2()

- "turn2\_start" - Beginning of turn2
- "turn2\_end" - End of turn2

### turn\_dmg()

- "turn\_dmg\_start" - Beginning of turn\_dmg.
- "turn\_dmg\_end" - End of turn\_dmg.

### take\_dmg()

- "take\_dmg\_start" - Beginning of take\_dmg, after is\_player is defined, it can be used to check if executed by player or enemy.
- "take\_dmg\_before\_attack" - Right before damage is dealt.
- "take\_dmg\_after\_attack" - Right after damage is dealt.
- "take\_dmg\_end" - End of take\_dmg.

### Enemy

- "enemy\_atk\_start" - Beginning of atk method.
- "enemy\_before\_attack" - Right before damage is dealt (before player.take\_dmg(dmg) is called).
- "enemy\_after\_attack" - Right before damage is dealt (before player.take\_dmg(dmg) is called).
- "enemy\_atk\_end" - End of atk method.

### Looting

- "choose\_card" - On selecting a card to loot. Before other things, end with return to use instead of default inventory.cards.append(), card variable is available (it contains card object).
- "start\_looting" - At the very beginning of card loot function.
- "loot\_screen" - Right before looting screen appears.

Below triggers are inside python statement:

- "selecting\_loot" - Before cards are selected.
- "generate\_lootlist" - Before loot chances are generated.

### Special

- "test" - Used with debug() method to run all triggers' codes at once, you don't need to manually add to it, it's added automatically

## 1.12 Prisoners

Prisoner system was implemented in 0.1.3 and it allows us to catch beings and keep them in the dungeon. It automatically checks if said enemy can be caught. It also allows us to visit the prisoner in the dungeon.

This system has safety features enabled, if you use the mod that adds prisoners, but delete it, your save will work. Even more! It'll save your prisoner, so that when you install the mod again, your prisoner will be waiting for you in the dungeon. No need to catch him/her/it again.

### 1.12.1 Add new prisoner

You need to add your prisoner to `available_prisoners` at the init time. It's here so that mods which adds them can be safely removed.

```
# Prisoner's image Enemy's class attribute (if catchable enemy),
available_prisoners.append("MyPrisoner")
```

Now let's make prisoner's NPC object, it's required, thank to that prisoner will have trust, lust, submission etc. statistics.

```
init 11 python:
# Make NPC object, name is the only required argument
MyPris = NPC("John")
```

Now we need to create catch label using `catch_MyPrisoner` as a syntax. It should end with return, you can also jump somewhere if you know what you're doing. If you jump remember to make sure player ends in a freeroam mode, also remember to change the music. You need to add prisoner to the `prisoners` dictionary as `{"MyPrisoner": NPC_Object}`.

You don't need this label if you don't want your prisoner to be caught after winning a fight, still if it's an enemy you should make this label even if it only returns.

Dialogue and Narration

```

1 label catch_MyPrisoner:
2     ... talk ...
3     ... event ...
4     ... or whatever you want to happen here ...
5
6     # $ allows to add one line python statement in renpy's labels or screens
7     #
8     $prisoners.update({"MyPrisoner": MyPris})
9     return

```

Next required label is `talk_MyPrisoner`. It's called when you decide to talk to the prisoner in the dungeon. While you can make it into whatever you want, dialogue menu would be the best here. It shows dungeon cell as a background image.

```

1 label talk_MyPrisoner:
2     show myprisoner calm
3     ... dialogue / grettings ...
4
5     menu .menu1:
6         "Option1":
7             ... dialogue ...
8             # Return to dialogue choosing menu
9             jump .menu1
10
11         "Option2":
12             ... dialogue ...
13             jump .menu1
14
15         "Leave":
16             # Leave the talk, return to the dungeon freeroam
17             jump room_hotel_dungeon

```

That would be all for creating a prisoner.

### 1.12.2 Add new succubus

To add a succubus you need to add her as a prisoner, exactly like above, then simply append her to `list_of_succubus` list.

```
init 11 python:
# Append the same thing you did to available_prisoners
list_of_succubus.append("MySuccubusImage")
```

## 1.13 Traders & Items

### 1.13.1 Adding & changing items

Adding new item is simple, we need to add our item to a dictionary `goods_list`.

```
init 11 python:

#####
# ADD #
#####

# It adds new item -> SuperSecretNewItem, it has base price of 1 and belongs to Quest_
category.
# You can add your own categories by simply assigning items to it.
# Syntax is like this: goods_list.update({"NewItem": [base_price, "Category"]})
goods_list.update({"SuperSecretNewItem": [1, "Quest"]})

#####
# CHANGE #
#####

# This changes wood's base price to 5
goods_list.update({"Wood": [5, "Materials"]})

# Alternative way to change price
goods_list["Wood"][0] = 5

# To change category with above method, change [0] to [1]
# This changes wood's category to new - Basic Materials category.
goods_list["Wood"][1] = "Basic Materials"
```

### 1.13.2 Change existing trader

- *Trader class attributes*
- *Triggers*

```

1 # Traders aren't created in init time,
2 # they are unique to all saves,
3 # we need to changed them at save load (it'll work only after first game load (no new_
  ↳ game, for now))
4 # Player can start new game, save and load.
5 # We need to create our after_load label, don't use name after_load, add prefix
6
7 label sample_after_load:
8     python:
9         # Check Trader class attributes for things to change, what they do and their type
10        # This adds 10 Mysterious Coins to Hollow Market
11        hollow_market.sta_goods.update({"Mysterious Coin": 10})
12
13        # It's important to return at the end of your after_load label, otherwise game won't_
  ↳ start correctly
14    return
15
16 init 11 python:
17     # Now we need to add our after_load to execute on my after_load, we can do this with_
  ↳ trigger system
18     code = 'renpy.call("sample_after_load")'
19     com_code = compile(code, "triggers", "exec")
20
21     trigger.add("after_load_start", com_code)
22
23     # Done! now our prefix_after_load label will execute (within python block) at the_
  ↳ start of loading a save

```

### 1.13.3 List of traders

```

1 # Traders, they are all called with default statement #
2 mysterious_trader = Trader(name = "Mysterious Trader", include = ["Mysterious Coin"],_
  ↳ sta_goods = {"Wood": 100, "Stone": 100, "Cloth": 100, "Metal": 100}, sta_cards =_
  ↳ [Vampirism()], cards_value = {"Vampirism": 10}, rate_sell = 1.0,
3     relations_dif = 10, discount_max = 0.0)
4
5 debug_trader = Trader(name = "Debug Trader", sta_goods = {"Wood": 100, "Stone": 100,
  ↳ "Cloth": 100, "Metal": 100, "Mysterious Coin": 100, "Ice Creams": 10}, sta_cards =_
  ↳ [Vampirism()], cards_value = {"Vampirism": 10}, rate_sell = 0.75, relations_dif = 10,_
  ↳ discount_max = 0.0)
6 al_7_tr = Trader(name = "Alice", sta_goods = {"Cloth": 1, "Mysterious Coin": 1}, include_
  ↳ = [""], rate_sell = 1.0, value_player_offset = 1, goods_value = {"Mysterious Coin": 1},
  ↳ locked = True, label_deal = "al7f1")

```

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```

7 al_7_tr2 = Trader(name = "Alice", avoid_cat = "Quest", rate_sell = 1.0, value_trader_
  ↳ offset = 1, locked = True, label_deal = "al7f2")
8
9 hollow_market = Trader(name = "Hollow Market", include_cat = ["Materials"], sta_goods = {
  ↳ "Wood": 500, "Stone": 500, "Metal": 500, "Cloth": 500}, rate_sell = 0.5, unique = True,
10   relations_dif = 25, relations_threshold = 100, discount_max = 0.1, label_exit = "")
11
12 wanderer_trader = Trader(name = "Wandering Trader", sta_goods = {"Wood": 10, "Stone": 10,
  ↳ "Metal": 10, "Cloth": 10}, goods_chance = {"Mysterious Coin": [1, 1, 0.25], "Wood":
  ↳ [0, 5, 1.0], "Stone": [0, 5, 1.0],
13   "Metal": [0, 5, 1.0], "Cloth": [0, 5, 1.0], "Ice Creams": [1, 1, 0.5], "Antibiotics":
  ↳ [1, 1, 0.5]})
14
15 wanderer_daughter = Trader(name = "Wandering Trader", rate_sell = 1.0, label_exit = "exp_
  ↳ friendly_wanderers.trademenu", use_relations = wanderer_trader)

```

### 1.13.4 Defining new trader

```

1 init 11 python:
2   # This trader has 100% chance to have between 3 to 8 wood on restock
3   my_trader = Trader("TraderName", goods_chance = {"Wood": [3, 8, 1.0]})

```

### 1.13.5 Trader class attributes

```

1 class Trader(object):
2     def __init__(self, name, sta_goods = {}, goods_chance = {}, sta_cards = [], relation_
  ↳ goods = {}, avoid = [], include = [], avoid_cat = [], include_cat = [], goods_value =
  ↳ {}, cards_value = {}, rate_sell = 0.75, rate_buy = 1.0, value_player_offset = 0, value_
  ↳ trader_offset = 0, locked = False, unique = False, label_deal = None, label_exit =
  ↳ None, discount = 0.001, discount_lock = True, use_relations = None, relations_dif = 6,
  ↳ relations_threshold = 0, discount_max = 1.0):
3         self.name = name # Shop / trader name
4         self.sta_goods = sta_goods # Dict {item: amount} Starting goods, used when restock_
  ↳ is triggered
5         self.sta_cards = sta_cards # List [card] Starting cards, used when restock is_
  ↳ triggered
6         self.goods_chance = goods_chance # Dict {item: [min, max, chance]} chance is float 0.
  ↳ 0 - 1.0
7         self.relation_goods = relation_goods # Dict {item: [min, max, chance, required_
  ↳ relation]}

```

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```

8      self.avoid = avoid # List of item names that can't be traded with. Those items would
9      ↪ be excluded.
10     self.include = include # List of items that can be traded with. Only those items can
11     ↪ be used.
12
13     self.avoid_cat = avoid_cat # List of categories to exclude.
14     self.include_cat = include_cat # List of categories to include.
15
16     self.goods_value = goods_value # Dict {item: price} Overrides default items price.
17     self.cards_value = cards_value # Dict {card: price} Overrides default card price.
18
19     self.rate_sell = rate_sell # Float, percent value player goods sell for.
20     self.rate_buy = rate_buy # Float, percent value trader merchandise costs.
21
22     self.value_player_offset = value_player_offset # With no items in deposit, player
23     ↪ trade value = offset
24     self.value_trader_offset = value_trader_offset # With no items selected, trader
25     ↪ goods value = offset
26
27     self.locked = locked # If player can quit the trade without making a deal
28     self.unique = unique # if it has its own screen and shouldn't call trading screen
29     ↪ instead returns categorized list [player goods, trader goods]
30
31     # Labels to jump to after trade depending on outcome #
32     self.label_deal = label_deal
33     self.label_exit = label_exit
34
35     self.discount = discount # percent of discount per one point of relation, default 0.1
36     ↪ % per relation
37     self.relations_dif = relations_dif # amount of $ traded to increase relations by 1,
38     ↪ default 6
39     self.relations_threshold = relations_threshold # relations start to increase after x
40     ↪ $ trade value, default 0
41     self.discount_max = discount_max # maximum discount, float 0.0 to 1.0. 1.0 is 100%
42     ↪ discount
43     self.discount_lock = discount_lock # Boolean, if discount is locked to min of rate
44     ↪ buy
45     self.use_relations = use_relations # trader whose relations are used and increased
46
47     self.goods = {}
48     self.cards = []
49
50     self.deposit_goods = {} # Item: amount
51     self.deposit_cards = [] # Card
52
53     self.selected_goods = {} # Item: amount
54     self.selected_cards = [] # Card
55
56     self.value_player = 0
57     self.value_trader = 0

```

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```
50     self.allowed_goods = []
51
52     self.relations = 0
53     self.disc_price = 0.0
54
55     if self.use_relations == None:
56         self.use_relations = self
57
58     self.restock()
59     self.calc_discount()
```

### 1.13.6 Trader class methods

- `improve_relations(self, worth, who)`
  - `worth` - calculate relations improvement from this amount
  - `who` - which trader relations to increase
- `calc_discount(self, who = None)`
  - `who` - if not `None`, sets trader whose relations to use
- `restock(self, who = None, replace = True)`
  - `who` - which trader relations to use for relation based functions
  - `replace` - if `True` replaces items trader has
- `rand_goods(self, min = 1, max = 10, what = None)`
  - `min` - minimum amount of material
  - `max` - maximum amount of material
  - `what` - if not `None`, it takes a list of items to randomize amount, if `None` it randomizes all items
- `start_trade(self)`
- `value(self)`
- `deal(self)`
- `cancel(self)`
- `exit(self, deal = False)`
  - `deal` - if `True` it jumps to `label_deal`, if `label_exit` is defined it jumps to it otherwise it returns
- `add_deposit(self, what, amt)`
- `add_selected(self, what, amt)`
- `add_inventory(self, what, amt)`
- `add_goods(self, what, amt, rest = False)`
- `calc_dep(self, x, mode)`

- `calc_sel(self, x, mode)`

## 1.14 Character Emotions

Emotions are images with alpha channel, they are used when speaking with girls in rooms, etc. You can use them with `show`.

[More about show statement](#)

### 1.14.1 Alice

Her prefix is: `alice`

She has those outfits available: `Gym - gym`

Outfits should be used as a suffix (at the end). Outfits cover all attributes, example: `alice calm gym`

It is followed by these attributes:

- `calm`
- `pissed`
- `mischief`
- `innocent`
- `tearing`
- `smile`
- `eyeroll`
- `disappointed`
- `curious`
- `naughty`
- `serious`
- `fear`
- `embarrassed`
- `proud`
- `blush`
- `bored`
- `mocking`
- `kiss`

- licking lips
- cat
- facepalm
- surprised
- sick
- apologetic
- applaud
- wonder
- happy blush

### 1.14.2 Grace

Her prefix is: grace

She has those outfits available: Maid - maid, Pajamas - night, Naked - non

Outfits should be used as a suffix (at the end). Outfits cover all attributes, example: grace angry night

It is followed by these attributes:

- calm
- worry
- puzzled
- thinking
- wary
- smile
- disgust
- angry
- doubt
- embarrassed
- curious
- excited
- apologetic
- greed

- hug
- rose smile
- rose look
- rose wary
- rose puzzled
- rose fury
- rose disgust
- rose thinking
- rose pokerface
- sad
- realization
- rose doubt

### **1.14.3 Lexi**

Her prefix is: **lexi**

It is followed by these attributes:

- surprised
- calm
- pissed
- weirded
- angry
- sad
- facepalm
- smile
- naughty
- eyeroll
- innocent
- relief
- curious
- awkward
- longing
- pained smile

- shocked
- doubt
- fear
- disappointed
- down
- naughty breasts
- smile breasts
- eyeroll breasts cum
- blush
- blush breasts cum
- naughty breasts cum
- chuckle

### 1.14.4 Mina

Her prefix is: mina

It is followed by these attributes:

- calm
- smile
- excited
- curious
- blush
- tongue
- angry
- concern
- relief
- thinking
- doubt
- sad
- arrogant
- surprised
- serious
- disappointed

- troubled
- furious
- weirded
- expectation
- hidden expectation
- down
- crying

### **1.14.5 Side Characters**

#### **Kiara**

Her prefix is: kiara

It is followed by these attributes:

- calm
- smile
- laugh
- serious
- chuckle
- curious
- fear
- thinking
- tired
- surprise
- smirk
- sigh

### 1.14.6 Other Characters

#### Succubus A:

The white skinned one. Her prefix is: `succa`

It is followed by these attributes:

- calm
- pout
- smile cum
- smile
- sad
- sad cum
- lust
- lust cum
- kiss
- kiss cum
- wonder
- cry
- scream

#### Succubus B:

The pink skinned one. Her prefix is: `succb`

It is followed by these attributes:

- calm
- pout
- smile cum
- smile
- sad
- sad cum
- lust
- lust cum
- kiss



- kiss cum
- wonder
- cry
- scream

### **Succubus A & B:**

On the left - pink skinned one, on the right - white skinned one. Their prefix is: succab

It is followed by these attributes (first emotion is from Succubus A (white skinned)):

- calm calm
- pout smile
- sad sad
- happy happy
- happy sad
- sad happy
- angry happy

### **Mysterious Trader**

Its prefix is: mt

It is followed by these attributes:

- bow
- smile
- outburst
- laugh
- coin
- smirk

## 1.15 Notifications

Will be fully implemented after 0.1.5 release.

### 1.15.1 Notifications

Notify

Battle Notify

### 1.15.2 Help screen

## 1.16 Codex

Will be fully implemented after 0.1.5 release.

### 1.16.1 List of entries

List of important codex entries, as strings.

Can be used with

```
codex.add_entry("Category", "Entry")  
codex.check_entry("Category", "Entry")
```

Alice

- She's officially my girl now.

## Higher Beings

- Higher Beings should be referred to with respect, They should be described as He/She/It, using he/she/it is considered lack of respect and thus dangerous.

### 1.16.2 List of flags

List of important codex flags.

```
codex.add_flag("Flag", value = True)
codex.check_flag("Flag", value = True) # set value to none to return true if flag exists
```

## 1.17 Settings

Will be fully implemented after 0.1.5 release.

### 1.17.1 Graphics

#### Animations

- animated scenes - `persistent.animated_scenes = True`. It enables animations in adult scenes, wallpapers, collectibles.

## 1.18 Init Map

This is a map of all game's inits.

### **1.18.1 init -999**

- python imports

### **1.18.2 init -100**

- modes\_fix (pat\_dreams & pat\_debug = False)
- file lists creation

### **1.18.3 init -10**

- trigger class and object
- assigning game\_mode - selecting game scale

### **1.18.4 init -9**

- gui.rpy
- gui init

### **1.18.5 init -4**

- terror\_chance
- some gui variables

### 1.18.6 init -3

- Being class
- gui elements' attributes
- most gui variables

### 1.18.7 init -2

- Player class
- Inventory class
- NPC class
- Codex class
- Trader class
- Enemy class
- transforms

### 1.18.8 init -1

- define being object
- enemies' classes
- most screens' definitions
- frames
- select game version (add .4K if in 4K gui mode)

### 1.18.9 init 0

- most variables
- most labels
- `states_globals = []`
- `states = {}`
- `set_states()`
- `auto_destruct()`
- `screen rpg_journal`
- `screen rpg_codex`
- rooms' screens
- transitions
- `get_label()`

### 1.18.10 init 1

- `run_chance()`
- `create_wallpapers_list()`
- `fight()`
- `explore()`
- `loot()`
- `looting()`
- `hide_all_screens()`
- `advance_time()`
- `draw_hand()`
- `succ_lust()`
- ironman settings
- audio settings
- Card class

### 1.18.11 init 2

- cards' classes

### 1.18.12 init 3

- lootlists

### 1.18.13 init 500

- all animation and image definitions

### 1.18.14 init 995

- compile character condition
- compile state conditions
- compile triggers

### 1.18.15 init 998

- anticheat

## 1.19 Incoming Changes and Features, Players' Suggestions for Mod Features

This is designed for modders. It describes planned changes to the way AL works so that you can prepare your mod or start working on new features. It also describes what modding support I want to implement.

### 1.19.1 Next version

These things are planned for the next alpha release.

- Card crafting at the forge
- Store cards at the forge
- Sorting deck

### 1.19.2 Undefined

I have no idea when these changes will come live. They are not planned, I'll be implementing them after doing planned content for given version. So the speed of their implementation depends on my speed of making planned content.

- give your own dialogue choices when speaking with vanilla characters and using items
- Adding your own pc apps
- adding your own choices to the lobby doors (make new expansions, new outside content)
- using your own screens in rooms (add interactable items, people)
- add new enemy actions tags (if you need more than 6 images per enemy)
- add new girls to the wardrobe



## Planned features

Feel free to implement these stuff in your mods, who knows when these will be in the game, or if they ever be:

- artifacts
- characteristics (abilities and traits, something like a class)
- card upgrades
- card memory (keep cards after death, select unique cards to be in the deck)
- factions - relationships, bases, quests
- strip club expansion
- bar expansion
- currency creation
- advanced economics system
- card trading
- rework of GUI
- new gallery screen, with images
- two more succubi
- catching pets
- battle aid by pets and girls
- second and third hotel floor
- advanced enemies' AI
- support for many enemies in combat
- drag/drop cards in battle
- dungeons, classical reguelite deckbuilder experience
- outpost creation and management (hub for other factions, lead a force of your own)
- faction creation
- SFW mode
- translations
- android version
- rework ironman mode, one save, autosaves, no loading, save on exit
- mod manager
- automatic updates
- AL website, optional integration with Patreon, server working with updates and mod manager
- rework of codex, so it's faster, supports showing how many entries you don't have, etc.

### Suggestions

I don't know if they ever make it to the game, these are some of the better suggestions, feel free to implement them in your mod:

- upgrade playroom into a harem, so that succubi are not kept in the cold, dark dungeon
- card fusion - Where you can fuse say five of the same type(attack, power etc.) and rarity of card and receive a random card from the next level of rarity of the same type. Either in forge or new Alchemy room.
- A thief girl you random encounter that steals one of your cards. If you have enough agility ~5-7 you can catch her and get a lil bj scene. If you cant catch here the card ist lost
- hypnotize the girls into a trance and having sex with them, or coming across female rouges and after beating them hypnotizing them to be placed into the dungeon all kind of stuff.
- it would be nice to be able to buy the trader's daughter and take her to the hotel.
- once an achievements system is in place, make it so the back of the cards is customizable. As in, you can unlock what to see instead of just the current default (the one with the kabbalah tree of life)
- Basically, whenever we destroy a card, there is a chance of some material dropping, essentially making them the middleman to transform coal into something else. Said chances will increase depending on the tier of the cards, with the gray ones being the most unlikely to leave anything behind.

### 1.19.3 Working, but not in the docs

These things can be already done without altering vanilla game files and hurting compatibility. The thing is these things aren't described in the documentation yet.

- Adding your own collectibles
- Displaying help screen with your own custom messages
- Adding your own cheat codes
- Adding and tweaking character states
- Adding your own outfits to the girls and the wardrobe
- Adding enemy flags, using alternative action methods, using ultimate abilities after reaching some hp (see dragon)
- Adding your scenes to replay gallery
- Adding new prostitutes to the wanderers' hideout brothel

## 1.20 Changelog - Modding

### 1.20.1 0.1.7a

#### Added

- support for adding new wardrobe outfits/people
- 6 lexi emotions
- new frames - minimap\_frame\_player, minimap\_frame\_event

### 1.20.2 0.1.7

#### Added

- optional days attribute to NPC.check() method
- calc\_gui(pixels) - quick way to calculate pixels to your game format
- scope variable to replays
- 7 mina emotions - ouch, shocked, eyeroll, apologetic, sigh, exasperated, smile cum
- 2 alice emotions - pout, closed

#### Changed

- gui mode is now defined at -999 init

### 1.20.3 0.1.6c

#### Added

- characters, and ignored attributes to set\_states()
- stat\_sleep to NPCs
- add\_submission() to NPC class
- stat\_bdsm to NPC class
- optional set attribute to advance\_time()
- emoticon sm/sp screens

### Changed

- how wallpaper system works, now not all wallpapers are lootable from combat

### Fixed

- unable to save after using some triggers

## 1.20.4 0.1.6a

### Major

- reworked traders implementation, now changes are made automatically to them, use define

### Added

- sacrifice option to enemy atk method, default False
- unlocked boolean, needed when adding to replays\_list, decided if name is seen from the start
- four trigger to death
- being heal method now returns amount healed
- can make heal method do notification, make\_message = True

### Changed

- how arena animation is determined, now all renpy images work

## 1.20.5 0.1.5c

### Major

- now your pathways can also be relative to mods folder (myMod/1.png instead of mods/myMod/1.png)

**Added**

- support for up to 20 dialogue options being displayed at once (previously 9)
- option to add your own characters to the character menu
- 6 new text tags - love, lust, quiet, small, big, loud

**1.20.6 0.1.5b****Added**

- player `skills` dict to Player class
- Message skill
- `improve_skill(sk, amt = 1)` method to Player class, it improves or adds a skill to the player, can be used to decrease skill

**1.20.7 0.1.5a****Added**

- 2 new text tag `{trust}` & `{bad}`

**1.20.8 0.1.5****Added**

- 2 buttons - `button_craft_stone` & `button_craft_steel`
- 5 succab emotions
- 1 kiara emotion - sigh
- can add tabs to the vault
- can add recipes to the forge and the gunsmith
- can make new crafting tables using vanilla screen
- chinatown2 arena

## 1.20.9 0.1.4b

### Added

- new button displayable `button_label`, can be used with background attribute
- you can now add your own scenes/categories to replay gallery
- now you can change vault's space per level
- `before_shuffle` trigger
- option to add code to trigger directly, through appending function like this `trigger.before_combat_screen.append(myFunction)`
- `dream_end` label now ends replay automatically
- `death2` label now ends replay automatically
- `explore_return` label now ends replay automatically
- now `fight()` skips combat automatically if in replay, can be disabled by setting `replay_mode = False` when calling `fight()`

### Fixed

- error/bug when using console (in freeroam) to jump to a label that ends with return (on this event's end)

## 1.20.10 0.1.4a

### Major

- reworked the whole file structure, severely increasing overwriting vanilla files compatibility with future versions

### Added

- track of current label, it's in the `_label` variable
- customizable text tags, check `text_tags.rpy` in functions/qol

### 1.20.11 0.1.4

#### Added

- a few new pages to the documentation, changed or expanded a few other
- support for tweaking characters states (what they do, where they are)
- a few Alice's emotions, one Lexi's emotion

### 1.20.12 0.1.3b

#### Major

- reworked triggers, now they can actually use global/local variables, as they are in fact executed in code now, not in the trigger object. You don't need to compile triggers anymore, I got you covered, it'll be compiled automatically at game startup.

#### Removed

- old card methods granting effect, only buff() method should be used to increase or decrease status effects

#### Added

- 5 looting triggers and 3 new ones to combat

#### Changed

- now cards are reset with load using reset() method (you need to initialize your variables here). \_\_init\_\_() by default calls this method.

#### Fixed

- trigger after\_load\_start triggering instead of after\_load\_end

### 1.20.13 0.1.3a

#### Added

- Sample Mod to mods/ folder, check it, it's heavily commented to explain everything going on
- after\_load \_start & \_end triggers
- triggers during combat initialization

#### Changed

- for triggers you can now either use a string or (much better for performance) use compiled (at init time) code object (check documentation's trigger tab)
- now adding enemies to random combat encounter requires to add them as strings instead of objects
- now terror tooltip reflects changes to terror chance properly

#### Fixed

- spelling mistakes in a few image names, to make it easier for you to not use wrong name

### 1.20.14 0.1.3

#### Released

- online documentation, it shows how to make your mod with new dreams, events, cards, enemies, etc.
- source code for people with Mod Developer role on Discord
- AL card templates
- mod\_toolkit script (for now it only enables dev tools & console in AL)

#### Added

- support for adding new status effects & card mechanics, trigger system
- support for adding your own menus to expanded menu
- support for replacing game images
- support for adding new cards
- support for adding dreams
- support for changing base dream chance
- support for adding new enemies & arenas
- support for adding new enemies & arenas to generic combat event
- support for adding wallpapers



- support for adding new cards and changing/adding cards lootlists
- support for adding new materials and changing/adding items lootlist
- support for changing sleepover chance to decrease corruption
- support for changing card loot chance
- support for changing escape chance
- support for creating new traders
- support for adding new prisoners
- support for adding new succubus
- support for tweaking succubus lust mechanic
- support for adding/changing journal tips
- support for displaying help screen with your text

## 1.21 Changelog - Game

### 1.21.1 0.2.3

#### Beta

#### Added

- Lexi 14th event
- Lexi 15th event
- Mina 17th event
- Mina 18th event
- repeatable date with Lexi - 'Kitchen Date'
- Lexi can react to player not attending their date, or not asking her out besides promising to
- 4 new quest items vodka, wine, old wine, and premium ice cream
- How many of the given card you have in card selection screen
- Quick Save/Load to the bottom menu in Android port
- Mina can get drunk, and have a hangover
- conditions for tasks to complete and progress, Mina won't do nor complete tasks if she has a hangover
- you can loot ice creams in a market at most once per day, you can now get premium ice creams, and loot for ice creams always since her 14th event
- red map frame for planned dates, map icon will be turning to red when Lexi waits for you
- what's new for 0.2.3

### Changed

- you no longer lose deck if you're defeated in Lexi's 13th event
- removed items not used in crafting from iron chests (2)
- increased abandoned car loot

### Fixed

- Savenia could be found before Mina's 5th event, which lead to continuity error in the next events
- card register not removing cards on death
- error when using deck list when registry is corrupted
- tasks with not set location sometimes not completing on time (no such task in vanilla)
- bad outfit for Rachel in her 2nd replay
- Rachel 9th and Lexi 10th events not triggering
- cupboard not trigger-able from the map
- Alice in player bed after Grace 11th event
- some checks not working in replays
- Sandwich tooltip saying it heals 35 hp instead of 12

### Alpha

#### Added

- new, much better prologue
- Grace 11th story event
- Grace 12th story event
- Merged story event - 13th Grace, 15th Alice, 5th Little Fox
- Grace night prank event
- Grace sleep footjob event
- Grace night footjob event (yeah, two footjobs)
- Grace revenge secret event
- talking with Grace about her revenge
- Grace can be angry at the player
- option to apologize to Grace with a rose or by being charismatic
- Footjob, Dildo and Masturbation to Grace statistics
- Rubbing and dildo to Alice statistics
- Rhainda 3rd event
- Rhainda 4th event
- Rachel 9th event

- cunnilingus to Rachel stats
- eating dinner with Grace in her 6th event heals and gives a buff
- Lesbian to Rhainda stats
- Masturbation and Lesbian to Little Fox stats
- Little Fox x Rhainda event now raises their lesbian stat
- Alice's 8th event raises dildo and masturbation stats
- action sounds to the manticore, werewolves, spiders
- 3 new cosmos renders, they'll appear at random
- Sugar Frenzy buff
- outros to the last main girl events
- (2) consumable items
- (3) pouches, (3) chests & (2) keys used to open them
- optimized tooltips
- updated translations, Spanish fully translated
- option to test sample sound
- some spacing to the buffs in character menu
- background to stats tooltips
- new intro
- killing human enemies now raises corruption again, up to 20%

## Changed

- What's new won't show for first time players anymore
- Beginner Guide will show for first time players again
- removed talking with Lexi about boxes
- optimized image loading in many events
- left & right character placements are now not on the edges
- notifications are centered now
- removed Lexi and Grace first story events, the new prologue takes their place
- replaced mysterious coin drops from enemies with chests & pouches
- buffs icons
- removed rng from triggering two Mina's events
- Millionaire dream now triggers only after meeting Aharon

### Fixed

- Alice shower dildo blowjob didn't raise stats
- PC wallpaper showing after defeating dragon summoned with Discord veteran's code
- no transition between two Grace images
- some things not translating, despite having translation files
- continuity errors at Rachel and Little Fox outfit events
- double transition in Lexi's 2nd event
- getting Life with Alice dream before progressing with Alice
- error at Lexi's 9th event when using Vietnamese translation
- many dreams playing at once
- Lexi could go out again after bringing food
- Lexi or Alice appearing in weird places after their events that didn't advance the time
- Savenia could go out often before healing her leg
- pc icons not disappearing after inserting wallpapers code
- Tooltips having wrong background size on Android and in translations
- Grace's ninth event showing on map before its requirements were attained
- not being able to use all options in Grace bath replay
- sound volume settings not working for some sounds
- Lexi appearing in two places at once on map
- tooltip staying behind from interaction menu when using it or closing it with a key
- tooltip staying after closing inventory with a key
- on kill effects not triggering if it's the last enemy

### 1.21.2 0.2.2b

#### Added

- updated Vietnamese and Spanish translations
- Fredericka font support for Vietnamese
- discount for relations with traders

## Fixed

- robin sex scene animations not showing
- checkered background after credits in the replays
- some things not translating despite having translation files - eq. item uses
- no image - sidebar dark 1/2 on Android
- error when using items in the vault, while not having any of this item in the inventory
- negative hp when your ally wins the battle or you run after player's defeated
- Outfit unlocked message appearing even if outfit was already unlocked
- corruption exploit with sleeping Grace
- trust/lust exploit with sleeping Lexi
- corruption exploit with wc peeking
- corruption exploit with bath peeking
- stuck at the tutorial after tweaking difficulty settings, and killing werewolf before designed
- no lust increase from Kiara sex scenes
- pc buttons being active in replay, wallpaper and collectible menus
- outfit unlocked messages appearing also in the middle
- Devotee girl not changing expression after player tells her to fuck off
- missing item notification using ID instead of item name
- rare error on save after giving Rachel materials
- typos & grammar mistakes

### 1.21.3 0.2.2a

## Added

- Alice valentine wallpapers
- bright hover to wallpaper menu
- tooltips to wallpapers menu with wallpaper name
- disable animation support to all animations that didn't have it
- Animations ON/OFF setting to Video tab replacing old settings
- Notifications style settings to Game tab
- icons to the items
- crafting to the character screen
- updated translations for Spanish and Vietnamese

- a model info to Rhainda relations tab
- move items slider to vault and trade
- Even out function to the trading menu
- Good Profit mechanic to the traders
- preview of increased relations to the traders + relations counter
- Disable Fredericka font setting to the game settings
- scrollbar to the relations tab
- some more stuff from 0.2.2 (and 0.2.2a) to what's new
- notification to the trader's relations increase outside of a trade deal
- option to chose defeat in Rhainda's 1st event replay
- community tag to Vietnamese translation
- hover effect to flags

### Changed

- Supporters about/credits font
- Now wallpapers will be sorted, and unlocked wallpapers will show before locked ones
- HP bars image
- removed cumming animations from the most events that had them
- minor dialogue changes in a few events
- removed continue option from most prostitute sex scenes
- notifications window
- reworked the whole inventory system
- interact 'Interact' font to Fredericka
- interact menu buttons to follow new GUI style
- merged character and inventory menus
- inventory + character menu follows new GUI style
- vault follows new GUI style
- crafting menu to follow the new GUI style
- optimized crafting menu performance
- increased Mysterious Coin worth 10 -> 60
- decreased chance to drop Mysterries Coin for most enemies (by 50%)
- chance when looting treasure trove to obtain Mysterious Coin 100% -> 40%
- removed obsolete tooltips from character menu
- relations menu to follow new GUI style
- help menu to follow new GUI style
- story menu to follow new GUI style

- decks menu to follow new GUI style
- expanded menu icons to follow the new GUI style
- outfit crafting menu to follow the new GUI style
- outfit crafting will now happen on clicking the outfit
- now you can use items in vault for all quests
- now the items you gave to girls in event previously will not be there next time
- now wandering trader's daughter trade will clean up bought things
- wandering trader now will offer some items only after some relations reached
- increased maximum Hollow Market discount 10% -> 20%, it's harder to increase relations
- Hollow Market now allow to pay with everything, it restocks weekly
- Hollow Market can now have more different items to buy, some require higher relations with them
- default name for new players will be John now
- notification side for code insertion
- dream with the devil animation to the moving image
- Patrons settings category will no longer show for non Patrons
- what's new frame to more readable one
- one dialogue line in the Grace's nightmare event
- wandering trader's daughter is now not separate trader
- Mysterious Trader will restock everyday
- You can no longer continue Alice's Q&A game in replay after losing all caps
- music in first Rhainda event is now positive after the fight
- Sample Mod stickman dream is now off by default for new players
- now Warehouse event replay will always have people inside the warehouse
- In Roars in the Sky event you can now shot at the sky in replay, this option is no longer usable in normal gameplay without a shotting card
- Prostitutes can now be priced at not full values
- Madam Hof will display prices in caps now
- Wandering Trader will display prices in caps now
- discount from relations no longer applies to the wandering trader daughter services

### Fixed

- previous scene seen after battle when picking a card
- interaction menu's Lobby (view B) button, taking player to his room
- multiple healing notifications after sleep
- error on Treasure Chest events
- error on exploration on old saves under some circumstances
- a possibility of patches not applying correctly between some versions
- Alice's WC anal having an odd image with animations OFF
- wrong image after animation ends in Grace's 2nd massage event
- second Grace massage in clothes not raising stats
- a few weird transitions in Succubi events
- possible error at midnight kiss event
- suicide saying you lost cards
- Alice task error if it was taken before 0.2.1e
- Astral Lust dream triggering before meeting Kiara
- tooltip staying after clicking continue in the tutorial
- rare error at the tutorial end
- listed cards in deck were aligned to the left side
- Alice stranded outfit weaving not working
- could enter playroom before building it with the interactions menu
- Alice, Lexi and Grace showing in their room while being somewhere else after some events
- error at replays of midnight kiss event
- Alice sleeping in player's bed after Grace coming for a sleepover
- some translations not appearing due to % and %% translation generation conversion
- trade save/load exploit
- Spanish translation sleep being smaller in bed dialogue menu
- in Spanish Rest icon text is no longer off icon
- Relations tab one person being hidden under the image
- updated/added entry not being translated
- weird spacing at the end of 0.2.2 what's new
- black screen in replay in warehouse exploration event
- Alice task related errors for people that didn't cancel her task since before 0.2.1e
- Alice not showing up first in the replay of Q&A event
- Alice changing outfit in Q&A replay
- some rare, latent problems with Alice's Q&A event involving not taking item rewards from her
- possible errors in building shrine replays



- items in Alice Q&A shared between saves on one playthrough
- no background in Mina's Good Ol' Bootle replay
- no background in Lexi's Trouble at the Market & Feet Massage replays
- no background in Grace's Play House event replay
- no background in Lola's event replays
- no background in the first three secret endings replays
- black/checker background in skip mode if animation didn't decode first frame before displaying them with some animations
- Amanda's default way of calling player not translating
- typos

#### 1.21.4 0.2.2

##### Added

- Spanish and Vietnamese translations
- Difficulty settings - change at PC
- Grace coming for a sleepover after having a nightmare
- Lexi x Grace interaction in the kitchen - 5 variants
- 3rd Kitsune to the game - Rhainda
- 1st Rhainda story event - Hunter
- 2nd Rhainda story event - New Home
- Little Fox kissing with Rhainda (can be toggled off)
- Threesome with Little Fox & Rhainda
- sex event with Rhainda - Fighter
- 4th Kiara story event - Myth of Creation
- Kiara repeatable sex scene - 5 outfits, 225 animations
- New Kiara sex scene - 5 outfits
- footjob, cunnilingus to Kiara stats
- new outfits crafting menu
- Kiara Angel outfit
- Kiara Nympho outfit
- Kiara Party Girl outfit
- message to unlocking outfits
- support for multiple notifications

- apps in the pc now have description labels
- Resume to the main menu, it will allow to resume game where you ended it
- new erotic scene to Alice shower event
- increasing vitality heals for increase in max health
- Mod Settings for Sample Mod, it allows to toggle Stickman dream
- new secret (bad) ending
- credits to game over

### Changed

- reversed required/owned item count in the crafting menu
- optimized card crafting menu
- Craft button to Create button
- debug mode app is shown only if debug mode is on
- added outlines to bottom part of PC
- decreased Flirtatious Look cost to 1, and changed vulnerable 1 to 2
- improved and optimized state selection
- Player stats no longer give buffs, instead they work passively
- Moved story mode from game settings to difficulty settings
- size of tooltip for interactions menu
- You can no longer dream when sleeping with girls
- expanded Fireworks tooltip
- chance for girl night party occurring to controlled 1/14 chance.

### Fixed

- Orc with halberd saying it'll attack five times instead of four
- tutorial saying Rubik cube will increase spirituality
- error when trying to destroy cards with Destroy that were used in battle
- Destroy cards not being destroyed
- possible no image when escaping in event Chased Trader Daughter
- hp being above max if vitality decreased

### 1.21.5 0.2.1e

#### Changed

- Now by default the show mask option will be turned off on Android
- Stickman Dream was disabled
- Blood Diamond uses 3 Coal instead of 12 Stone now

#### Fixed

- Savenia bike in the interactions menu before finding her
- Sample Mod settings showing in settings before being fully implemented
- changes in event rarity not being reflected immediately on new saves
- new events not being triggerable immediately on new saves
- before first meeting the girl, her outfits were not showing in wardrobe correctly
- card tooltip staying after selecting a card
- card tooltip staying after using a card
- card tooltip staying after destroying a card
- affection and time of day not updating visual bug

### 1.21.6 0.2.1d

#### Added

- footjob to Lexi stats
- new threesome position stats
- new setting - Game - Show interaction menu (I key)
- new setting - Game - Show tasks menu (T key)
- new setting - Game - Choice menu position
- new chinatown region arena
- Patreon and Discord links to the what's new
- scrollbars to sex positions counter if too many entries
- 3 unique cards for January 2022 Patrons - Blood Diamond, Delusions, The Last Journey
- unique card for everyone - Fireworks
- Lifesteal attack icon to combat
- summoning allies (for now Delusions card only)
- Interactions menu

### Changed

- moved choice buttons to the right
- optimized wardrobe
- animated hovering over intractable items
- Christmas is now available only till 6th January
- devourer leech attack icon
- optimized all cards view
- made what's new footer italic

### Fixed

- error when seeing Alice get combat gears task completion
- Lexi's 8th event showing incorrectly on the map
- injured dragon not showing on old versions
- error in wardrobe
- Lexi's footjob not increasing stats
- Mina's 3rd event animations not playing
- Faceless not exhausting
- combat tutorial doesn't reset
- cards displaying wrong attributes in decks after battle
- odd game settings placement
- story mode not preventing random combat encounter
- Alice Get Combat Gear task
- hundreds of typos and grammar mistakes
- xmas without time limits before completion
- Mina and Lexi 8th event is shown on map but can't be triggered
- mysterious trader exploit - rolling back after seeing cards
- alice sexpos menu could overflow beyond screen if you were bad boy
- arrow in lola room being offscreen
- ',' at the end of sentence when getting multiple unique cards at once

### 1.21.7 0.2.1c

#### Changed

- decreased chance of Roars in the Sky event

#### Fixed

- injured dragon event not triggering
- savenia & lexi not disappearing from map after 7th Savenia event
- errors on tasks - TypeError: loot() argument after \*\* must be a mapping, not tuple
- error on option I want to be master of my own destiny from the devil

### 1.21.8 0.2.1b

#### Changed

- increased trade icons/text for android
- on android clicking outside the menu when choosing deck will toggle showing enemies
- on android clicking a card will make it bigger and clicking it again will use it, clicking outside will return the card
- Tower has no side effect, armor 5 - 3, empower 2 - 1
- removed few strong enemies from average combat difficulty
- story exploration events now have lower chance

#### Fixed

- Judgment card dealing damage only to one enemy
- out of place Hollow Market on android
- destroying/moving cards between decks counting as interaction
- error when checking combat tutorial in help menu
- card related checks
- encountering the most powerful enemies if not defeated average enemies before (no more masochist mode)
- error on Alice's Get Combat Gear task
- typos

### **1.21.9 0.2.1a**

- 0.2.0c fixes

### **1.21.10 0.2.1**

#### **Added**

- Lexi feet massage activity
- Christmas event - Beginning
- Christmas event - Alice the Christmas Elf
- Christmas event - Santa Lexi
- Christmas event - Deer Gracie
- Christmas event - Kitty
- Christmas event - Sober
- Christmas event - Holy Night
- December Patron wallpapers
- Christmas 2021 Postcard wallpaper

#### **Changed**

- improved map event flickering mechanism

### **1.21.11 0.2.0c**

#### **Added**

- Christmas event will now reset each year

**Fixed**

- being able to trigger Christmas without any story progress
- the first deck resetting after load
- unable to pick up two collectibles
- error when opening a vault on new saves
- other save loading related bugs
- healing Alice required all possible cards
- error when task completed at wanderers hideout

**1.21.12 0.2.0b****Added**

- now map will glow if story event is available

**Changed**

- improved exploration rng generator, improved story even chance
- removed character menu help window as it caused issues

**Fixed**

- bathing/shower exploit
- savenia's map event support
- error when trying to destroy a card (right click)
- able to leave deck menu without 11 cards
- exhaustible deck exploit
- previous patches were run when loading new game

### 1.21.13 0.2.0a

#### Added

- Savenia can now go out after her leg healed
- shortcut to open/close map “m”

#### Fixed

- skipping tutorial was not permanent
- error when using Slice card
- Patron display for long names
- save/load bug with disappearing allies
- Wheel of Fortune card doing nothing in some cases
- Savenia being at the hotel after leaving
- bike displays when looking for upgrading hotel when it should not
- Grace outfit changes in the cooking task
- task could be finished at night, let the girls sleep!
- a few characters could be at the bathroom/wc at once
- girls still asking what you want them to do even if task in auto mode

### 1.21.14 0.2.0

#### Added

- Decks system
- choosing deck before combat
- 8 deck sorting algorithms
- 5 deck display options
- buffs system
- buffs to character menu
- 2 buffs - Well Fed, Reinforced Armor
- Tasks system
- Tasks silent mode
- Tasks auto repeat option
- Task settings



- Tasks to Lexi
- Tasks to Grace
- Tasks to Alice
- Tasks to Mina
- 2 cards - Snipe & Frag Grenade
- new status effect - Hunter's Mark
- 3 new enemies - Bandit with wakizashi & Bandit with a knife & Bandit Captain
- generic combat to exploration events
- a real combat tutorial
- Allies system - story based only
- Lexi 13th story event - Trouble at the Market
- easter egg to Lexi's laptop
- Grace can appear at the first floor corridor cleaning
- Grace cleaning 1st floor activity - 2 variants
- Grace cleaning 2nd floor activity - 2 variants
- Grace cleaning lobby activity - 2 variants
- Grace cooking activity - 3 variants
- Grace play house activity
- asking Mina about Jack - previous hotel owner
- asking Alice about Jack - previous hotel owner
- asking Grace about Jack - previous hotel owner
- Fox Shrine expansion
- Rachel - new catchable fox girl
- Rachel events support to the map
- Rachel appears at the lobby
- Rachel appears at the shrine
- Rachel to the journal
- Rachel to the girls menu
- Rachel 1st story event - Saving the Fox
- Rachel 2nd-6th story events - Building Shrine
- Rachel 7th story event - Magical Outfit
- Rachel 8th story event - The Arrival
- Savenia 6th story event - Recovery
- Savenia 7th story event - Return
- Savenia 8th story event - A Surprise
- Little Fox category to replays

- Little Fox can live at the hotel
- Little Fox 2nd story event - At the Hotel
- Little Fox hunger mechanic
- Little Fox Thief outfit
- Little Fox appears at the shrine
- Little Fox events support to the map
- Little Fox 3rd story event - Little Thief
- Little Fox 4th story event - Treasure Hunt
- Little Fox feeding - handjob - 2 outfits
- Little Fox feeding - blowjob - 2 outfits
- Little Fox feeding - footjob - 2 outfits
- dialogue lines to the Little Fox at the treasure hunt exploration event
- kissing Little Fox at the treasure hunt exploration event
- dialogue line to Friendly Wanderers event
- Injured Dragon exploration event
- Chased Trader's Daughter exploration event
- Life with Alice dream event
- Damsel in Distress - Traitor exploration event
- Damsel in Distress - Pregnant exploration event
- 10 Patron wallpapers
- cheat code to all tiers

### Changed

- added Take Cover and Stab to the starting deck, removed Dodge
- tooltips in character menu now follow mouse
- optimized menus code
- balanced trade with the devil
- random combat will no longer give the same bandits in one fight
- generic combat event beginning
- now all facilities at the forge open crafting
- Cards can no longer be kept in the vault (infinite card storage with decks system)
- Skill change message now follows new format: 'x improved (x level)'
- Alice trade in questions game now uses her nickname if set
- empty card selections will no longer display
- forge help message
- crafting now can take vault materials

- Bandits Rape to Bandits - assault event name in replays
- different naming style in replay menu
- improved replay gallery recovery
- journal/codex GUI improved, increased readability
- battles are now skipped in replay
- Little Fox is now considered a side girl
- Expanded wallpaper adding by code message
- removed Guard, Healing, Retaliate cards from dragon loot

### Fixed

- looking at draw pile shows which cards will be drawn in order
- Lexi love above maximum for some players
- Despair tooltip
- one intent image for Devourer Giant
- Looking for Powerful enemies found Strong enemies instead
- Birthday Gift part 2 replay not playing the whole event
- notification showing even if no items were looted
- crafting cards resets slider to the top
- vault space being permanently filled after using vault materials
- can't progress with Little Fox in SFW mode
- narrator used instead of Grace in one line
- no shadows in Little Fox smile image
- enemies waiting for deceased turn
- replay gallery category buttons highlights
- now it's impossible to start battle with dead being, instead it will have 1 hp
- affection notify messages in replay
- messages with 0 increase in trust/lust/affection/submission
- map showing story events available when characters were in the toilet or outside
- typos

### 1.21.15 0.1.10d

#### Added

- attempt at running away costs 2 energy
- caps to hollow market

#### Changed

- sacrifice is no longer affected by most debuffs
- nerfed cultists a little
- nerfed one dragon ultimate ability
- nerfed manticore stunning abilities
- increased cooldown of manticore critic buff
- decreased strength from werewolf “empower” action 5 -> 3
- decreased werewolf hp 132 -> 98
- nerfed orcs a little, lowered their hp, changed critic to strength
- Headbutt cost to 2, increased base damage to 4

#### Fixed

- mousetooltip not disappearing sometimes
- error when using Faceless card
- error when using Slice (provided by Alex250)
- Slice from sample mod not in bandit lootlists (provided by Alex250)
- spit poison tooltip size
- card description not updated when drawing cards mid-turn
- removed placeholder mod settings
- stun immunity doing nothing
- card tooltip not closing after using a card when behind is another card
- enemy action cooldowns resetting each turn
- Stunning the same enemy on successive turns will not change its intent but will still stun them
- After winning against the Dragon on Volcanic Fumes from the code in the PC, the Wallpaper of the PC is not closed and hides the scene
- if an enemy starts with Strength their Intent does not take it into account initially

### **1.21.16 0.1.10c**

#### **Fixed**

- spikes not granting thorns
- resurrect not working

### **1.21.17 0.1.10b**

#### **Changed**

- now strength bonus is not calculated when defining relative card attack

#### **Fixed**

- error after exploring 129 times in a single session
- past lives not advancing time
- true damage not bypassing block
- unavoidable attack being avoidable
- sacrifice damage being affected by the buffs
- error on using Ritual card

### **1.21.18 0.1.10a**

#### **Fixed**

- 0.1.10 what's new
- all 0.1.9f fixes

### 1.21.19 0.1.10

#### Added

- Mina can appear at the vault
- 2 H scenes with Mina at the vault
- one topic to talk about with Mina in the vault
- new status effect Heart of Flames
- new card: Heart of Flames
- damsel in distress event series
- damsel in distress - brunette
- damsel in distress - soldier
- damsel in distress - bimbo
- damsel in distress - milf
- damsel in distress - short
- Main Story side event - Past Lives

#### Changed

- the rest of status effects icons
- Dragon now has Heart of Flames buff/card
- many event lootlists
- arena park2 rerendered
- enhanced RNG mechanic of exploring

#### Fixed

- supporters overlapping if in game menu inside main menu
- after Grace change, Grace position is not updated
- supporters weird display on 4K branch

### **1.21.20 0.1.9g**

#### **Fixed**

- error on opening settings after 0.1.9e patch
- card tooltip not closing after using a card when behind is another card
- added various fixes from 0.1.10 patches

### **1.21.21 0.1.9f**

#### **Changed**

- death on mina's event has no side effects now

#### **Fixed**

- item loss on rollback
- vault exploit
- Freedom in Death & Death cards not ending combat
- supporters overlapping if in game menu inside main menu
- after Grace change, Grace position is not updated
- supporters weird display on 4K branch

### **1.21.22 0.1.9e**

#### **Fixed**

- error when using Cease Fire Treaty

### 1.21.23 0.1.9d

#### Added

- new deck images
- health bar size is dependent on enemy width
- supporters to the main menu

#### Changed

- battle gui placement
- now you can only rollback to battle start, not each move

#### Fixed

- error after answering all Alice questions without taking her items
- (possibly) rollback after death not returning items if died in combat sometimes
- error when using Cease Fire Treaty card

### 1.21.24 0.1.9c

#### Fixed

- errors on loading save prior to 0.1.9 if shortly before fought enemy group

### 1.21.25 0.1.9b

#### Changed

- Burning and Poison tooltips

#### Fixed

- Sweep description
- The Sun tooltip
- strength decreases to 1 with max strength on the second turn
- burning immunity not working
- immunities not decreasing effects on receiving them



### 1.21.26 0.1.9a

#### Added

- strength & agility add buffs in combat again
- wallpapers looting in the fight again
- animated hp bar

#### Fixed

- X cost cards couldn't be played
- overlapping indications
- Flirtatious Look not changing enemy intent
- error on Faceless using debuff
- looting exploit
- card descriptions not updating after killing enemy
- unable to skip if loaded from inside of combat
- hp bar not reflecting actual hp at the start

### 1.21.27 0.1.9

#### Major

- reworked combat (saves in the middle of an old fight will give error)
- reworked cards

#### Added

- end turn keybind (spacebar)
- powersave & frameskip to video settings
- 5 status effects - Dragon Might, Persistence, Illusive, Venomous & Fury
- new card - Dragonborn (orange, from dragon)
- option to toggle rollback block after version upgrade
- Midnight Kiss event
- 10 wallpapers

- templates to mods folder

### Changed

- added tabs to what's new screen
- powersave by default is now off (was auto)
- optimized save load code
- now game by default is launched in fullscreen
- balanced many enemies
- balanced many cards

### Fixed

- life steal doesn't work on the last hit
- error on Grace changing clothes
- 97 other issues, both design flaws and bugs

## 1.21.28 0.1.8

### Added

- 460 images
- 36 animations
- 3rd savenia event
- 4th savenia event
- 5th savenia event
- repeatable savenia H scene
- boobjob, blowjob, outside, inside to savenia stats
- footjob to Mina's stats
- new dialogue option with Little Fox
- patting cat - bedroom/lobby/kitchen
- patting dog - bedroom/lobby/corridor
- pats to cat & dog stats
- kissing lexi - bedroom
- kissing alice - bedroom/gym
- kissing grace - bedroom/lobby/kitchen/corridor/goodnight/corrupted goodnight

- kissing mina - love/friend/competition
- kisses to Alice, Mina, Lexi & Grace stats
- submission, blowjob, thighjob, handjob, anal, came inside to Grace stats
- new bad ending (secret)
- sex positions to girls stats
- masturbation & boobjob to Alice stats
- 5 new wallpapers (patrons)
- 4th vault expansion - +25/+2 space
- 5th vault expansion - +25/+2 space, Currency no longer takes space
- 6th vault expansion - +25/+2 space, Space for materials per level +100% (+175/0)
- 7th vault expansion - +25/+2 space, Space for materials & cards per level +100% (+200/+16)
- several text & textbox related settings
- settings to change main menu images
- new characters icons to the map
- recover (fix) gallery button support for new and all future story events
- scrollbar to crafting screen
- Always Display Masks option to game settings
- masks opacity sliders to settings (for now only in forced mode)
- new font for madness lines
- map support for savenia events
- wallpaper code input window
- allowed copy-paste wallpaper code
- 'what's new' screen on the first time launching new version

## Changed

- drastically improved performance of wallpaper and collectibles tabs
- Savenia's first event tip, now it clarifies need for the next hotel floor
- main menu has new looks
- text is now outlined by default
- now main menu shows girls
- now finding treasure map doesn't end exploration
- increased chance of finding map 30 -> 35
- increased blur for sfw mode in 4k
- story dialogue options now are highlighted
- dialogue options (repeatable) show what they increase
- now characters in the map are outlined

- renamed 'fix gallery' button to 'recover gallery'
- removed patreon icon from PC
- improved card destroying screen
- increased vault/crafting menu size
- increased card size in vault
- increased vault (materials) space per level to 50
- bad endings now block rollback
- when training after reaching the cap, you no longer tire yourself
- one line in Alice's 5th event
- building/upgrading hotel now checks vault for the items too
- increased card size in the deck view
- setting tabs are now always displayed

### Fixed

- some clipping in renders when finding cat
- SFW mode not blocking Alice masturbation/ass in Mina's 3rd event
- weird light reflection in Mina's 3rd event
- unable to finish SFW mode because of lack of lust increasing options for girls
- SFW mode not working in Little Fox meeting
- card destroying tab selecting vault tab
- treasure hunt won't reset if defeated in ambush
- Alice's 5th event animations not changing
- sfw skipped notification not showing in many events
- alice's anal wc not raising statistics
- missing image in Grace bath massage
- Kiara story sex not increasing creampie counter
- Alice story events not increasing creampie counter
- Mina's 3rd event not increasing Alice's masturbation counter
- Mina's 13th event not increasing cunnilingus counter
- Mina's footjob not increasing statistics counter
- Succubus (Pink) getting Threesome counter for both succubi in one scene
- possible tutorial overflow beyond screen on some displays
- image not updated when expanding hotel
- some grammar/spelling mistakes

### **1.21.29 0.1.7b**

#### **Added**

- map find events support for events triggered with dialogue options

#### **Changed**

- now you need to met Grace first before using map
- removed one line in beginner guide

#### **Fixed**

- map showed available events even if you already improved relations with girl that day
- error due to having more story progress than intended, be it after using console, cheats or possibly game bug
- map event finder not updating after some events not progressing time
- error on opening wardrobe after new game

### **1.21.30 0.1.7a**

#### **Major**

- map mechanic implemented, it shows where girls and story events are, and allows insta-travel
- new gui to inventory/character/journal menus
- added 168 images
- added 24 animations

#### **Added**

- help in case game's not working to main folder
- notifications to bad endings
- nicknames to some girl stats
- 6 wallpapers
- lexi event
- lexi repeatable H
- cunnilingus to Lexi stats

- one replay
- new little fox stats image
- little fox image is changed in full sfw mode
- can get a dream when sleeping with a girl
- craftable lexi outfit
- Savenia to wardrobe
- 8 outfits to wardrobe
- optimized long game performance
- sanity 'safety belt' for main 12th event
- if you can get unique event on exploration it will be shown

### Changed

- during suicide you no longer lose items
- now sacrifice damage won't be affected by buffs/debuffs
- now music changes entirely in H scenes outside
- characteristics menu was hidden till mechanic is implemented
- increased size of destroy cost
- regeneration buff - now it decreases when burning, and negates with poison
- now quick sleep button will take you back to where you were before using it

### Fixed

- Alice 13th event stuck at the end sometimes
- Alice animation in waking up cunnilingus skipping
- black screen when choosing if to cum inside or outside in Alice scene
- whispers not disappearing in new outside H scenes
- Lexi handjob last animation ending awkwardly fast, now it loops
- grace no image bug in standing massage without animations
- 12th main quest can end with weird jump
- empower effect giving one less strength than it should
- item overflow out of bag
- card preview in crafting/destroy
- clipping in one lil fox render
- mina feet massage can't be done in sfw mode
- error on Mina's feet massage
- some enemy action text in sfw mode being too explicit
- amanda picture (nipples) could be seen in full sfw mode

- secret H scene showing in in sfw mode
- Kiara showing up in the gallery before unlocking library
- trader discount not loading
- can leave pc when writing code
- Grace can have pyjamas scenes without unlocking this outfit
- could trigger Alice's 14th event without playroom
- can give Lexi ice cream before she tells us she like them
- could check at f2 shelf at night, and it would have day renders
- wakeup from Mina sleepover only to find Alice sleeping there
- Alice can be sleeping in our bed after we slept in hers
- Alice can be sleeping in our bed after Lexi 11th event and Mina 15th event
- wandering trader's daughter didn't get her father discount
- not all buttons showing in trade screen
- price wrapping sometimes
- reading books taking time if it's capped and not taking otherwise
- many typos

### 1.21.31 0.1.7

#### Major

- added 650 images
- added 80 animations
- added 35 events & scenes + 14 additional variants
- added Savenia Dorack, new main girl (biker girl)
- added SFW mode, you can stream AL now! Check settings.

#### Added

- SFW mode
- Lexi 10th event
- Lexi 11th event
- expanded Lexi shower scene
- H scene to Lexi shower
- sex, thighjob counter to Lexi

- Main 12th event
- Alice 13th event
- Alice 14th event
- can sleep with Alice in player bed (5 variants)
- we can now find Alice sleeping in our bed
- 4 scenes with Alice in our bed (8 variants)
- repeatable BDSM H for Alice (7 variants)
- submission, sleep sex, bdsm, massage counter to Alice
- you can build next hotel floor now
- Savenia 1st event
- Savenia 2nd event
- Savenia to girl stats
- Savenia to the journal
- Grace 10th event
- Grace repeatable H
- boobjob, outside counter to Grace
- Mina 16th event
- Mina's route to her stats
- treasure hunt event (1 medium event, 8 mini events)
- expanded warehouse scene
- Little Fox to girl stats
- Little Fox to journal
- suicide
- bad ending - corruption
- bad ending - sanity
- bad ending - "His" influence
- new enemy
- new arena
- new music
- wallpaper
- one replay category
- 14 replays
- message when clicking locked collectible



### Changed

- now if you leave when Lexi is taking a shower, she would finish it, and do something else
- characteristics note
- orc group loot
- tips now shown name only after completing first event
- default hotel music
- improved fade\_slow transition

### Fixed

- recurring nightmare not showing prior image in replay/dreams mode

## 1.21.32 0.1.6c

### Added

- support for animated scenes option to explore/return scenes
- time flowing in secret scene
- bdsm, denial counter to succubi
- wooden horse now adds to bdsm counter
- reminder to mina's 15th event
- 1 audio file
- 2 emoticons

### Changed

- bandits with guns now deal a little more damage
- increased hovered card size in the vault
- now not all wallpapers are lootable (eq. secret wallpapers)
- balanced wallpaper drop chance

### Fixed

- trader discount not saving
- trader items reset after game exit
- player massge skills not saving
- bandits dealing negative amount of damage if weakened
- block increasing from enemy attacks
- respectful referral not triggering
- fireball exhausting
- dragon starting combat with ultimate ability
- possibly weird looking buttons
- spelling mistakes

### 1.21.33 0.1.6b

### Changed

- how unique story events are triggered, now it's much more open

### Fixed

- missing words when watching series
- fire breath exhausting
- exploit at Lola's pilediver scene
- using destroying through forge results in a bugged screen
- weird things happening after pyjamas party event
- Alice clothes changing sometimes in her 10th and 11th events
- not full notification in 5th main story event
- some spelling mistakes

### 1.21.34 0.1.6a

#### Major

- added 48 images
- added 17 animations

#### Added

- a new line to Combat tutorial
- new items to the traders
- Quick Save/ Quick Load keybindings, F5 to save, F9 to load
- percentage of unlocked events to the gallery
- card destroying to the storage/crafting menus
- new item, Coal, it's used to destroy cards
- coal to sentient enemies lootlists
- new hidden deal to the devil, to resist hidden corruption
- 263 flags to game files
- Alice's tv
- 2 discord codes, for people with 10th level there
- secret scene
- 2 secret wallpapers
- Lola to journal
- Lola event (by Osamabeenfappin)
- Lola repeatable H
- tutorial to character menu
- 2 replays, Secret category
- Lexi's laptop
- now you can eat bananas :)
- f1 cupboard

#### Changed

- lowered requirements for helping Mina with Alice
- 'Q' now also closes new tutorials
- one wallpaper code
- increased chance to drop wallpaper after win (2.5% -> 10.0%)
- now training after maxing stats doesn't advance time
- reworked card destroying menu

- various menus will now close when you click outside them
- when you find cat, the time advances now
- improved some exploration loot
- cards are now destroyed with coal
- how much corruption you get during some scenes
- now whispers stop during H outside
- optimized replay gallery loading time
- now some replays categories will have name before completing any events
- removed most story events from replay dreams/exploration categories
- moved some replay categories
- journal tips are now sorted

### Fixed

- whispers not stopping in wanderer's hideout discover event
- foxy camera control reversed
- sukki having one animation in lifting H repeated
- Stranded outfit needing 5 Cloth instead of 4
- perspective resetting on moving items during trade, and in vault
- getting 0 amount of items
- grace sometimes disappearing from the hotel
- restore my clarity devil option, working like remove corruption
- error on game over from hidden corruption
- exploit with life steal and sacrificing hp
- notifications in third main event, now all are displayed
- getting over max in luck throw for hiding from chimera
- Grace losing trust instead of Mina in "spin the bottle" game
- Alice gym outfit footjob using default outfit
- 12th Alice event not regaining hp/sanity
- Alice's bored expression, being not sharp
- some notifications being too quick to see
- error on being mean to Mina
- teleport after first Lola event
- replay gallery being over toolbar
- few pyjamas party renders clipping
- leaving Lola room leading to hideout square
- possible errors during loading ("KeyError: u'movie\_Obj/PC/a'")

- now you can't use Lexi laptop if girls are using it
- many spelling/grammar mistakes

## **1.21.35 0.1.6**

### **Major**

- added new goth side character Lola, she lives in the wanderer's hideout (by Osamabeenfappin)
- added 171 images
- added 16 animations

### **Added**

- Meeting Lola (by Osamabeenfappin)
- pyjamas party event with Mina, Grace, and Alice (by DarrDorack)
- dream - Millionaire
- new H to Mina's massage
- 3 replays
- 2 replay categories
- Lola to characters menu
- monthly (5) wallpapers

### **Fixed**

- whispers not disappearing sometimes
- dream, Dekesha not having replay image

### 1.21.36 0.1.5c

#### Major

- added tutorial menu, and a few tutorials (default key: Q)
- reworked character, and choice menus
- can add your own custom music to the game! Check settings for instruction.
- can make music playlists in the settings!
- added 40 images
- added 5 animations

#### Added

- intro
- starting image
- game icon reimplemented
- logo to the main menu
- new cheat codes for all tiers
- a few tutorials
- tutorial menu, to the quick menu (default key: Q) (test)
- Grace now also takes bath, additional H (decided by poll)
- show/reset tutorials options to the settings
- tutorials to the quick menu
- options to toggle sound notifications
- custom menus to the characters
- Succubi to the character menu
- statistics to the character menu
- improved error recovery, might help if you've corrupted your game playing with console
- 1 replay
- a few transitions

#### Changed

- Preferences renamed to Settings
- choice menu, now it looks better
- characters menu
- replay of Grace's shower now allows to choose her attitude
- increased prices of girls at the hideout
- balanced loot a little

**Fixed**

- Grace standing breasts massage missing image
- statistics not increasing in Kiara scenes
- statistics not increasing in Mina cunnilingus scene
- not advancing time in Grace's shower scene
- blocked Kiara's 2nd event in some cases
- giving Grace rose, without having any
- a lot of grammar and spelling errors (thanks to Strectmar)
- rare error on game load
- misplaced masks in the vault

**Removed**

- help icon from the pc

**1.21.37 0.1.5b****Major**

- added 88 images
- added 19 animations
- The first side activity for Mina! Improve you massage skill, and get a treat ;)

**Added**

- dream - Dekesha by Darrdorack (check)
- vault can now be scrolled or dragged to move
- Mina's side quest - feet massage (test)
- 7 images to Mina's 5th event, and different enemies
- (Coming soon) to the notification about reaching stat cap
- a few tips to Alice's question game, now it's stated clearly that you don't need to answer all questions to win, only three of eight
- button to fix gallery to the pc

### Changed

- now there is no infinite combat loop at mina's 5th event, there are 4 waves.
- Act of Creation card, now it produces random materials, it has a chance to drop most new items.

### Fixed

- vault items getting off window
- trader menu items getting off window
- gunsmith station mask being off placed
- Mina & Lexi using pc being off placed
- collectible image having hard time closing sometimes
- when trying to close collectible image, opening another image
- sound not stopping when facing Chimera during exploration
- chimera steps being too rushed
- cat "Found" replay not ending properly
- not getting a kiss in Mina's "Concerned Friend" replay, also you can give her ice cream now
- exploit allowing to get many Shot cards from Alice's shelf, even though you've had Shot card already
- in replay Alice's Q&A having no items to pay
- some weird sounding lines
- some spelling mistakes

## 1.21.38 0.1.5a

### Fixed

- forge description still saying crafting is work-in-progress
- (all fixes from 0.1.4c)

## 1.21.39 0.1.5

### Major

- first wakeup scenes, tell your girls to fuck your brains out before getting up!
- now you can store cards in the vault! Also you can upgrade it further with two new expansions!
- card crafting was implemented with two crafting tables, and 6 new cards. 20 recipes await.
- 25 new items to loot from enemies will be used to craft cards. Generally this should reduce grind a lot.



- reworked vault screen, now you can change its tabs, to card storage, crafting stations.
- added over 500 images
- added 97 animations

### **Added**

- 6 cards, can be obtained only through crafting
- 25 new items
- 20 crafting recipes
- 8 new events to the gallery, one new category
- 2 Alice's wakeup scenes
- Alice story event
- 2 vault expansions
- 3 Mina's story events
- 2 new together H for succubi
- wanderer hideout, and brothel with four prostitutes (make pedestrians)
- storing cards in vault
- crafting cards
- one render and dialogue line to the 10th main story event
- Kiara's story event
- Kiara's threesome repeatable H

### **Changed**

- most lootlists
- replay gallery labels, added padding
- first help screen text a little

### **Fixed**

- not likely, yet possible error when saving in trade/vault
- Mysterious Trader never appearing if you were unlucky (or started new game)

### 1.21.40 0.1.4b

#### Major

- reworked replay gallery, now it shows preview images, added dozens of scenes and a few new categories
- added 92 images

#### Added

- background to replays that contains ‘talks’
- turn to Mina option when peeking at sleeping Lexi
- monthly (5) wallpapers, which are preview for 0.1.5

#### Changed

- now if you peek at girls under shower for too long, time will advance

#### Fixed

- Alice’s toilet H menu not triggering
- error after sleepover at Alice’s bed
- many spelling mistakes
- continuity error in mina’s 4th event
- no image bug when trying to see Alice’s Training event replay before building a gym in a new game
- can look for enemy and do a succubus hunt at night

#### Removed

- friendly reminder when using console/developer mode, it was annoying

### 1.21.41 0.1.4a

#### Added

- Succubus hunt option to the entrance doors
- option to look for enemies to entrance door

### Changed

- Cease Fire Treaty card - removed destroy and thorns, added exhaust, cost 1 -> 2
- decreased chance for random combat encounter during exploration 45% -> 15%
- increased items received from helping Kiara and Lexi 1-2 -> 2-4
- some transitions in lexi's 8th event

### Fixed

- cards spelling mistakes
- pink succubus not requiring the white one for the threesome scene
- wrong name when asking for threesome with white succubus
- error when trying to trade stats without having that much
- some weird bug one player had, freeze on Alice's question, according to the game all questions were answered, which shouldn't be possible, still it will progress if that happens to someone
- Lexi's laptop mask being off
- Grace's 7th event not unlocking in the replay gallery
- using Freedom card causing error
- animations not ending in many repeatable H scenes
- lexi not covered in cum after hj
- grace maid fingering showing images in incorrect order
- toggling animated scenes mid scene making one animation to run for the whole scene
- alice footjob in gym outfit showing animations in casual outfit instead

## 1.21.42 0.1.4

### Major

- added over 350 images
- added over 30 animations
- added new Patron's cheat codes
- added 17 events

### Added

- 2 Lexi events
- 2 Alice events
- 2 Mina events
- all main girls' toilet events
- Grace's change event
- all main girls' sleep events
- 2 sleepover events
- 8 Alice's repeatable H scenes, 3 unique + 5 variants
- Book of Secrets book
- Introduction to Vampires book
- Kain's Diary book
- Astral Etiquette book
- 4 main story events
- 10 cheat codes

### Changed

- now if you use antibiotics you need to wait a few days for Alice to get better
- Lexi's and wc renders redone

## 1.21.43 0.1.3b

### Added

- quick rest/sleep button
- option to change max memory size, increase performance by using more memory
- option to use only RAM as image cache if you don't have enough Graphical Memory
- more transitions to Alice's shower scene
- new images in selecting prisoner choice menu
- one audio to the dream
- 3 events to the gallery

### Changed

- now you have much higher chance to find rose when you need it
- succubus help
- made Reccuring Nightmare's text no longer being too long in some lines

### Fixed

- many typos, improved flow, thanks to Strectmar
- random combat encounter taking two time periods
- some cards' effects not working with immunities
- Fireborn card causing error
- now you can't enter playroom before building it
- now you won't need to rollback after trying to talk to the prisoners when having no prisoners
- dragon not using ultimate abilities (not that someone actually get so far with it)
- bug with AL keymap help
- sleep with dream advancing time by two days
- About menu, now Ren'Py updates won't be able to mess it up

## 1.21.44 0.1.3a

### Added

- around 20 images
- You can check drawers in player's room now
- alice's shelf
- now you can read the document on Lexi's desk
- burning immunity status effect
- Sample Mod, it adds one weird dream and a nice card to drop from melee bandits
- transitions to praying and mirror

### Changed

- noon -> afternoon
- succubus threesome talk renders
- one grace's tip to make it more clear on time
- you can shot at the sky with Shot card now
- buffed dragon, added ultimate moves
- terror now has 50% chance to trigger
- improved animation of some scenes

### Fixed

- over a hundred spelling mistakes or improved the dialogue's flow, thanks to Strectmar's initial screening
- error on trying to save the woman
- possible error when fighting ghouls
- error on generic combat after loading old save
- error on Mina noticing us
- enemies life not being reset in random combat encounter
- stomping sound continuing after choosing to hide in encounter with chimera
- dream end dialogue triggering twice
- possible bug causing dialogue window do disappear only after combat has started
- terror chance of losing a turn in tooltip
- error when fighting dragon
- mysterious trader corruption decrease needed 2 coins
- spelling mistake in one of Alice's question
- Alice's is no longer so nice to give you a foot job before answering her questions
- dragon card check
- mina's repeatable boob job
- now you can't change girl's petname at 24 trust

## 1.21.45 0.1.3

### Major

- added dreams, there is a chance every time you sleep for a dream, dreams mode released
- implemented prisoners system
- you can catch succubi and play with them in the dungeon and playroom, 13 H scenes, they have their own lust mechanic
- added extensive modding support, check modding documentation to find a way to make your own mods (doesn't require programming skills, link in modding section of changelog)
- added over 500 images
- added over 100 animations, almost doubling animations amount
- added 49 events/scenes

### Added

- dreams mode (Patrons)
- 6 dreams, one with 5 variants
- 4 audio tracks
- 7 exploration events
- 5 new enemies orc group & dragon & stickman & ghouls & succubus B, make classes, add card lootlists
- Alice event
- Grace event
- Mina event
- prisoners system, for now it's used only for succubus
- catching succubus, playing with them in the dungeon and the playroom
- dungeon expansion - playroom
- 13 H succubus scenes
- Mina, Alice and Grace showering
- 5 new arenas + 2 variants
- 3 new status effects - Terror (chance to skip turn), Stun Immunity, Fury (Gain x strength on receiving damage)
- 2 new items
- 4 new cards
- 8 wallpapers, 2 animated
- new tags - group (FFM) & BDSM & Pet Play & Orgasm Denial
- Help appearing on catching first succubus
- Succubus lust mechanics
- Grace's repeatable H scene, 4 variants
- transitions to Alice's shower scene

- you can give main girls petnames if their trust is at least 25, check the mirror
- Mina's repeatable H scene, 3 variants

### Changed

- now generic combat has flat 45% chance of happening
- notification assumes different position if in combat
- reticulate you -> riddle you with bullets
- now frail along with armor can't lower your block
- dungeon looks
- lowered chance to drop mysterious coin from cultist
- tweaked every exploration event chance
- now effects which being is immune to won't be granted instead of disappearing on being's turn
- Alice's schedule

### Fixed

- lowered size of old animations (4K: 1.58GB -> 0.88GB, 1080P: 604MB -> 320MB)
- overlapping tooltip in character screen

## 1.21.46 0.1.2d

### Major

- Improved/Changed/Fixed over 1000 dialogue lines. All thanks to Strectmar - new editor
- added story mode - disables generic combat event (toggled in preferences)
- now you can spare human enemies to stop corruption from increasing (no materials)

### Added

- new audio track
- few new images
- Now you can seal pinky promise with a kiss if she trusts you enough



### Changed

- some dialogue & renders in Alice's 8th event to make it better
- Mina's 4th journal tip is now much more clear on what you need to do
- added new audio track to lexi's first event
- now generic combat has 45% chance of appearing
- peeking at Alice showering now increases corruption
- Mina's 5th event renders a little to make the flow better
- Now rape gives corruption even if you have beyond 50% corruption
- a few status effect tooltips, to make them more clear

### Fixed

- wheel of fortune & lycanthropy & healing card mistakes
- wandering trader intro playing out every time
- Resurrect effect spelling mistake
- Vulnerable tooltip spelling mistake
- Unique cards from cheat codes disappearing on death (use code again)
- market scenes looking weird
- getting kicked in the balls is no longer so painful that it raises an error
- improved/fixed dozens of codex entries

## 1.21.47 0.1.2c

### Changed

- now sleeping with a girl increases sanity by additional 3%, there is 50% chance for corruption to decrease by 2%

### Fixed

- cat name changing after using a vault, load game and the name will be back
- some repeatable events (like trust events) being hidden
- weird looking sequence in sleepover
- dozens of spelling mistakes

### 1.21.48 0.1.2b

#### Changed

- now you need to only answer 3 of Alice questions
- trader now by default doesn't keep (when restocking) items given to him by the player

#### Fixed

- traders not restocking correctly
- traders not using randomized goods
- getting blowjob after trading with trader
- error on asking for wanderer trader daughter
- exploit at alice questions
- omitted dialogue lines in alice 7th event

### 1.21.49 0.1.2a

#### Major

- fixed false positive virus detection (this time for real) by removing custom game icon

#### Fixed

- Faceless card not exhausting and often costing spirit
- Hypnotise stunning player instead of enemy
- reaching 100% corruption not causing game over
- about page legal section

### 1.21.50 0.1.2

#### Major

- new location for freeroam - library
- implemented complex trading system along with a few traders
- added codex, place to gather knowledge you came upon in the Astral Lust with over 90 entries (sleep to update if using old save)
- implemented unique cards (stay after death) and tarot cards (weird effects)
- implemented cheat codes system (check pc, codes available on Discord & Patreon)

- you can now sleep with one of the girls (sleepover, 3 variants)
- added 9 story events, exploration event, 3 repeatable events
- added 30 animations
- added over 330 images
- added 6 H scenes + 2 erotic scenes + 4 H scenes variants
- added 25 cards
- added 7 collectibles and 6 wallpapers
- added 16 cheat codes (free/patron codes all available on Discord and Patreon)
- updated Ren'py, it should fix false positive virus detections.
- optimization of card loading, cards now load about 2x faster, useful with large decks.
- new tags/fetishes - feet, anal

### Added

- new location - library
- talk with Kiara
- codex with over 90 entries
- new emoticon - codex entry
- repeatable work for Kiara
- praying at the altar
- 2 Kiara story events
- Kiara scenes to gallery
- Kiara to journal
- Kiara desk sex as repeatable
- 7 collectibles, 2 animated
- 16 cheat codes
- reminder for people using console and a warning to not run `auto_destruct()`, seriously, don't
- hover tooltips to character menu
- movie icon if wallpaper / collectible is animated
- 3 unique cards
- 22 tarot cards
- Forbid Tarot status effect
- Mysterious Trader, appearing sometimes at the library
- Kiara to the wardrobe
- 6 wallpapers, 1 unlockable only through combat, 2 animated
- Hollow Market - exchange tab, check the pc.
- 2 alice events

- alice repeatable H, 3 scenes, one with 5 variants
- alice taking showers at the evening
- 3 sounds
- main story 2 events
- grace event
- exploration event - friendly wanderers, 2 H scenes
- codex entries for previous content
- 2 mina events
- 9 events to the gallery
- sleepover with Mina, 3 variations depending on trust and rng

### Changed

- death on Mina's 5th event no longer resets your deck
- now the same things when looted are summed up
- the way enemy loot works, now every item has independent chance to drop
- text when trying to build a forge / dungeon, now it's more clear about rooms current functionality
- added [Corruption / Madness] to warehouse attack choices
- slight optimization of save loading
- notifications no longer overlap with day counter and enemy effects first line
- lowered corruption increase after killing humans
- inventory now sums up quest items
- vault now uses modified trading system GUI
- improved inventory, character, girls, characteristics, deck and wardrobe screens
- now you can hide quest items in vault
- Cease Fire Treaty rebalanced - cost 0 -> 1, now it removes Invulnerability, it's destroyed instead of exhausted
- journal no longer resizes itself depending on content
- true damage no longer scales with Vulnerable, Strength and Weak effects
- sacrifice no longer scales with Strength and Weak effects
- refreshed about page

## Fixed

- enemy still hitting you after dying from thorns
- attacking a few times after enemy health hits 0 no longer triggers thorn damage
- now killing humans always trigger corruption increase
- pc icons not showing up after inserting wallpaper code and using exit icon
- possible bug causing day counter to not appear after combat
- stun effect not having effect on player
- sacrifice no longer triggers thorn damage
- stun effect ticking down 2 stacks / turn
- some spelling and grammar mistakes

## 1.21.51 0.1.1

### Major

- added 7 story events
- added over 200 images
- added over 20 animations
- added 3 animated H scenes
- added 6 repeatable H scenes variants
- added 2 outfits

### Added

- Lexi's 6th and 7th story events
- Mina's 6th and 7th story events
- Grace's 6th and 7th story events
- Alice's 6th story event
- you can now train at the gym with Alice
- Alice can now appear at the gym
- repeatable Grace event
- repeatable Lexi event
- Alice gym outfit
- Grace maid outfit
- Gym outfit support for Alice blowjob

- new story events added to gallery
- 2 new fully animated arenas for generic combat
- 6 outfits to wardrobe

### Changed

- now you can't have fun with girls if their trust is zero or negative
- now fights with giants take place in designated arena which emphasizes their size

### Fixed

- hp bar shows full hp before taking damage / healing
- emoticons not disappearing after rollback

## 1.21.52 0.1.0a

### Major

- implemented journal and help (press 'Q')
- you can now escape generic combat
- enemies drop loot
- expanded and enhanced some events
- emoticons added
- unification of saves from 1080p and 2160p (4k) branch
- bugfixes and QoL features

### Added

- transitions to all events that didn't have them
- Critic effect (deal x times the damage next time you deal damage)
- Forbid debuffs (can't play cards of given category)
- replay icon
- help shows after intro, it can also be found on pc or by pressing 'Q'
- checking girls stats through girls menu (heart)
- defeated enemies drop loot (materials, will change to unique materials after card crafting is implemented)
- ability to (try to) run during generic combat encounter, agility increases chance (20% + 2% per agility point), capped at 65%

- fridge implemented, you can have a snack in a kitchen now
- healing now gives indications in fight
- support for cards that cause drawing card
- journal, check progress and find tips about new events
- expanded 2nd Lexi event
- faint whispers now haunt you outside
- sound when losing girl stats
- animated scenes option support for grace massage
- emoticons appear on girl stat change
- shop icon to pc
- easy rescaling all game screens for dev and modders, designed for increased compatibility between versions and possible 720p, compressed web and mobile versions.
- Life Steal implemented
- some enemies start combat with status effects
- Patreon and Discord buttons to menu
- Astral Lust keymap in Help menu

## Changed

- enemy battle animations are now slower
- starting player max hp 100 -> 50
- replay gallery now as pc app
- made “quiet” text bigger
- removed lust need for 4th Alice event
- removed black screen from generic combat
- notifications at the middle of the screen duration 6.0s -> 4.0s
- 4th Lexi event now requires Mina affection 1 instead of 4
- now menu's are above most other screens
- it's now impossible to trigger Grace events in her room when she is cleaning 1st floor
- sleep now heals fixed 30hp instead of 100% hp
- enemy faction now displays in other color
- tweaked corruption and sanity change on killing humans
- max hand 9 -> 7
- some effects can now take negative values
- now at the beginning of your turn you draw at least 1 card
- 1st Lexi and 1st Dog events enhanced a little
- enemy intention changes position when menu is expanded

- increased loot chance at the market
- orgasms are no longer cutscenes, they can be clicked through
- now you can still train after reaching cap, but it won't increase stats
- Bite sp cost 2 -> 1
- now 1080p and 2160p use the same save folder in appdata, they are fully compatible
- way cards behave in combat (drawing)
- slightly increased Scavengers damage
- in-game discord link
- vertical spacing between enemy effects increased
- now it's much easier to find ice creams
- other minor changes

### Fixed

- card destroying in forge
- re-rendered grace massage animation to delete artifacts
- error on clicking cupboard in the f1(b) corridor
- error on trying to enter preferences
- many grammar mistakes
- gallery screen not hiding correctly
- day counter not appearing after combat
- bandit girl displaying as bandit group
- Kiara sex scene
- error at 3rd mina and lexi event
- error at 5th mina event and one image showing out of sequence
- text position being a little off in vault
- loading game after deleting persistent data causes NameError if didn't start new game at least once
- strength effect displaying with decimal part
- cards healing causing errors
- damage indications 'flying from corner' in 1080p version
- 4th mina event not setting flag correctly
- possible bug causing cutscenes to not play
- now you can't make outfit you already have
- possible error when meeting bandits
- you can no longer spam end turn
- some cards not giving described effect
- error on using some cards



- player healing throwing error on 2160p branch
- cards attacking few times attacking at the same time so it shows indications on top of one another
- card loot containing less than 3 cards in some cases
- Faceless Giant stealing boolean type effects as integers
- cards 'redrawing' themselves after using a card to the left of them
- a few other bugs

### 1.21.53 0.1.0

Initial Release

## 1.22 Changelog - Full

### 1.22.1 0.2.3

**Beta**

**Added**

- Lexi 14th event
- Lexi 15th event
- Mina 17th event
- Mina 18th event
- repeatable date with Lexi - 'Kitchen Date'
- Lexi can react to player not attending their date, or not asking her out besides promising to
- 4 new quest items vodka, wine, old wine, and premium ice cream
- How many of the given card you have in card selection screen
- Quick Save/Load to the bottom menu in Android port
- Mina can get drunk, and have a hangover
- conditions for tasks to complete and progress, Mina won't do nor complete tasks if she has a hangover
- you can loot ice creams in a market at most once per day, you can now get premium ice creams, and loot for ice creams always since her 14th event
- red map frame for planned dates, map icon will be turning to red when Lexi waits for you
- what's new for 0.2.3

### Changed

- you no longer lose deck if you're defeated in Lexi's 13th event
- removed items not used in crafting from iron chests (2)
- increased abandoned car loot

### Fixed

- Savenia could be found before Mina's 5th event, which lead to continuity error in the next events
- card register not removing cards on death
- error when using deck list when registry is corrupted
- tasks with not set location sometimes not completing on time (no such task in vanilla)
- bad outfit for Rachel in her 2nd replay
- Rachel 9th and Lexi 10th events not triggering
- cupboard not trigger-able from the map
- Alice in player bed after Grace 11th event
- some checks not working in replays
- Sandwich tooltip saying it heals 35 hp instead of 12

### Alpha

#### Added

- new, much better prologue
- Grace 11th story event
- Grace 12th story event
- Merged story event - 13th Grace, 15th Alice, 5th Little Fox
- Grace night prank event
- Grace sleep footjob event
- Grace night footjob event (yeah, two footjobs)
- Grace revenge secret event
- talking with Grace about her revenge
- Grace can be angry at the player
- option to apologize to Grace with a rose or by being charismatic
- Footjob, Dildo and Masturbation to Grace statistics
- Rubbing and dildo to Alice statistics
- Rhainda 3rd event
- Rhainda 4th event
- Rachel 9th event

- cunnilingus to Rachel stats
- eating dinner with Grace in her 6th event heals and gives a buff
- Lesbian to Rhainda stats
- Masturbation and Lesbian to Little Fox stats
- Little Fox x Rhainda event now raises their lesbian stat
- Alice's 8th event raises dildo and masturbation stats
- action sounds to the manticore, werewolves, spiders
- 3 new cosmos renders, they'll appear at random
- Sugar Frenzy buff
- outros to the last main girl events
- (2) consumable items
- (3) pouches, (3) chests & (2) keys used to open them
- optimized tooltips
- updated translations, Spanish fully translated
- option to test sample sound
- some spacing to the buffs in character menu
- background to stats tooltips
- new intro
- killing human enemies now raises corruption again, up to 20%

## Changed

- What's new won't show for first time players anymore
- Beginner Guide will show for first time players again
- removed talking with Lexi about boxes
- optimized image loading in many events
- left & right character placements are now not on the edges
- notifications are centered now
- removed Lexi and Grace first story events, the new prologue takes their place
- replaced mysterious coin drops from enemies with chests & pouches
- buffs icons
- removed rng from triggering two Mina's events
- Millionaire dream now triggers only after meeting Aharon

### Fixed

- Alice shower dildo blowjob didn't raise stats
- PC wallpaper showing after defeating dragon summoned with Discord veteran's code
- no transition between two Grace images
- some things not translating, despite having translation files
- continuity errors at Rachel and Little Fox outfit events
- double transition in Lexi's 2nd event
- getting Life with Alice dream before progressing with Alice
- error at Lexi's 9th event when using Vietnamese translation
- many dreams playing at once
- Lexi could go out again after bringing food
- Lexi or Alice appearing in weird places after their events that didn't advance the time
- Savenia could go out often before healing her leg
- pc icons not disappearing after inserting wallpapers code
- Tooltips having wrong background size on Android and in translations
- Grace's ninth event showing on map before its requirements were attained
- not being able to use all options in Grace bath replay
- sound volume settings not working for some sounds
- Lexi appearing in two places at once on map
- tooltip staying behind from interaction menu when using it or closing it with a key
- tooltip staying after closing inventory with a key
- on kill effects not triggering if it's the last enemy

### 1.22.2 0.2.2b

### Added

- updated Vietnamese and Spanish translations
- Fredericka font support for Vietnamese
- discount for relations with traders

## Fixed

- robin sex scene animations not showing
- checkered background after credits in the replays
- some things not translating despite having translation files - eq. item uses
- no image - sidebar dark 1/2 on Android
- error when using items in the vault, while not having any of this item in the inventory
- negative hp when your ally wins the battle or you run after player's defeated
- Outfit unlocked message appearing even if outfit was already unlocked
- corruption exploit with sleeping Grace
- trust/lust exploit with sleeping Lexi
- corruption exploit with wc peeking
- corruption exploit with bath peeking
- stuck at the tutorial after tweaking difficulty settings, and killing werewolf before designed
- no lust increase from Kiara sex scenes
- pc buttons being active in replay, wallpaper and collectible menus
- outfit unlocked messages appearing also in the middle
- Devotee girl not changing expression after player tells her to fuck off
- missing item notification using ID instead of item name
- rare error on save after giving Rachel materials
- typos & grammar mistakes

### 1.22.3 0.2.2a

## Added

- Alice valentine wallpapers
- bright hover to wallpaper menu
- tooltips to wallpapers menu with wallpaper name
- disable animation support to all animations that didn't have it
- Animations ON/OFF setting to Video tab replacing old settings
- Notifications style settings to Game tab
- icons to the items
- crafting to the character screen
- updated translations for Spanish and Vietnamese

- a model info to Rhainda relations tab
- move items slider to vault and trade
- Even out function to the trading menu
- Good Profit mechanic to the traders
- preview of increased relations to the traders + relations counter
- Disable Fredericka font setting to the game settings
- scrollbar to the relations tab
- some more stuff from 0.2.2 (and 0.2.2a) to what's new
- notification to the trader's relations increase outside of a trade deal
- option to chose defeat in Rhainda's 1st event replay
- community tag to Vietnamese translation
- hover effect to flags

### Changed

- Supporters about/credits font
- Now wallpapers will be sorted, and unlocked wallpapers will show before locked ones
- HP bars image
- removed cumming animations from the most events that had them
- minor dialogue changes in a few events
- removed continue option from most prostitute sex scenes
- notifications window
- reworked the whole inventory system
- interact 'Interact' font to Fredericka
- interact menu buttons to follow new GUI style
- merged character and inventory menus
- inventory + character menu follows new GUI style
- vault follows new GUI style
- crafting menu to follow the new GUI style
- optimized crafting menu performance
- increased Mysterious Coin worth 10 -> 60
- decreased chance to drop Mysteris Coin for most enemies (by 50%)
- chance when looting treasure trove to obtain Mysterious Coin 100% -> 40%
- removed obsolete tooltips from character menu
- relations menu to follow new GUI style
- help menu to follow new GUI style
- story menu to follow new GUI style

- decks menu to follow new GUI style
- expanded menu icons to follow the new GUI style
- outfit crafting menu to follow the new GUI style
- outfit crafting will now happen on clicking the outfit
- now you can use items in vault for all quests
- now the items you gave to girls in event previously will not be there next time
- now wandering trader's daughter trade will clean up bought things
- wandering trader now will offer some items only after some relations reached
- increased maximum Hollow Market discount 10% -> 20%, it's harder to increase relations
- Hollow Market now allow to pay with everything, it restocks weekly
- Hollow Market can now have more different items to buy, some require higher relations with them
- default name for new players will be John now
- notification side for code insertion
- dream with the devil animation to the moving image
- Patrons settings category will no longer show for non Patrons
- what's new frame to more readable one
- one dialogue line in the Grace's nightmare event
- wandering trader's daughter is now not separate trader
- Mysterious Trader will restock everyday
- You can no longer continue Alice's Q&A game in replay after losing all caps
- music in first Rhainda event is now positive after the fight
- Sample Mod stickman dream is now off by default for new players
- now Warehouse event replay will always have people inside the warehouse
- In Roars in the Sky event you can now shot at the sky in replay, this option is no longer usable in normal gameplay without a shotting card
- Prostitutes can now be priced at not full values
- Madam Hof will display prices in caps now
- Wandering Trader will display prices in caps now
- discount from relations no longer applies to the wandering trader daughter services

### Fixed

- previous scene seen after battle when picking a card
- interaction menu's Lobby (view B) button, taking player to his room
- multiple healing notifications after sleep
- error on Treasure Chest events
- error on exploration on old saves under some circumstances
- a possibility of patches not applying correctly between some versions
- Alice's WC anal having an odd image with animations OFF
- wrong image after animation ends in Grace's 2nd massage event
- second Grace massage in clothes not raising stats
- a few weird transitions in Succubi events
- possible error at midnight kiss event
- suicide saying you lost cards
- Alice task error if it was taken before 0.2.1e
- Astral Lust dream triggering before meeting Kiara
- tooltip staying after clicking continue in the tutorial
- rare error at the tutorial end
- listed cards in deck were aligned to the left side
- Alice stranded outfit weaving not working
- could enter playroom before building it with the interactions menu
- Alice, Lexi and Grace showing in their room while being somewhere else after some events
- error at replays of midnight kiss event
- Alice sleeping in player's bed after Grace coming for a sleepover
- some translations not appearing due to % and %% translation generation conversion
- trade save/load exploit
- Spanish translation sleep being smaller in bed dialogue menu
- in Spanish Rest icon text is no longer off icon
- Relations tab one person being hidden under the image
- updated/added entry not being translated
- weird spacing at the end of 0.2.2 what's new
- black screen in replay in warehouse exploration event
- Alice task related errors for people that didn't cancel her task since before 0.2.1e
- Alice not showing up first in the replay of Q&A event
- Alice changing outfit in Q&A replay
- some rare, latent problems with Alice's Q&A event involving not taking item rewards from her
- possible errors in building shrine replays



- items in Alice Q&A shared between saves on one playthrough
- no background in Mina's Good Ol' Bootle replay
- no background in Lexi's Trouble at the Market & Feet Massage replays
- no background in Grace's Play House event replay
- no background in Lola's event replays
- no background in the first three secret endings replays
- black/checker background in skip mode if animation didn't decode first frame before displaying them with some animations
- Amanda's default way of calling player not translating
- typos

#### 1.22.4 0.2.2

##### Added

- Spanish and Vietnamese translations
- Difficulty settings - change at PC
- Grace coming for a sleepover after having a nightmare
- Lexi x Grace interaction in the kitchen - 5 variants
- 3rd Kitsune to the game - Rhainda
- 1st Rhainda story event - Hunter
- 2nd Rhainda story event - New Home
- Little Fox kissing with Rhainda (can be toggled off)
- Threesome with Little Fox & Rhainda
- sex event with Rhainda - Fighter
- 4th Kiara story event - Myth of Creation
- Kiara repeatable sex scene - 5 outfits, 225 animations
- New Kiara sex scene - 5 outfits
- footjob, cunnilingus to Kiara stats
- new outfits crafting menu
- Kiara Angel outfit
- Kiara Nympho outfit
- Kiara Party Girl outfit
- message to unlocking outfits
- support for multiple notifications

- apps in the pc now have description labels
- Resume to the main menu, it will allow to resume game where you ended it
- new erotic scene to Alice shower event
- increasing vitality heals for increase in max health
- Mod Settings for Sample Mod, it allows to toggle Stickman dream
- new secret (bad) ending
- credits to game over

### Changed

- reversed required/owned item count in the crafting menu
- optimized card crafting menu
- Craft button to Create button
- debug mode app is shown only if debug mode is on
- added outlines to bottom part of PC
- decreased Flirtatious Look cost to 1, and changed vulnerable 1 to 2
- improved and optimized state selection
- Player stats no longer give buffs, instead they work passively
- Moved story mode from game settings to difficulty settings
- size of tooltip for interactions menu
- You can no longer dream when sleeping with girls
- expanded Fireworks tooltip
- chance for girl night party occurring to controlled 1/14 chance.

### Fixed

- Orc with halberd saying it'll attack five times instead of four
- tutorial saying Rubik cube will increase spirituality
- error when trying to destroy cards with Destroy that were used in battle
- Destroy cards not being destroyed
- possible no image when escaping in event Chased Trader Daughter
- hp being above max if vitality decreased

### 1.22.5 0.2.1e

#### Changed

- Now by default the show mask option will be turned off on Android
- Stickman Dream was disabled
- Blood Diamond uses 3 Coal instead of 12 Stone now

#### Fixed

- Savenia bike in the interactions menu before finding her
- Sample Mod settings showing in settings before being fully implemented
- changes in event rarity not being reflected immediately on new saves
- new events not being triggerable immediately on new saves
- before first meeting the girl, her outfits were not showing in wardrobe correctly
- card tooltip staying after selecting a card
- card tooltip staying after using a card
- card tooltip staying after destroying a card
- affection and time of day not updating visual bug

### 1.22.6 0.2.1d

#### Added

- footjob to Lexi stats
- new threesome position stats
- new setting - Game - Show interaction menu (I key)
- new setting - Game - Show tasks menu (T key)
- new setting - Game - Choice menu position
- new chinatown region arena
- Patreon and Discord links to the what's new
- scrollbars to sex positions counter if too many entries
- 3 unique cards for January 2022 Patrons - Blood Diamond, Delusions, The Last Journey
- unique card for everyone - Fireworks
- Lifesteal attack icon to combat
- summoning allies (for now Delusions card only)
- Interactions menu

### Changed

- moved choice buttons to the right
- optimized wardrobe
- animated hovering over intractable items
- Christmas is now available only till 6th January
- devourer leech attack icon
- optimized all cards view
- made what's new footer italic

### Fixed

- error when seeing Alice get combat gears task completion
- Lexi's 8th event showing incorrectly on the map
- injured dragon not showing on old versions
- error in wardrobe
- Lexi's footjob not increasing stats
- Mina's 3rd event animations not playing
- Faceless not exhausting
- combat tutorial doesn't reset
- cards displaying wrong attributes in decks after battle
- odd game settings placement
- story mode not preventing random combat encounter
- Alice Get Combat Gear task
- hundreds of typos and grammar mistakes
- xmas without time limits before completion
- Mina and Lexi 8th event is shown on map but can't be triggered
- mysterious trader exploit - rolling back after seeing cards
- alice sexpos menu could overflow beyond screen if you were bad boy
- arrow in lola room being offscreen
- ',' at the end of sentence when getting multiple unique cards at once

### 1.22.7 0.2.1c

#### Changed

- decreased chance of Roars in the Sky event

#### Fixed

- injured dragon event not triggering
- savenia & lexi not disappearing from map after 7th Savenia event
- errors on tasks - TypeError: loot() argument after \*\* must be a mapping, not tuple
- error on option I want to be master of my own destiny from the devil

### 1.22.8 0.2.1b

#### Changed

- increased trade icons/text for android
- on android clicking outside the menu when choosing deck will toggle showing enemies
- on android clicking a card will make it bigger and clicking it again will use it, clicking outside will return the card
- Tower has no side effect, armor 5 - 3, empower 2 - 1
- removed few strong enemies from average combat difficulty
- story exploration events now have lower chance

#### Fixed

- Judgment card dealing damage only to one enemy
- out of place Hollow Market on android
- destroying/moving cards between decks counting as interaction
- error when checking combat tutorial in help menu
- card related checks
- encountering the most powerful enemies if not defeated average enemies before (no more masochist mode)
- error on Alice's Get Combat Gear task
- typos

### **1.22.9 0.2.1a**

- 0.2.0c fixes

### **1.22.10 0.2.1**

#### **Added**

- Lexi feet massage activity
- Christmas event - Beginning
- Christmas event - Alice the Christmas Elf
- Christmas event - Santa Lexi
- Christmas event - Deer Gracie
- Christmas event - Kitty
- Christmas event - Sober
- Christmas event - Holy Night
- December Patron wallpapers
- Christmas 2021 Postcard wallpaper

#### **Changed**

- improved map event flickering mechanism

### **1.22.11 0.2.0c**

#### **Added**

- Christmas event will now reset each year

**Fixed**

- being able to trigger Christmas without any story progress
- the first deck resetting after load
- unable to pick up two collectibles
- error when opening a vault on new saves
- other save loading related bugs
- healing Alice required all possible cards
- error when task completed at wanderers hideout

**1.22.12 0.2.0b****Added**

- now map will glow if story event is available

**Changed**

- improved exploration rng generator, improved story even chance
- removed character menu help window as it caused issues

**Fixed**

- bathing/shower exploit
- savenia's map event support
- error when trying to destroy a card (right click)
- able to leave deck menu without 11 cards
- exhaustible deck exploit
- previous patches were run when loading new game

### 1.22.13 0.2.0a

#### Added

- Savenia can now go out after her leg healed
- shortcut to open/close map “m”

#### Fixed

- skipping tutorial was not permanent
- error when using Slice card
- Patron display for long names
- save/load bug with disappearing allies
- Wheel of Fortune card doing nothing in some cases
- Savenia being at the hotel after leaving
- bike displays when looking for upgrading hotel when it should not
- Grace outfit changes in the cooking task
- task could be finished at night, let the girls sleep!
- a few characters could be at the bathroom/wc at once
- girls still asking what you want them to do even if task in auto mode

### 1.22.14 0.2.0

#### Added

- Decks system
- choosing deck before combat
- 8 deck sorting algorithms
- 5 deck display options
- buffs system
- buffs to character menu
- 2 buffs - Well Fed, Reinforced Armor
- Tasks system
- Tasks silent mode
- Tasks auto repeat option
- Task settings



- Tasks to Lexi
- Tasks to Grace
- Tasks to Alice
- Tasks to Mina
- 2 cards - Snipe & Frag Grenade
- new status effect - Hunter's Mark
- 3 new enemies - Bandit with wakizashi & Bandit with a knife & Bandit Captain
- generic combat to exploration events
- a real combat tutorial
- Allies system - story based only
- Lexi 13th story event - Trouble at the Market
- easter egg to Lexi's laptop
- Grace can appear at the first floor corridor cleaning
- Grace cleaning 1st floor activity - 2 variants
- Grace cleaning 2nd floor activity - 2 variants
- Grace cleaning lobby activity - 2 variants
- Grace cooking activity - 3 variants
- Grace play house activity
- asking Mina about Jack - previous hotel owner
- asking Alice about Jack - previous hotel owner
- asking Grace about Jack - previous hotel owner
- Fox Shrine expansion
- Rachel - new catchable fox girl
- Rachel events support to the map
- Rachel appears at the lobby
- Rachel appears at the shrine
- Rachel to the journal
- Rachel to the girls menu
- Rachel 1st story event - Saving the Fox
- Rachel 2nd-6th story events - Building Shrine
- Rachel 7th story event - Magical Outfit
- Rachel 8th story event - The Arrival
- Savenia 6th story event - Recovery
- Savenia 7th story event - Return
- Savenia 8th story event - A Surprise
- Little Fox category to replays

- Little Fox can live at the hotel
- Little Fox 2nd story event - At the Hotel
- Little Fox hunger mechanic
- Little Fox Thief outfit
- Little Fox appears at the shrine
- Little Fox events support to the map
- Little Fox 3rd story event - Little Thief
- Little Fox 4th story event - Treasure Hunt
- Little Fox feeding - handjob - 2 outfits
- Little Fox feeding - blowjob - 2 outfits
- Little Fox feeding - footjob - 2 outfits
- dialogue lines to the Little Fox at the treasure hunt exploration event
- kissing Little Fox at the treasure hunt exploration event
- dialogue line to Friendly Wanderers event
- Injured Dragon exploration event
- Chased Trader's Daughter exploration event
- Life with Alice dream event
- Damsel in Distress - Traitor exploration event
- Damsel in Distress - Pregnant exploration event
- 10 Patron wallpapers
- cheat code to all tiers

### Changed

- added Take Cover and Stab to the starting deck, removed Dodge
- tooltips in character menu now follow mouse
- optimized menus code
- balanced trade with the devil
- random combat will no longer give the same bandits in one fight
- generic combat event beginning
- now all facilities at the forge open crafting
- Cards can no longer be kept in the vault (infinite card storage with decks system)
- Skill change message now follows new format: 'x improved (x level)'
- Alice trade in questions game now uses her nickname if set
- empty card selections will no longer display
- forge help message
- crafting now can take vault materials

- Bandits Rape to Bandits - assault event name in replays
- different naming style in replay menu
- improved replay gallery recovery
- journal/codex GUI improved, increased readability
- battles are now skipped in replay
- Little Fox is now considered a side girl
- Expanded wallpaper adding by code message
- removed Guard, Healing, Retaliate cards from dragon loot

### Fixed

- looking at draw pile shows which cards will be drawn in order
- Lexi love above maximum for some players
- Despair tooltip
- one intent image for Devourer Giant
- Looking for Powerful enemies found Strong enemies instead
- Birthday Gift part 2 replay not playing the whole event
- notification showing even if no items were looted
- crafting cards resets slider to the top
- vault space being permanently filled after using vault materials
- can't progress with Little Fox in SFW mode
- narrator used instead of Grace in one line
- no shadows in Little Fox smile image
- enemies waiting for deceased turn
- replay gallery category buttons highlights
- now it's impossible to start battle with dead being, instead it will have 1 hp
- affection notify messages in replay
- messages with 0 increase in trust/lust/affection/submission
- map showing story events available when characters were in the toilet or outside
- typos

### 1.22.15 0.1.10d

#### Added

- attempt at running away costs 2 energy
- caps to hollow market

#### Changed

- sacrifice is no longer affected by most debuffs
- nerfed cultists a little
- nerfed one dragon ultimate ability
- nerfed manticore stunning abilities
- increased cooldown of manticore critic buff
- decreased strength from werewolf “empower” action 5 -> 3
- decreased werewolf hp 132 -> 98
- nerfed orcs a little, lowered their hp, changed critic to strength
- Headbutt cost to 2, increased base damage to 4

#### Fixed

- mousetooltip not disappearing sometimes
- error when using Faceless card
- error when using Slice (provided by Alex250)
- Slice from sample mod not in bandit lootlists (provided by Alex250)
- spit poison tooltip size
- card description not updated when drawing cards mid-turn
- removed placeholder mod settings
- stun immunity doing nothing
- card tooltip not closing after using a card when behind is another card
- enemy action cooldowns resetting each turn
- Stunning the same enemy on successive turns will not change its intent but will still stun them
- After winning against the Dragon on Volcanic Fumes from the code in the PC, the Wallpaper of the PC is not closed and hides the scene
- if an enemy starts with Strength their Intent does not take it into account initially

### **1.22.16 0.1.10c**

#### **Fixed**

- spikes not granting thorns
- resurrect not working

### **1.22.17 0.1.10b**

#### **Changed**

- now strength bonus is not calculated when defining relative card attack

#### **Fixed**

- error after exploring 129 times in a single session
- past lives not advancing time
- true damage not bypassing block
- unavoidable attack being avoidable
- sacrifice damage being affected by the buffs
- error on using Ritual card

### **1.22.18 0.1.10a**

#### **Fixed**

- 0.1.10 what's new
- all 0.1.9f fixes

### 1.22.19 0.1.10

#### Added

- Mina can appear at the vault
- 2 H scenes with Mina at the vault
- one topic to talk about with Mina in the vault
- new status effect Heart of Flames
- new card: Heart of Flames
- damsel in distress event series
- damsel in distress - brunette
- damsel in distress - soldier
- damsel in distress - bimbo
- damsel in distress - milf
- damsel in distress - short
- Main Story side event - Past Lives

#### Changed

- the rest of status effects icons
- Dragon now has Heart of Flames buff/card
- many event lootlists
- arena park2 rerendered
- enhanced RNG mechanic of exploring

#### Fixed

- supporters overlapping if in game menu inside main menu
- after Grace change, Grace position is not updated
- supporters weird display on 4K branch

### **1.22.20 0.1.9g**

#### **Fixed**

- error on opening settings after 0.1.9e patch
- card tooltip not closing after using a card when behind is another card
- added various fixes from 0.1.10 patches

### **1.22.21 0.1.9f**

#### **Changed**

- death on mina's event has no side effects now

#### **Fixed**

- item loss on rollback
- vault exploit
- Freedom in Death & Death cards not ending combat
- supporters overlapping if in game menu inside main menu
- after Grace change, Grace position is not updated
- supporters weird display on 4K branch

### **1.22.22 0.1.9e**

#### **Fixed**

- error when using Cease Fire Treaty

### 1.22.23 0.1.9d

#### Added

- new deck images
- health bar size is dependent on enemy width
- supporters to the main menu

#### Changed

- battle gui placement
- now you can only rollback to battle start, not each move

#### Fixed

- error after answering all Alice questions without taking her items
- (possibly) rollback after death not returning items if died in combat sometimes

### 1.22.24 0.1.9c

#### Fixed

- errors on loading save prior to 0.1.9 if shortly before fought enemy group

### 1.22.25 0.1.9b

#### Changed

- Burning and Poison tooltips

#### Fixed

- Sweep description
- The Sun tooltip
- strength decreases to 1 with max strength on the second turn
- burning immunity not working
- immunities not decreasing effects on receiving them



### 1.22.26 0.1.9a

#### Added

- strength & agility add buffs in combat again
- wallpapers looting in the fight again
- animated hp bar

#### Fixed

- X cost cards couldn't be played
- overlapping indications
- Flirtatious Look not changing enemy intent
- error on Faceless using debuff
- looting exploit
- card descriptions not updating after killing enemy
- unable to skip if loaded from inside of combat
- hp bar not reflecting actual hp at the start

### 1.22.27 0.1.9

#### Major

- reworked combat (saves in the middle of an old fight will give error)
- reworked cards

#### Added

- end turn keybind (spacebar)
- powersave & frameskip to video settings
- 5 status effects - Dragon Might, Persistence, Illusive, Venomous & Fury
- new card - Dragonborn (orange, from dragon)
- option to toggle rollback block after version upgrade
- Midnight Kiss event
- 10 wallpapers
- templates to mods folder

### Changed

- added tabs to what's new screen
- powersave by default is now off (was auto)
- optimized save load code
- now game by default is launched in fullscreen
- balanced many enemies
- balanced many cards

### Fixed

- life steal doesn't work on the last hit
- error on Grace changing clothes
- 97 other issues, both design flaws and bugs

## 1.22.28 0.1.8

### Added

- 460 images
- 36 animations
- 3rd savenia event
- 4th savenia event
- 5th savenia event
- repeatable savenia H scene
- boobjob, blowjob, outside, inside to savenia stats
- footjob to Mina's stats
- new dialogue option with Little Fox
- patting cat - bedroom/lobby/kitchen
- patting dog - bedroom/lobby/corridor
- pats to cat & dog stats
- kissing lexi - bedroom
- kissing alice - bedroom/gym
- kissing grace - bedroom/lobby/kitchen/corridor/goodnight/corrupted goodnight
- kissing mina - love/friend/competition
- kisses to Alice, Mina, Lexi & Grace stats

- submission, blowjob, thighjob, handjob, anal, came inside to Grace stats
- new bad ending (secret)
- sex positions to girls stats
- masturbation & boobjob to Alice stats
- 5 new wallpapers (patrons)
- 4th vault expansion - +25/+2 space
- 5th vault expansion - +25/+2 space, Currency no longer takes space
- 6th vault expansion - +25/+2 space, Space for materials per level +100% (+175/0)
- 7th vault expansion - +25/+2 space, Space for materials & cards per level +100% (+200/+16)
- several text & textbox related settings
- settings to change main menu images
- new characters icons to the map
- recover (fix) gallery button support for new and all future story events
- scrollbar to crafting screen
- Always Display Masks option to game settings
- masks opacity sliders to settings (for now only in forced mode)
- new font for madness lines
- map support for savenia events
- wallpaper code input window
- allowed copy-paste wallpaper code
- 'what's new' screen on the first time launching new version

## Changed

- drastically improved performance of wallpaper and collectibles tabs
- Savenia's first event tip, now it clarifies need for the next hotel floor
- main menu has new looks
- text is now outlined by default
- now main menu shows girls
- now finding treasure map doesn't end exploration
- increased chance of finding map 30 -> 35
- increased blur for sfw mode in 4k
- story dialogue options now are highlighted
- dialogue options (repeatable) show what they increase
- now characters in the map are outlined
- renamed 'fix gallery' button to 'recover gallery'
- removed patreon icon from PC

- improved card destroying screen
- increased vault/crafting menu size
- increased card size in vault
- increased vault (materials) space per level to 50
- bad endings now block rollback
- when training after reaching the cap, you no longer tire yourself
- one line in Alice's 5th event
- building/upgrading hotel now checks vault for the items too
- increased card size in the deck view
- setting tabs are now always displayed

### Fixed

- some clipping in renders when finding cat
- SFW mode not blocking Alice masturbation/ass in Mina's 3rd event
- weird light reflection in Mina's 3rd event
- unable to finish SFW mode because of lack of lust increasing options for girls
- SFW mode not working in Little Fox meeting
- card destroying tab selecting vault tab
- treasure hunt won't reset if defeated in ambush
- Alice's 5th event animations not changing
- sfw skipped notification not showing in many events
- alice's anal wc not raising statistics
- missing image in Grace bath massage
- Kiara story sex not increasing creampie counter
- Alice story events not increasing creampie counter
- Mina's 3rd event not increasing Alice's masturbation counter
- Mina's 13th event not increasing cunnilingus counter
- Mina's footjob not increasing statistics counter
- Succubus (Pink) getting Threesome counter for both succubi in one scene
- possible tutorial overflow beyond screen on some displays
- image not updated when expanding hotel
- some grammar/spelling mistakes

### 1.22.29 0.1.7b

#### Added

- map find events support for events triggered with dialogue options

#### Changed

- now you need to met Grace first before using map
- removed one line in beginner guide

#### Fixed

- map showed available events even if you already improved relations with girl that day
- error due to having more story progress than intended, be it after using console, cheats or possibly game bug
- map event finder not updating after some events not progressing time
- error on opening wardrobe after new game

### 1.22.30 0.1.7a

#### Major

- map mechanic implemented, it shows where girls and story events are, and allows insta-travel
- new gui to inventory/character/journal menus
- added 168 images
- added 24 animations

#### Added

- help in case game's not working to main folder
- notifications to bad endings
- nicknames to some girl stats
- 6 wallpapers
- lexi event
- lexi repeatable H
- cunnilingus to Lexi stats
- one replay
- new little fox stats image

- little fox image is changed in full sfw mode
- can get a dream when sleeping with a girl
- craftable lexi outfit
- Savenia to wardrobe
- 8 outfits to wardrobe
- optimized long game performance
- sanity 'safety belt' for main 12th event
- if you can get unique event on exploration it will be shown

### Changed

- during suicide you no longer lose items
- now sacrifice damage won't be affected by buffs/debuffs
- now music changes entirely in H scenes outside
- characteristics menu was hidden till mechanic is implemented
- increased size of destroy cost
- regeneration buff - now it decreases when burning, and negates with poison
- now quick sleep button will take you back to where you were before using it

### Fixed

- Alice 13th event stuck at the end sometimes
- Alice animation in waking up cunnilingus skipping
- black screen when choosing if to cum inside or outside in Alice scene
- whispers not disappearing in new outside H scenes
- Lexi handjob last animation ending awkwardly fast, now it loops
- grace no image bug in standing massage without animations
- 12th main quest can end with weird jump
- empower effect giving one less strength than it should
- item overflow out of bag
- card preview in crafting/destroy
- clipping in one lil fox render
- mina feet massage can't be done in sfw mode
- error on Mina's feet massage
- some enemy action text in sfw mode being too explicit
- amanda picture (nipples) could be seen in full sfw mode
- secret H scene showing in in sfw mode
- Kiara showing up in the gallery before unlocking library

- trader discount not loading
- can leave pc when writing code
- Grace can have pyjamas scenes without unlocking this outfit
- could trigger Alice's 14th event without playroom
- can give Lexi ice cream before she tells us she like them
- could check at f2 shelf at night, and it would have day renders
- wakeup from Mina sleepover only to find Alice sleeping there
- Alice can be sleeping in our bed after we slept in hers
- Alice can be sleeping in our bed after Lexi 11th event and Mina 15th event
- wandering trader's daughter didn't get her father discount
- not all buttons showing in trade screen
- price wrapping sometimes
- reading books taking time if it's capped and not taking otherwise
- many typos

### **Mods - Added**

- support for adding new wardrobe outfits/people
- 6 lexi emotions
- new frames - minimap\_frame\_player, minimap\_frame\_event

## **1.22.31 0.1.7**

### **Major**

- added 650 images
- added 80 animations
- added 35 events & scenes + 14 additional variants
- added Savenia Dorack, new main girl (biker girl)
- added SFW mode, you can stream AL now! Check settings.

### Added

- SFW mode
- Lexi 10th event
- Lexi 11th event
- expanded Lexi shower scene
- H scene to Lexi shower
- sex, thighjob counter to Lexi
- Main 12th event
- Alice 13th event
- Alice 14th event
- can sleep with Alice in player bed (5 variants)
- we can now find Alice sleeping in our bed
- 4 scenes with Alice in our bed (8 variants)
- repeatable BDSM H for Alice (7 variants)
- submission, sleep sex, bdsm, massage counter to Alice
- you can build next hotel floor now
- Savenia 1st event
- Savenia 2nd event
- Savenia to girl stats
- Savenia to the journal
- Grace 10th event
- Grace repeatable H
- boobjob, outside counter to Grace
- Mina 16th event
- Mina's route to her stats
- treasure hunt event (1 medium event, 8 mini events)
- expanded warehouse scene
- Little Fox to girl stats
- Little Fox to journal
- suicide
- bad ending - corruption
- bad ending - sanity
- bad ending - "His" influence
- new enemy
- new arena
- new music



- wallpaper
- one replay category
- 14 replays
- message when clicking locked collectible

### Changed

- now if you leave when Lexi is taking a shower, she would finish it, and do something else
- characteristics note
- orc group loot
- tips now shown name only after completing first event
- default hotel music
- improved fade\_slow transition

### Fixed

- recurring nightmare not showing prior image in replay/dreams mode

### Mods - Added

- optional days attribute to NPC.check() method
- calc\_gui(pixels) - quick way to calculate pixels to your game format
- scope variable to replays
- 7 mina emotions - ouch, shocked, eyeroll, apologetic, sigh, exasperated, smile cum
- 2 alice emotions - pout, closed

### Mods - Changed

- gui mode is now defined at -999 init

## 1.22.32 0.1.6c

### Added

- support for animated scenes option to explore/return scenes
- time flowing in secret scene
- bdsm, denial counter to succubi
- wooden horse now adds to bdsm counter

- reminder to mina's 15th event
- 1 audio file
- 2 emoticons

### Changed

- bandits with guns now deal a little more damage
- increased hovered card size in the vault
- now not all wallpapers are lootable (eq. secret wallpapers)
- balanced wallpaper drop chance

### Fixed

- trader discount not saving
- trader items reset after game exit
- player massage skills not saving
- bandits dealing negative amount of damage if weakened
- block increasing from enemy attacks
- respectful referral not triggering
- fireball exhausting
- dragon starting combat with ultimate ability
- possibly weird looking buttons
- spelling mistakes

### Mods - Added

- characters, and ignored attributes to `set_states()`
- `stat_sleep` to NPCs
- `add_submission()` to NPC class
- `stat_bdsm` to NPC class
- optional set attribute to `advance_time()`
- emoticon sm/sp screens

**Mods - Changed**

- how wallpaper system works, now not all wallpapers are lootable from combat

**Mods - Fixed**

- unable to save after using some triggers

**1.22.33 0.1.6b****Changed**

- how unique story events are triggered, now it's much more open

**Fixed**

- missing words when watching series
- fire breath exhausting
- exploit at Lola's pilediver scene
- using destroying through forge results in a bugged screen
- weird things happening after pyjamas party event
- Alice clothes changing sometimes in her 10th and 11th events
- not full notification in 5th main story event
- some spelling mistakes

**1.22.34 0.1.6a****Major**

- added 48 images
- added 17 animations

### Added

- a new line to Combat tutorial
- new items to the traders
- Quick Save/ Quick Load keybindings, F5 to save, F9 to load
- percentage of unlocked events to the gallery
- card destroying to the storage/crafting menus
- new item, Coal, it's used to destroy cards
- coal to sentient enemies lootlists
- new hidden deal to the devil, to resist hidden corruption
- 263 flags to game files
- Alice's tv
- 2 discord codes, for people with 10th level there
- secret scene
- 2 secret wallpapers
- Lola to journal
- Lola event (by Osamabeenfappin)
- Lola repeatable H
- tutorial to character menu
- 2 replays, Secret category
- Lexi's laptop
- now you can eat bananas :)
- f1 cupboard

### Changed

- lowered requirements for helping Mina with Alice
- 'Q' now also closes new tutorials
- one wallpaper code
- increased chance to drop wallpaper after win (2.5% -> 10.0%)
- now training after maxing stats doesn't advance time
- reworked card destroying menu
- various menus will now close when you click outside them
- when you find cat, the time advances now
- improved some exploration loot
- cards are now destroyed with coal
- how much corruption you get during some scenes
- now whispers stop during H outside

- optimized replay gallery loading time
- now some replays categories will have name before completing any events
- removed most story events from replay dreams/exploration categories
- moved some replay categories
- journal tips are now sorted

## Fixed

- whispers not stopping in wanderer's hideout discover event
- foxy camera control reversed
- sukki having one animation in lifting H repeated
- Stranded outfit needing 5 Cloth instead of 4
- perspective resetting on moving items during trade, and in vault
- getting 0 amount of items
- grace sometimes disappearing from the hotel
- restore my clarity devil option, working like remove corruption
- error on game over from hidden corruption
- exploit with life steal and sacrificing hp
- notifications in third main event, now all are displayed
- getting over max in luck throw for hiding from chimera
- Grace losing trust instead of Mina in "spin the bottle" game
- Alice gym outfit footjob using default outfit
- 12th Alice event not regaining hp/sanity
- Alice's bored expression, being not sharp
- some notifications being too quick to see
- error on being mean to Mina
- teleport after first Lola event
- replay gallery being over toolbar
- few pyjamas party renders clipping
- leaving Lola room leading to hideout square
- possible errors during loading ("KeyError: u'movie\_Obj/PC/a'")
- now you can't use Lexi laptop if girls are using it
- many spelling/grammar mistakes

### Mods - Major

- reworked traders implementation, now changes are made automatically to them, use define

### Mods - Added

- sacrifice option to enemy atk method, default False
- unlocked boolean, needed when adding to replays\_list, decided if name is seen from the start
- four trigger to death
- being heal method now returns amount healed
- can make heal method do notification, make\_message = True

### Mods - Changed

- how arena animation is determined, now all renpy images work

## 1.22.35 0.1.6

### Major

- added new goth side character Lola, she lives in the wanderer's hideout (by Osamabeenfappin)
- added 171 images
- added 16 animations

### Added

- Meeting Lola (by Osamabeenfappin)
- pyjamas party event with Mina, Grace, and Alice (by DarrDorack)
- dream - Millionaire
- new H to Mina's massage
- 3 replays
- 2 replay categories
- Lola to characters menu
- monthly (5) wallpapers

**Fixed**

- whispers not disappearing sometimes
- dream, Dekesha not having replay image

**1.22.36 0.1.5c****Major**

- added tutorial menu, and a few tutorials (default key: Q)
- reworked character, and choice menus
- can add your own custom music to the game! Check settings for instruction.
- can make music playlists in the settings!
- added 40 images
- added 5 animations

**Added**

- intro
- starting image
- game icon reimplemented
- logo to the main menu
- new cheat codes for all tiers
- a few tutorials
- tutorial menu, to the quick menu (default key: Q) (test)
- Grace now also takes bath, additional H (decided by poll)
- show/reset tutorials options to the settings
- tutorials to the quick menu
- options to toggle sound notifications
- custom menus to the characters
- Succubi to the character menu
- statistics to the character menu
- improved error recovery, might help if you've corrupted your game playing with console
- 1 replay
- a few transitions

### Changed

- Preferences renamed to Settings
- choice menu, now it looks better
- characters menu
- replay of Grace's shower now allows to choose her attitude
- increased prices of girls at the hideout
- balanced loot a little

### Fixed

- Grace standing breasts massage missing image
- statistics not increasing in Kiara scenes
- statistics not increasing in Mina cunnilingus scene
- not advancing time in Grace's shower scene
- blocked Kiara's 2nd event in some cases
- giving Grace rose, without having any
- a lot of grammar and spelling errors (thanks to Strectmar)
- rare error on game load
- misplaced masks in the vault

### Removed

- help icon from the pc

### Mods - Major

- now your pathways can also be relative to mods folder (myMod/1.png instead of mods/myMod/1.png)

### Mods - Added

- support for up to 20 dialogue options being displayed at once (previously 9)
- option to add your own characters to the character menu
- 6 new text tags - love, lust, quiet, small, big, loud



## 1.22.37 0.1.5b

### Major

- added 88 images
- added 19 animations
- The first side activity for Mina! Improve you massage skill, and get a treat ;)

### Added

- dream - Dekesha by Darrdorack (check)
- vault can now be scrolled or dragged to move
- Mina's side quest - feet massage (test)
- 7 images to Mina's 5th event, and different enemies
- (Coming soon) to the notification about reaching stat cap
- a few tips to Alice's question game, now it's stated clearly that you don't need to answer all questions to win, only three of eight
- button to fix gallery to the pc

### Changed

- now there is no infinite combat loop at mina's 5th event, there are 4 waves.
- Act of Creation card, now it produces random materials, it has a chance to drop most new items.

### Fixed

- vault items getting off window
- trader menu items getting off window
- gunsmith station mask being off placed
- Mina & Lexi using pc being off placed
- collectible image having hard time closing sometimes
- when trying to close collectible image, opening another image
- sound not stopping when facing Chimera during exploration
- chimera steps being too rushed
- cat "Found" replay not ending properly
- not getting a kiss in Mina's "Concerned Friend" replay, also you can give her ice cream now
- exploit allowing to get many Shot cards from Alice's shelf, even though you've had Shot card already
- in replay Alice's Q&A having no items to pay
- some weird sounding lines
- some spelling mistakes

### Mods - Added

- player skills dict to Player class
- Massage skill
- `improve_skill(sk, amt = 1)` method to Player class, it improves or adds a skill to the player, can be used to decrease skill

### 1.22.38 0.1.5a

#### Fixed

- forge description still saying crafting is work-in-progress
- (all fixes from 0.1.4c)

### Mods - Added

- 2 new text tag `{trust}` & `{bad}`

### 1.22.39 0.1.5

#### Major

- first wakeup scenes, tell your girls to fuck your brains out before getting up!
- now you can store cards in the vault! Also you can upgrade it further with two new expansions!
- card crafting was implemented with two crafting tables, and 6 new cards. 20 recipes await.
- 25 new items to loot from enemies will be used to craft cards. Generally this should reduce grind a lot.
- reworked vault screen, now you can change its tabs, to card storage, crafting stations.
- added over 500 images
- added 97 animations

### **Added**

- 6 cards, can be obtained only through crafting
- 25 new items
- 20 crafting recipes
- 8 new events to the gallery, one new category
- 2 Alice's wakeup scenes
- Alice story event
- 2 vault expansions
- 3 Mina's story events
- 2 new together H for succubi
- wanderer hideout, and brothel with four prostitutes (make pedestrians)
- storing cards in vault
- crafting cards
- one render and dialogue line to the 10th main story event
- Kiara's story event
- Kiara's threesome repeatable H

### **Changed**

- most lootlists
- replay gallery labels, added padding
- first help screen text a little

### **Fixed**

- not likely, yet possible error when saving in trade/vault
- Mysterious Trader never appearing if you were unlucky (or started new game)

### **Mods - Added**

- 2 buttons - button\_craft\_stone & button\_craft\_steel
- 5 succub emotions
- 1 kiara emotion - sigh
- can add tabs to the vault
- can add recipes to the forge and the gunsmith
- can make new crafting tables using vanilla screen
- chinatown2 arena

### **1.22.40 0.1.4c**

#### **Changed**

- first help screen text a little

#### **Fixed**

- error on sleepover with Mina
- Mysterious Trader never appearing if you were unlucky (or started new game)
- Lexi not being topless, she has nice tits, let them out!
- null chance of Grace being at the wc, now it's ~16% every morning
- spelling mistake in Regrow Limbs card
- not being able to fuck in warehouse replay scene

### **1.22.41 0.1.4b**

#### **Major**

- reworked replay gallery, now it shows preview images, added dozens of scenes and a few new categories
- added 92 images

#### **Added**

- background to replays that contains 'talks'
- turn to Mina option when peeking at sleeping Lexi
- monthly (5) wallpapers, which are preview for 0.1.5

### Changed

- now if you peek at girls under shower for too long, time will advance

### Fixed

- Alice's toilet H menu not triggering
- error after sleepover at Alice's bed
- many spelling mistakes
- continuity error in mina's 4th event
- no image bug when trying to see Alice's Training event replay before building a gym in a new game
- can look for enemy and do a succubus hunt at night

### Removed

- friendly reminder when using console/developer mode, it was annoying

### Mods - Added

- new button displayable `button_label`, can be used with background attribute
- you can now add your own scenes/categories to replay gallery
- now you can change vault's space per level
- `before_shuffle` trigger
- option to add code to trigger directly, through appending function like this `trigger.before_combat_screen.append(myFunction)`
- `dream_end` label now ends replay automatically
- `death2` label now ends replay automatically
- `explore_return` label now ends replay automatically
- now `fight()` skips combat automatically if in replay, can be disabled by setting `replay_mode = False` when calling `fight()`

### Mods - Fixed

- error/bug when using console (in freeroam) to jump to a label that ends with return (on this event's end)

### 1.22.42 0.1.4a

#### Added

- Succubus hunt option to the entrance doors
- option to look for enemies to entrance door

#### Changed

- Cease Fire Treaty card - removed destroy and thorns, added exhaust, cost 1 -> 2
- decreased chance for random combat encounter during exploration 45% -> 15%
- increased items received from helping Kiara and Lexi 1-2 -> 2-4
- some transitions in lexi's 8th event

#### Fixed

- cards spelling mistakes
- pink succubus not requiring the white one for the threesome scene
- wrong name when asking for threesome with white succubus
- error when trying to trade stats without having that much
- some weird bug one player had, freeze on Alice's question, according to the game all questions were answered, which shouldn't be possible, still it will progress if that happens to someone
- Lexi's laptop mask being off
- Grace's 7th event not unlocking in the replay gallery
- using Freedom card causing error
- animations not ending in many repeatable H scenes
- lexi not covered in cum after hj
- grace maid fingering showing images in incorrect order
- toggling animated scenes mid scene making one animation to run for the whole scene
- alicia footjob in gym outfit showing animations in casual outfit instead

#### Mods - Major

- reworked the whole file structure, severely increasing overwriting vanilla files compatibility with future versions

### Mods - Added

- track of current label, it's in the \_label variable
- customizable text tags, check text\_tags.rpy in functions/qol

## 1.22.43 0.1.4

### Major

- added over 350 images
- added over 30 animations
- added new Patron's cheat codes
- added 17 events

### Added

- 2 Lexi events
- 2 Alice events
- 2 Mina events
- all main girls' toilet events
- Grace's change event
- all main girls' sleep events
- 2 sleepover events
- 8 Alice's repeatable H scenes, 3 unique + 5 variants
- Book of Secrets book
- Introduction to Vampires book
- Kain's Diary book
- Astral Etiquette book
- 4 main story events
- 10 cheat codes

### Changed

- now if you use antibiotics you need to wait a few days for Alice to get better
- Lexi's and wc renders redone

### Mods - Added

- a few new pages to the documentation, changed or expanded a few other
- support for tweaking characters states (what they do, where they are)
- a few Alice's emotions, one Lexi's emotion

## 1.22.44 0.1.3b

### Added

- quick rest/sleep button
- option to change max memory size, increase performance by using more memory
- option to use only RAM as image cache if you don't have enough Graphical Memory
- more transitions to Alice's shower scene
- new images in selecting prisoner choice menu
- one audio to the dream
- 3 events to the gallery

### Changed

- now you have much higher chance to find rose when you need it
- succubus help
- made Recurring Nightmare's text no longer being too long in some lines

### Fixed

- many typos, improved flow, thanks to Strectmar
- random combat encounter taking two time periods
- some cards' effects not working with immunities
- Fireborn card causing error
- now you can't enter playroom before building it
- now you won't need to rollback after trying to talk to the prisoners when having no prisoners
- dragon not using ultimate abilities (not that someone actually get so far with it)



- bug with AL keymap help
- sleep with dream advancing time by two days
- About menu, now Ren'Py updates won't be able to mess it up

### **Mods - Major**

- reworked triggers, now they can actually use global/local variables, as they are in fact executed in code now, not in the trigger object. You don't need to compile triggers anymore, I got you covered, it'll be compiled automatically at game startup.

### **Mods - Removed**

- old card methods granting effect, only buff() method should be used to increase or decrease status effects

### **Mods - Added**

- 5 looting triggers and 3 new ones to combat

### **Mods - Changed**

- now cards are reset with load using reset() method (you need to initialize your variables here). \_\_init\_\_() by default calls this method.

### **Mods - Fixed**

- trigger after\_load\_start triggering instead of after\_load\_end

## **1.22.45 0.1.3a**

### **Added**

- around 20 images
- You can check drawers in player's room now
- alice's shelf
- now you can read the document on Lexi's desk
- burning immunity status effect
- Sample Mod, it adds one weird dream and a nice card to drop from melee bandits
- transitions to praying and mirror

### Changed

- noon -> afternoon
- succubus threesome talk renders
- one grace's tip to make it more clear on time
- you can shot at the sky with Shot card now
- buffed dragon, added ultimate moves
- terror now has 50% chance to trigger
- improved animation of some scenes

### Fixed

- over a hundred spelling mistakes or improved the dialogue's flow, thanks to Strectmar's initial screening
- error on trying to save the woman
- possible error when fighting ghouls
- error on generic combat after loading old save
- error on Mina noticing us
- enemies life not being reset in random combat encounter
- stomping sound continuing after choosing to hide in encounter with chimera
- dream end dialogue triggering twice
- possible bug causing dialogue window do disappear only after combat has started
- terror chance of losing a turn in tooltip
- error when fighting dragon
- mysterious trader corruption decrease needed 2 coins
- spelling mistake in one of Alice's question
- Alice's is no longer so nice to give you a foot job before answering her questions
- dragon card check
- mina's repeatable boob job
- now you can't change girl's petname at 24 trust

### Mods - Added

- Sample Mod to mods/ folder, check it, it's heavily commented to explain everything going on
- after\_load \_start & \_end triggers
- triggers during combat initialization

### **Mods - Changed**

- for triggers you can now either use a string or (much better for performance) use compiled (at init time) code object (check documentation's trigger tab)
- now adding enemies to random combat encounter requires to add them as strings instead of objects
- now terror tooltip reflects changes to terror chance properly

### **Mods - Fixed**

- spelling mistakes in a few image names, to make it easier for you to not use wrong name

## **1.22.46 0.1.3**

### **Major**

- added dreams, there is a chance every time you sleep for a dream, dreams mode released
- implemented prisoners system
- you can catch succubi and play with them in the dungeon and playroom, 13 H scenes, they have their own lust mechanic
- added extensive modding support, check modding documentation to find a way to make your own mods (doesn't require programming skills, link in modding section of changelog)
- added over 500 images
- added over 100 animations, almost doubling animations amount
- added 49 events/scenes

### **Added**

- dreams mode (Patrons)
- 6 dreams, one with 5 variants
- 4 audio tracks
- 7 exploration events
- 5 new enemies orc group & dragon & stickman & ghouls & succubus B, make classes, add card lootlists
- Alice event
- Grace event
- Mina event
- prisoners system, for now it's used only for succubus
- catching succubus, playing with them in the dungeon and the playroom
- dungeon expansion - playroom

- 13 H succubus scenes
- Mina, Alice and Grace showering
- 5 new arenas + 2 variants
- 3 new status effects - Terror (chance to skip turn), Stun Immunity, Fury (Gain x strength on receiving damage)
- 2 new items
- 4 new cards
- 8 wallpapers, 2 animated
- new tags - group (FFM) & BDSM & Pet Play & Orgasm Denial
- Help appearing on catching first succubus
- Succubus lust mechanics
- Grace's repeatable H scene, 4 variants
- transitions to Alice's shower scene
- you can give main girls petnames if their trust is at least 25, check the mirror
- Mina's repeatable H scene, 3 variants

### Changed

- now generic combat has flat 45% chance of happening
- notification assumes different position if in combat
- reticulate you -> riddle you with bullets
- now frail along with armor can't lower your block
- dungeon looks
- lowered chance to drop mysterious coin from cultist
- tweaked every exploration event chance
- now effects which being is immune to won't be granted instead of disappearing on being's turn
- Alice's schedule

### Fixed

- lowered size of old animations (4K: 1.58GB -> 0.88GB, 1080P: 604MB -> 320MB)
- overlapping tooltip in character screen

### Mods - Released

- online documentation, it shows how to make your mod with new dreams, events, cards, enemies, etc.
- source code for people with Mod Developer role on Discord
- AL card templates
- mod\_toolkit script (for now it only enables dev tools & console in AL)

### Mods - Added

- support for adding new status effects & card mechanics, trigger system
- support for adding your own menus to expanded menu
- support for replacing game images
- support for adding new cards
- support for adding dreams
- support for changing base dream chance
- support for adding new enemies & arenas
- support for adding new enemies & arenas to generic combat event
- support for adding wallpapers
- support for adding new cards and changing/adding cards lootlists
- support for adding new materials and changing/adding items lootlist
- support for changing sleepover chance to decrease corruption
- support for changing card loot chance
- support for changing escape chance
- support for creating new traders
- support for adding new prisoners
- support for adding new succubus
- support for tweaking succubus lust mechanic
- support for adding/changing journal tips
- support for displaying help screen with your text

### 1.22.47 0.1.2d

#### Major

- Improved/Changed/Fixed over 1000 dialogue lines. All thanks to Strectmar - new editor
- added story mode - disables generic combat event (toggled in preferences)
- now you can spare human enemies to stop corruption from increasing (no materials)

#### Added

- new audio track
- few new images
- Now you can seal pinky promise with a kiss if she trusts you enough

#### Changed

- some dialogue & renders in Alice's 8th event to make it better
- Mina's 4th journal tip is now much more clear on what you need to do
- added new audio track to lexi's first event
- now generic combat has 45% chance of appearing
- peeking at Alice showering now increases corruption
- Mina's 5th event renders a little to make the flow better
- Now rape gives corruption even if you have beyond 50% corruption
- a few status effect tooltips, to make them more clear

#### Fixed

- wheel of fortune & lycanthropy & healing card mistakes
- wandering trader intro playing out every time
- Resurrect effect spelling mistake
- Vulnerable tooltip spelling mistake
- Unique cards from cheat codes disappearing on death (use code again)
- market scenes looking weird
- getting kicked in the balls is no longer so painful that it raises an error
- improved/fixed dozens of codex entries

**1.22.48 0.1.2c****Changed**

- now sleeping with a girl increases sanity by additional 3%, there is 50% chance for corruption to decrease by 2%

**Fixed**

- cat name changing after using a vault, load game and the name will be back
- some repeatable events (like trust events) being hidden
- weird looking sequence in sleepover
- dozens of spelling mistakes

**1.22.49 0.1.2b****Changed**

- now you need to only answer 3 of Alice questions
- trader now by default doesn't keep (when restocking) items given to him by the player

**Fixed**

- traders not restocking correctly
- traders not using randomized goods
- getting blowjob after trading with trader
- error on asking for wanderer trader daughter
- exploit at alice questions
- omitted dialogue lines in alice 7th event

### 1.22.50 0.1.2a

#### Major

- fixed false positive virus detection (this time for real) by removing custom game icon

#### Fixed

- Faceless card not exhausting and often costing spirit
- Hypnotise stunning player instead of enemy
- reaching 100% corruption not causing game over
- about page legal section

### 1.22.51 0.1.2

#### Major

- new location for freeroam - library
- implemented complex trading system along with a few traders
- added codex, place to gather knowledge you came upon in the Astral Lust with over 90 entries (sleep to update if using old save)
- implemented unique cards (stay after death) and tarot cards (weird effects)
- implemented cheat codes system (check pc, codes available on Discord & Patreon)
- you can now sleep with one of the girls (sleepover, 3 variants)
- added 9 story events, exploration event, 3 repeatable events
- added 30 animations
- added over 330 images
- added 6 H scenes + 2 erotic scenes + 4 H scenes variants
- added 25 cards
- added 7 collectibles and 6 wallpapers
- added 16 cheat codes (free/patron codes all available on Discord and Patreon)
- updated Ren'py, it should fix false positive virus detections.
- optimization of card loading, cards now load about 2x faster, useful with large decks.
- new tags/fetishes - feet, anal



## Added

- new location - library
- talk with Kiara
- codex with over 90 entries
- new emoticon - codex entry
- repeatable work for Kiara
- praying at the altar
- 2 Kiara story events
- Kiara scenes to gallery
- Kiara to journal
- Kiara desk sex as repeatable
- 7 collectibles, 2 animated
- 16 cheat codes
- reminder for people using console and a warning to not run `auto_destruct()`, seriously, don't
- hover tooltips to character menu
- movie icon if wallpaper / collectible is animated
- 3 unique cards
- 22 tarot cards
- Forbid Tarot status effect
- Mysterious Trader, appearing sometimes at the library
- Kiara to the wardrobe
- 6 wallpapers, 1 unlockable only through combat, 2 animated
- Hollow Market - exchange tab, check the pc.
- 2 alice events
- alice repeatable H, 3 scenes, one with 5 variants
- alice taking showers at the evening
- 3 sounds
- main story 2 events
- grace event
- exploration event - friendly wanderers, 2 H scenes
- codex entries for previous content
- 2 mina events
- 9 events to the gallery
- sleepover with Mina, 3 variations depending on trust and rng

### Changed

- death on Mina's 5th event no longer resets your deck
- now the same things when looted are summed up
- the way enemy loot works, now every item has independent chance to drop
- text when trying to build a forge / dungeon, now it's more clear about rooms current functionality
- added [Corruption / Madness] to warehouse attack choices
- slight optimization of save loading
- notifications no longer overlap with day counter and enemy effects first line
- lowered corruption increase after killing humans
- inventory now sums up quest items
- vault now uses modified trading system GUI
- improved inventory, character, girls, characteristics, deck and wardrobe screens
- now you can hide quest items in vault
- Cease Fire Treaty rebalanced - cost 0 -> 1, now it removes Invulnerability, it's destroyed instead of exhausted
- journal no longer resizes itself depending on content
- true damage no longer scales with Vulnerable, Strength and Weak effects
- sacrifice no longer scales with Strength and Weak effects
- refreshed about page

### Fixed

- enemy still hitting you after dying from thorns
- attacking a few times after enemy health hits 0 no longer triggers thorn damage
- now killing humans always trigger corruption increase
- pc icons not showing up after inserting wallpaper code and using exit icon
- possible bug causing day counter to not appear after combat
- stun effect not having effect on player
- sacrifice no longer triggers thorn damage
- stun effect ticking down 2 stacks / turn
- some spelling and grammar mistakes

## 1.22.52 0.1.1

### Major

- added 7 story events
- added over 200 images
- added over 20 animations
- added 3 animated H scenes
- added 6 repeatable H scenes variants
- added 2 outfits

### Added

- Lexi's 6th and 7th story events
- Mina's 6th and 7th story events
- Grace's 6th and 7th story events
- Alice's 6th story event
- you can now train at the gym with Alice
- Alice can now appear at the gym
- repeatable Grace event
- repeatable Lexi event
- Alice gym outfit
- Grace maid outfit
- Gym outfit support for Alice blowjob
- new story events added to gallery
- 2 new fully animated arenas for generic combat
- 6 outfits to wardrobe

### Changed

- now you can't have fun with girls if their trust is zero or negative
- now fights with giants take place in designated arena which emphasizes their size

### Fixed

- hp bar shows full hp before taking damage / healing
- emoticons not disappearing after rollback

### 1.22.53 0.1.0a

### Major

- implemented journal and help (press 'Q')
- you can now escape generic combat
- enemies drop loot
- expanded and enhanced some events
- emoticons added
- unification of saves from 1080p and 2160p (4k) branch
- bugfixes and QoL features

### Added

- transitions to all events that didn't have them
- Critic effect (deal x times the damage next time you deal damage)
- Forbid debuffs (can't play cards of given category)
- replay icon
- help shows after intro, it can also be found on pc or by pressing 'Q'
- checking girls stats through girls menu (heart)
- defeated enemies drop loot (materials, will change to unique materials after card crafting is implemented)
- ability to (try to) run during generic combat encounter, agility increases chance (20% + 2% per agility point), capped at 65%
- fridge implemented, you can have a snack in a kitchen now
- healing now gives indications in fight
- support for cards that cause drawing card
- journal, check progress and find tips about new events
- expanded 2nd Lexi event
- faint whispers now haunt you outside
- sound when losing girl stats
- animated scenes option support for grace massage

- emoticons appear on girl stat change
- shop icon to pc
- easy rescaling all game screens for dev and modders, designed for increased compatibility between versions and possible 720p, compressed web and mobile versions.
- Life Steal implemented
- some enemies start combat with status effects
- Patreon and Discord buttons to menu
- Astral Lust keymap in Help menu

## Changed

- enemy battle animations are now slower
- starting player max hp 100 -> 50
- replay gallery now as pc app
- made “quiet” text bigger
- removed lust need for 4th Alice event
- removed black screen from generic combat
- notifications at the middle of the screen duration 6.0s -> 4.0s
- 4th Lexi event now requires Mina affection 1 instead of 4
- now menu’s are above most other screens
- it’s now impossible to trigger Grace events in her room when she is cleaning 1st floor
- sleep now heals fixed 30hp instead of 100% hp
- enemy faction now displays in other color
- tweaked corruption and sanity change on killing humans
- max hand 9 -> 7
- some effects can now take negative values
- now at the beginning of your turn you draw at least 1 card
- 1st Lexi and 1st Dog events enhanced a little
- enemy intention changes position when menu is expanded
- increased loot chance at the market
- orgasms are no longer cutscenes, they can be clicked through
- now you can still train after reaching cap, but it won’t increase stats
- Bite sp cost 2 -> 1
- now 1080p and 2160p use the same save folder in appdata, they are fully compatible
- way cards behave in combat (drawing)
- slightly increased Scavengers damage
- in-game discord link

- vertical spacing between enemy effects increased
- now it's much easier to find ice creams
- other minor changes

### Fixed

- card destroying in forge
- re-rendered grace message animation to delete artifacts
- error on clicking cupboard in the f1(b) corridor
- error on trying to enter preferences
- many grammar mistakes
- gallery screen not hiding correctly
- day counter not appearing after combat
- bandit girl displaying as bandit group
- Kiara sex scene
- error at 3rd mina and lexi event
- error at 5th mina event and one image showing out of sequence
- text position being a little off in vault
- loading game after deleting persistent data causes NameError if didn't start new game at least once
- strength effect displaying with decimal part
- cards healing causing errors
- damage indications 'flying from corner' in 1080p version
- 4th mina event not setting flag correctly
- possible bug causing cutscenes to not play
- now you can't make outfit you already have
- possible error when meeting bandits
- you can no longer spam end turn
- some cards not giving described effect
- error on using some cards
- player healing throwing error on 2160p branch
- cards attacking few times attacking at the same time so it shows indications on top of one another
- card loot containing less than 3 cards in some cases
- Faceless Giant stealing boolean type effects as integers
- cards 'redrawing' themselves after using a card to the left of them
- a few other bugs

### **1.22.54 0.1.0**

Initial Release

## **1.23 Changelog - Debug Mode**

### **1.23.1 0.1.6**

#### **Added**

- option - Recover all mental stats
- option - Add Pyjamas Party bribes
- option - Add Gold Bar
- option - Unlock all collectibles

#### **Fixed**

- when opening trade menu, debug options were still in the background

### **1.23.2 0.1.5**

#### **Added**

- option - fight Dragon
- option - fight Stickman
- option - fight Ghouls
- option - fight Succubus B
- option - catch Succubus A
- option - catch Succubus B
- option - build Vault 4th tier
- option - build Playroom
- option - trade with Debug Trader v2 - has every item for free

### Changed

- option - fight Succubus to Succubus A

### 1.23.3 0.1.2

#### Major

- added cards category
- added traders category

#### Added

- option - add tarot deck
- option - reset deck
- option - add cultist loot
- option - trade with Mysterious Trader
- option - trade with Wandering Trader
- option - trade with Debug Trader
- option - restock Mysterious Trader
- option - restock Wandering Trader
- option - restock Debug Trader

#### Changed

- debug file is now required to run python console

### 1.23.4 0.1.1

#### Major

- reworked whole debug design
- added options to fight all enemies in game



### **Added**

- debug mode now uses custom screen instead of choices menu
- option - add Basic Materials x50
- option - add Ice Creams
- option - fight (support for 14 new enemies)
- option - build gym
- option - recover 100% hp

### **Changed**

- advance time option now treats negative values as positive
- option add Basic Materials is now add Basic Materials x5
- notify about getting materials

### **Fixed**

- die option no longer cause weird behaviour if you set your vitality above 333000

## **1.23.5 0.1.0**

Initial Release

## **1.24 Changelog - Dreams Mode**

### **1.24.1 v2**

#### **Major**

- now it supports mods that don't support dreams mode (don't have their own preview image)

## **1.24.2 v1**

Initial Release

## INDICES AND TABLES

- `genindex`
- `modindex`
- `search`