



FUCKS TO GIVE RELEASE - VERSION 0.18.0

First of all, happy 2019 everyone!

This has been an interesting month, for better or worse. Busy for sure, with holidays and the U.S. Government shutdown. This month's work ended up being somewhat diverse, focused heavily on setting things up for the impending switch to a more content-oriented phase of development. There was some expansion to some core systems, as well as repair of the ongoing issue with the speed of the sex scene system.

New Stuff Summary

There's a lot of new things to see in this release. New places to go, new things to read, and the first transformative drugs to take. Early or bad ends have been implemented, birth can now take place, and your weekly finances now function as you spend money on rent and the general cost of living. The tier one, two, and three player homes are now available to live in, with corresponding changes in rent, space, and mental health (mental changes are limited). The pill is now available and functional, though its effectiveness does depend somewhat on the PC's fertility. Miscarriages are now possible, either as random events very early in pregnancy as is natural, or through persistently not taking care of your health later in pregnancy. Miscarriages can be disabled, however, in the game settings.

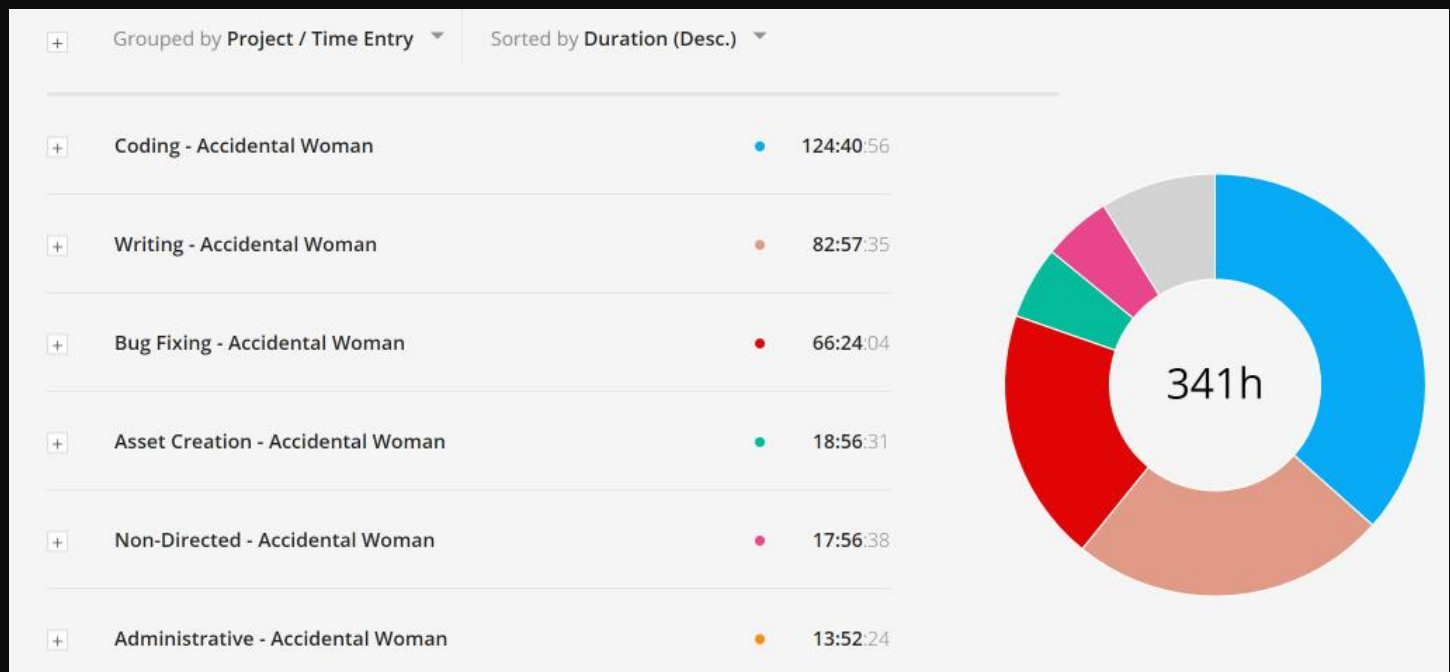
The Shake & Pop nightclub is now open for business, with plenty of kinky things to do there. A huge amount of NPC conversational tags are prepped for NPC interaction with different NPCs from strangers to old enemies. The tag system is an important part of how NPCs will respond to the unique circumstances of your character, rather than individually scripted events. You can now become a member of the farm cooperative, which gives you better milk sales prices as well as access to purchase the LactaMax transformative. Some groundwork was added to enable scheduling dates and tracking them, as well as enabling fast travel to their location. There have been improvements to the home system, including home items and some of the behind-the-scenes mechanics.

The sex scene system has seen a major performance improvement and some more debugging, it now runs about 10 times faster than before. The first stages of overnight mental processing of NPCs now takes place, and the attraction system has been set to enable description of NPC attractiveness based on the player's preferences and several other factors (and the same is true in reverse, NPCs can have their own preferential view of the PC's attractiveness). Additional chapters of Gene Therapy were added, along with proper Institute documentation. Each chapter contains a clue for where to find the next, like a perverted scavenger hunt of some sort. Apple Cleft Realty is open for business, as well as encyclopedia entries on AR glasses and competitive cockmongering.

I really hope you enjoy version 0.18!

Work Log – Toggl Report





As you can see, we stayed pretty busy this month. We also did a lot of bug fixing/improvement this month as well. The game is running better than ever! Special thanks go out to Akhorahil, who helped with testing this month, and caught several unreported bugs for us.

As usual, you can download the Toggl [summary report](#) as well as the [detailed report](#) to get a more detailed look into what we've been up to.

Known Issues

-  Old templates still will not work with this version. Templates created with version 0.18 will work with version 0.18, but templates from previous versions will cause bugs to appear.
-  Saving the game with an NPC interaction open may cause some errors when the save is loaded. For the safest save, close the interaction window before saving the game.
-  Old autosaves will still result in errors upon loading, but new autosaves made in v0.18 should work normally. This issue is being caused by SugarCube, so it may take a little more work before autosaves are compatible with future game versions.
-  Certain home items were removed from the game (simple mattresses and bedframes) in favor of combined bed items. This *may* cause display errors if you had one or more of these items in a save from an older version.
-  Occasionally in the sex scene system, the "positions" category may display "undefined" over and over instead of proper position change buttons. This seems to occur primarily at the beginning of the scene.

CHANGE LOG - VERSION 0.18.0

Words:	1,599,072 words	Characters:	9,274,617
Code:	146,944 lines of TypeScript	Fucks to Give:	3 ¼

Note: Above information gathered prior to final build, so there may be fewer fucks to give remaining.

Changes:

-  Crystal Meth for Sex Scenes:
 - Several changes to sex scene system to improve speed of loading results after choosing an action.

- Action-position compatibility now calculated once only.
- Reformatted sex action buttons to use JS and html instead of SugarCube macros to improve speed.
-  Expansion of <<has>> logical macro to include traits, kinks, and certain stats, as well as JS logic notation.
-  Improvements to the <<dialogchoice>> macro for interaction and dialog choices.
-  Implementation of dialogchoice menus through the prologues.
-  Furniture and home cleanliness now affect player's mental status overnight.
-  Dozens of new interaction conversation paths based on conversation tag system. (Note: paths contain basic placeholder dialog but convey the results of the interaction.)
-  New home inventory items, new images for home items missing them, removal of mattress and bedframe items.
-  New delete drag zone for home items so that unwanted items can be discarded.
-  Expansion of status-based attraction calculations. New calculation function to calculate combined attractiveness for NPCs and PC including influence from player and NPC preferences.
 - Attractiveness is now displayed next to NPC name in the social menu NPC display.
-  Expansion of character classes to include new functionality.
-  Addition of "not worn icon" to paper doll display to show when a clothing item is hidden due to being set to be worn as "off".
-  New clothing variation images for paper doll display.
-  New nightlife location Shake & Pop added to the game.
 - Open in the evenings, you must be old enough to enter (or willing to convince the bouncer).
 - You can drink, get drunk, dance, and visit the bathroom where more adult activities await.
-  Improvement of game's font scaling system. Fonts will now more reliably change to match the font size option in the system setting.
-  Added five new chapters of Gene Therapy, 70,000 words of new erotica.
 - Chapters must be found in order, using clues from the previous chapter. The first chapter can be found in the Oedipus Rx Pharmacy in the medical district.
-  Completed navigation maps for the Medical District and Farm COOP. New maps for T1 and T3 homes.
-  New T1 and T3 homes added to the game. They have different rents and room for home items.
-  Apple Cleft Realty is now open. You can speak to Tiffany the realtor, as well as change to a new home.
-  Player can now give birth.
 - Birth has several possible outcomes, including the potential for fatality if the player is in poor condition for birth.
 - Player will be charged money for hospital fees if not a member of Insti-Care health care program.
 - Transition to normal play after birth is currently a placeholder (hospital not done).
-  Miscarriages are now possible. They can be disabled in the game settings.
 - Early miscarriages occur randomly at a rate similar to in the real world. Higher fertility does reduce the odds of having an early miscarriage.
 - Late miscarriages can occur if the fetus' health gets too low anytime during pregnancy. The PC having poor health will lead the fetus' health deteriorating as well.
-  Early ends have been added to the game.
 - Early ends can be bad endings, or simply early, and will generally occur when the PC either dies or the player would lose control over the character's actions.
 - Players will see a new display that appears with text describing the outcome, the length of which depends on the ending in question.
-  Basic NPC processing now occurs overnight, calculating changes to the NPC's status.
-  Backward compatibility functionality has been improved.

- AV New consumable items added, including the transformatives Kukragene Breast Crème, PowerTits, and LactaMax.
 - o Most can be purchased at the Cum & Go convenience store. LactaMax requires membership with the Muschi Valley Farm Cooperative to purchase.
 - o Transformatives permanently alter the appearance of the player character, and can cause a variety of different effects.
- AV Basic membership to the farm co-op is now possible, by visiting the co-op office. It increases the purchase price for any milk you sell there, and makes LactaMax available.
- AV AgeCheck system added to the game. Considers appearance, apparent age, and the age listed on the player's ID to determine an appropriate scenario to trigger, such as interactions to bribe or plead.
- AV New preppy girl name generator. Expanded slut name generator.
- AV New Encyclopedia entries for AR Glasses and competitive cockmongering.
- AV Fixes to interaction system for .gif image syncing.
- AV Fixes to backward compatibility and normal save loading data load order.
- AV Adjustments to fertility function, primarily sperm migration, as well as expansion of fetus growth code.
- AV Birth control pill added to the game. Temporarily can be purchased at either pharmacy.
- AV Reorganization of Omni Event storage. Several new omni events.
- AV New status-based condition icons now display in the phone menu based on current player status.
- AV Something called “Д Ш И Ш В Ш” by Besty
- AV Expansion of potential breast sizes. Maximum breast size is now 65,000cc each, including support for lactation.
 - o Two new sets of bra sizes to fit the larger breast sizes. “Super” cup sizes (①B for Super B cup) and “Ultra” cup sizes (②F for Ultra F Cup).
 - o Larger sizes will likely result in loss of mobility and an early end, but those are not implemented.
- AV Expansion of dts interface files to include proper reference for jQuery and jQueryUI.
- AV Fix to parser and Lily that was responsible for incorrect penis nouns for the actual size.
- AV Vehicle Management menu added to the game, accessible from the residential parking lot area.
- AV Adjustment of the end-of-week review, and fixes to calculated information.
- AV Finance/budget added to the game.
 - o Player is now properly charged for their living expenses, including rent.
 - o Interest for loans and savings are calculated, and overdraft fees are applied if there are insufficient funds after receiving their paycheck and then paying bills.
 - o Schools now properly charge money for taking their courses.
 - o Government tax credits are now given for each child the PC has given birth to. (The per-child credit is reduced for new children based on the total number of children the PC has given birth to.)
 - o End of week choices for supply and goods purchases now affect game mechanics.
- AV FertiTea and WombDoom items will now be useable properly when at home.
- AV Fix for the skill application bug at the end of character creation.
- AV Numerous other bug fixes, as usual.
- AV Code for making a date with NPCs improved.
- AV Dates are now properly tracked by the appointment system.
- AV Travel-To-Date quick action button added to the action button area.
- AV Other things that I totally forgot doing, which is also pretty usual, unfortunately.