

(added)

Otherworld has changed a bit for those of you new to the game though for the most part it is just interface changes.

I offer help on the following subjects.

- Basics
- Interface
- >Setting Room Jobs
- >Selecting Jobs
- People and Places
- Bugs
- Mental Help
- exit

--->Basics (added)

- > Purchasing ()
- > The Pens
- > Work Shifts
- > back
- > exit

Otherworld is a standard training sim. The better you train the () in their skills the better they accomplish those skills and the more valuable they are.

→ Basics -> Work Shifts (added)

- >Room Jobs
- >Assistant Jobs
- > Personal Jobs
- > back
- > exit

The day is divided into 4 shifts Morning, Afternoon, Evening, and Night. During each of these shifts the () can train or work. Please remember though that like any job rest is important. Not resting may result in sickness or insanity. Work shifts are divided into three separate types, depending on who supervises the girl.

→ Basics -> Work Shifts → Room Jobs (added)

→ Work Shifts

-->Setting Room Jobs

-> back

-> exit

Room jobs are the simplest form of work. Jobs are assigned to a room and if a girl is in the room she will do the that job during her work shift. Different rooms have different jobs. You can change the type of room by visiting the carpenter in town. Some houses though require specific rooms or will not allow other rooms.

→ Basics -> Work Shifts → Room Jobs -->Setting Room Jobs (added)

→ Work Shifts

-->Interface

-> exit

(Slide showing the two to select)

To set a room job click on the room you wish to modify. You can do this be either selecting the room from room job bar or the small room navigation bar.

(slide showing combo box for room)

Then just select the job you want from the combo box. They will update the jobs automatically. Please note that if you had a girl in the room at that time and the job has changed the job she was assigned will change to match the room.

→ Basics -> Work Shifts → Assistant Jobs (added)

→ Work Shifts

-> back

-> exit

Please see section on People and Places -> Assistants for information on how to gain more assistants. By clicking on the assistant in the room float you can change the jobs that an assistant will try to train your () in. Assistants though are independent, they will most of the time follow your orders, assuming you're paying them well and are choosing jobs they like. On the other hand if you're paying them little and choosing jobs they hate they may just do whatever they feel like.

To assign a girl to an assistant drag the girls image to the assistant you wish her to be trained by.

→ Basics -> Work Shifts → Personal Jobs (added)

→ Work Shifts

-> back

-> exit

Personal jobs are time you spend with your (). To assign the girl to a personal job drag the girl job onto the master bedroom bar next to the player image.

Unlike other jobs, personal jobs are not pre-set. You must choose how you wish to train you slave when it is her turn to do a job during her shift. Personal jobs offer a lot of options each one will tell you what they do before you actually selecting them. Also personal jobs may have a few layers before you get to the actual job. You can learn more jobs or even trigger events or quests so take your time exploring the different options.

-> People and Places (added)

--> Assistants

--> The Guild

People and Places ----> Assistants (added)

-> back

-> exit

Assistants are fellow trainers who are hired for cash. The exception being your first assistant who is considered to be your lover. You can have a total of 4 assistants (3 payed + 1 lover). To add new assistants you need to have more master bedrooms then your current number of assistants and then visit the Lounge in the guild hall, to hire another assistant. When hiring an assistant for the first time the assistant may charge a signing bonus, a fee for the assistant to even think about working for you. Also different assistants have different preference on what jobs they like doing and what jobs they hate doing. Their skill as a trainer can also vary.

People and Places -----> The Guild (added)

--->The Pens
--->Blacksmith
--->Counter
--->Lounge
--->Main Hall
--->Back

The guild is where you hire assistants, and make changes to your ().

People and Places -----> The Guild --->Blacksmith (added)

---> The guild

The blacksmith can add locked items for a small fee. Locked items can not normally be removed except by the blacksmith also for a small fee. Each item has different advantages so please check the float over text for their actual advantage.

The other feature of the blacksmith is branding your (). For a small fee the () is permanently branded. You can choose the effects of the brand by going to guild counter. Please check the help under guild counter for more details.

People and Places -----> The Guild --->Counter

---> The Guild

The counter provides basic guild services such as changing the name of your (). You can also set brand effects here.

Brand effects... currently to be done.

People and Places -----> The Guild --->Lounge (added)

Here you can hire or fire assistants. Some assistants have hiring bonus, one time fees that you

must pay before you can hire an assistant. You can only hire as many assistants as you have master bedrooms.