

Jack HF Edition 1.7.4 Change Log

Up to 1.7.3 – crushboss

1.7.4 - FrobozzDaMad

7/14/2016

NOTE: The bugs and new features for the new version will be listed towards the end of each section

Some bug fixes, enhancements, and new features were difficult to separate between categories as they could fit into either one so it's important to read both sections of this Change Log

Bug Fixes

1. Hundreds of translation bugs fixed (stage 1) (**major fix**)
2. Code cleanup
3. Over 100 logic bugs fixed (**major fix**)
4. "Caring" wasn't centered in the Empathy tooltip
5. Refuse humiliating orders fixed
6. Rank info - "cannot get better than this" - fixed and updated
7. Fixed numerous capitalization errors (code and text) (**major fix**)
8. Fixed Quarter of the Bull apartment
9. Fixed Gloth Prisonguard errors
10. Fixed - slave assignments - Gymnastics - code and missing pictures – many issues
11. Fixed bad logic with the age icon
12. Fixed Isabella's obedience
13. Fixed - Skills - Maid doesn't display training icon - was disabled
14. No assistant_rate["exotic"] calculation - was missing
15. Fixed perversion bug - bad logic
16. Fixed compassion bug – bad logic
17. Fixed slave price based on fat level code
18. Fixed the descriptions for gladiatrix and gymnastics training
19. Fixed the description for sanity
20. Fixed the slaver's mood description and tooltips
21. Fixed the slaver's standard of living not updating on decade change
22. Overhauled the entire rule system - code, logic, design, and screen (**major fix**)
23. Overhauled the master's storage screen
24. Fixed the music - instrument options
25. Fixed - barn is already purchased default
26. Maid & Cook can't be clicked on in the slave tab
27. Overhauled the guild contract system and added ranks, new icons, and logic (**major fix**)
28. Assistant traits aren't being calculated or displayed
29. Disabled the inactive memory trait
30. Fixed assistant assignments menu and descriptions
31. Fixed rank colors and tooltips
32. Fixed some of the slaver's stats and skills not leveling through use (**major fix**)
33. Stopped slaves from masturbating with negative energy
34. Fixed errors with the slave and assistant weapon inventory during matches
35. Disabled most of the Gastronom options if the apartment didn't contain a kitchen

36. Fixed incorrect data with 'Chainmail' and 'Yatserin' armors
37. Fixed an issue with 'Go to a restaurant' not fulfilling a promised reward
38. Fiend milking, done automatically with the rule, wasn't displaying 'satisfied' if successful
39. Fixed the logic for the better orgasm results to appear in Active Sex (stage 1)
40. Fixed an issue where energy could be greater than stamina
41. Fixed moodlets for sex activities
42. Fixed moodlets for compliments and encourage
43. Changed "makeup" in the Physique screen to "Beauty Extras" as it only had to do with perfume, beauty treatments, and manicures
44. Fixed the font colors of 'Beauty Extras', 'Bruises', and 'Scars' on the Physique screen
45. Fixed a double energy drain on sex lessons
46. Fixed the crazy insane ejaculate code
47. Fixed 'Virginity Restoration' not working for assistant
48. Fixed a nasty awareness (rational) drain bug that made it very difficult to increase this stat (**major fix**)
49. Fixed a large stamina increase (for the slave) just after gaining a new slave (**major fix**)
50. Fixed slave rating requirements for contracts and minor houses
51. Fixed and added the missing slave contract brand button if the slave was obtained via Guild Contract
52. Fixed the fame stats and tooltips so they match
53. Can no longer purchase alchemy ingredients without a lab
54. Fixed the 'order slave to drink Alcohol' option
55. Fixed the 'Fertility' button display – many logic issues
56. Fixed 'menu_take_bath' and 'menu_business' had the same ID #
57. Improved master libido formula so it works much better
58. Removed lots of code that was commented out but wasn't helpful for future development – smaller Jack.qsp file
59. Fixed 'Golden Cage' and 'Garden of Gethsemane' logic, energy, and rewards
60. No auto bathing if negative energy
61. Overhauled physical skills and stamina gain to make sense
62. Fixed the slaver's screen data and tooltip for strength
63. Earrings can no longer be worn without ear piercing
64. Fixed the 'Your assistant is escorting slave' text when no assistant exists
65. Fixed the incorrect text for Sports & Fitness training
66. Fixed multiple issues with Personal and School training tabs
67. Fixes school training text not displaying at all
68. Fixed a no text issue when selling slaves to the subpurchaser
69. Fixed a large fat bug where the slave couldn't lose weight if they had a high starting fat level (**major fix**)
70. Fixed the Guild Contract turn in – changed menu item to be more descriptive + logic fixes
71. Slave portraits not showing up in Gladiatrix contest and sparring matches
72. Fixed the blank page that displays when selling a slave to Farid
73. Fixed the starving message after getting a new slave and clicking on 'End of Day' for the first time
74. Fixed the auction button so it now takes you to the Slave Auction instead of the Slaver's Guild
75. Purchase sound wasn't playing when purchasing most items
76. Fixed the purchase sound playing when browsing slaver's clothing

77. Fixed several bugs and logic problems with the patrician quests for all districts (**major fix**)
78. Non-descriptive stomach ache text was changed to reflect a negative PMS state so it made sense
79. Fixed the blank screen issues after purchasing Helen or Yasmin from the Fog camp
80. Fixed Helen and Yasmin brand setting
81. Improved the medical center text translation
82. Improved the Fog battles text translation
83. Fixed Neoplasty already being done on slaves
84. Fixed new Fog Fiend size after turning in a Leviathan sized Fiend for special item/quest
85. Added the missing "Sports & Fitness" skill to the assistant
86. The assistant can now tutor the slave in "Sports & Fitness"
87. Scarring done in the Steel Rose no longer causes scars that need to be healed
88. You can now sell slaves that fit the requirements to Uncle Bo
89. Overhauled – 'Explain her position'. You can no longer do it more than once daily and three times in total. Improved the logic. Now adds a very small fear increase. Created a grayed out button for it. Closed exploit.
90. Fixed the get initial slave code in sandbox mode – works correctly now
91. I believe all missing picture issues have been fixed, including: massage, hug, rubbing, petting, orc, warg, and goblin
92. Overhauled Personal, School, Tutor, and Assistant training tabs, screens, and logic. Options will now be greyed out properly when unavailable. Lots of logic and tooltips were added to include all possible scenarios and provide information on why a skill cannot be trained. If you are unsure why a skill cannot be worked on this is the place to go and find out why.
93. Fixed a bug where the calorie count would be reset when using the Exchange button
94. Lowered the reputation gain in gladiatrix fights in the arena – balancing issue
95. Fixed the outrageous prices players were getting when auctioning off slaves – balancing issue
96. Fixed the logic and created new greyed out icons for 'Spend time together' and 'Give free time'
97. Removed 'accustomed to pain' experience from deep throat and blowjob. Adjusted all sex skills and activities to make sense. Added 'accustomed to pain' experience to all rape activities since they are forced and no effort is made to be gentle. The new logic helps prevent all slaves from getting the 'accustomed to pain' trait.
98. You can no longer have additional medical procedures while recovering from an existing procedure – most customers won't accept slaves still in recovery
99. Slave sin is no longer automatically reset on 'End of day' if the slave is placed in the cells/dungeon for punishment
100. Fixed a bug where visiting the slave auction with a current slave would cause you to lose your current slave with no reward or benefit
101. Overhauled the calorie code to fix multiple issues with weight gain and loss
102. Fixed assistant specialization data
103. Overhauled all slave related specialization code – Once a specialization has been obtained it can now be lost if the requirements aren't met. The assistant screen now gives out 100% correct information about the specializations that the slave is qualified for. The following statement is now 100% correct that the assistant gives you, "To match a particular profession, slave should have any suitable skill at least at the B+ level and also not less than her own rank." Previously, "and also not less than her own rank" was never factored into any formulas or logic. This has now been corrected. Example:

- customer requires a B+ ranked slave with the cook specialization. You leveled her higher than required – A+. The slave must now have a cook skill of A+ to match her own rank to qualify for the specialization.
104. Fixed the 'Goblins with girl' fog encounter so there are actually two goblins as the text describes.
 105. Lowered 'roundhouse kick' damage to a reasonable amount so the skill doesn't become an "I WIN" skill – closed exploit
 106. Lowered Flamberge and Butcher's Cleaver damage since they were overpowered compared to the rest of the weapons. – closed exploit
 107. Changed Stiletto damage to scale like the dagger – balance change
 108. Added hygiene and house mess adjustments to many of the activities that needed them
 109. Overhauled the 'get trophy girl' code when winning battles in the Fog. Several variables weren't being reset which caused multiple issues, especially with slave virginity. You now have a reasonable chance of getting a virgin slave from the Fogs unless the slave is in the process of being raped. Fixed some slave rating and stat issues as a result. You still have a chance of getting a better vanilla slave when winning the tougher Fog fights. This is a reward for defeating the tougher enemies.
 110. Fixed the last few buttons that were missing 'mouse over' tooltips
 111. Slaves will no longer gain any stat bonuses or penalties if the player just clicks on 'End of the Day' without doing anything in order to advance time – closed exploit
 112. Adjusted the minimum slave price for auctioned slaves to 20 sparks. This closes an exploit where players were purchasing new slaves for 5 sparks and then slaughtering them for easy profit.
 113. Having an assistant with the bath rule enabled will now bathe the master using the bathe radio button
 114. Added a master mood increase for erotic prizes and rewards
 115. Re-balanced Intellect bonuses - some activities were giving large bonuses while others were giving small bonuses - all fixed and balanced
 116. Fixed a nasty bug with the Exotic Outfit - coykili was very helpful in helping me find it so that I could fix it!
 117. Fixed several bugs with the guild contracts
 118. Closed the "no rules" exploit. Players were taking advantage of the devotion bonus formula which allowed slaves to gain devotion quickly if no rules were assigned. In order to gain a potential daily devotion boost you must have at least 3 rules in use on your slave now. There are 15 total rules to choose from and all 15 count in the new formula. Slaves don't respect a master who doesn't expect them to work or follow any rules (my logic for the change). Slaves also don't qualify for the boost if they have more than a 2 in Spoil. Slave training isn't Disney Land.
 119. Added a spoil penalty if at least 3 rules are not assigned to your slave. There are 15 rules to choose from and all 15 count.
 120. Closed an exploit with the 'Tremedio' spell. You can no longer max fear with a single spell while gaining no despair. The spell was way overpowering. The spell will now increase fear by 1 or 2 per cast. There will be a minimal despair gain but it's less than gaining despair using harsh punishments and training methods. The spell will backfire if you cast it on a slave that is already maxed on fear (5) and will produce negative results. I did add a small devotion gain fitting to the spell description of infusing devotion into the slave's soul. The spell is better balanced now and can actually be more effective if used over time.

121. Changed the 'sleep in my bed' behavior so that it doesn't add spoil as suggested by oratorio111. The slave doesn't want to sleep with you if they haven't gained devotion so it will now cause a mood and despair penalty
122. Tutor, School, and Assistant - Music Lessons - have been fixed
123. Domestic Issues - Business - Reports - Back - no longer results in a blank screen
124. Fixed Fiend Mating requiring a Dungeon instead of a Pen
125. Larger arousal drop for slaves doing relaxed sex activities and masturbation which results in an orgasm - before, it was very difficult to lower arousal in your slaves
126. Several spells were improved, re-balanced, and fixed to work like they were supposed to
127. Lowered slave payout prices - universal - money isn't quite as easy to come by
128. Fixed over a dozen bugs in the Tutorial - it is now playable
129. Added a requirement to the devotion bonus check - no bonus if fear is maxed at 5 - this makes sense since a slave that is deathly afraid of you shouldn't gain devotion (devotion is the opposite of fear) - this will force players to lower fear and not keep it maxed (if they want the bonus anyway, there are other slower and more painful ways to build devotion) - Fear should be lowered anyway once the slave builds up a decent amount of habit, awareness, and taming
130. D+ (rating 2) is now the minimum rank that anyone will ask of the slaver (except for Guild Contracts) - it wasn't worth all the obedience training just to train a D- slave for little profit
131. C+ (rating 4) is now the minimum rank that anyone will ask for Pet Ponygirl and Gladiatrix slaves - these are more difficult to train and no one wants to put in a huge effort for little gain
132. Added a spoil penalty if you give more than two rewards per day to your slave - slave's shouldn't expect a reward every time they obey (unrealistic)
133. Cleared a dozen additional variables on day reset
134. Improved forgotten sins and rewards logic
135. Improved spoil logic
136. 'Put in place' - improved logic and bonuses - can no longer be done more than once per day
137. Added penalties if 'Put in place' or 'Threaten' fail - these are successful most of the time so you won't experience the penalties (slave pride) very often
138. Added a small submission bonus to 'Threaten' if it is heartfelt (slave reaction)
139. Added a small despair penalty to 'Threaten' - makes sense since there were no downsides to doing this before, only benefits
140. Fixed the slave disobeys message – logic issues
141. Fixed Psy calculation
142. Fixed Lactation and Egglaying for slave and assistant – should add milk, eggs, or cream to inventory now for the assistant
143. Fixed a Lactation decrease bug when transferring a slave to be an assistant
144. Fixed a Neoplasty bug that was causing the old image to appear in the colosseum battles instead of the new appearance/image
145. Lowered the damage of morningstar – was overpowering
146. Fixed a bug with Egglaying that caused the pregnancy button to appear on the slave or assistant
147. Barn fixes by lamoli
148. Fixed by Strec - The last used weapon is now memorized
149. Elegant now replaces Graceful (maximum Style name) – no longer confusing
150. No daily devotion bonus if pride is maxed at 5

151. Assistant relaxed sex activities were using slave stats – fixed
152. Misc text fixes and adjustments for item descriptions
153. Rebalanced arousal gain and loss
154. Fixed an orgasm bug that occurred with several sex activities
155. Fixed the temperament increase with slave orgasm
156. Fixed a bug that was causing the free time variable to malfunction
157. Rebalanced melee weapons for the arena and Fog battles
158. Overhauled the pregnancy code completely (**major fix**)
159. Fixed a bug that was causing the incorrect image to display during certain activities
160. Overhauled the slave faint/unconscious code – slaves will recover from fainting more easily
161. Intelligence (slave) now properly affects skill learning rate (**major fix**)
162. Fixed the incorrect text message when losing sparring practice
163. Fixed a blank screen bug when doing punishments with -4 slave energy
164. Slaves can now get a parasite when doing sex training involving a tentacle fiend if they are fertile and don't have the fiend tattoo
165. Re-balanced slave punishments so they are all effective and useful
166. Assistant supervise slave rule now properly prevents slave suicide
167. Prisoners can die in prison from starvation or having stamina reduced to zero
168. Fixed a couple of bugs with forgotten (unfulfilled) rewards and sins
169. Special combat techniques will no longer disappear randomly (**major fix**)
170. Fixed the special combat technique menu to not allow the slaver to learn more than five special techniques
171. Fixed a bug in the combat engine that was causing all attacks to deal 1 damage (**major fix**)
172. Added a new function to reset the combat engine variables at the beginning and end of each fight/battle – fixed some odd bugs – added a lot of new variables to be cleared/reset (**major fix**)
173. Fixed all "get rid of her" actions and added new images
174. Fixed several bugs in Cryo sleep – slot 1 should work perfectly now but the additional slots still have issues
175. Fixed several bugs with who is assigned to perform the accounting
176. Made some minor balancing adjustments to the chariot races – added a better bonus for slaves having the dressage affinity – finally added the bonus for loli slaves and a small penalty for mature slaves
177. Fixed a bug with the subpurchaser who was giving out too many sparks for low quality slaves
178. Re-balanced most of the weapons in the game and changed their attributes to make sense. All typical swords are now flagged as slashing/cutting weapons. Changed the Naginata to be piercing since there were no two handed piercing weapons. The dagger is now flagged as a piercing weapon instead of slashing. More details in the Release Notes.
179. Improved the "Threaten with tortures" punishment - will always be successful if the Cruciato spell is cast beforehand and during the same day
180. Overhauled Cryo Sleep Storage – all six slots should work perfectly now
181. Fixed a bug that caused some of the story mode slavers to not be able to increase their tutor skill
182. Fixed numerous bugs with drugs and potions – still needs an overhaul
183. Performed more tuning on sin, virtue, arousal, fainting, unconscious recovery, masturbation, orgasm

184. Finished rebalancing all of the slave equipped gear – removed most of the attribute increases and moved them to skill training – more details in the Release Notes
185. Fixed several bugs with intelligence gain when training skills
186. Fixed the assistant's attribute tooltip display
187. Fixed and cleaned up the assistant Appearance code/options
188. The game will be less harsh with old save games. I forced the game to refresh all its databases once every decade. This will get you half way there but doesn't completely solve the issue. The game will be more forgiving with old save games as in all past releases save game compatibility was 0%
189. Fixed the location the player ends up after a Gladiatrix contest
190. Fixed various text, data, and tooltips in the combat engine during battles
191. Overhauled the Tutorial – many bug fixes (missing screens, removed the exchange and room change buttons, rebalanced the tutorial, slave fixes, menu bugs, navigation bugs, etc.). Tested the Tutorial with all three starting slaves. **(major fix)**
192. Slaves can get injured again from torture and other abuse based on the slaver's skill
193. Fixed a nasty bug that was causing the slaver and slaves to inherit items they weren't supposed to have
194. Fixed a nasty Courage bug that was causing major issues with the obedience formula (if the slave had the courage affinity/trait)
195. Rebalanced the repulse settings on all of the activities to make better sense – lowered common activity repulse (amount they will resist the action) settings for take a bath, clean, cook, gymnastics, and sports & fitness training. Rebalanced all the sex training skills to be logical
196. Start Menu fixes – whenever the game took the player back to the main start menu, many variables weren't being reset and the menu was sometimes scrambled. This was causing all sorts of issues and could result in corrupted save games. The Start Menu now works properly if the player is returned there (slave death, game loss, etc.) to start a new game. **(major fix)**
197. Sending your slave to the dungeon no longer cures a parasite pregnancy
198. Fixed manual Fiend milking to be done every other day like it was supposed to when this was overhauled several versions ago – also increased spawn semen gain
199. You can now train multiple Arena Grand Champions **(major fix)**
200. Fixed the Sententia Veritas spell to stop giving out sin or virtue when doing the same activities repeatedly – also fixed the spell to modify sin or virtue the next time it is gained and not for the entire day (as described in the spell description)
201. Fixed and overhauled dual wielding to work 100% of the time and not just for the first fight of the day **(major fix)**
202. Re-balanced the group fight with the fugitives to be a bit easier – was sometimes harder than beating the Absolute Champion
203. Re-balanced the Arena Fiend to be identical to the Mature Fiend in the Fogs – this fight will be more difficult now as before it was too easy
204. Fixed numerous bugs and errors with weapon variables and keywords – some weapons were moved from their current category into the correct one (Trident and Mace are now properly flagged as one-handed) **(major fix)**
205. Fixed slave #28 bad picture links
206. Adjusted the arousal formula to be more realistic and factor in additional variables
207. Fixed a bug where if the slave, prisoner, or assistant were pregnant their ovulation continued and wasn't set to zero (their menstruation cycle still works and cycles correctly after pregnancy)

- 208. Fixed the extra specials during gladiatrix contests (throw net, shield bash, etc.)
(major fix)
- 209. Fixed the district picture display not changing when changing districts
- 210. Energy loss now occurs on all travel methods – closed exploit
- 211. Fixed the block tooltip text (no longer reversed) during combat
- 212. Pollen now increases energy by 5 instead of maxing energy
- 213. Adverto Servili now increases slave energy by the amount equal to their stamina score instead of maxing it
- 214. You can no longer enter the same slave more than once during the same gladiatrix contest day
- 215. You can enter as many slaves in gladiatrix contests as your highest reputation score (brand or guild) during the same contest day
- 216. Unbranded slaves can no longer enter Arena or Colosseum events
- 217. Fixed threesome menu option not appearing for slave and assistant
- 218. Overhauled the slave and assistant trait system – fixed numerous bugs where experience wasn't being added or calculated properly to give out certain traits – fixed trait popup notifications – cleaned up the whole trait system and code **(major fix)**
- 219. Previous weapon configuration is now saved for the slaver, slave, and assistant
(major fix)
- 220. Made minor fixes to how the Easter Egg feature is triggered
- 221. Made minor fixes to arousal gain and loss
- 222. Removed references to the Nurse specialization and changed them to Witch doctor
- 223. Wearing the bull ring will now keep energy at one instead of zero to prevent strength loss when it dips to negative and then is brought back up to zero
- 224. Engine fixes by **beaver14** – the game will no longer auto save on exit – fixed quick load functionality
- 225. The price you get for selling your slaves in the auction is no longer based on your current slave's value (affects slaves won in the Fogs when you already own a slave)
- 226. Previous text from other activities no longer spills into the first end of day event
- 227. You must now cure a parasite infection before having Oviparity (egg laying) performed
- 228. The auto Sentia Veritas spell no longer creates an endless loop when the slave resists the spell
- 229. Putting a slave in any type of storage or changing their type (cryo, cell, slave to assistant) no longer causes them to lose their favorite weapon style for gladiatrix contests
- 230. Fixed a bug where days weren't passing for slaves in a prison cell
- 231. Optimized the end of day code and handling to be faster and more efficient
- 232. Fixed Fog rewards being given out when the player cancels the Fog encounter
- 233. Fixed Story Mode characters from having the White Town home available from the start
- 234. Fixed Vatican Champion doing insane damage the longer you play the game – Note: displayed damage is still incorrect but the applied damage is now fixed and correct
- 235. Fixed slave generation that was producing lots of slaves with 1s in most stats
- 236. Fixed a bug where causing a slave to go unconscious/faint allowed the Exchange button to switch the slave to the assistant position and gain devotion the slave hadn't earned
- 237. Fixed several bugs that allowed once a day spells to be cast on a slave multiple times if the slave was moved in and out of a prison cell or cryo sleep during the same day

238. Arousal rate can no longer go negative for the slave and assistant
239. Fixed spoil so that it has a larger impact on slave obedience – players were ignoring spoil and bypassing normal game mechanics since it didn't affect the obedience level enough
240. Obedience progress will be greatly slowed if spoil is at 4 or 5
241. Spoil will be increased if at least three rules are not assigned for the slave to follow – slaves have little respect for a master who doesn't expect them to follow any rules. This requirement is still adjusted by the Obedience Difficulty setting
242. Sensual Massage has been adjusted so that it now increases spoil and 50% of the benefits of this activity only occur if the slave has a devotion of 2 or higher
243. The Domini Dictum spell no longer forces slaves to take drugs and potions
244. Slightly increased the repulse value of Philtre and Water of Lethe potions – it will take more trust/obedience for a slave to consume these potions
245. Cut the benefits of the Philtre/Love Potion by half – was too powerful
246. Adjusted the Easy Obedience Difficulty setting to cap Spoil and Angst/Hate at 3
247. Garden of Gethsemane reward now lowers slave arousal
248. Fixed numerous logic problems with buttons and menu options enabling and disabling properly (**major fix**)
249. Fixed the task order for slave and assistant to be consistent in the 'End of Day' messages
250. Previously the slave and assistant task messages were in different orders - now they are the same. I also changed the order to make more sense:
 1. Rest message if the slave ended the day with spare time - this time always occurs before dinner since slave training takes place in 5 two hour blocks (energy) before dinner
 2. Cooking
 3. Eating dinner
 4. Milk the tentacle if needed
 5. Clean the house
 6. Baths
 7. Masturbation if the slave meets the conditions for it and there is no rule against it (occurs just before or at bedtime)
 8. Tentacle growth event if it occurs
 9. Menstruation event if it occurs (slave wakes up with a bloody mess)
2. Fixed some wonky menu positioning, especially for any two-column menu
3. Fixed earning a virgin slave from a Fogs battle. Testing showed 50 out of 50 battles with the orc gave a non-virgin slave (the encounter is marked to give a potentially untouched slave).
4. Fixes to end of decade Billing code. Moved cryo-rental to "rental" section. Made Discount/Fines section make more sense.
5. Fixed Felicity, Lord Spectre, and Mace buttons to have gold border like all the other ones.
6. Reversed Musician ranks to be consistent with the buttons.
7. Various text transliteration to make it sound more natural.

Many more! These are the main bugs I wrote down but fixed numerous small bugs as I found them.

Bug Fixes that didn't make it into the 1.7 release (sadly):

Barn - needs a major overhaul to get working correctly. Update: Basic functionality has been restored thanks to Lamoli

Active Sex - I did make small improvements to this but it needs a hefty overhaul to work correctly. It kind of works if you are wearing "Chimera's gem" (added code to try and help the situation)

New Features & Enhancements

1. Added over 100 lore friendly names to the slave name pool
2. Added tooltips, rank info, name, age, and traits info to the assistant screen
3. Added rank info, name, age, and traits info to the Slave Market screen
4. Added name and age info to the slave screen
5. Improved the effects/bonuses of many of the actions in game (stage 1)
6. Added slave age info to the Anatomy tab for slave and assistant
7. Removed Isabella as a possible slave name so that you couldn't have two Isabellas (avoids confusion)
8. Changed "SUMMARY" to "ATTRIBUTES" to be more descriptive
9. Changed a few of the attribute names to be more descriptive (i.e. (0) Uncaring -> (0) Heartless)
10. Changed the fat variables - "Healthy weight" is now level (3) (fat=3) instead of (5) - (4) Voluptuous (fat =2), (5) Model (fat = 1), (0) Underweight (fat=0), (4) Overweight (fat=4), and (5) Obese (fat=5)
11. Improved the layout and design of the slave, assistant, and master screens
12. Raised the Slaver's starting points from 600 to 800 on custom games (seemed too low and made it difficult to progress and train slaves)
13. Overhauled the slave price system (stage 1) - attributes that are harder to level have increased weight with positive and negative slave price
14. Overhauled the slave rank system (was a mess). There were only six ranks (0) - F, (1) - D-, (2) C-, (3) B+, (4) A+, and (5) S+. Now there are a total of 11 ranks with tooltips to help you all the way to get your slave to rank S+ (rank 10). New ranks: D+, C+, B-, A-, and S-.
15. Free normal baths - I thought it was silly to have to spend 1/5 of your day on a bath. In real life you have at least 12 productive hours (24 hours - sleep - meal prep/travel - eating - getting ready - hygiene (non-bath/shower), etc.). There is no way that a bath or shower takes up 1/5th of your day (2.4 hours). Franky, I got tired of having to reserve one energy at the end of each day for this purpose. It became tedious and unrealistic.
16. Added a trait to the 'Trait' section for the slave and assistant if they win the Grand Championship in the Colosseum/Arena. Currently they could only get "Arena Champion".
17. Spa & Massage and Full Beauty Treatment will now properly clean the slave
18. Renamed boring talent affinities to better, more descriptive names
19. Added two potential results for the Dancer affinity - Exotic Dancer and Ballerina
20. Minor improvements to the Bull Ring, Snake Talisman, and Chimera Gem. They now do what they describe in game.

21. Combined 'Sports' & 'Fitness' training since there were increasing the same variable and it caused confusion
22. Fixed the attributes display so they appear in the same order throughout the game
23. Chariot races, Gladiator fights, and Slave auctions not occur once a week on the same day
24. Renamed the 'butcher slave' and 'slaughter slave' options to reflect what they actually do
25. You can now have a threesome without an assistant
26. Added a small arousal drain for relaxed sex activities for the slave
27. Added some minor healing effects to 'sensual massage'
28. You no longer automatically get a pig (requires a barn), a spider (requires a dungeon), and a sea tentacle (requires a dungeon)
29. Added Laboratory count data to the master storage screen – was never implemented
30. Made a lot of improvements to Isabella – better stats, skills, traits, dialog, etc.
31. Slightly better slaves from winning a Fog fight in Patrol the Fog
32. Slaver now gets small bonuses when winning fights in the Fog
33. Improved arena fight rewards
34. Added bonuses for sparring matches (there were none previously)
35. Removed the annoying min – max level messages when creating your hero
36. Minor improvements to some rewards and slave activities (stage 1)
37. Changed 'Move' to 'Travel' to better reflect travel button behavior
38. Greatly improved the radio button behavior to factor in rules and use better logic
39. Included more pictures for the Gymnastics activity
40. Improved the pet tentacle logic
41. Made many improvements to NPC dialog
42. If you forget to cook a meal at the end of the day the slaver will automatically do it so he doesn't starve (must have positive energy)
43. If your house gets really dirty and no one is assigned to clean it the slaver will do it grudgingly (must have positive energy)
44. Added an extra text message when talking to the subpurchaser so players don't get confused and sell their contract slave to the subpurchaser
45. Implemented a more robust scoring system for story mode patrician quest completion
46. More money and hero points for Sandbox mode - \$10,000 and 1600 hero points - for a jump start into the game
47. Split tongue no longer resets oral skills – the benefit far outweighed the penalty
48. Added the Travel icons to the city menu screen for easier navigation
49. Added missing tooltips for 'Graceful' and 'Charming voice' traits
50. Colored negative traits red
51. Earn a little bit of coin by winning Gladiatrix fights in the arena
52. Added a rating icon for the assistant on the main screen
53. Added a possible negative consequence when purchasing cloned slaves – before you could purchase C+ cloned slaves which were already partially trained with little to no consequence
54. The Music skill now gives a small Intellect boost similar to Secretary training
55. Improved the pregnancy detection code
56. Added PSY calculation for assistants
57. Slave purchasers are a lot smarter now. You cannot sell them "junk" or "damaged" slaves anymore without them taking notice. Slaves can be rejected for health and mental issues as well as for pregnancy.
58. Added icons and logic for assistant parasites, pregnancy, illness, and wounds

59. Added 'mouse over' tooltips for all items on the main screen that were missing them, including: Alchemy, Ask, Affect, Prison, Cryo storage, Personal training, and fast radio buttons (sex, reward, punishment, bathe, clean house, cook meal, and milk fiend)
60. Added stamina as a requirement for the lower slave ranks
61. Stock rating in the slave auction no longer includes obedience and devotion in the formula. This prevents all slaves from having an F- rating. Obedience and devotion are always obtained later (once you acquire a new slave for training). This means that the rating in the slave auction and slave screens (once you purchase the slave) may be slightly different but it better reflects the quality of the slaves in the slave auction.
62. Gladiatrix skill is now in opposition to Pet and Horse skills. This means a high Gladiatrix skill will make it more difficult to raise Pet and Horse skills and vice versa. Only an expert slave trainer with a very obedient slave can get all three skills maxed. The reason for this (besides an increased challenge) is the three skills require opposing attributes for best success. Example: Gladiatrix skill excels with a high Nature attribute while Pet and Horse skills excel with a low Nature attribute.
63. Slaves will be more resistant in training Pet and Horse skills as they go against human nature. Slaves still get bonuses and less resistance from positive pet and horse affinities.
64. Overhauled the obedience formula for a more gradual progression. In the past, a slave resisted for a day or two and then mysteriously started obeying all orders. The curve is more gradual now and it will take longer to obtain obedience in a slave. This will also slightly increase the challenge of the game. **(major feature)**
65. Brand Reputation and Guild Reputation are now split into two attributes. They are increased and affected separately. Anything involving the guild will increase guild reputation while everything else will increase brand reputation. **(major feature)**
66. Initial slave price has been reworked for fame and I also improved the formula
67. Your slave can now die more easily due to starvation
68. Added slave virginity chance as follows: Loli – 80% virginity chance, Young – 50% virginity chance, MILF – 20% virginity chance. This is before all other adjustments such as the world they are from and their background. This should be a lot more realistic.
69. Added new logic to the 'Spread Rumors' options in the Central Forum and the Gentlemen's Club. You no longer get an automatic increase to reputation. The chance is random and also based on your current reputation and other factors. The higher your reputation the harder it will be to increase it using this method. This helps prevent players from exploiting this feature and getting an easy reputation increase.
70. Increased the difficulty of gladiatrix matches in the arena – you now have to earn your wins
71. Increased the difficulty of battles in the Fog – increased challenge – come prepared or die
72. Re-wrote the slaver attributes and skills, logic and calculations for greater flexibility – some things didn't make sense with the "one size fits all" code/logic. **(major feature)**
73. Fame now properly affects the slave rating. I removed the one line hack and put in proper logic and handling for fame. I had to modify or add over 100 lines of code to make it work correctly. Beauty or Fame will raise the slave rating properly now. All the tooltips for slave rating have been correctly adjusted as well. **(major feature)**
74. Added a beauty requirement for all customers requesting a 'concubine' slave except for 'Garsid the Inseminator' who doesn't care about beauty. Requirement is as follows: Low rating concubine beauty requirement – B+, Medium rating concubine beauty requirement – A+, and High rating concubine beauty requirement – S+. Example: if a

- customer requests a D- concubine slave, she only has to have a beauty of B+ to qualify. If they request an S+ concubine slave, she has to have a beauty of S+ to qualify.
75. Customers requesting a 'concubine' slave also require the slave to have low body fat (Model or Voluptuous) and some charm.
76. Putting a magical brand on your slaves will now allow them to be tracked if they try and escape
77. Lowered the slave skill increase rate a bit so they will increase in level more gradually – this will increase game difficulty slightly
78. Added rating info with colors to all of the sex sub-skills – no more guessing on what level they are **(major feature)**
79. Reworked the despair, fear, and spoil logic and formulas to make better sense and help the game to work better as a whole
80. Creatures in the Fog now have strengths and weaknesses. A creature may be resistant to one or more damage types – lore friendly – difficulty increase
81. 'Sleep in my bed', 'Boudoir', 'Fresh Food', and 'Eat my leftovers' were re-written to make them rewards for excellent obedience and gained devotion. Before they were easy exploits to obtain good slave mood without penalties. Giving these rewards too early will result in a rapid spoil increase and possibly other smaller penalties. None of them have any negative consequences once the slave obtains a moderate level of devotion and will actually be beneficial.
82. Slave generation is more random now. You will see less of what I call "blank slate slaves" with no starting skills. Slaves will have more starting skills to reflect real life. The increased starting skills are based on age. For example a MILF aged slave will have more starting skills than a loli aged slave which makes sense. Slaves now have a chance of starting with one or more piercings and/or tattoos (like real people) (exception: loli aged slaves – too young to start with them). There will be a rare chance of getting a really good slave in the slave market and other locations (random chance or luck). **(major feature)**
83. Added additional messages if your slave is close to death, faints, or is close to fainting
84. Drastically changed the rating formula for stock slaves (slaves that are purchased from the Slave Market and the one's you get from Guild Contracts, etc.) - Only the slave's attributes, beauty, and fame are part of the formula now (no skills of any kind). This better reflects the quality of the slave since you have to train skills, obedience, and devotion anyway with all slaves. Between the new rating and the new slave price you should get a really good idea of the slave's quality
85. Overhauled the specialization system - gaining specializations will now be a bit more difficult but I believe it is a better system - It is easy to level up common skills anyway. See the Release Notes for details on these changes! **(major feature)**
86. Added a Buyout button/option to the Slave Market - you can now purchase any slave outright if you're willing to pay 2.5x the initial asking price - most slaves end up going for 1.5x to 2.2x the initial asking price
87. Added an Easter Egg feature - you'll eventually come across it the more you play the game - certain conditions have to be met before it will manifest itself - bragging rights to the first person who finds it – Update: evergrey gets this honor **(major feature)**
88. Sell sound added when purchasing a slave from the auction at the Slave Market
89. Added additional ways to increase temperament
90. Gave additional bonuses to the Gladiatrix affinity – makes a noticeable improvement during battle

91. Added a debug info screen and button to the main menu – displays obedience variables and information – made a nice user interface for it - you have to wear the Raven Crown to access it
92. Added a Trophy Room to the game. You can now collect trophies of your wins in the arena and Fog! Created a new button for it on the main menu. Created a nice user interface for it. Now the completionists will have additional things to do! **(major feature)**
93. Added a new topic to the slaver's Objective screen that details the new specialization system. Also added a link to the topic in the assistant's specialization info (what specialization the slave qualifies for) screen
94. Improved the slave pictures of Yasmin and Helen
95. Added two traits for the Chariot races – Race Champion and Race Grand Champion – you have to win a certain number of races to get the trait – no special event text/code yet
96. Added Race Champion and Race Grand Champion as new trophies in the Trophy room
97. Added a chance for slaves to get scars when wounded
98. Added a new button on the slave and assistant portraits to display their current sexual arousal – range is 0 – 5 like most attributes and skills with 0 being no arousal and 5 being maximum arousal – created six new number buttons to make the feature work
99. Added the Trident as a new purchasable two handed piercing weapon – now there are two weapons of each damage type in the two handed category
100. Added two new special combat techniques – Riposte (piercing) and Face Butt (crushing) – now there are two special combat techniques for each damage type (slashing, piercing, and crushing) – before slashing had two techniques while the other two categories only had one **(major feature)**
101. Added new buttons on the main screen for Cryo Storage when storing multiple slaves so that it will be easier to toggle between them and get them out of storage without having to go to the cell storage in the Serpentine district
102. Added a new naval slot and belly ring item to take advantage of the belly piercing option in the Steel Rose piercing shop in the Necropolis district – works for both the slave and assistant
103. Added a new tongue slot and tongue barbell item to take advantage of the tongue piercing option in the Steel Rose piercing shop in the Necropolis district – works for both the slave and assistant
104. Added a weight indicator to display the chariot's weight while selecting chariot upgrades
105. Added a few more Appearance options for Isabella - it's far from perfect as she is too difficult to match in appearance without hiring an artist to duplicate her
106. Added a Debug Info Screen to the assistant – must be wearing the Raven Crown to access it
107. Added colored names with level indicator to the sex categories for the slave and assistant
108. Assistants now gain full benefits from equipped gear just like the slave
109. Assistants can now be trained in Sex Education! **(major feature)**
110. Assistants can now perform Acrobatics, Concert, Strip tease, Erotic Show, and Lesbian Show
111. Assistants can now take drugs and potions! (Drugs and Potions need a full overhaul but this is a good start) **(major feature)**
112. Finished overhauling the Water of Lethe potion – it is very useful now and can aid in obedience training as it partially wipes the mind of the slave – can damage the slave's intellect – tips from **Viinser**

113. Obedience Difficulty Settings added – Easy, Classic/Normal, Difficult/Hardcore (three total settings) **(major feature)**
114. Auto Casting options for Auspex, Sententia veritas, and Magna magnifika – Silent or verbose option for the auto cast – feature done as a favor and reward for **oratorio111**
115. Added additional ways to recover a slave who ran away – branded and wearing a slave collar – guild recovery if it is a guild contract slave
116. Added tons of code to handle the assistant's ability to do Sex Education, drugs, performances, potions, fainting, death, etc. (+1000 lines of code)
117. Starting sparks has been adjusted to 1500 for custom game, 10000 for sandbox game, and 1500 for story mode characters: Milord, Robespierre, Blade, and Silk Daddy. The more difficult story mode characters were left untouched at 1000 starting sparks for those wanting a hardcore gaming experience
118. You can now visit the various rooms in your apartment and do some activities in non-typical rooms. Added a yellow radio button towards the bottom of the screen **(major feature)**
119. Added a Mace to the game as a one-handed blunt weapon
120. Added a werewolf hero to the game to fill in the last open hero slot in story mode. He has an interesting story and starts off a bit different than the other heroes. No cc just a few minor twists here and there
121. Added starting sparks to the hero display in story mode
122. Discover a new unique hero weapon in the game **(major feature)**
123. Enhanced the overhauled Tutorial mentioned in the Bug Fixes section. Added 'Drink a potion' option. The tutorial now gives more slave and slaver gear, BDSM items, and a few starting drugs and potions. Made improvements to the slaves and difficulty balance.
124. The player can now select the amount of sparks to start with on a custom game
125. The player can now purchase faction with the various districts on a custom game
126. Added an End of Day message for assistant menstruation since the assistant can get pregnant also when ovulating during her cycle
127. Added the amount of spawn semen collected to the end of the text description for Fiend Milking – slave and assistant
128. Greatly improved and expanded the dual wielding system. The slaver, slave, and assistant can now dual wield any one-handed weapon in the primary and secondary slot. If you want to dual wield two swords you can. If you want to dual wield a Mace and a Bastard Sword I'll let you do it. Any combination of one-handed weapons will work for dual wielding now! You are no longer limited by using only secondary weapons in the secondary slot. The first weapon you choose will be your primary weapon and the second will become your secondary weapon (if you choose to dual wield – you don't have too). **(major feature)**
129. Added a new post-Patrician quest – Spoiled Princess – a unique challenge to test the best of the best – it's the most advanced quest next to the Patrician quest – visit the Central Forum for details – you must be wealthy (minimum of 15000 sparks) and have a minimum of 3 in both brand and guild reputation to begin this quest (and of course have achieved Patrician status) **(major feature)**
130. Image of spoiled princess was improved and enhanced by **daggothzasz** and crushboss
131. Improved and changed some of the picture choices for Isabella and the spoiled princess
132. Added a new button on the screen next to the game options that allows players to manually refresh the databases in the game. This should only be done if you are having an issue, upgrading a save game from an earlier version, or if I instruct you to do so.

133. Add choice whether to accept Lord Spectre's quest. It's your life on the line, it felt only fair to be able to hear him out before getting stuck with a potentially deadly situation you're in no way ready for.
134. Added Breast Reduction option for Slaves/Assistants at the Technosphere, because some of us feel over a good handful is just a waste. ;)
135. Rewrote the guild auction system a bit. Buyers now have a bit more randomness with their finances so the same people won't be buying the same stuff every time. Also added a bonus for exceptional or prestige slaves, such as arena champions, slaves skilled in multiple roles, and slaves with specialized sexual abilities.

NOTE on radio button 'mouse over' tooltips: I had to place these tooltips above the buttons which means that a tiny bit of text may be cut off. We will have to live with this as putting them to the left of the buttons as originally coded caused major graphic artifact issues. If you don't know what those are be happy! It's a game engine limitation.