

v0.7 – Masturbation Edition

Changes and Bugfixes

Layout

Added in an option to let you restart the game once you got to one of the endings via a link.

Changed when checks for certain things occur (for example, you will not be forced to orgasm if you have just paid for sex).

Changed the forced orgasm conditions to only occur when you are not in the areas with prostitutes (to give you a chance to pay for sex rather than being forced to masturbate).

Changed the text format in the encountered NPC box to make it more compact.

Transformation text should be separated more from other text to make it clearer.

Changed how unaffordable items are displayed (now all are shown with the text struck through and you can't click on them).

PC Transformations

Anthro-style transformations will no longer have you losing the use of your hands and inventory.

NPCs

The alchemist now sells a limited quantity of Kaleidoscope powder. That will cure you of any transformations.

TF NPCs will now only accept one of each item during one "visit" (they'll consume any triggers/cure in their possession, but you can only give the fetish/ward once).

PC Interactions

Adjusted how masturbation works, and added in missing text for masturbation actions.

v0.6

Changes and Bugfixes

Layout

Added in space between different "sections" of text, which will hopefully make it easier to parse which text goes together in the same block.

Added in a section (NPCs) that keeps track of "important" NPCs, how many times you've "seen" them in their cycle, and what they have in their inventory.

PC Transformations

Fixed a bug which, amongst other things, prevented the bear transformation interaction from happening correctly.

NPCs

Grant's name correctly appears.

Added in a new NPC (the fortune teller) that will offer you advice and hopefully clear up a few things that might be difficult to understand.

v0.5

Changes and Bugfixes

Layout

Removed links when player reaches an ending.

Fixed a formatting issue in one of the ending texts.

PC Transformations

NPCs

Added in text when people don't have anything that you can afford to buy. (May change this to showing lists of unpurchaseable items but crossed out.)

Changed who sells tickets from the vendor to the barker in front of the Tent of Strange Beasts.

Fixed a bug where the guards turn up when they should not.

PC Interactions

Changed the inventory to display different "usages" in different options following the name of the inventory item.

Removed "Otherwise, you can travel to the following locations." as it was causing a bug.

Fixed bug where the message indicating that the treasury door had vanished did not show up.

Made it legal to urinate in the Deep Forest.

Added in a missing price for a particular item.

Fixed a bug where giving items to the NPCs didn't have the effect they should have.

Fixed reported typos.

v0.4

Changes and Bugfixes

PC Interactions

Temporarily turned off the option to prostitute yourself.

Fixed the bug where drinking until you urinated did not give you the messages you should have received.

Fixed a bug where eating and drinking from the food/ale tents caused you to lose an item from your inventory if you had one.

Fixed a bug that stopped the proper evaluation of the chopping wood activity.

v0.3

Changes and Bugfixes

PC Transformations

Added in TF description text and endings for the following: beaver, salamander, spider and tanuki. Other than revisions, this will be the all the TF text for the game!

NPCs

Changed the text to make it clearer that TF NPCs stay at the location until the player moves.

Filled in actual text for the beaver NPC for when you give him items.

PC Interactions

Everything that should have a price has an initial value; these will be changed if I get feedback that they need to be changed.

Filled in some missing text descriptions for events at the Bathers location, and for when you eat too much.

v0.2

Additional Comments on Feedback

How-To Guide On Saving/Condemning NPCs

Saving

The easiest way to save everyone is as follows:

1. Visit the charm seller.
2. Donate them up to 6 gold.

1. This raises your karma high enough that he starts selling the “real” wards (rather than the fetishes).
2. You can also donate to the alchemist to increase your karma.
3. Buy everything from him.
4. Go visit the alchemist.
 1. Usually she sells triggers as “cures”, but because of your high karma, she should sell actual cures.
5. Buy everything from her.
6. Find each of the NPCs and give them the appropriate cure and ward.

Condemning

This is identical to saving, only you don’t donate any money. This will supply you with the fetishes and triggers.

How Transformations Work

Basically there is 6 levels of transformation (0-5 inclusive). 0 means you aren’t transforming into anything. 5 means you have fully transformed. Based on some variables, after a certain amount of time if you are transforming into anything, there’s a random chance of you transforming during the next interaction.

This next level of transformation is affected by a lot of things, the easiest to explain are the inventory items:

If you have the right ward for your transformation, you no longer transform.

- These are sold by the charm seller when you have high karma; the easiest way to get this is to give him or the alchemist 6 “donations” of 1 gold.

If you have the right fetish for your transformation, you will automatically transform at least one level at the next interaction stage.

- These are sold by the charm seller when you don’t have high karma.

If you consume the right cure for your transformation, it removes your transformation (sets the transformation level to 0).

- These are sold by the alchemist when you have high karma.

If you consume the right trigger for your transformation, you go through an additional transformation than you would otherwise. Additionally, if you consume any trigger and you aren’t transforming into anything, you’ll start transforming into that thing.

- These are sold by the alchemist when you have normal karma.

Generally, these items have the same effect on TF NPCs as you.

Another thing worth noting is that you can’t cure partial TFs (the ones listed below).

Changes and Bugfixes

Layout

Cleaned up screen layout: shifted things around and added scroll bars to the inventory and player description.

Made it so the main game area started scrolling from the top rather than the bottom.

Added in the first iteration of a map of the camp to make it easier to get around (currently it's just a list of locations you have visited).

Changed how the text is displayed: characters at a location now appear after location descriptions.

PC Transformations

Changed how the beaver TF is triggered from possessing the cursed version of the axe to using the possessed version of the axe.

NPCs

Made it easier to meet all of the TF NPCs before the next "round" of transformations by forcing you to meet all of the remaining ones before it advances.

Made it so that TF NPCs stay at the location until the player moves. (The text hasn't been changed, but I'll work on that.)

Stopped Richard and Robert following you when you were visiting the prostitutes.

Fixed bug in the requirement to eat food to do farmer and woodcutter events (you need the (cursed/normal) axe for woodcutter events, and just the bow needed for archery events).

Added in some placeholder text for the beaver NPC for when you give him items.

PC Interactions

Put in some messages after you've eaten food and drunk ale, which should hopefully make it clearer that they've been consumed.

Tried to make it clearer that you should have eaten something in order to get quests here.

Fixed a bug where urinating-imprisonment messages weren't displayed correctly.

Fixed a bug where you got too horny, but the forced masturbation message did not display.

Fixed a bug where you couldn't masturbate if you were too transformed for some TF types.

Included descriptions about what happens when you used items in your inventory.

Fixed reported typos.

v0.1

Game Layout

[BUGFIX I'll be cleaning this up later on, and changing the order of the text.]

Full TFs (ones with NPCs and items)

Bear: triggered at random by wandering through the forest.
Beaver: triggered by possessing the axe while it is still cursed, at random
Deer: triggered by visiting the bathers without the protection of a ward
Donkey: triggered by committing too much "sin"
Goat: triggered at random from doing the farmer's quest
Lion: triggered by visiting the exhibit in the Tent of Strange Beasts
Otter: triggered by urinating beside the river
Pig: triggered by overeating

Partial TFs (no NPCs or items)

All triggered by visiting the exhibit in the Tent of Strange Beasts)

Gnoll
Naga
Salamander
Sasquatch
Spider
Tanuki

PC

Ale and Urination

Drinking ale fills your bladder, and increase your "sin".
If you drink too much ale, you will automatically urinate; it'll also "empty" your bladder but make it fill up faster.
Urination empties your bladder, but before the bell starts ringing:
If you urinate anywhere away from the river, you should be imprisoned for a number of turns and commit a "sin".
If you urinate at the river, someone should push you in (triggering the otter TF).

Food and Stomach

Eating food fills your stomach
A partially full stomach allows you to "work" some jobs.
Eating too much will start the pig TF; it'll also "empty" your stomach but make it fill up faster.

Labouring and Gambling

Cut wood if you have an axe (cursed or not) to earn money. Requires a partially full stomach.

Sometimes you can look for a lost goat, which will sometimes earn you money.
Requires a partially full stomach.

You can prostitute yourself out at the male prostitute's tent.

You can enter the archery tournament; being drunk on ale can inhibit you from winning.

You can gamble for money: a 6-sided dice is rolled; you win if your number comes up. Like regular gambling, it is considered a "sin" and is stacked in favour of the house.

You can gamble for TF: you face off against someone else, choosing from 3 vials (one triggers/advances a transformation, one decreases your TF level but doesn't cure you, one does nothing)

Sex

Once you have been afflicted, your lust will start to increase allowing you to (depending on the conditions) masturbate or orally pleasure yourself.

This will automatically happen if your lust becomes too high.

You can have some sexual interactions with some of the TF NPCs.

You can also hire male and female prostitutes.

[BUGFIX: Most of this text is missing; I will fill it in later].

Sin

Increases on drinking, eating too much, having sex (with yourself or others), gambling, and stealing gold from the treasury.

Committing too much sin will trigger the donkey TF; it'll also "empty" your sin counter, but make it fill up faster.

Stealing Gold

Requires the lockpick; decreases your karma and causes a random partial TF to be inflicted upon you.

Having too much gold and stealing more will trap you inside, sealing your fate.

TF

See above for specific triggers.

Will advance at random under certain conditions.

You cannot access your inventory or gold after you lose your arms to the change.

There are five levels of transformation; the head change leads to one of the endings.

Full TFs

- Also triggered by consuming the associated trigger item from the alchemist (which is what is normally sold).
- Cured by consuming the associated cure from the alchemist (available at high karma levels).
- Having the right ward stops the transformation from progressing (available from the charm seller at high karma levels).
- Having the right fetish guarantees at least one transformation level per game update (available from the charm seller normally).

Partial TFs are also triggered by sneaking into the tent without a ticket, and stealing gold

Karma

Karma mainly affects what the alchemist and charm seller sell, and certain endings. Increases by donating to the alchemist and charm seller; giving cures and wards to TF NPCs; doing "helpful things" like chopping wood and looking for the goat. Decreases by giving fetishes and triggers to TF NPCs, and stealing gold.

TF NPCs

There is one TF NPC for each full TF.

You meet each of them once; then (presently) half of all those remaining (not saved or doomed) before they each "advance".

You can give appropriate items to the TF NPCs.

- Cures (when given to NPCs) resets the appropriate NPC.
- Fetishes (when given to NPCs) dooms them if they are fully transformed (they won't be encountered again until the end, and are given to the demon).
- Wards (when given to NPCs) saves them if they are cured (they won't be encountered again, and escape from the camp).
- Triggers (when given to NPCs) advances the NPC transformation one more level.

A bell starts ringing once either all TF NPCs have been saved, doomed or have otherwise been fully transformed. This signals the end of the game and a secret path going through the forest.

Other NPCs

Two of the guards may randomly appear at your location. [BUGFIX: This is happening during the sex scenes as well, which I'll fix for the next version.]

If you have a bow, you can enter the archery tournament when it is available.

If you have eaten food, at random one of the goats will get loose and the farmer will reward you for hunting it down.

This will trigger the goat TF, nothing, or getting some gold. Your karma will increase and your stomach will empty by 1.

If you have eaten food and have the axe (cursed or not), you can chop wood at the woodcutters to earn some gold. Your karma will increase and your stomach will empty by 1.

You can un-curse the axe by taking it to where the bathers bathe if you are protected by a ward and are not cursed.

Endings

All Full TFs have two endings each (one where you have saved the corresponding NPC, the other when you haven't)

All Partial TFs have one ending each

Two with the demon (one where you are forcibly transformed, one you have enough evil karma)

One where you have saved all the TF NPCs (the good ending)

One other one (a normal ending)