

More cash: self explanatory

Entertainment: makes people want to come back (overall more money)

H&S (health and safety): reduces lawsuit chances + increases chance of customer

Liability: lawsuit percent for item per day (min. 0.1 max 5)

(note that lawsuits aren't combined lawsuit chance but instead rolled once for every item)

Liability decrease: decreases lawsuit percent for item

Comfort: makes people have a +0.1% chance to double spend per 1 comfort (max 3 comfort per item and only increases by 1 comfort if it is listed so no decimals) this chance stacks