How to create a girlpack

To help you in creating the many files and directories needed, there is a downloadable "pre-made" folder. You will only need to rename the main folder to the name of the girl you want to add, fill the different files and put the videos you want to see in the game in the correct folders.

If you want to create the pack from scratch, you will first need to create a main directory named after the girl you want to add to the game. In this main directory, you must add four sub-directories, named "images", "JSON_data", "texts" and "videos". The names of those folders are not case sensitive but be sure to write them correctly.

The main directory must be put in the "Girlpacks" folder.

"images" folder

This folder should contain two files named "portrait.jpg" or "portrait.png" and "portrait_small.jpg" or "portrait_small.png"(the extensions must be present). The first file is the large portrait displayed during the recruitment and planning screens that shows the girl in her entirety. The second file is the small portrait used to drag & drop in the booth game and the planning. In both cases, if the file is not present, the game will display a default image.

Important: the "portrait.jpg" (or png) should be in a 2:3 format with a width of at least 600 pixels and a height of at least 900 pixels. The "portrait_small.jpg" (or png) should be in 1:1 format (a square) with a width and height of at least 120 pixels. It can be different in both cases, but the image could be cropped or stretched in a weird way.

"JSON_data" folder

This is the only folder that MUST be present in the girlpack. If it is not, the game will NOT load the girl (and display an error message at launch).

This folder should contain only one file called "Description.json" (extension must be present). It contains the description of the different characteristics of the girl. The file must begin with "{" and end with "}". Each "value_name: value" pairs must be separated with a comma. The only time there must not be a comma is for the last field.

The format of each value is **always** " "value_name": value " with value_name always being between quotation marks and case sensitive and its value being either a

string of characters (generally NOT case sensitive) between quotation marks or a number without quotation marks or true/false without quotation marks. There are a number of variables but they all have a default value except the "name" field. **It is the only field that MUST be in this file. Its value must ALWAYS be EXACTLY the same as the name of the main folder of the girlpack. It IS case sensitive.**

The other fields are less important because they have default values. Here is their details:

"height" → represents the height of the girl in centimeters.

Expects a number.

"bustType" → represents the bust type (size) of the girl.

Five possible values: "tiny", "small","medium", "big" or "very_big".

"eyeColor"→ represents the color of the eyes of the girl.

Five possible values: "black", "brown", "blue", "green" or "hazel".

"hairColor"→ represents the color of the hair of the girl.

Four possible values: "black", "brunette", "blond" or "red".

"bodyType"→ represents the body type of the girl.

Five possible values: "petite", "athletic", "average", "voluptuous" or "thick".

"skinComplexion"→ represents the complexion of the skin of the girl.

Three possible values: "light", "olive" or "dark".

"age"→ represents the age of the girl.

Expects a number above or equal to 18.

Any number below 18 will be treated as 18.

"dancing"→ represents the value of the dancing skill of the girl before hiring.

Expects a number between 0 and 100.

Any number below 0 will be treated as 0.

Any number above 100 will be treated as 100.

"posing"→ represents the value of the posing skill of the girl before hiring.

Expects a number between 0 and 100.

Any number below 0 will be treated as 0.

Any number above 100 will be treated as 100.

"foreplay"→ represents the value of the foreplay skill of the girl before hiring.

Expects a number between 0 and 100.

Any number below 0 will be treated as 0.

Any number above 100 will be treated as 100.

"oral"→ represents the value of the oral skill of the girl before hiring.

Expects a number between 0 and 100.

Any number below 0 will be treated as 0.

Any number above 100 will be treated as 100.

"sex"→ represents the value of the sex skill of the girl before hiring.

Expects a number between 0 and 100.

Any number below 0 will be treated as 0.

Any number above 100 will be treated as 100.

"group"→ represents the value of the group sex skill of the girl before hiring.

Expects a number between 0 and 100.

Any number below 0 will be treated as 0.

Any number above 100 will be treated as 100.

"popularity"→ represents the popularity of the girl before hiring.

Expects a number between 0 and 100.

Any number below 0 will be treated as 0.

Any number above 100 will be treated as 100.

"openness"→ represents the openness of the girl before hiring.

Expects a number between 0 and 100.

Any number below 0 will be treated as 0.

Any number above 100 will be treated as 100.

"moneyCost"→ represents the cost in money to hire this girl.

Expects a number above or equal to 0.

Any negative number will be treated as 0.

"reputationCost"→ represents the cost in reputation to hire this girl.

Expects a number above or equal to 0.

Any negative number will be treated as 0.

"influenceCost"→ represents the cost in influence to hire this girl.

Expects a number above or equal to 0.

Any negative number will be treated as 0.

A girl with an influence cost above 0 will only be seen in the recruitment when the mafia services are available.

"inLottery"→ represents the fact that this girl is unlockable via the lottery service. Expects either **true** or **false** (without quotation marks).

All of these fields have default values, and if the conditions listed above are not respected, or if the field is not present in the "Description.json" file, the default value will be used.

I **strongly** advise to use the pre-made file and just modify the values accordingly. In this pre-made file, the fields are at their default values (except for the name).

Finally, each performance has a field associated with it that allows to specify each performance a girl won't do. These fields are all called "do" then the performance name (complete list detailed below). The default value for these fields is **true**, meaning that by default the girl will do the associated performance. Therefore, you only need to specify the performances **she won't do** by adding the correct field and giving it the value **false**.

List of "do" performances:

"doDance" → for the basic Dance performance

"doDanceCloser" → for the Dance closer performance

"doDanceTopless" → for the Dance topless performance

"doPoseNaked" → for the Pose naked performance

"doSoloFingering" → for the Solo fingering performance

"doToysMasturbation" → for the Toys masturbation performance

"doHandjob" → for the Handjob performance

"doFootjob" → for the Footjob performance

"doTitsjob" → for the Titsjob performance

"doBlowjob" → for the Blowjob performance

"doDeepthroat" → for the Deepthroat performance

"doFacefuck" → for the Facefuck performance

"doMissionary" → for the Missionary performance

"doDoggystyle" → for the Doggystyle performance

"doAnal" → for the Anal performance

"doThreesome" → for the Threesome performance

"doFoursome" → for the Foursome performance

"doOrgy" → for the Orgy performance

"doBodyCumshot" → for the Body cumshot finisher

"doTitsCumshot" → for the Tits cumshot finisher

"doFacial" → for the Facial finisher

"doSwallow" → for the Swallow finisher

"doCreampie" → for the Creampie finisher

"doAnalCreampie" → for the Anal creampie finisher

"texts" folder

This folder should contain only one file named "Bio.txt" (extension must be present). This file should contain the biography of the girl as displayed during recruitment. If the "Bio.txt" file or the "texts" folder is not present, the game will display an empty biography.

"videos" folder

This is where you will put the videos of the performances of the girl. It is a series of folders and sub-folders in which you must put the performance you want to see when it is happening in the game. For example, the videos you want to see for a basic dance act should be placed in "videos\Performances\Work\Dance\Dance\".

Each final sub-folder has a name that corresponds to a performance. The details of these sub-folders are given below. If one or more sub-folders do not contain any video or are not in the "videos\Performances\Work\" folder, the game will use default clips.

Important: the video files **must** be in MP4, WEBM, WMV or OGV format. The MP4 videos should use the h264 codec, the WEBM use the vp8 codec (vp9 will not work). Any other video format will be ignored.

I advise to use a (compressed) MP4 .h264 video format or (compressed) WEBM vp8. The compression is not mandatory, it is just to try and keep the girlpack at a reasonable memory size.

GIFs will NOT work.

Details of the sub-folders

(starting from "videos\Performances\Work\"):

"Dance\Dance\" → should contain the basic dance clips

"Dance\Closer\" → should contain the closer dance clips

"Dance\Topless\" → should contain the topless dance clips

"Finish\Body\Body\"→ should contain the finishing on body clips

"Finish\Body\Tits\"→ should contain the finishing on tits clips

"Finish\Facial\Face\"→ should contain the finishing on face clips

"Finish\Facial\Swallow\"→ should contain the swallowing clips

"Finish\Inside\AnalCreampie\"→ should contain the anal creampies clips

"Finish\Inside\Creampie\"→ should contain the creampies clips

"Foreplay\FJ\" → should contain the footjobs clips

"Foreplay\HJ\" → should contain the handjobs clips

"Foreplay\TJ\" → should contain the titsjobs clips

"Group\3Some\" → should contain the threesomes clips

"Group\4Some\" → should contain the foursomes clips

"Group\Orgy\" → should contain the orgies clips

"Oral\BJ\" → should contain the blowjobs clips

"Oral\Deepthroat\" → should contain the deepthroats clips

"Oral\Facefuck\" → should contain the facefucks clips

"Pose\HandMast\" → should contain the girl's masturbation with her hands clips

"Pose\Naked\" → should contain the girl's posing naked clips

"Pose\ToyMast\" → should contain the girl's masturbation with toys clips

"Sex\Anal\" → should contain the anal sex clips

"Sex\Doggy\" → should contain the doggystyle sex clips

"Sex\Missionary\" → should contain the missionary sex clips

Notes on removing a girlpack

A girlpack can be deleted from the "Girlpacks\" folder but the girl will be deleted from any save file she has been hired into when said save file is loaded.