

# Brothel King 0.15 walkthrough

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## **Chapter 1 - game start**

## CLASSES AND SKILLS

When starting a new game, the player will be asked to choose his character's: name, class, and religion.

There are three classes available: Warrior, Wizard, and Trader. Each class provides special abilities, some are always active and don't cost any mana point (MP), others need an amount of MP to be activated. Classes also determine which stats MC will have at the beginning of the game, while special abilities are distributed in the various levels. Special abilities are describes this way: name [level](mana cost) - effect

### **WARRIOR**

starting stats: strength 2, spirit 1, charisma 0, speed 3

#### Special abilities

##### Active:

Discipline [4](1) - -10 to obedience work and train tests

Summon Bloodhound [8](2) - +1d6 score to MC fight challenges

Training Day [12](3) - +5% body and constitution gains for each point of charisma

Summon Phoenix [16](4) - +20% to brothel energy

Summon Bear Spirit [20](5) - +2 job customer capacity, +1 whore customer capacity

NOTE: only one active summon is allowed

##### Passive:

Heavy Lifting [2] - +1 Strength

The Defender [3] - MC can defend the brothel even when out of AP

Samurai Spirit [6] - +1 Spirit

Secret Technique [10] - +1 Strength

Commanding Voice [14] - +1 Charisma

Eye of the Tiger [18] - +1 Strength

Lightning Reflexes [22] - +1 Speed

Brothel Militia [24] - +200% to brothel defense

### **WIZARD**

starting stats: strength 0, spirit 2, charisma 1, speed 3

#### Special abilities

##### Active:

Minor Aura: Purity [2](1) - +5 to brothel beauty

Minor Aura: Provocation [2](1) - +5 to brothel body

Minor Aura: Mystery [2](1) - +5 to brothel charm

Minor Aura: Sophistication [2](1) - +5 to brothel refinement

Magic Shield [4](2) - Stops the next aggression to a girl

Minor Halo: Lust [5](3) - +5 to brothel libido

Minor Halo: Servility [5](3) - +5 to brothel obedience

Minor Halo: Sensuality [5](3) - +5 to brothel sensitivity

Minor Halo: Endurance [5](3) - +5 to brothel constitution

Magic Servants [7](3) - -50 dirt for each point of spirit

(\*) Healing Mist [8](4) - chance of +1 brothel heal for each point of spirit

Major Aura: Purity [9](5) - +2 to brothel beauty for each point of spirit

Major Aura: Provocation [9](5) - +2 to brothel body for each point of spirit  
 Major Aura: Mystery [9](5) - +2 to brothel charm for each point of spirit  
 Major Aura: Sophistication [9](5) - +2 to brothel refinement for each point of spirit  
 (+) Enhanced Senses [11](6) - +5% to brothel refinement and sensitivity gains for each point of spirit  
 (+) Doll Master [11](6) - +5% to brothel beauty and obedience gains for each point of spirit  
 Major Halo: Lust [12](8) - +2 to brothel libido for each point of spirit  
 Major Halo: Servility [12](8) - +2 to brothel obedience for each point of spirit  
 Major Halo: Sensuality [12](8) - +2 to brothel sensitivity for each point of spirit  
 Major Halo: Endurance [12](8) - +2 to brothel constitution for each point of spirit  
 (\*) Rejuvenation [16](7) - +5 brothel energy for each point of spirit  
 (^) Fairy Dust [20](9) - MC uses spirit instead of charisma  
 (^) Dragon Soul [20](9) - MC uses spirit instead of strength  
 Enchanted Brothel [22](10) - +1 to customer satisfaction for all brothel jobs and sex acts  
 NOTES: the following spells can be activated only one for each type - aura, halo, mist (\*), trance (+), form (^)

#### Passive:

Inquisitive [2] - +1 spirit  
 The Sorcerer [3] - +100% mana  
 Wise [6] - +1 charisma  
 Creative [10] - +1 spirit  
 Staff Master [14] - +1 strength  
 Mad [18] - +1 spirit  
 Swift [22] - +1 speed  
 The Eye [24] - +3 to hypnosis results, hypnosis never fails

### **ROGUE TRADER**

starting stats: strength 1, spirit 0, charisma 2, speed 3

#### Special abilities

##### Active:

Sign of Influence [4](1) - +10% to love and fear gains  
 Tall Tales [8](2) - +10% to brothel prestige  
 Sign of Confidence [12](3) - +5% to brothel charm and libido gains for each point of charisma  
 Silver Tongue [16](4) - +30% to city love gains  
 Sign of Greed [20](5) - -20% to brothel total upkeep

##### Passive:

Rogue [2] - +1 charisma  
 The Haggler [3] - -2% to buy and +2% to sell for each point of charisma  
 Street Fighter [6] - +1 strength  
 Adventurer [10] - +1 charisma  
 Worldly [14] - +1 spirit  
 Smooth Criminal [18] - +1 charisma  
 Shadowrunner [22] - +1 speed  
 Fame [24] - +1 brothel customers for each point of charisma

### **MC STATS**

Strength: improves security and allows MC to fight better during city or security events

Spirit: determines the amount of mana points (MP) and spells effectiveness

Charisma: determines results during interactions

Speed: determines amount of action points (AP)

Prestige: the amount required to level up to the next level; MC gains prestige points mostly by having sexual intercourse with any girl (slaves, free girls, npcs) or when one of his girls have sex or levels up.

lvl 2 = 10 prestige

lvl 3 = 50

lvl 4 = 140

lvl 5 = 300

lvl 6 = 550

lvl 7 = 910

lvl 8 = 1400

lvl 9 = 2040

lvl 10 = 2850

lvl 11 = 3850

lvl 12 = 5060

lvl 13 = 6500

lvl 14 = 8190

lvl 15 = 10150

lvl 16 = 12400

lvl 17 = 14960

lvl 18 = 17850

lvl 19 = 21090

lvl 20 = 24700

lvl 21 = 28700

lvl 22 = 33100

lvl 23 = 37950

lvl 24 = 43240

lvl 25 = 49000

## **BROTHEL**

Brothel is the main income source for player; it also determines how many slaves can be acquired, which jobs can be done, how many clients it can host etc.

Advertising and maintenance: a brothel may need some ads, especially when it's open for the first time or relocated, in order to attract more customers; brothel reputation determines how many people come each night, so player will need a lot of ads at first, but as reputation grows, at the same time ads investment can be reduced. Players can set various levels of ads investment and see how many more people would come in the brothel, then decide how much to invest. Every night, brothel gets dirty. If dirt score is too high, girls will start to get sick and will be unhappy; set a balanced level of maintenance to keep brothel clean every day!

Trainers: some npcs can help MC to manage his brothel.

- Sill: grants free upkeep to a random girl every night. Available from game start.
- Maya: all girls receive +2 to their personal defense. Available after chapter 1 if you denounce both the captain and the lieutenant.
- Lydie: girls are less likely refuse to work. Available after chapter 1 if you denounce the captain only..
- Farah: girls will grow used to anal and fetish acts faster. Available after chapter 1 if you don't denounce her.
- Renza: all girls can pick pockets. Girls with Thief trait never get caught. Available after the last onsen event with Renza if you helped her to escape from Maya or supported the thieves guild in chapter 1.
- Satella: Fear increases faster. Available after MC takes her virginity in Satella events (see chapter 2 special events).
- Bast: Part of your brothel's income is converted to random resources. Available if MC gains enough love from her (see chapter 2 special events).

Girls Bedrooms and master bedroom: slaves need to rest in a room, so the number of rooms available determines how many slaves can stay in the brothel. More girls can be sent in the farm of there's still room available there (see Farm further on). Master bedroom allows MC to train for free every girl in this room; this trainer (simple or advanced) doesn't cost any AP.

Common rooms: each job room available in the brothel allows every girl to do its related job. Tavern unlocks waitress; strip club unlocks dancer; onsen unlocks masseuse; okiya unlocks geisha. A job room can host a number of clients depending on its room level; this number is the max amount of clients who can be served (and hopefully satisfied) by a girl working the room's related job. In chapter 1, the max level of common rooms is 1 and each room may host up to 4 clients. There is no room for the whore job because each whore brings customers in her personal room.

Security and defense: player can hire guards for brothel security and lower its threat level. A low or better threat level generates almost no events during night service; a high or worse threat level can bring very bad events, including a girl's kidnapping, several girls injured for days or big money losses. Some furnitures like traps raise security score, while others like bright lights reduce the chance of bad events happening. If a bad event happens, defense is another good thing to care of: a fighter MC can defend a girl from an aggression if there's still 1 AP left; a wizard can cast shield to automatically protect the first girl assaulted; trainer Maya grants +2 defense to every girl of the brothel; a girl can be equipped with a defense weapon and get its related bonus.

## **GIRLS**

Girls are the very core of the game: everything is around girls. MC can acquire girls for his brothel, whether they come from the town as free girls, or are slaves bought in the slave market. Each girl has job skills, sexual skills, traits and perks; there are also parameters of love/hate, trust/fear, defense and selling value. The tab schedule allows player to determine when the girl works (full time or half time) or rests.

#### Main skills:

- Charm, Beauty, Body, Refinement determine a girl's performance in a certain job or sex act, respectively: waitress and service, masseuse and sex, dancer and anal, geisha and fetish;
- Sensitivity, Libido determine how much a girl can satisfy a client and how many clients she can have sex with;
- Constitution determines how much Energy a girl has; Energy is spent every night a girl works and if a girl loses too much energy she can get tired or even sick: in this case she will rest for as many days as she needs to get full Energy.
- Obedience is involved in every girl's check required to determine if the girl does what she's ordered or not: working, whoring, training etc.

#### Sex skills:

- Service means light sexual activities with no penetration, from simple oral to ass groping, footjobs and nude foreplay; it doesn't break Virgin trait;
- sex and anal don't need an explanation (do they?...); sex breaks Virgin trait, anal doesn't;
- fetish can range from dirty sex to bondage, peeing in public or other weird things you can think of; any porn streaming can show a lot of examples if you need some; it doesn't break Virgin trait;

The following sex skills don't have a skill bar; when a girl has enough preference for them, a checkbox appears in the girl's screen: check the box to allow the act, uncheck it to disallow it

- bisexual includes lesbians only and fmf sex; it may break Virgin trait;
- group varies from mmf to gangbang; it breaks Virgin trait.

Rank and level: a girl can get reputation and experience while working/whoring and when she reaches certain goals she can raise her rank or level.

Rank can be raised if a girl gains enough reputation; a girl usually gains reputation only when she whores, unless she gets a particular perk which allow to do it even when working (see Perks below), or if she goes for a quest. A girl can gain only one rank per brothel level, starting from rank C; in the Slums the max rank is C, in Docks and Warehouse it's B, in Botanical Gardens and Cathedra it's A, in King's house it's S and in endless mode it's X.

Level can be raised by gaining enough experience, no matter if it comes from working, whoring or doing a quest. Starting level is 1; max level depends on rank limit: for rank C it's 5 and it's raised by 5 every time the girl ranks up.

A girl can rank up only when she reaches her current max rank and level.

Love/hate and Trust/fear: these are the parameters which determine the relationship between a girl and MC; love has a flip side (hate) and so does trust (fear). A good MC could try to raise love and trust, so that he can do positive interactions with his girls and enjoy some romance too, with a small risk of insubordination from time to time. An evil MC instead could try to spread fear and probably won't care if the girls hate him or not, so that he will obtain a quick obedience raise, with the risk a girl may run away - and then he may enjoy the hunt and the consequent punishment for the foolish girl who dared escape from his iron grip! Hypnotism is based on good, neutral or bad emotions, so pay attention to the current state of girl's love and trust parameters.

Traits and Perks: these are special abilities a girl obtains at her creation (traits) or when she reaches certain levels (perks).

Every girl has 3 traits which usually are 2 positive (green) and 1 negative (red); sometimes a girl may have a special gold trait, especially if she has her original name. Gold and green traits give bonuses, while red traits give maluses. Traits list can be found into BKstart.rpy. Perks are special skills which can be acquired by spending perk points in one of the perk trees. A girl can also spend a point to unlock a locked tree and gain access to its related perks later on. There are 8 perk trees in total, called the 8 Zodiacs; each Zodiac contains 6 perks; the 1st level perk is accessible as long as the Zodiac itself is unlocked; the 2nd level perks are available only after the girl has got the one above; the 3rd level perks are available each if their related 2nd level perk is already get and if the girl got rank B; the 4th level perk is available only if all the perks above it are get and girl got rank A. Zodiacs list and their main focuses:

- The Maid (waitress, obedience, brothel maintenance, girl upkeep)
- The Player (dancer, advertising, customer satisfaction, work prestige)
- The Model (masseuse, quests, skill boost, mood)
- The Courtesan (geisha, customer satisfaction, tips, reputation)
- The Escort (obedience, customer satisfaction, tips, sex bonus)
- The Fox (luck bonuses to tips, brothel income, items)
- The Slut (sex bonus, double half shift work/whore, sex preferences, rest)
- The Bride (Virgin bonus, security, mood, love, xp share, skill boost)

a complete list of all the perks and their effects can be found in BKstart.rpy, right below the traits list.

Upkeep and sell value: the upkeep cost represents how much MC spends every day for taking care of the girl - food, dresses, hygiene, personal items of daily use etc. A green value gives a mood boost, a white number does no effect and a red one gives a mood malus; the amount of bonus/malus depends on how far from the standard (white) upkeep is the current value.

Players can hover the mouse on sell button to know how much they would gain if they sell the girl; a girl's selling value is determined by her skills, perks, level and rank. A good way to make a lot of gold may be this: buy a cheap but obedient girl; train her for a while until her selling value is enough for you; sell her and buy a better one; repeat.

Free girls: MC can buy slaves from the slave market, but there's another way to get a girl. Free girls roaming around the city of Zan can be approached by MC: he can talk to them, become her friends, start a relationship and even have sex with them, but only after a long series of interactions. If you have the patience to gain love while talking to a free girl, learn her likes, dislikes, background and personality, you can befriend her; keep going on and she will ask you a gift: bring her flowers, possibly of the color she likes most, and she will start a romance with MC; go further and she will test you with a personal question - a right answer and she will get naked in front of you; have sex with her as much as you want; one day she will tell MC she's in trouble for money and she needs your help, offer her a job in your brothel and finally she will join your harem of slaves!



Free girls are changed every once in a while: some of them disappear and leave place to new ones, but don't worry, the girls you were in relationship with (those with a red heart in their portrait) will stay around as long as you interact with them on a weekly basis.

Advantages: free girls are very cheap (a flower costs 75 gold) and can be of the same rank and level as slaves in the market when they are generated, even rank B or A later in the game. When they become slaves, you will probably know every aspect of their character and tastes, plus they are in love with MC (but still trust is a little negative).

Disadvantages: MC needs to spend a lot of interaction before he can bring a free girl into his brothel.

## **FIRST DISTRICT: THE SLUMS**

quarters: Spice Market, Sewers, Farm, Watchtower, Junkyard, Thieves Guild (unlockable).

shops: monster catcher Willow (Sewers), rancher Goldie (Farm), scientist Gina (Junkyard), guild warehouse Renza (Thieves Guild)\*

### exploration:

- Spice Market:
  - first encounter with Gizel
  - first market event for finding Thieves guild
  - alternative encounter for finding Thieves guild in exchange of gold
- Sewers:
  - second event for finding Thieves guild and girl rescue
  - meet Willow and unlock monster catcher after you unlocked brothel farm
- Farm:
  - meet Goldie and try to help her
  - after you find Gizel, bring her here to end Goldie's quest and have sex with the rancher
  - come back again next day to unlock brothel's farm and see Gizel's first sex scene with a stallion
- Watchtower:
  - main storyline events (see "main quest" below)
- Junkyard:
  - second encounter with Gizel pursued by the city guards
  - encounter Gina the scientist after brothel farm is unlocked, unlocks scientist market
- Thieves guild:
  - thieves guild events (see "main quest" below)
  - Satella events (see "special events" below)
  - meet Renza and unlock her secret warehouse

Thieves guild warehouse: after you unlock it, Renza will offer an item for a variable price; the item can be different as it seems and there's a chance to get a good item for a low price or a piece of junk for too much gold. In any case, Renza's love for MC increases after every purchase and it is necessary to unlock "Renza at onsen" (see chapter 2 special events).

MC loses access to Thieves guild warehouse if during chapter 1 he denounces both captain and lieutenant and then doesn't help Renza flee from Maya.

## **Brothel markets**

The following markets are not linked to a specific quarter and are accessible from the main screen; slaves, items and quests/classes are refreshed on Mondays and every time a brothel relocation occurs.

slave market: it's the only place available (for now) where MC can buy slaves for money. Girls sold by MC end up here and stay until the next refresh.

items shop: this item market is available since the game start and offer various types of items for both MC and girls: dresses, accessories, weapons, flowers, gifts etc. A special scene may happen (with a 1% chance) when MC enters the shop, it is triggered after MC bought 10 items in total.

posting board: this is the place where MC can find different things to do for his girls instead of working/whoring; classes are good for girls who were just acquired and need some training before starting to work in the brothel: every time a girl concludes a class, she gets a stat increase in one or more skills, as indicated in the class description; classes cost money and the girl attending a class is not available for training or other interactions. Quests only cost time, can only be done by girls who satisfy their requirements and give xp and reputation based on girl's final result. From chapter 2, a chain of special events involves the posting girl who shows up when MC visit the posting board (see chapter 2 special events).

## **Brothel farm**

Unlocking brothel farm:

- take a look around it the Farm quarter until you meet Goldie and try to help her
- take a look around in the Spice market until you meet Gizel
- Meet Gizel again at the Junkyard (take a look around)
- go back to the Farm (take a look around) and enjoy the sex scene with Goldie- it will consume all your APs, so go there only when you have 1 AP left!
- Next day go to the Farm again, meet Gizel being fucked by a stallion and that's it! Now brothel farm is unlocked.

Minions and facilities: each minion can be purchased from its related store and needs space in farm to be hosted; special items which raise minions XP can be purchased too, each type of item works on a different kind of minion.

- stallions are special humanoids bred to be totally stupid but incredibly strong, with immensely muscular body and oversized penises. Their intelligence even lacks the sense of understanding how they live, so they spend time driven by their sexual instinct and fuck every cunt they are allowed by their master. Stallions must be hosted in stables and can be bought from Stella's headmaster store (The Docks - Harbour).
- beasts are animals trained for bestiality sexual acts; they can be dogs, horses, wild animals like wolves, lions and bears, sometimes even snakes and octopuses! They

need room in the pig stall (even those which actually are not pigs)  
beasts are sold by Goldie the rancher (The Slums - Farm)

- monsters are everything can't be considered an animal, they range from magical beasts to the weirdest things crawling on Earth- has someone said tentacles? A monster den is required in order to keep a monster in the farm.

Monsters are sold by Willow the monster catcher (The Slums - Sewers)

- machines are ancient artifacts coming from a lost age of wonders (and perversion, judging from the kind of machines ancient people used to build...). Girls loving sex toys will love your new purchase, a fully-automatized anal incursor! Machines don't need a living space, they don't have life after all, but still require a workshop where they can be stored when not in use and can go under maintenance when required. Machines are sold by Gina the scientist (The Slums - Junkyard).

farm detention and training: the farm can host a few girls, depending on how many pens are available for current brothel level. A girl can be sent to the farm in the jobs selection or as punishment (interactions - discipline her - send her off to the farm); obviously they won't like it at all (unless they are masochist) and their mood will decrease, while fear will raise if it was a punishment. Being held in the farm gives a girl a -1 to her mood daily change. Upkeep cost can't be changed while a girl is in the farm: if you want to raise it you have to do it before you send her there!

Having girls in the farm allows MC to have more girls than the brothel rooms allow, but as long as there's no room left in the brothel, a girl has to stay in the farm. If MC acquires a new girl (buys a new slave or a runaway girl comes back) while there's no room in the brothel, that girl is automatically sent into the farm.

While a girl is in the farm, Gizel can train her in two ways: sexual training includes utilization of farm minions available, while non sexual training only provides lesser activities for raising obedience, constitution, libido or sensitivity.

Sexual training can focus on a specific sexual activity (or we can let Gizel decide for us); the three modes define how much intense the training is (soft, hard, hardest); training facility specify which minion will be used for girl's training- she will have the chosen sexual intercourse with a stallion if we choose the stables, or a beast if we select the pig stall, in the monster den, well, there are monsters, in the workshop girl will be fucked hard by a sex machine. Every girl has a weakness towards a particular minion; training her with that type of minion will grant better success. Holding is used when a girl is not under sexual training and defines which kind of farm activity she will do; each activity raises a specific skill little by little. Auto-resting sets when a girl will be allowed to rest based on how much energy is left; duration sets the amount of days the girl will spend in the farm before she will automatically return to the brothel (indefinite means she will stay in the farm until player will manually call her back home); training objective means which preference level a girl must acquire in a specific sexual activity in order to end the training (for example, Gizel may train a girl until she's fascinated with service acts).

A girl's training program can be changed anytime, as many times a day a player wants; a girl can be sent home in any moment (as long as there's room for her) by just clicking on "leave farm".

**Main quest** [spoiler alert!]

### Intro:

During the intro, player will be asked to choose MC name and class, then he must choose MC faith among three choices: Arios, god of light and strength; Shalia, goddess of shadows and cunning; none. For now this choice influences very few events later on, but as new content is added it will bring more variety to the game.

Once arrived in Zan to start a new life with our loyal slave Sill, we face a group of thugs while they are trying to attempt the life of a young lady; we win the fight and save her, gaining her gratitude and help: she addresses us at the house of a friend of hers, telling us he will be instructed to give us the reward we gained for saving her life.

We meet Gio, an “affable” merchant of only-gods-know-what, eager to help us since the lady we saved before was none other than the princess of Zan! What a lucky guy we are, aren’t we? Gio doesn’t have the money the princess wanted to give us, so he proposes to give us the opportunity to open a brothel business in town: Zan is a big town where true power lays in the hands of brothel masters, those who know the secrets of every noble, official, judge and other civil servants just because all those people crave for satisfying their lust with beautiful slaves provided by such masters. Being one of them grants access to such power; becoming one of the best is the key for success, richness and fame; it is told that the most important brothel master, someone’s identity no one ever knows, has so much influence in the royal court that even the king is just a puppet in his hands!

After such revelations we decide we accept a new brothel possession as a reward, then we go to rest; Gio offers his servant to spend the night with, in exchange he wants to have some fun with Sill: if we accept we unlock a sex scene with Gio’s servant but Sill love will decrease a little; if we refuse, Gio will be a little upset (and no one wants to be in his servant’s clothes when he calls her for help him blow off steam) and we spend a hot night with Sill, so grateful because we haven’t let her fall among Gio’s arms.

Next morning, Gio bring us at our new brothel building: a damn shack in the Slums, the worst district in town. We have to grin and bear it, so we buy our first slave and start our adventure in Zan, with the help of Sill.

### Chapter 1:

Gio explained us that in order to open a brothel in Zan, the owner need a proper license for the district the brothel would be built; for now we have a license for the worst district, but he told us he would have helped us to get a license for a better district: we just need a thousand gold to oil up the city guard officer and get a better one. So this is our first objective: gain 1.000 gold. Meanwhile, a weird guy shows up at our brothel’s door: he’s Kosmo, a competitor pimp. He makes fun of us and our building, then he threats to take Sill away from us, but truth is he’s a total dumbass (or at least he appears like this).

The second monday morning, we go out with Sill for a walk, when suddenly a group of thugs leaded by a woman assault us; they are too many, our fate seems doomed but two guards come and rescue us: the massive warrior Roz and the cute but strong Maya, probably the only two uncorrupted guards left in the entire Slums.

When we get the sum, Gio shows up again and tell us we just need to bring the money to the watchtower; there we meet Lt. Lydie and set the trade for a new license. Finally we'll leave the Slums and open our brothel in a real district- or not? The following day a group of guards come and confiscate our gold! The situation seems desperate, but Gio helps us once again and tell us to ask the thieves guild help, the only organization in the Slums strong enough to go against the city guard. But first, we have to find them!

The research of thieves HQ starts from the spice market: we have to take a look around until we see a scene where a cloaked figure flees from a group of guards: we learn that that was a thief guild. We decide to investigate where the thief disappeared and we discover a mysterious carved symbol on a sewer's grate. A hint for our next move.

The sewers are our next destination, but be sure to go there after our strength or spirit is high enough for win a moderately difficult challenge, we'll need it if we want to save the kidnapped girl in the sewers; otherwise, it's better to skip the fight and go on. We follow the hints in the sewer until we end up in a new quarter of the Slums: it's the thieves guild HQ and now it's unlocked!

We now can find a way into the thieves HQ and ask their help; many surprises await us inside: the thieves guild leader is Renza, a beautiful and an expert thief; her second in command is Lt. Lydie, who infiltrated the city guard in order to take the place of captain Farah and obtain total control of the Slums. But their plan has a great obstacle which is Fara herself, apparently there's no way to make her fall from her charge: even if they know she makes a lot of illegal trades, they haven't found a single proof for framing her. Until today, when they managed to capture two important guards: Maya and Sgt. Kashiv. After we tell our story to Renza, she decides to involve us in her plan since we apparently have the same goal: in order to get our money back and obtain our new license, captain Farah must be taken out of the picture! So we lead the interrogation of Maya and Kashiv; we can do what we want with Kashiv, the important is she reveals what she knows about captain Farah, but there are consequences for the choice of raping Maya or not: if we do it, we'll never see her anymore (and a sad and furious Roz will look for her around the town), meaning we won't have the option to denounce bot captain Farah and Lt. Lydie during the trial; instead if we grant for her, she will be released by the thieves and will ask us to do the right thing during the trial.

In order to frame captain Farah, we need a special magic artifact capable of recording a conversation; such item can only be found in a place, a terrible secret temple beneath the thieves guild quarter, guarded by a being of immense power: a priestess of Satella! So, we follow Renza into the pitch dark temple, only to discover that the priestess would be just a spoiled brat, if it wasn't for the fact that she possesses the power of a dark goddess. Satella lends us the artifact in exchange of the promise we will return the favor at due time.

Back to the watchtower; the plan is simple: we arrange a meeting with the captain, pretending we have a lot of gold to "invest" in a good trade with her; the entire conversation will be recorded and also we will try to discover where Farah keeps all the money she takes from extortions and illegal seizures. Everything goes smooth and Renza leaves the final part

of the plan in our hands: as an honest citizen we can bring the proof of Farah's illegal activities in front of a judge, so that a trial will be held. The perfect moment is when a judge is holding a trial for some bandits in the main plaza of the district.

At this point, if we haven't raped Maya, she will meet us while we go to the judge, asking us to do what is right and denounce both the captain and the lieutenant (thus unlocking this option in the trial dialogue menu).

The trial starts immediately in the main plaza, even the princess is present; at this point we can choose which side should win this struggle for power:

- choosing not to denounce captain Farah allows us to gain her service as brothel trainer, access to the guards warehouse (good stuff at lower price, similar to Renza's warehouse) and a sex scene with her, but we lose every contact with Renza and Maya (access to Renza's warehouse and Renza's special events won't be available). Chapter 1 ends with the scene of the judge assaulted by a shadowed figure.

- choosing to denounce Farah will unlock Lt. Lydie as new brothel trainer, we get a sex scene with her and keep the access to Renza's warehouse, but lose the guards store.

Chapter 1 ends with Farah being raped by the guards in the prison when suddenly the shadowed figure kill them all; the same shadow then kills the judge.

- choosing to denounce both Farah and Lydie (available only if we haven't raped Maya inside the thieves guild) unlocks Maya as new brothel trainer, then we get a scene where we decide to leave Renza flee from the guards or not; if we free her, Maya will be angry with us and renza will still be around (we don't lose access to her warehouse and her events will be available) but will lose some of the guards favor; if we don't free her, she will be arrested and we'll lose everything related to her (warehouse and special events), but will gain more guards favor.

In both cases, the chapter ends with the shadow killing Farah and the judge.

Finally we get a new brothel license and can move into a new district (and a new chapter)!

## **Special events**

(coming soon)

## **Chapter 2 - New districts, new gals...**

### **Brothel relocation**

Congratulations! You got a new pimp licence which allows you to relocate your brothel into a new district! You're currently still far from the richest zones of Zan, but hey, a little step for a man, a great step for mankind, right?

The choice falls between two new districts, The Warehouse and The Docks; here's what your new brothel has when you start the chapter:

- Bedrooms: 4/8 basic rooms (even if you had less rooms they automatically raise to 4), but you don't keep any former upgrades
- Master bedroom: new slot available, you keep what you got before

- Common rooms: tavern in The Docs, strip club in The Warehouse; you don't keep the other rooms you bought in the past chapter; max level: 2, clients for each level: 6
- Girls can reach rank B

Relocation cost: 1.000 gold

### **New districts**

#### **The Warehouse:**

- Market:
  - exchange store
  - Bast events
- Stables:
  - collect Leather
- Plaza:
  - weapon shop
- Gallows:
  - find the carpenter
- Prison:
  - G's bazar
- Arena

#### **The Docks:**

- Harbor:
  - Headmaster store
- Shipyard:
  - collect Wood
- Seafront
- Beach: collect Dye
- Taverns
- Exotic emporium
  - gift shop

### **New shops**

(coming soon)

### **Brothel furnitures and resources**

- carpenter wagon: a new button is available in brothel screen; at first, it appears as a '???' button, but after clicking on it a dialogue with Sill will reveal us that there's an abandoned carpenter wagon in the brothel's backyard; the wagon is old but still functional, the only missing part is someone who can do the job done: a carpenter. Explore the Gallows until you find the carpenter girl and then you will be able to build furnitures in the wagon, provided you have enough resources.
- furnitures: special objects which grant special effect to your brothel in many ways. See the descriptions of each furniture for more details. Building a furniture costs time and resources; some advanced furnitures become available only after you build the basic ones; once built, furnitures can't be destroyed, sold or dropped out of the

brothel; a building in progress can't be undone or stopped, you have to wait for the furniture to be built before you can start building another one.

- resources: they are 7 in total, divided in 3 levels of quality; the first tier of resources is available in the Docks and Warehouse districts and is composed by wood, leather and dye; the second tier of resources is available in the Magic Gardens and Cathedra districts and is composed by marble, silk and ore; the third tier can be found in the King's Hold and is composed by diamonds only; except for diamonds, the harvested amount of each resource depends on its related MC skill; diamond are more difficult to harvest, there's a failure chance to harvest them and even with a success, we can obtain only a tiny amount each time. Resources can be purchased and/or sold at the exchange in the Warehouse market; the cost depends on resources tier and can change during time, due to resource availability.

#### **Main quest**

not yet implemented

#### **Special events**

(coming soon)

## **Chapter 3**

#### **Brothel relocation**

This time you get a new licence but no new districts.

If in chapter 2 you relocated your brothel in The Warehouse, this time you have to choose The Docks, and vice versa; here's what your new brothel has when you start the chapter:

- Bedrooms: 8/12 basic rooms (even if you had less rooms they automatically raise to 8), but you don't keep any former upgrades
- Master bedroom: no new slots for now, you keep what you got before
- Common rooms: tavern in The Docs, strip club in The Warehouse; you don't keep the other rooms you bought in the past chapter; max level: 2, clients for each level: 8
- Furnitures: you keep what you built before, new furnitures available

Relocation cost: 5.000 gold

#### **Main quest**

not yet implemented

#### **Special events**

(coming soon)

## **Chapter 4**

#### **Brothel relocation**



Congratulations! You got a new pimp licence which allows you to relocate your brothel into a new district! The center of power in Zan is closer and closer, so watch your steps more carefully because dangers too become greater!

The choice falls between two new districts, The Magic Gardens and The Cathedra; here's what your new brothel has when you start the chapter:

- Bedrooms: 12/16 (even if you had less rooms they automatically raise to 12), but you don't keep any former upgrades
- Master bedroom: one new slot, you keep what you got before
- Common rooms: onsen in The Magic Gardens, okiya in The Cathedra; you don't keep the other rooms you bought in the past chapter; max level: 3, clients for each level: 10
- Furnitures: you keep what you built before, new furnitures available
- Girls can reach rank A

Relocation cost: 7.500 gold

### **New districts**

#### **The Magical Gardens**

- botanical garden
  - flower stall
- library
  - trinket shop
- magic forest
- hanging gardens
  - harvest silk
- guild quarter
  - harvest ore
- magic guild

#### **The Cathedra**

- pilgrim road
  - tailor shop
- banking quarter
  - tjb bank
- old ruins
  - harvest marble
- lakefront
- training ground
- cathedra

### **New shops**

(coming soon)

### **Main quest**

not yet implemented

### **Special events**

not yet implemented

## Chapter 5

### Brothel relocation

This time you get a new licence but no new districts.

If in chapter 4 you relocated your brothel in The Magic Gardens, this time you have to choose The Cathedra, and vice versa; here's what your new brothel has when you start the chapter:

- Bedrooms: 16/20 standard rooms (even if you had less rooms they automatically raise to 16), but you don't keep any former upgrades
- Master bedroom: no new slots, you keep what you got before
- Common rooms: onsen in The Magic Gardens, okiya in The Cathedra; you don't keep the other rooms you bought in the past chapter; max level: 3, clients for each level: 12
- Furnitures: you keep what you built before, new furnitures available

Relocation cost: 15.000 gold

### Main quest

not yet implemented

### Special events

not yet implemented

## Chapter 6

### Brothel relocation

Congratulations! You finally reach the last, richest, most dangerous district of Zan! But this is not the last licence you can get, one more step is required for that, but let's save it for later.

The last district is The King's Hold, here you can try to catch the attention of nobles, powerful merchants and guilds leaders, if not that of the king himself! But your girls must live up to such important clients, or else your reputation will fall down faster than you can imagine! And since you reached the top, such a fall would be very painful...

Here's what your new brothel has when you start the chapter:

- Bedrooms: 20/24 standard rooms (even if you had less rooms they automatically raise to 20), but you don't keep any former upgrades
- Master bedroom: one new slot, you keep what you got before
- Common rooms: a free room of your choice; you don't keep the other rooms you bought in the past chapter; max level: 4, clients for each level: 14
- Furnitures: you keep what you built before, new furnitures available
- Girls can reach rank S

Relocation cost: 25.000 gold

### New District: The King's Hold

- battlements
- keep
- hall
- courtyard
- temple
- waterfalls
  - harvest diamonds

#### **Main quest**

not yet implemented

#### **Special events**

not yet implemented

## **Epilogue - endless mode**

#### **Brothel relocation**

Now that you got this new licence, no pimp in town can withstand you! Perhaps the legendary Pimp Master could, but who knows? A guy who could even move the king as a puppet must be a mere legend, right? For now, let's make our own legend!

There's no relocation this time, since you already reached the top district before, but the last licence still grants benefits:

- Bedrooms: 24/32 standard rooms (even if you had less rooms they automatically raise to 20), but you don't keep any former upgrades
- Master bedroom: no new slots, you keep what you got before
- Common rooms: all rooms for free; max level: 5, clients for each level: 16
- Furnitures: you keep what you built before, new furnitures available
- Girls can reach rank X (even if you're not Charles Xavier)

#### **Main quest**

not yet implemented

#### **Special events**

not yet implemented

<https://f95zone.to/threads/brothel-king-v0-15-goldo.3282/page-10#post-563824>

<https://f95zone.to/threads/brothel-king-v0-15-goldo.3282/page-57#post-1852049>

<https://f95zone.to/threads/brothel-king-v0-15-goldo.3282/page-26#post-1115626>