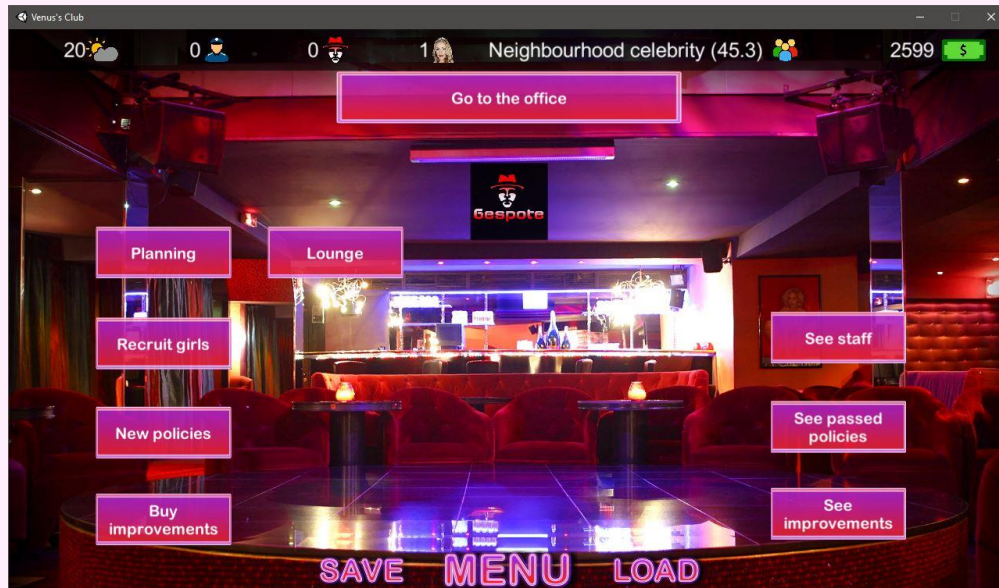


"I OWN THIS JOINT": A GUIDE TO VENUS'S CLUB

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Introduction



This guide explains how to run your business in Venus's Club, giving you strategies on how to get your club up and working quickly, and then maximizing its revenue stream. Please Note: it does *not* include advice on beating the side-game of dating your Assistant, Nicole Aniston, (which is kind of dependent on how good you are with your WASD keys (which I'm not.)) Rather, we're going to:

- 1) Explore the economics of the game Page 2
- 2) Cover basic game play for beginners Page 3
- 3) Talk about the Upgrades you can make to your club..... Page 5
- 4) Discuss the strategies for running your business..... Page 7
- 5) Illustrate putting those strategies into effect Page 7

This guide assumes that you are playing honestly, and with reasonably "vanilla" girls (i.e. they start with basic stats and cost \$300-500 to hire.) Obviously, by editing the girlpack's .json files, every girl you hire can come with loaded stats if you want. But for the sake of this guide, we will assume that you are playing "fairly."



Club Economics



It's all about the Benjamins, isn't it? We wouldn't own a strip club if we didn't want to make some good dough! (And also work around lots of attractive, naked young women, too, of course!) At a basic level, you need money to do two things: hire dancers, and buy club improvements. (There is also a secondary currency called Influence which is used to buy things from your friendly local organized crime cartel, which we'll get to later.) Money is generated by girls working (i.e. dancing, posing, or performing various sex acts). The amount of money they generate depends on four things:

- 1) How wealthy the customer is,
- 2) How happy the customer is,
- 3) How skilled the girl is at the thing she's doing, and
- 4) How popular she is

The key driver is customer wealth. A Mega Rich patron will pay even an unskilled girl *much* more than a super-skilled, super-popular girl dancing for a Very Poor customer. Furthermore, the type of act the girl is doing is *not* actually all that important. Customers seem to pay just as much for a simple topless dance as they do for a foursome on a trapeze with three identical blonde triplets (which should really be a thing, but sadly isn't.)

The relative monetary weighting of Skill vs. Popularity is complex. However, Skill improves much more quickly than Popularity. In the course of a long end-game shift, a girl's popularity might increase by 3 points, whereas her Dancing skill (or whatever), will increase by 9 points. But Popularity gets applied anything a girl does. A girl who is a lousy dancer, but happens to be very Popular, will at least make decent money—and that same Popularity will also increase her paycheck for giving a blowjob.

Each girl has a rating in six different Skill categories: Dancing, Posing, Foreplay, Oral, Sex (which covers both vaginal and anal), and Group Sex. The more she does a thing, the better she becomes at it. There are also items you can buy which will enhance how quickly she improves her Skills.

Finally, a word on Openness, which quantifies how willing a girl is to do more daring sex acts. Openness results from doing other less daring things. So, a girl starts out by Dancing, then dancing Closer, then going Topless, all of which makes her more Open. This, in turn, can lead to her to Posing naked, then Foreplay, then Oral, etc. However, once a girl reaches a certain level of Openness, the less risqué acts no longer add to her score. For instance, a girl who is only allowed to Dance Topless will cap out her Openness at 33.22. In order to increase her Openness further, she'll need to start Posing, etc.



Basic Game Play

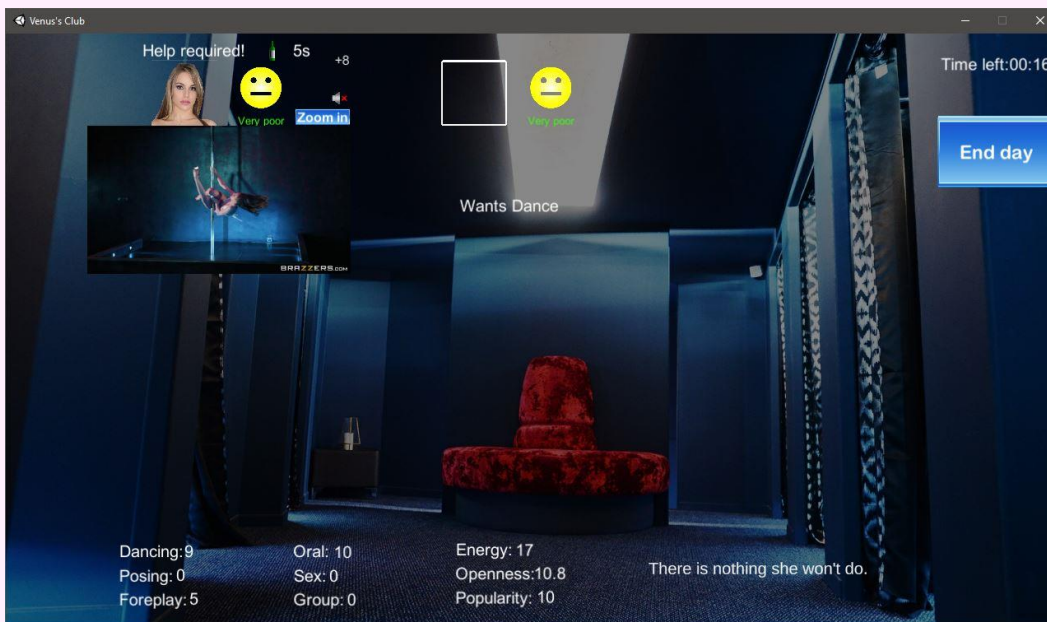


When you first start the game, your lovely Assistant, Nicole Aniston, will offer you a tutorial on the basics. If you haven't played the game before, take the tutorial. It's well-executed, quick, and easy, and your basic club will be up and running in no time. After that, Nicole will give you a series of starter tasks that you have to complete:

- 1) Hiring three girls
- 2) Buying your four basic dispensers (Bar, Cigarettes, Condoms, and Drugs)
- 3) Getting a girl to 35 Openness

It's a given, of course, that you start out dirt poor, with just \$300 to your name, a crappy club, and nothing else. You have just enough money to hire a single girl, and the upgrades look impossibly expensive. Have no fear!

There are some things to remember when you're actually working in the club, which aren't necessarily obvious to a first-time player. Here's a screenshot from a typical early shift in the game:

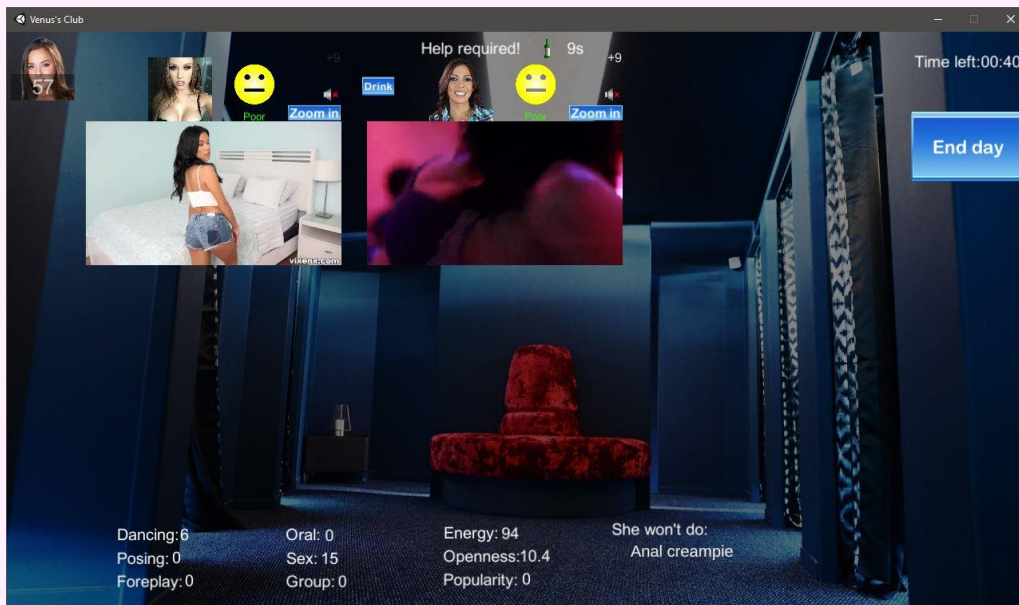


Here we have a single dancer, Kimmy Granger, working all alone (because you can't afford any other girls yet). She's dancing for a Very Poor customer. This schlub has asked for a drink (you can see the little green bottle icon above the customer's face). When that icon pops up, you have 10 seconds to give it to him—in this case, you can see we only have 5 seconds left to do so. However, since we don't have any dispensers yet, we can't help the customer out. This means that his mood will remain so-so, and he won't pay very well. Poor Kimmy is making just \$8/second (you can see the little "+8" that tells us that.) Meanwhile, in the next booth over, a second schlub wants *his* dance, too. But he can't get one until Kimmy is finished with Schlub #1, because you only have one dancer. This is your miserable existence until you can get your basic dispensers, and hire some more girls.

Down below, you can see Kimmy's stats. Her Dancing skill is 9, and will be going up as she's performing. Her Energy, though is only 17, and going down. In the early game, your girl loses 1 Energy every second she's in the

booth. Kimmy's exhausted. A typical solo shift like this will take 45-50 of her energy away. So she can only make it through two days of this nonsense. You're going to need more girls quick! Fortunately, you'll make enough from those first two shifts to hire a second \$300 dancer.

Once you start putting your dispensers in place, your game play becomes more complicated. Here's a screen from a few days later:



Now we have three girls working, but only two dancing. We have bought our first dispenser: the Bar. The customer on the right wants a drink, and lucky us, now that we have the Bar, we can serve drinks. You need to click on that little blue "Drink" button to give it to the customer—and the sooner, the better! Giving them him a drink will make him happier, and he'll pay more. Do *not* give customers something they haven't asked for—it makes them unhappy, they pay less, and you can also lose reputation.

As you can see, the more booths you acquire, the busier you will be as a player—dropping girls into booths (typically the one with the most Energy), while also monitoring which customers want what, and (hopefully) clicking the right button to serve them. Things can get pretty crazy. If you ever need a break, though (or just want a chance to actually *watch* a scene), click on the "Zoom In" button. This will freeze the clock, allow you to check out the video, and do whatever else you may need to do (ahem). When you're ready to get back to work, click the "Close" button.

Another thing to know is that if your girls start performing sex acts in the booth, they will be given the option to either "Extend" their performance for another few seconds, *or* go straight to the cumshot options (facial, body, etc.) When those buttons pop up, the booth goes into a holding pattern, waiting for you to pick an option. And while it's waiting, *you're not making any money!* So pick quickly, so that our blessed cashflow can resume. In general, you *always* want to Extend sex acts, because it makes the booth session longer, thereby reducing overall downtime in the booth. However, Extending also takes more energy from the girls.



Upgrades



There are four types of things club owners can buy—Improvements, Costumes, Policies, and Subscriptions (from your local crime cartel.) You can find a complete list of all upgrades, their effects, and costs in Appendix One.

Club Improvements

Your starter club comes with a stage and nothing else. So once you have some money, you will want to start upgrading it by clicking on the “Buy Improvements” button. An array of amenities is available. The Basic Club can also be upgraded four more times, each of which unlocks a new group of upgrades. Unsurprisingly, the higher ranks cost a lot more money, so you’ll want to be choosy about purchasing only those things that make sense (we’ll talk more about that in the Strategy section below).

Costumes

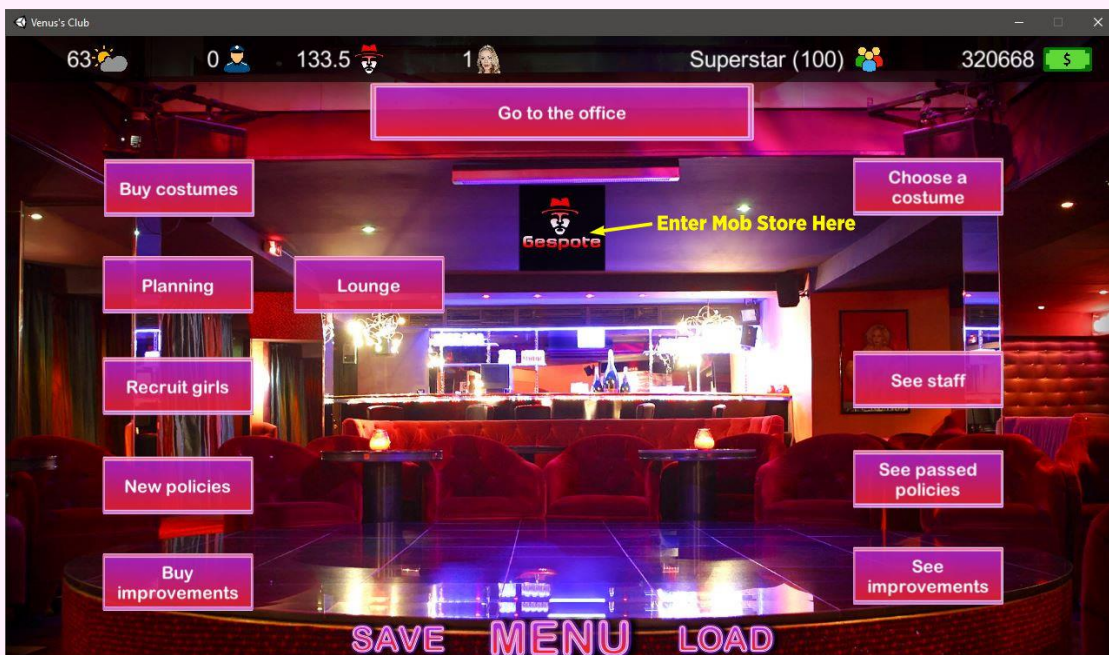
Once you have unlocked the club’s basic Wardrobe, you can buy costumes using the “Buy costumes” button. They have numerous effects on how your girls work in the booth. **After you buy a costume, you must wear it in order for it to start working!** Click the “Choose a costume” button to select a costume to wear.

Policies

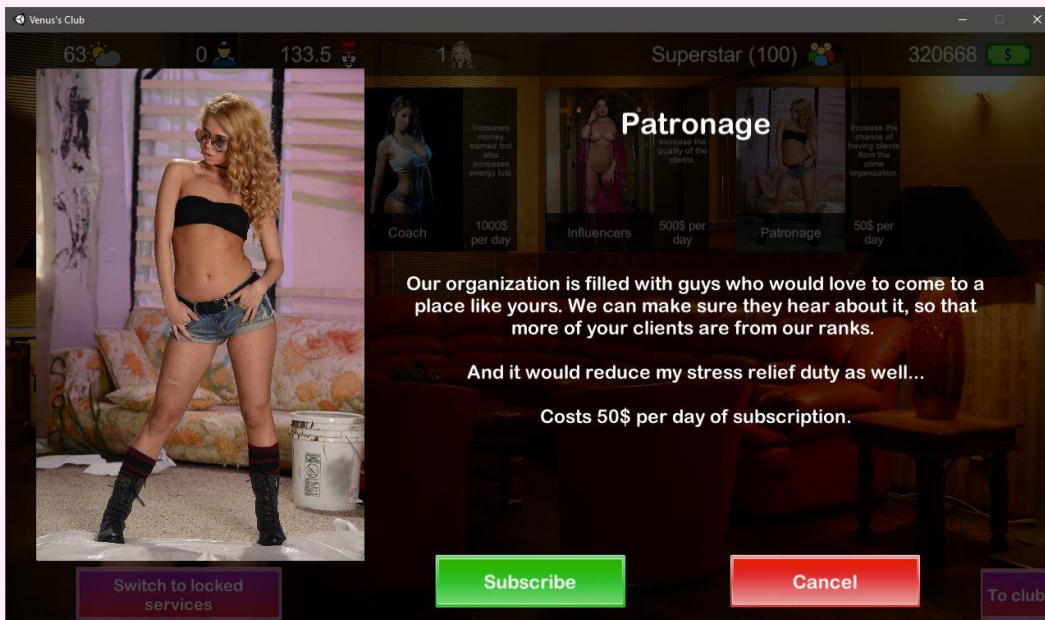
Policies (accessed via the “New Policies” button) affect what kinds of things the girls can get up to in the booth. Each new policy requires that girl’s Openness to be at a certain level.

Mob Merchandise

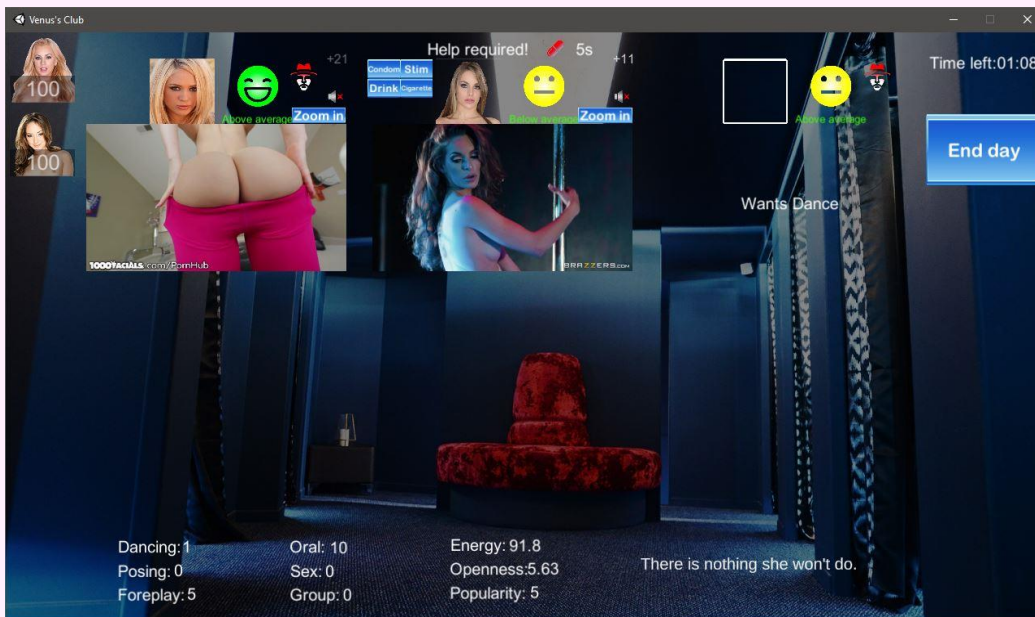
Once you have completed your three starter tasks for Nicole, you will make your first encounter with the local Mob, and get to visit their “store.” Accessing the store isn’t all that obvious—it’s a fairly unobtrusive icon in the middle of the game screen:



Once inside their storefront, you can purchase various subscription services using Influence, a secondary currency you earn by serving mobsters in your club. **Remember: once you have unlocked a service from the Mob, don't forget to subscribe to it!** To do this from inside their store, click "Switch to available services," then select a service you've unlocked, then click the "Subscribe" button. You can Unsubscribe at any time.



You can recognize mobsters when they come into your club by their fancy red hats. Keeping these sketchy characters happy is important, of course, particularly in the early game when you need some of the things they sell. The screenshot below shows the lovely Kagney Linn Karter doing exactly that: shaking her incredible round, juicy ass for a smiling mobster, and making \$21 per tick while doing so. What a good little pr0nwhore she is! Also, before you start any shift, mentally earmark who your best Dancers are, so you can drop them on any mobster that walks in (even if their energy is low). That way, you build Influence faster.





Strategy



There are basically two strategies available to a club owner:

- 1) “Lean, Mean Dancing Machine”
- 2) “Full-Service Brothel”

Each has pros and cons, discussed below.

Lean & Mean Strategy

The basic angle here is that since customers pay just as much money for Dancing as they do for Fucking, the fastest way to get up and running is to focus on *only* those improvements that help Dancing. You need no Booths (Studio, Foreplay, Oral, etc.) Nor do you need to pay for Policies past Topless dancing. You only need a basic Level 1 Lounge (so you can train at least one girl to Openness 35 to fulfill Nicole’s starter quests). Focusing only on Dancing also means (theoretically) that your girls will skill up faster, and start making money faster. All in all, you can save hundreds of thousands of dollars in Improvements and Policies this way, meaning your club can be maxed out and running full-tilt by about Day 50, and generating \$28-30,000 in daily cashflow.

There are several corollaries to this approach:

- 1) We’re only buying the bare minimum of club upgrades to keep the girls Energy sufficiently high that they can work. Put another way, ***the best way to make sure a girl is well-rested is simply to hire more girls.*** Running more shifts means everybody gets more time off to rest. For the cost of that \$1,000 basic Couch that gives the dancers +5 Energy on their day off, you could simply hire 2-3 girls instead. In general, we’re going to throw more girls at the Energy problem until it goes away. Taken to extremes, this would mean buying *zero* Couches (+ Energy on days off), or Cooks (+Max Energy), or Maids (reduced Energy loss), and ultimately probably running *four* shifts of eight girls apiece. Of course, to do that you have to have enough girlpacks loaded in the game. But if you’ve got the drive space, why not?
- 2) We’re ignoring anything that builds the club’s Reputation. Honestly, it is going to take care of itself.
- 3) The only things we need from the Mob are “Patronage” (for sure), “Coach” (maybe), and “Influencers” (maaaaaybe). Go for Patronage first, as it builds Mob visits faster. Don’t use “Coach” too soon, because it costs \$1,000/day. You must be confident that the income gain will exceed that fixed cost before subscribing. “Influencers” is less useful, because by the time you can get it, your club’s reputation will probably be high enough that you’ll already be drawing Rich patrons anyway.

The other item to take note of are the automatic “gift” services. These bring gifts (drinks, cigarettes, etc.) to your clientele without *you* having to click the button. This cuts down on your management chores during a shift. It *also* saves you at least a second or two in lost time each time you need to click a gift button. Downtime adds up quickly, and every second a booth is waiting on a button to be clicked,

it's earning *zero* money. If your girls are typically making over \$20/second, even an average of 2 seconds of downtime to click that button, multiplied by all the girls' performances, makes this service break even. Once you get your own automated dispensers, of course, you will Unsubscribe.

- 4) We want as many booths as possible, as quickly as we can get them. Even though we won't be able to fill them all, each new booth *also* extends the shift length by 30 seconds, which automatically increases income. Longer shifts, though, mean more energy lose. So you'll want to have a lot of girls on hand.

How Many Girls Do You Need?

The number of girls depends on how many booths you have, and Energy drain. After hiring the first three, I hire in pairs going forward. So, I'll have three working, and four resting, say. But that number goes up quickly. By the time you get to four booths (and two minutes of gameplay per shift), you'll definitely want eight girls working every shift, and you'll probably want three complete shifts or more. Late-game shifts with lots of booths are even longer, and really burn the girls out. For the Lean & Mean model of business, you need at least twenty-four girls (with some cheap Energy improvements), or perhaps as many as thirty-two girls if you buy no Energy improvements at all. (Even in a club with all the Energy-saving amenities, I will still run seventeen girls (eight per shift plus a spare) by end game.)

In terms of cashflow, you'd be surprised how well Lean & Mean can work. Once your club is completely up and running by about Day 50, you'll be generating \$28-30K a shift. This means that by Day 100, you could maybe bank about \$1.4 million.

Drawbacks

There are a number of downsides to the Dancer-only approach, though:

- 1) More girls in more shifts means each girl works less, which runs counter to our approach of focusing on just doing one thing well (Dancing) and skilling that up as rapidly as possible.
- 2) Dances don't last as long as sex acts. Having sex offers the ability to "Extend" the performance (letting the girl keep doing that thing), *and* it also has a cumshot at the end (which takes even longer.) Dancing (and Posing, too) doesn't give the option to Extend. The reason this is important is that every time a girl wraps up her session with a customer, there is a gap until the next customer comes along (known as "client acquisition" time). So Dancing leads to more of these gaps. And downtime = lost cashflow.
- 3) To fix that "client acquisition" gap, you'll probably want to get the Level 1 Sign upgrade (which decreases client acquisition by 10%).¹ More important, you'll **absolutely** want to upgrade your club's Wardrobe so that you can buy the Level 3 "Burlesque" costume that increases Booth Duration by 75%. But that decision, in turn, means that you can't be using the Level 3 "Cosplay" costume that increases Earnings by 60%. [Obviously, you could buy Cosplay and run it instead, but the increased downtime means that at upper levels, the cashflow is pretty much a wash, *and* it also makes your game play less relaxing because you're switching out girls more often.]
- 4) Finally, of course, a Dancing-only strategy means, well, no fucking. And watching pretty girls getting fucked is, after all, a lot of fun. It must be said, too, that a lot of the Dancing footage in a number of the freely-available girlpacks is pretty weak as well. Turns out that many of our favorite pr0nwhores aren't necessarily all that good at dancing. (And a lot of the girlpack creators, God bless them, aren't that good at finding dancing footage.) This means that Dancing-only game play is more monotonous.

¹ The level 2 marketing upgrade "Leaflets" increases Reputation instead. Level 3 decreases acquisition time a further 10%.

Lean & Mean Walkthrough

A quick guide to running this strategy would look something like this. Hire your best available dancer to start. Abigail Mac is a good one, since she has 15 Skill in Dancing. She'll work for two shifts in a row to make enough to hire Girl #2. Grab only \$300 girls to start, of course. Get 3-5 girls hired, then get your basic dispensers bought by about Day 10. Now get a third booth ASAP. (Alternately, get the third booth *first*, and *then* go for two more girls, and then dispensers.)

After that, get the basic Lounge, start giving daily lessons to one girl, and get her to 35 Openness. Next, go for Upgraded Club so you can get a fourth booth. Remember, more booths = more money, even if you can't fill them. Pass the necessary policies for Closer and Topless dancing, too. You'll next want the basic Wardrobe, so you can get your first costume. You'll also want to hire Security to cut down on Client Acquisition time.

By about Day 20 you should have at least a dozen girls working four booths, Topless. You should have unlocked the Mob Store by about now, and if the RNG gods are with you, you will get some mobsters in and be able to unlock Influencers (and then subscribe to it). By Day 25 you should hopefully have your first costume (Lingerie). ***Don't forget to actually WEAR the costume so that it starts generating benefits!*** (I speak from bitter experience.) Day 30 should see booth #4 going up. Notice that we're still running with only basic dispensers—we're focused instead on getting lots of girls, and lots of booths, to maximize cashflow.

By Day 37 you have a Level 3 club and your fifth booth. The club is now at 100 Reputation (without even trying), and we're catering to Mega-Rich clients and making \$25-32/girl/second. Four of those five booths are typically working constantly. Your girls' Dance skills are between 30-80, with an average around 50. By Day 43 or so you can get your sixth booth. Now we finally start upgrading our dispensers. By around Day 51, your club is completely built. It will look something like this:

- 32 girls (four shifts of eight)
- Sign (Level 1 decreases client acquisition by 10%)
- Automated Dispensers
- Final Club (Level 5)
- Six Booths
- Slutty Security (the maximum – decrease client acquisition time 40%)
- Lounge 1
- Advanced Wardrobe (Level 3)
- Burlesque Costume (Level 3 – Increase duration in booth by 75%)
- From Crime Organization: Patronage, Coach, and maybe Influencers.

A hybrid, approach, where you're only running three shifts, might look something like this:

- 24 girls (three shifts of eight)
- Sign (Level 1 decreases client acquisition by 10%)
- Automated Dispensers
- Couch (Level 3 - +15 to rest time)
- Cooks (Level 1)
- Final Club (Level 5)
- Sexy Maids (Level 2 – reduces energy loss by 20%)

- Six Booths
- Slutty Security (Level 4 – decrease client acquisition time 40%)
- Lounge 1
- Advanced Wardrobe (Level 3)
- Burlesque Costume (Level 3 – Increase duration in booth by 75%)
- From Crime Organization: Patronage, Coach, and maybe Influencers.

Note that with three shifts of girls working, you absolutely *will* need to put at least *some* infrastructure in place to manage energy loss.

Full-Service Brothel Strategy

This is the way most people play the game because, hey, it’s fun watching your favorite starlets getting fucked. Plus, a full-service club will generate bigger money on a per-shift basis than the Lean & Mean approach, because it can keep more girls in more booths, for longer periods (having sex), and thereby avoiding the downtime that comes with shorter Dancing performances. However, a full-service club also takes longer to get up and running. That said, there are many club improvements that you don’t actually need even with a full-service approach.

Improvements to Avoid

We don’t need the following:

- Improvements or Costumes that enhance Reputation. Your club’s reputation will take care of itself.
- Modular Booths, at least to start with.

Full-Service Walkthrough

The “standard” way to do this (i.e. the way most people probably play), is just starting from scratch, adding more girls as you go (up to probably 16-17 or so), gradually buying Policies, and working through the club upgrades in an orderly fashion, level by level. Which is fine.

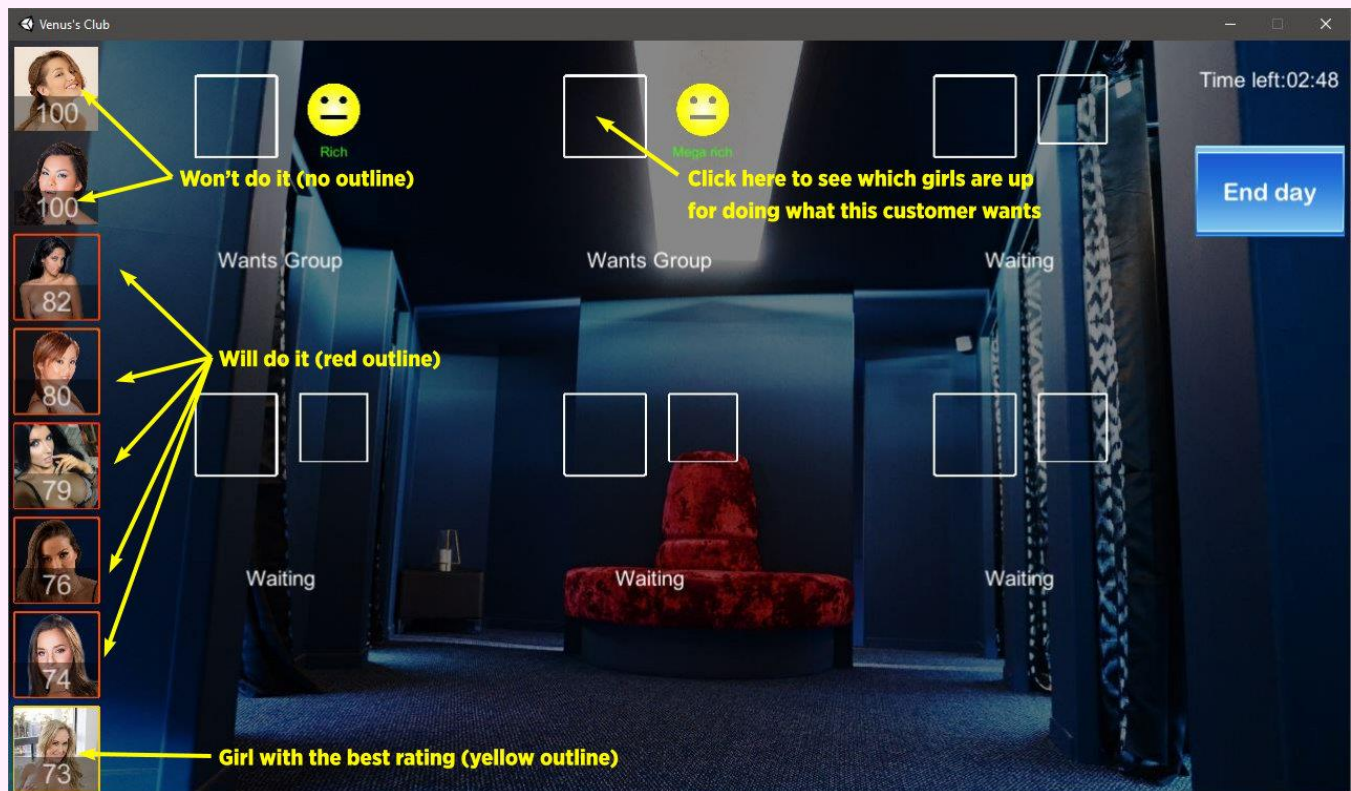
However, the *fastest* way to getting a Full-Service Brothel up and running is using the Lean & Mean model until you get the club built, and *then* switching your business model. Why? Because the Lean & Mean method is all about generating good cashflow as fast as possible. That said, though, the Lean Mean approach also requires a lot of girls. If you just don’t want to mess with all that, and prefer a smaller number of girls, then by all means take the more orderly, slower approach.

Be aware that if you *do* play Lean & Mean to start, when you shift away from pure Dancing, your income *will* decrease. Why? Because your super-skilled Dancers will now be trying to wrap their heads (and mouths) around how to give a customer a blowjob instead of dancing—and they’re starting from ground zero in terms of Skill. Seeing your income fall from \$28K to \$22K per shift is not unusual. However, it will rebound with time.

Full-Service Policy Strategy

Typically, you won't want to move ahead too quickly on passing policies for more adventurous sex acts. Let your girls level up as a group. Why? Because when you're in the middle of a shift, if a customer comes in wanting an Upside-Down Double-Penetration Trampoline Orgy, and you try dropping a girl without enough Openness on that booth, you'll get an error message saying she won't do it. When *that* happens, you're going to waste several precious seconds trying to locate a girl who *is* up for an UDDPTO, and then dragging her over to the booth. That takes time. And as everyone knows, time is money. Thus, for simplicity and ease of gameplay, it's maybe better to take it somewhat slowly as you gradually turn your pretty little dancers into pretty little whores.

However, if you *do* have groups of girls with mixed skills, the game helps you figure out which girl does what. By clicking the center of a booth icon, you can see which girls will do the kind of performance that customer wants:



You'll also probably want to upgrade your Lounge so that you can give additional lessons to the girls that are falling behind on Openness. This will keep your pack of new whores learning as quickly as possible.

Club Goals

All in all, by going Lean & Mean first and then switching, so you can get your full-service club completely upgraded by about Day 61 or so. This will include:

- Six modular booths (if desired)
- Booths for Pose, Oral, Sex, and Group Sex
- Level 3 revenue costume (Cosplay)
- Additional Energy upgrades (if needed)
- Some Marketing upgrades (Levels 1 at least, and maybe 3) to decrease customer acquisition time.

At that point, all you have to do is pass the policies you want (this will cost another \$122K, if you pass them all). By the time you get all your policies passed (and can actually use them), it'll be about Day 75 for three shifts of girls, and even longer for four (because more girls means less work/day/girl, meaning slower Skilling up.)

From a cashflow perspective, by the time all the policies and upgrades you need are in place, you'll already have plenty of money in the bank (\$450K or so). Your girls will also be bringing in about \$40K a shift, and this will still be increasing as the girls' Skills at whoring also increase. Total projected cash on hand at Day 100 will be about \$1.36 million—about even with the Lean Mean model, but *much* better positioned for long-term cashflow.



Summary



That's really about it! You are now ready to get in there and get those girls working. By carefully balancing Energy, Skill, and club Upgrades, you'll be positioned to make your fine establishment hum like the well-oiled cash-generating machine it is meant to be.

APPENDIX ONE: PRICES

Club Improvement Costs

Improvement	Description	Cost
Basic Club (Level 1)	Unlocks club improvements	Free
Stage	Allows dancing	Free
Sign	Decreases client acquisition time 10%	\$1,000
Barmaids	Allows drinks for customers	\$500
Cigarettes	Allows cigarettes for customers	\$500
Condoms	Allows condoms for customers	\$500
Pharmacist	Allows drugs for customers	\$500
Pillows	Adds 5 to energy gained by resting	\$1,000
Cooks	Increases max energy by 5	\$1,000
Maids	Reduces energy loss 10%	\$1,000
Third booth	Third booth; increase work duration to 1:30	\$1,000
Secretary	Increases Reputation 10%	\$1,000
Security	Decrease client acquisition time 10%	\$1,000
Lounge	Allows 1 lesson / day	\$1,000
Modular Booth 1	Allows selection of specialty in booth	\$5,000
Basic Wardrobe	Allows Level 1 costumes	\$5,000
		\$20,000 total

Better Club (Level 2)	Unlocks Level 2 club improvements	\$5,000
Leaflets distribution	Increases reputation gain 10%	\$4,000
Sexy barmaids	Improves happiness boost from drinks by 5	\$3,000
Better Cigarettes	Improves happiness boost from cigs by 5	\$3,000
Better Condoms	Improves happiness boost from condoms by 5	\$3,000
Sexy Pharmacist	Improves happiness boost from drugs by 5	\$3,000
Armchair	Adds 5 to energy gained by resting (total 10)	\$2,500
Sexy Cooks	Increases max energy by 5 (total 10)	\$4,000
Sexy Maids	Reduces energy loss 10% (total 20%)	\$4,000
Fourth booth	Third booth; increase work duration to 2:00	\$4,000
Sexy Secretary	Increases Reputation 10% (total 20%)	\$4,000
Sexy Security	Decrease client acquisition time 10% (total 20%)	\$4,000
Better Lounge	Allows 1 lesson / day (total 2)	\$5,000
Modular Booth 2	Allows selection of specialty in booth	\$10,000
Studio	Allows new performances	\$1,000
Upgraded Wardrobe	Allows Level 2 costumes	\$10,000
		\$58,500 total

Upgraded Club (Level 3)	Unlocks Level 3 club improvements	\$10,000
Online advertisement	Decreases client acquisition time 10% (total 20%)	\$7,000
Naked barmaids	Improves happiness boost from drinks by 5 (total 10)	\$6,000

Upgraded cigarettes	Improves happiness boost from cigs by 5 (total 10)	\$6,000
Upgraded condoms	Improves happiness boost from condoms by 5 (total 10)	\$6,000
Naked Pharmacist	Improves happiness boost from drugs by 5 (total 10)	\$6,000
Couch	Adds 5 to energy gained by rest (total 15)	\$4,000
Naked Cooks	Increases max energy by 5 (total 15)	\$7,000
Naked Maids	Reduces energy loss 10% (total 30%)	\$7,000
Fifth booth	Fifth booth; increase work duration to 2:30	\$7,000
Naked Secretary	Increases Reputation 10% (total 30%)	\$7,000
Naked Security	Decrease client acquisition time 10% (total 30%)	\$7,000
Improved Lounge	Allows 1 lesson / day (total 3)	\$10,000
Modular Booth 3	Allows selection of specialty in booth	\$15,000
Foreplay booth	Allows foreplay performances	\$2,000
Advanced Wardrobe	Allows Level 3 costumes	\$15,000
		\$105,000 total

Advanced Club (Level 4)	Unlocks level 4 club improvements	\$15,000
Live advertisement	Increases reputation gain 10% (total 20%)	\$10,000
Slutty barmaids	Improves happiness boost from drinks by 5 (total 15)	\$10,000
Advanced cigarettes	Improves happiness boost from cigs by 5 (total 15)	\$10,000
Advanced condoms	Improves happiness boost from condoms by 5 (total 15)	\$10,000
Slutty pharmacist	Improves happiness boost from drugs by 5 (total 15)	\$10,000
Bed	Adds 5 to energy gained by rest (total 20)	\$5,500
Slutty cooks	Increases max energy by 5 (total 20)	\$10,000
Slutty maids	Reduces energy loss 10% (total 40%)	\$10,000
Sixth booth	Sixth booth; increase work duration to 3:00	\$10,000
Slutty secretary	Increases Reputation 10%	\$10,000
Slutty security	Decrease client acquisition time 10% (total 40%)	\$10,000
Advanced lounge	Allows 1 lesson / day (total 4)	\$15,000
Modular Booth 4	Allows selection of specialty in booth	\$20,000
Oral booth	Allows oral sex performances	\$3,000
		\$155,500 total

Final Club (Level 5)	Unlocks level 5 club improvements	\$20,000
Automated barmaids	Automatically gives drinks to customers	\$15,000
Automated Cigarettes	Automatically gives cigs to customers	\$15,000
Automated Condoms	Automatically gives condoms to customers	\$15,000
Automated Pharmacist	Automatically gives drugs to customers	\$15,000
Massages	Adds 5 to energy gained by rest (total 25)	\$7,000
Final lounge	Allows 1 lesson / day (total 5)	\$20,000
Modular Booth 5	Allows selection of specialty in booth	\$25,000
Modular Booth 6	Allows selection of specialty in booth	\$30,000
Sex booth	Allows sex performances	\$4,000
Group sex room	Allows group sex performances	\$5,000
		\$171,000 total

Grand total all club improvements: \$510,000

Policy Costs

Policy Name	Openness Required	Cost
Dance	0	Free
Dance Closer	5.5	\$1,000
Dance Topless	11	\$2,000
Pose Naked	16.6	\$2,000
Solo Fingering	22.1	\$3,000
Handjob	33.2	\$3,000
Toys masturbation	27.6	\$4,000
Body cumshot	33.2	\$4,000
Footjob	38.7	\$4,000
Blowjob	49.8	\$4,000
Titjob	44.2	\$5,000
Deepthroat	55.3	\$5,000
Facial	49.8	\$3,000
Tits cumshot	44.2	\$4,000
Facefuck	60.8	\$6,000
Facing vaginal	66.4	\$5,000
Creampie	71.9	\$5,000
Back vaginal	71.9	\$6,000
Swallow	60.8	\$4,000
Anal	77.4	\$6,000
Threesome	83	\$6,000
Anal creampie	83	\$6,000
Foursome	88.5	\$7,000
Threesome finish	88.5	\$7,000
Orgy	94	\$8,000
Group finish	94	\$15,000
		<i>\$125,000 total</i>

Costume Costs

Level 1 Costumes		
Lingerie	Increases booth duration by 25%	\$5,000
Dirndl	Increases money earned by 20%	\$5,000
Stewardess	Decreases energy lost by 20%	\$5,000
Nun	Doubles the chance to get an event ²	\$5,000
Leotard	Increases the effect of bringing gifts to the client by 50%	\$5,000
Swimsuit	Increases reputation gained from satisfied customer by 50%	\$5,000
Schoolgirl	Increases skill gains by 100%	\$5,000
Sexy	Increases earning 5%, decrease energy loss 5%, increase event chance 30%, increase gift effect 20%, increase booth duration 10%, increase reputation 20%, increase skill gains 30%	\$10,000
		\$45,000 total

Level 2 Costumes		
Corset	Increases booth duration by 50%	\$10,000
Bunny	Increases money earned by 40%	\$10,000
Pilot	Decreases energy lost by 40%	\$10,000
Angel	Triplies the chance to get an event	\$10,000
Latex	Increases the effect of bringing gifts to the client by 100%	\$10,000
Bikini	Increases reputation gained from satisfied customer by 100%	\$10,000
Cheerleader	Increases skill gains by 150%	\$10,000
Topless	Increases earning 10%, decrease energy loss 10%, increase event chance 60%, increase gift effect 40%, increase booth duration 20%, increase reputation 40%, increase skill gains 50%	\$20,000
		\$90,000 total

Level 3 Costumes		
Burlesque	Increases booth duration by 75%	\$15,000
Cosplay	Increases money earned by 60%	\$15,000
Soldier	Decreases energy lost by 60%	\$15,000
Goddess	Quadruples the chance to get an event	\$15,000
Ropes	Increases the effect of bringing gifts to the client by 150%	\$15,000
Wet Shirts	Increases reputation gained from satisfied customer by 70%	\$15,000
Teacher	Increases skill gains by 200%	\$15,000
Naked	Increases earning 15%, decrease energy loss 15%, increase event chance 90%, increase gift effect 60%, increase booth duration 30%, increase reputation 60%, increase skill gains 70%	\$30,000
		\$135,000 total

Total costume costs: \$270,000

² "Events" are very rare in game. If you are using the "stock" girls, for instance, Kimmy Granger and Abigail Mac will occasionally be invited to an orgy together.

Crime Cartel Merchandise Costs

Subscription Name	Description	Cost
Patronage	Increases chance of mobster visits	10 Influence \$50/day to subscribe
Influencers	Increases quality of clientele	10 Influence \$500/day to subscribe
Coach	Increases income; increases energy lost	5 Influence \$1,000/day to subscribe
Masseur	Decrease energy loss; decreases income	5 Influence \$1,000/day to subscribe
Negotiator	Convince a girl to work without requisite Openness	10 Influence \$500/day to subscribe
We Bring Cigs	Automatically brings cigarettes to clientele	5 Influence \$100/day to subscribe
We Bring Condoms	Automatically brings condoms to clientele	5 Influence \$100/day to subscribe
We Bring Drinks	Automatically brings drinks to clientele	5 Influence \$100/day to subscribe
We bring Drugs	Automatically brings drugs to clientele	5 Influence \$100/day to subscribe
Lottery	Recruits a random girl from the lottery pool (In the normal game, this is Bonnie Rotten)	20 Influence