

68

Synopsis

Elizabeth is the only woman in Vault 68 – a vault with 999 men. She recognizes that this scenario gives her a unique power to determine which bloodlines will continue, and which will perish. She decides to leverage this power in an attempt to align the various tribes among her fellow Vault-Dwellers under just a single rule: *her* rule.

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General Rules of Play

The Vault begins with a Population of 1000 (Elizabeth and 999 men). The population is split randomly into tribes of various sizes. Each Tribe can exist in only a single Region. A Region may have a Major or Minor System assigned to it, or it may have no System assigned at all (see [Jobs & Systems](#) for details). If a Tribe is placed in a Region that has a System assigned to it, then a percentage of its population is assigned to working that Job. See [Initialization](#) for details, which is where the player also sets up Elizabeth's base stats and skills.

Tribes have a handful of variables assigned to them, the most important of which are Alignment and Satisfaction. Alignment determines the Tribe's attitude toward Elizabeth, and Satisfaction is a metric that determines a given tribe's alignment and hostility. Managing the Tribes that are aligned to Elizabeth involves assigning Jobs to Tribe members, assigning Tribes to defend other Tribes, and having Tribes initiate combat against other Tribes. See [Tribe Management](#) and [Tribe Combat](#) for details.

All Tribes start with 0 Satisfaction. Once a Tribe passes 50 Satisfaction, if it is currently Neutral, then it becomes Friendly and under Elizabeth's control. If a Friendly Tribe falls below 0 Satisfaction, it again becomes Neutral. A Tribe is considered Hostile so long as its Satisfaction is -100 or below. A Hostile Tribe will randomly attack other Tribes, regardless of their alignment, and including Friendly Tribes. See [Alignment](#) for details.

The Vault has a variety of Jobs, which Tribe members can operate. Each Job relates to operating a relevant System. Systems are broadly split into the categories of Major and Minor, where Major Systems are critical to the well-being of the Vault, and Minor Systems provide the controller some benefit. See [Jobs & Systems](#) for details.

The Player both controls Elizabeth herself, and manages the Tribes that are aligned to her (presumably on her behalf). Controlling Elizabeth involves providing a multitude of sexual favors for the various tribes, acts which provide immediate boosts to that Tribe's Satisfaction, and maybe boost the Satisfaction of other Tribes as well. See [Sex System](#) and [Satisfaction](#) for details.

The single largest Satisfaction boost that Elizabeth can give to a given Tribe is a child: by allowing a Tribe member to impregnate Elizabeth, which is the single greatest power Elizabeth has as the sole woman among a Vault of men, that Tribe will gain an immense propensity to protect and serve her. This translates to a large Satisfaction boost, which greatly strengthens their alignment with her. Due to gameplay considerations, and creative liberties with the Vault canon, there is an accelerated pregnancy system in play. See [Pregnancy](#) for details.

The game operates on simulated time, with 5 real-time minutes equaling 1 game-time hour. Every game hour, the Satisfaction algorithms are calculated for all Tribes, which includes Alignment changes as necessary. The Player is notified whenever a Tribe's Alignment changes, regardless of what that change is. See [Time Tick](#), [Tribe Management](#) and [Jobs & Systems](#) for details.

Elizabeth herself has a wide arrangement of variables and parameters assigned to her. These include Energy, Experience, SPECIAL stats, Pregnancy State, and the Skill Competence system. Energy is a

resource that is depleted by varying amounts when performing sex acts, Experience is a resource that is gained through various means, the SPECIAL stats are in reference to the SPECIAL system in Fallout, Pregnancy State refers to if Elizabeth is pregnant and the state of her pregnancy, and the Skill Competence system is a rough analogue to the Fallout skill system. See [Player Parameters](#) and [Pregnancy](#) for details.

The difficulty of the game increases according to time elapsed. The likelihood of any given System failing is tied to how many game-time days (24-hour cycles) have passed, with the likelihood increasing with every passing day. The number of Tribes that have been aligned with Elizabeth does not directly impact difficulty, but implicitly impacts it by giving the player more that they have to micromanage. See [Difficulty](#) for details.

Beyond the Tribes and Elizabeth, the Vault itself has a handful of parameters assigned to it: Population, Supply Rate, and Starvation. Population is a measure of how many people (Elizabeth included) is currently in the Vault, Supply Rate is a measure of what size Population the Vault can currently sustain, and Starvation is a measure of how close until a random Tribe loses a member. Supply Rate is dictated by various Jobs, see [Jobs & Systems](#) for details. Every time the Satisfaction algorithms are calculated (every game hour), the Starvation meter changes depending on the difference between Population and Supply Rate. If Starvation gets too high, a random Tribe will lose a Vault Dweller. See [Vault Parameters](#) for details.

The game is considered successfully completed once three criteria have been met: all existing Tribes in the Vault are Aligned to Elizabeth; the Vault Population is above the Critical Threshold (see [Vault Parameters](#)); and the Vault Supply Rate is not less than Vault Population (the Vault isn't starving). The game ends as soon as a Time Tick occurs (see [Time Tick](#) for details) and all three conditions are met, at which point the player is presented a scoreboard, and the option to either play again or free-play.

Details

Initialization

Upon game start-up, the game map is selected from a selection of possible Vault floor-plans. Each of these floor-plans has each room specially marked as its own Region, with some large rooms (such as the Atrium) being further split into their own Regions. These Regions are rectangular in shape, and are placed edge-to-edge, with sometimes more than two regions sharing common edges.

A single Region is selected to house each of the five Major systems, and then further Regions are selected at random to house Minor systems. Each Region may have at most one System in it, with the possibility of a Region having no Systems. There may be duplicate Minor systems, and some Minor systems may never be assigned. See [Jobs & Systems](#) for details.

Once the System assignment has been completed, the Vault population of 999 men is randomly split into Tribes. Each Tribe is assigned a Region at random. The number of Tribes generated cannot exceed the number of Regions in the map – each Tribe **must** have a Region, a Region can only house exactly **one** Tribe, and a Tribe can only belong in exactly **one** Region. The population of each Tribe is randomly determined, out of the remaining unassigned population.

If a Tribe is assigned to a Region that has a System installed, then a percentage of that Tribe's population will be assigned to operate that System.

After System assignment, the player is then prompted to set up Elizabeth's SPECIAL stats, initial Competence, and specialization. See [Player Parameters](#) for details on each of these. By default, Elizabeth starts with 3 points in every stat, with an additional 9 points left to be distributed, for a total of 30 stat points. The player can add and remove points to any stat, clamped into a range of [0,10].

Similarly, the player is given 1600 Experience that they can put into any combination of sex skills, in increments of 100. This means that the player can have 16 sex skills all at Competence Level 1, or a single sex skill with Competence Level 5 ($100 + 200 + 300 + 400 + 500 = 1500$ Experience); or anything in between.

Finally, the player is prompted to choose a single sex category to be Elizabeth's specialization – all Experience gained from an act within these groups is increased by 33%. See [Sex System](#) for details on these categories.

Tribe Combat

When a Tribe attacks a Region that has another Tribe on it, a simple calculation is performed: every unassigned member of the Attacking Tribe contributes one (1.0) Attack point, and every member (both assigned and unassigned) of the Defending Tribe contributes 1.2 Defense points, before any bonuses are applied.

For every three (3.0) Attack points contributed, one member of the defending Tribe is killed. Similarly, for every three Defense points contributed, one member of the attacking Tribe is killed. Defenders can only kill a number of Attacking Tribe members equal to the number of unassigned people in the Attacking Tribe. Health bonuses increase this "kill threshold." This is the Combat Calculation.

If all members of the Defending Tribe are killed, then its Region becomes Empty.

After the Combat Calculation, if the Defending Tribe is still alive, then two Defection Calculations are computed, first for the Attackers, and then for the Defenders. For the Attackers' Defection Calculation, every unassigned Tribe member has a Defection chance equal to (P / P') , where P is the current population count of the Tribe (including assigned Tribe members), and P' is the population count of the Tribe immediately prior to the Damage calculation. A random number between 0.0 and 1.0 is generated, and if it is greater than or equal to this Defection chance, then that Tribe member will Defect. In practice, this means that the more people lost in the attack, the more likely a Tribe member is to Defect.

After the Attackers' Defection Calculation, the Defenders' Defection Calculation is computed. Every tribe member of the Defenders' Tribe, including assigned members, has a Defection chance equal to (P / P') . The method of Defection is the same as for the Attackers' Defection.

After both Defections have been calculated, the Defection is performed: The Net Defection, ND , is computed as $(DA - DD)$, where DA is equal to the number of Defecting members in the Attacking Tribe, and DD is equal to the number of Defecting members in the Defending Tribe. The Attacking Tribe loses ND members, and the Defending Tribe gains ND members. Note that ND can be negative, which practically means that more Defenders defected than Attackers did.

After the Defection is performed, the Combat is completed. The player is notified of the number of deaths and defections, and if the defending tribe was destroyed. The game-clock is artificially moved forward proportionally to the sum of P' for each Tribe involved in combat, with Calculation Ticks performed as necessary. This practically means that combat between small tribes consumes less game-time than combat between large times.

Tribe Management

Assign Jobs

The player has four simple operations for managing Friendly Tribes. All of these operations can be seen in the Vault Map view, when the player selects a specific Region occupied by a Tribe. The most common operation that the player will likely use is the **Assign Jobs** operation.

This operation is presented as a labeled button, next to a number-entry box and two buttons labelled simply "+" and "-". When pressed, the former button assigns an additional inputted number of members to that Region's system. The latter button unassigns that many from the system. If the Region does not have a System, then this operation is not available. Assignments are affected immediately.

Move / Attack

The **Move / Attack** operation is presented by a button labelled with a curved arrow with a sword overlaid it. This operation has two distinct behaviors, depending on the context of its use. When this button is pressed, the player is prompted to target a second Region. The target Region must have at least one edge partially shared with the selected Region.

If the player targets another Region that is controlled by a Friendly Tribe, then those two Tribes swap positions, with as many people in each Tribe assigned to the system (if any exists) as there was assigned before. If a Tribe does not have enough members to keep the assigned members the same, the player is

explicitly warned of this before the swap is performed—the player must explicitly consent to the swap, in this case. Swaps are affected immediately.

If the player targets a Region controlled by a Hostile Tribe, then it initiates Tribe Combat, with the player's tribe being the Attacker, and the targeted Tribe being the Defender.

If the player targets a Region controlled by a Neutral Tribe, then the player is explicitly warned that they are instigating an attack on a Neutral tribe. The player must explicitly consent to this attack. Attacks are affected immediately.

If the player targets a Region that is Empty, then it acts like a Swap with a Tribe of size 0, which effectively means that the Tribe simply moves into the Empty region. The space that the Region formerly occupied becomes Empty, and the targeted Region loses its Empty tag.

Defend

The **Defend** operation is presented by a button labelled with a shield. This operation prompts the player to target another Region, but it can only target Regions that have at least one edge touching one of the selected Region's edges. Once another Region is selected, regardless of its alignment, it will be marked as being Defended by the selected Region. This is designated with a directional arrow across one of the shared edges between the Regions, with a Shield icon overlaid atop the arrow, pointing from the selected Region to the targeted Region, and is referred to as a **Defense Contract**

While a Tribe is defending another Region, its work performance suffers an efficiency penalty. See [Jobs & Systems](#). The Region that is being defended experiences no bonuses or penalties. A Tribe can defend any number of surrounding Regions, and a Region can be defended by any number of surrounding Tribes. The penalties for defending Regions stack.

If a Region that is being Defended is attacked, then the full population of all Defending Tribes are added onto the attacked Tribe's, for Tribe Combat calculations. All casualties dealt to the attacked Tribe are equally distributed between it and all of its defenders. This Defense bonus does not apply if a defended tribe instigates an attack. Defense does not chain (EG if A defends B, and B defends C, then D attacking A will only cause B's defense to trigger; C's defense will not trigger unless B is explicitly defended). Cyclical defenses are allowed (EG A can defend B, and B can defend A).

A Tribe cannot attack a Region that it is defending. If a Tribe moves, all of its Defense Contracts are reset. Defense Contracts are affected immediately.

Migrate

The **Migrate** operation is presented in the same way as the Assign Jobs operation, with a labeled button next to a number-entry box and "+" and "-" buttons. When the Migrate button is pressed, the player is prompted to select another Tribe. The target Tribe does not need to be sharing an edge with the selected Region. Upon choosing a target Tribe, the selected Tribe loses population equal to the inputted number, and the target Tribe gains that same amount. The population removed is pulled from the unassigned population first; the population gained is always added to the unassigned population.

When Migrating population, the selected Tribe loses Satisfaction equal to 0.33 per person migrated, and the targeted Tribe gains Satisfaction equal to 0.2 per person migrated. This is to discourage reckless transferring of Tribe members around.

Satisfaction

The driving parameter of gameplay, Satisfaction refers to how a particular Tribe feels about life in the Vault, with respect to Elizabeth being in charge. Each Tribe has its own independent Satisfaction value, which changes through a few different means.

First and foremost, each Tribe has a **Base Satisfaction Factor** of 1.0, which means that, on every Calculation Tick (see [Time Tick](#) for details), every member of that Tribe generates +1.0 Satisfaction. To counteract this, each Tribe also has an **Employment Dissatisfaction Factor** of -1.33, which means that on every Calculation Tick, every member of that Tribe who's working a System generates -1.33 Satisfaction, or loses 1.33 Satisfaction. This also means that, if a Tribe has more than 33% of its population working, it will lose Satisfaction every Calculation Tick.

At the end of the Calculation Tick step, all of the generated Satisfaction is normalized, by dividing the sum satisfaction by the number of people in the Tribe, meaning that at most, a Tribe can generate +1 Satisfaction per Calculation Tick. This is without taking into account any modifiers.

The player's main effort of managing Tribe Satisfaction is through sex: by having sex with members of a Tribe, Elizabeth is able to greatly boost the Satisfaction of a single Tribe member, which increases the overall Satisfaction of that Tribe proportional to its population: the smaller a Tribe, the more profound an effect a given sexual encounter has. See [Sex System](#) for details.

Due to the small natural gains of unmodified Satisfaction, and the limited resources Elizabeth has, managing Systems that increase Satisfaction (or decrease the need to employ Tribe members) and balancing with avoiding Major System failures, becomes extremely important, especially at higher difficulties. See [Jobs & Systems](#) for details.

Alignment

A Tribe has three possible alignments: Neutral, Friendly, and Hostile. All Tribes start Neutral, with the Tribe having 0 Satisfaction:

- If a Neutral Tribe reaches or surpasses 50 Satisfaction, it becomes Friendly.
- If a Friendly Tribe reaches or falls below 0 Satisfaction, it becomes Neutral.
- If a Neutral Tribe reaches -100 Satisfaction, it becomes Hostile.
- If a Hostile Tribe climbs above -100, it becomes Neutral.

If a Tribe is Friendly, then the player is able to manage it. If a Tribe is Neutral, then the player cannot manage it, but it also largely does not change in any way, and just sticks to itself. If a Tribe is Hostile, then it will randomly attack nearby Tribes (see [Tribe Combat](#) for details), and also perform **Kidnappings** against nearby Tribes.

Kidnapping is a special ability that only Hostile tribes can perform, and is basically an unchecked defection: when a Hostile Tribe performs a Kidnapping, it targets a nearby Tribe and forces a Migration (see [Tribe Management](#) for details) in their favor. Usually only a small handful of Tribe members, rarely more than 6, are kidnapped at a time. Due to the Migration mechanics, this can cause the Hostile tribe to become Neutral again; it can also cause the targeted tribe to also become Hostile.

Hostile Tribes can target Friendly Tribes, Neutral Tribes, and even other Hostile Tribes. Whenever a Hostile Tribe attacks or kidnaps from another tribe, the player is notified of it, regardless of the target Tribe's alignment.

Jobs & Systems

The Vault is split up logically and geographically into a variety of systems. There are two classes of systems: **Major** and **Minor** systems. **Major** systems are those that, when they suffer a **Failure**, contribute to a universal loss of Satisfaction across all Tribes, as well as providing a second negative effect. **Minor** systems are those that, when they suffer a Failure, become inoperable and their effects are negated until the Failure is fixed.

Major Systems

Below is a list of each of the Major systems, as well as the secondary effects that are triggered when each system suffers a failure, and the justification for the effect. Note that there is only a single region in the Vault for each Major system.

- **Power** – All Minor systems lose their effects (they lose power)
- **Ventilation** – A random Tribe member dies at every Calculation Tick (see [Time Tick](#) for details) (toxic gasses are pumped through ventilation)
- **Water** – Increased Satisfaction penalties (water riots)
- **Heating** – All Jobs work at reduced efficiency (uncomfortable climate)
- **Food** – The Threshold for Tribes to turn Hostile is reduced, meaning that they need less Satisfaction to turn Hostile. (Food raids)

Minor Systems

Below is a list of each of the Minor systems, as well as the effects provided when that system is operating. The effect is on a per-Job basis, meaning that more people working on a Minor system will yield a greater effect. There may be multiple regions in the Vault for any given Minor system; each of these regions are independent, and their effects stack for the controlling Tribe. If the controlling Tribe is Friendly, then its effects are applied to all Friendly tribes.

- **Munitions Depot** – Combat damage bonus in Tribe Combat
- **Medical Bay** – Health bonus in Tribe Combat
- **APS Lab** – Production of accelerated pregnancy serum (see [Pregnancy](#) for details)
- **Contraceptives Lab** – Production of pharmaceutical contraceptives (see [Pregnancy](#) for details)
- **Kitchen** – Increased base Satisfaction generation, exponential
- **Radio Station** – Combat defense and damage bonus in Tribe Combat, exponential
- **Workshop** – Increased Job efficiency

- **???** – Lowers the Friendly-to-Neutral threshold for Tribes, meaning they stay Friendly longer
- **Recording Studio** – Sex performed in this Region generates Satisfaction for all Regions, proportional to its Aesthetic value. See [Sex System](#) for details.
- **Hydroponics** – Increases the Supply Rate of the Vault. See [Vault Parameters](#) for details.

Jobs

Every system, both Major and Minor, has a single associated Job with it. Every Tribe member assigned to a Job provides a single Labor point toward that Job's associated system, at every Calculation Tick. After all of the Labor points are contributed in a given Calculation Tick, all systems consume Labor points in accordance to the current Difficulty settings. See [Difficulty](#) for details. Any efficiency bonuses or penalties refer to this Labor point value: an efficiency bonus means that the workers contribute more than 1.0 Labor points; an efficiency penalty means they contribute less than 1.0 Labor points.

If a system ever reaches negative Labor points, meaning that it has consumed more Labor points than it has gained, then the system instigates a **Failure**.

Failure

When a system suffers from a Failure, its mode of mechanical operation changes. Its Labor points are set to a significant negative value, as per the Difficulty settings, and it is specially marked to the player as suffering a Failure. Its Labor points do not decrease in Calculation Ticks—they only increase. Once the Labor points reach a positive number, the Failure is considered to be resolved.

When the Failure is resolved, the system's Labor points are set to a significant positive value, it loses its mark as suffering a Failure, and continues operating like normal.

When a Major system is suffering a Failure, all Tribes in the Vault take a Satisfaction hit during every Calculation Tick. So long as that Major system is suffering a Failure, its negative effect, described previously, is in effect.

If a System suffers a Failure, and the housing Region is not controlled by the player, then the AI will automatically assign the Tribe's entire population to the System, in an attempt to remedy it as quickly as possible. Once the Failure is resolved, the population assignment part of [Initialization](#) is repeated for that Tribe, randomly assigning a percentage of the population to the System.

Time Tick

The game operates in realtime, with a time factor of 60/5, meaning that 5 real-time minutes equal 60 in-game minutes, or one hour. Every in-game hour triggers a **Calculation Tick**, which is where most all time-based logic in the game is calculated.

When the player has Elizabeth sleep, the game's clock is temporarily suspended. Instead, Calculation Ticks are performed consecutively, in accordance to how many hours the player elects to have Elizabeth sleep for. The game clock is then set forward that many hours, and then resumed as usual.

Sex System

Sex Parameters

The core mechanic of how the player manipulates the game world, the sex system leverages a variety of parameters to create a rich and extensive system that is easy to operate and difficult to master. The parameters used are as such:

- **Energy Cost** – How much Energy performing the sex act costs Elizabeth. See [Player Parameters](#) for details.
- **Time Cost** – How much in-game Time the sex act consumes. When a sex act is performed, it suspends in-game time and plays the relevant animations for as long as the player requests. By default, the animation will play for its equivalent real-time cost, meaning that a Time Cost of 12 minutes will play for 1 minute of real-time. This can be disabled in the sex animation's UI, where the player can then click a Finish button to conclude the animation at any time. Similarly, the player can choose to Skip a sex animation altogether. Regardless, the Time Cost will still be consumed equally. See [Time Tick](#) for details.
- **Satisfaction** – How much Satisfaction performing the sex act will yield to a single Tribe member. Note that the Satisfaction gain for the Tribe as a whole is equal to this value divided by the population of the Tribe – smaller Tribes gain more overall Satisfaction for sex acts.
- **Aesthetic** – How much Satisfaction watching the sex act yields, if the player chooses to have *public sex*. See below for details on “private” and “public” shows.
- **SPECIAL stats** – These can augment various parameters for a sex act. **Endurance** reduces the Energy Cost of a sex act, and **Agility** reduces the Time Cost of a sex act. **Luck** increases the chance of a multiplier bonus to Satisfaction and/or Aesthetic occurring. See [Player Parameters](#) for details.
- **Competence** – Elizabeth's **Competence** in relevant sex skills increases the Satisfaction and Aesthetic of a given sex act, while decreasing its Energy Cost. See [Player Parameters](#) for details.
- **Weariness** – Elizabeth's **Weariness** toward relevant sex skills increases the Energy Cost of a given sex act.

Sex Menu

From the Vault Map view, where the player manages Tribes, there is an additional button available for all Regions with Tribes in them, labelled simply “Sex,” which brings the player to the Sex Menu.

In the Sex Menu, the Player is presented relevant information on the selected Tribe: its current Satisfaction, the net Satisfaction change from the last Calculation Tick, and its population. Additionally, the player is also presented with relevant information related to Elizabeth: her Endurance, Agility, and Luck stats; her current Energy; and the current time.

For additional complexity, every sex act is “pre-loaded” with a Tribe member, meaning that, practically, Elizabeth is picking a Tribe member first and then deciding what to do. Functionally, this means that before choosing a sex act, a random category may be chosen to fill either the **Preferred** or **Uninterested** factor. The state of these two values only has a chance of being displayed to the player, dependent on

Elizabeth's *Perception* (see [Player Parameters](#) for details); if the Perception check is failed for either, they are displayed as "Unknown"; otherwise, they are displayed explicitly. Both of these can be empty, and they are independent of one another.

Here, the player can navigate a selection of potential sex acts, sorted into the following categories:

- **Tease** – A series of low-Energy, low-Time, low-Satisfaction, and low-Aesthetic acts, likely to only really be used when a Tribe is on the edge of changing Alignments. These include things like Elizabeth unzipping her suit and showing off her cleavage, and Elizabeth twerking.
- **Glamor** – A series of acts that tend to be high on Energy and Time, low on Satisfaction, but abnormally high on Aesthetic, these are positions meant to be watched more than performed, and include things like piledrivers and bondage.
- **Oral Sex** – Everything mouth, from a simple blowjob and ball-sucking to deepthroat and shaft-licking. These tend to be low on Energy and Aesthetic, and high on Time and Satisfaction.
- **Vaginal Sex** – Everything involving Elizabeth's bits that make her a lady. These tend to be low on Energy and Aesthetic, and high on Time and Satisfaction.
- **Anal Sex** – All the ways of sticking it in Elizabeth's butt. These tend to be low on Time and Aesthetic, and high on Energy and Satisfaction.
- **Nonpenetrative Sex** – Handjobs, footjobs, boobjobs, buttjobs, and everything else involving a cock not going in a hole. These tend to be low on Energy and Satisfaction, and high on Time and Aesthetic.
- **Group Sex** – Any combination of the above, but with more than one partner at a time.

Sex Controls

Note that the category of a sex act is not necessarily in-line with its relevant sex skills. For example, oral sex is a single category that includes both ball-sucking and deepthroating, which have different relevant sex skills: mouth-play and throat control, respectively. Similarly, the category of group sex, by its nature, involves multiple sex skills, such as throat control, anal aptitude, and logistics.

If the sex act chosen is from a category that is marked as **Preferred**, then that will yield a Satisfaction multiplier. Similarly, a sex act chosen from a category marked **Uninterested** suffers a Satisfaction penalty.

When the player is selecting a sex act, clicking one will provide a window that includes both a visual preview of the animation as well as some relevant information. The information presented is a list of all of the relevant sex skills, with Elizabeth's competence in that skill listed (and her weariness in a parenthetical number beside competence); its base Energy Cost, Time Cost, Satisfaction, and Aesthetic values (with final values taking into account all parameters displayed in a parenthetical number beside the base values); a trio of radio buttons labelled "**Personal**", "**Private Show**" and "**Public Show**"; a pair of checkboxes labelled "**Contraceptive**" and "**Cumshot**"; and a pair of buttons labelled "Fuck" and "**Convince**".

The “Fuck” button engages in that sex act, performing the relevant animations and the relevant calculations.

If the **Personal** radio button is selected, which it is by default, then everything performs exactly as described. All systems are described above for the Personal setting. However, during the Personal setting, the Aesthetic option of a sex act has no effect (unless the selected Region has an operational **Recording Studio**; see [Jobs & Systems](#) for details)

If the **Private Show** radio button is selected, then the Energy and Time costs increase (and are shown accordingly in the parenthetical) noticeably. As a trade-off to this, then the sex act’s Aesthetic value is added directly to the Tribe’s net Satisfaction gain, regardless of the Tribe’s size. This is significant because it means that a Tribe of size 999 gets the same Satisfaction gain from Aesthetic as a Tribe of size 1, unlike normal Satisfaction gain. High-Aesthetic acts are ideal acts for Private Shows, for this reason.

If the **Public Show** radio button is selected, then the Energy, Time, and Aesthetic values of a sex act increase significantly. The trade-off is that, in addition to the operations of a Private Show, all other Regions sharing at least one edge with the selected Region gain an Aesthetic bonus equal to half of the act’s Aesthetic. Public Shows are ideal in situations where a group of Regions all need a Satisfaction boost.

The **Contraceptive** checkbox is only enabled if the player has at least 1 Contraceptive available and the button has not been used in the past 24 in-game hours. If both conditions are met, then the checkbox will be available; if not, it will display, parenthetically, either that no Contraceptives are available, or how much in-game time needs to pass before it can be used again. If the checkbox is available and checked, then a Contraceptive is consumed and Elizabeth becomes flagged as temporarily sterile. During this time, Elizabeth cannot become pregnant. See [Pregnancy](#) for details.

If the **Cumshot** checkbox is enabled, then the Satisfaction of the sex act decreases slightly, and the Aesthetic increases. These changes are reflected in the displayed stats, and when the sex animation reaches its climax, there is a high probability of the climax animation being replaced with an external cumshot (face, belly, back, etc) instead of the classic internal creampie. If an external shot triggers, then there is no chance for pregnancy. However, there *is* a small chance for the external shot failing to trigger, during which, if the sex act involves vaginal sex, there is a possibility of pregnancy. See [Pregnancy](#) for details.

Note that the availability of both the above checkboxes is dependent on the sex act in question. If the selected sex act does not involve penetration (such as a tease or nonpenetrative sex), then both become unavailable, and this reason is explained in the parentheticals.

Pressing the “Convince” button will expend a small amount of Energy and Time, and give a roll for changing the **Preferred** category to the category the selected act belongs in, or, if said housing category is currently the **Uninterested**, to set the **Uninterested** to empty. This chance correlates to the **Charisma** stat, see [Player Parameters](#) for details. Note that the player does not need to see what either the **Preferred** or **Uninterested** categories are; if they are changed as a result of Convincing, they will always be displayed to the player. Once the player presses Convince, it will be grayed out until they perform a sex act; each “participant” can only have a single Convince attempt.

If a sex act is performed in a region with an operational **Recording Studio**, then the Aesthetic boost is given to *all* Tribes in the Vault, regardless of their location. The boost is proportional to $(n / (n + 300))$, where n is the number of Tribe members operating the Studio. This means that the highest possible Aesthetic boost all Tribes gain is equal to about 77% of the act's Aesthetic value ($999 / 1299 = 0.769$). Note that this bonus from the Recording Studio stacks on top of whatever boosts the selected Show state provides.

Every time a sex act is performed, a single point is added to the **Weariness** of every relevant sex skill. At the same time, a single point of Weariness is removed for every sex skill *not* involved in that sex act, down to a minimum value of 0. The Weariness counter increases the Energy cost of an act, and simulates Elizabeth growing weary of performing the same acts over and over again. This is to encourage the player to vary the acts.

Additionally, every time a sex act is performed, Elizabeth gains **Experience** for every sex skill involved, proportional to the Energy cost of that act. See [Player Parameters](#) for details.

Pregnancy

If a sex act climaxes in a vaginal creampie, and Elizabeth is not marked as temporarily sterile due to the use of a Contraceptive, then there is a probability of Elizabeth becoming pregnant. The player will not be notified of this until the next time Elizabeth sleeps – if, after sleeping, Elizabeth is pregnant (and the player has not yet been notified), then the player will be notified, and prompted whether or not to use **Accelerated Pregnancy Serum (APS)**, if at least one dose is available.

Once the player chooses to use the APS, Elizabeth is specially marked as such, and the player is reminded of this on the main UI. Over the course of the next four in-game days, Elizabeth will go through four distinct visual changes. Along with each change are associated SPECIAL penalties and global sex-act parameter changes. Note that the penalties and changes do not stack.

- First 24 hours after taking APS – no physical change, no penalty
- 24-48 hours after – noticeable baby bump, -1 Endurance (see [Player Parameters](#)), Satisfaction boost (see [Sex System](#))
- 48-72 hours after – swollen belly, -3 Endurance, -1 Agility, +1 Charisma, Aesthetic boost
- 72-96 hours after – heavily pregnant, -6 Endurance, -3 Agility, +3 Charisma, stronger Aesthetic boost, Satisfaction penalty

When Elizabeth awakes from sleep, and at least 96 hours have passed since first taking APS, then the player is notified that Elizabeth has successfully given birth, and the Tribe that the father belonged to receives a massive Satisfaction boost. The Vault population count increases by one, though the Tribe's displayed population does not increase (since an infant is obviously too young to work or fight). At this point, Elizabeth is marked with **Post-APS Cooldown (P-APS-C)**, which the player is notified of and reminded of on the main UI.

When awaking after giving birth, Elizabeth's energy is set to 1/8 of full, regardless of how much sleep she got or how much Energy she had when she slept. While marked with P-APS-C, sleep restores 1/18 of her energy, meaning it takes 18 hours of P-APS-C sleep to regain full energy. Elizabeth is marked with P-APS-C for 36 hours, after which time, the mark is removed and she operates as usual.

If the player does not take APS while Elizabeth is pregnant, either willingly or because there is not a dose available, then the player is reminded that Elizabeth is undergoing “natural pregnancy,” which has no effective change on gameplay, with one exception: Elizabeth can not become pregnant while already pregnant. Every time Elizabeth wakes while undergoing natural pregnancy, the player is prompted to take APS. If the player did not have one full dose of APS when the player was first notified of Elizabeth’s pregnancy, then as soon as a full dose becomes available, the player is notified and prompted to use the dose.

Note that, if Elizabeth is marked as naturally pregnant, she will never progress through stages of pregnancy. A player could go the full nine months of an expected pregnancy, and she would undergo no changes. The only way for a pregnancy to operate is through APS.

The production of APS is done through the operation of **APS Labs** (see [Jobs & Systems](#) for details). These labs produce small fractions of doses for every Tribe member that is working the APS Lab’s Job. The player also starts with a small stock of APS.

Similarly, the production of Contraceptive is done through the operation of **Contraceptive Labs**. Much like APS Labs, these labs production small fractions of doses for every Tribe member working them. The player also starts with a small stock of Contraceptives.

Player Parameters

Energy

Elizabeth has a set amount of Energy, displayed to the player in the form of a cream-white progress bar. This Energy naturally decays at a rate of 1/18 per Calculation Tick (see [Time Tick](#)), and is further consumed by sex acts. If Elizabeth’s energy ever reaches zero, a sleep of 10 hours is automatically induced. If Elizabeth’s energy is ever less than the Energy Cost of a sex act (see [Sex System](#) for details), that sex act will be grayed out and unable to be performed.

In the Vault Map view, the player is offered a button labeled “Sleep”, with a number-entry box beside it. When pressed, Elizabeth will sleep for the number of in-game hours in the number-entry box (default 8). Every in-game hour slept restores 1/9 of Elizabeth’s energy, meaning that 9 hours of sleep restores her Energy from 0 to Full. See [Time Tick](#) for details on how sleep works.

SPECIAL

Reflecting the Fallout franchise, the SPECIAL system is a collection of stats that each have their own unique bonuses they provide to gameplay.

- **Strength** - ???
- **Perception** – Determines the probability of the **Preferred** and **Uninterested** categories to be displayed when picking a sex act. Each point equates to a 10% increase in probability, starting at 0% chance. Aesthetically, is Elizabeth’s ability to intuit what a guy likes and dislikes regarding sex. See [Sex System](#) for details.
- **Endurance** – Decreases the Energy Cost of all sex acts. Aesthetically, is Elizabeth’s sexual stamina. See [Sex System](#) for details

- **Charisma** – Increases the chance of the player being able to successfully Convince a “participant” to prefer a given sex category. See [Sex System](#) for details.
- **Intelligence** – Increases the amount of Experience Elizabeth gains from sex or training. See **Sex Skills & Competence** below for details.
- **Agility** – Decreases the Time Cost of all sex acts. Aesthetically, is Elizabeth’s sexual flexibility. See [Sex System](#) for details.
- **Luck** – Increases the chance of a sex act randomly giving a multiplier to Satisfaction and/or Aesthetic bonuses.

Sex Skills & Competence

Elizabeth has a wide array of sex skills, each of which have their own independent **Competence** level. Her **Competence** in a given skill increases the Satisfaction and Aesthetic of all sex acts that involve that skill (see [Sex System](#) for details), while also simultaneously reducing the Energy Cost of such acts. As such, Competence is an unequivocally beneficial parameter to have.

Sex skills gain **Experience** through both sex and **Training**. Every time a skill’s Experience equals or exceeds $100 * L$, where L is its current Competence Level, its Experience reduces by $(100 * L)$ and its Competence Level then increases by 1. A skill cannot lose Experience or Competence Levels.

From the Vault Map view, the player is offered a button labeled “Training” which can be accessed at any time. This button opens a window with a list of all possible sex skills, with their current Competence level (and Experience / Needed in a parenetical pair of numbers) beside them. Clicking on a skill in this list consumes a static (and displayed) amount of Energy and one in-game hour, while also providing a static amount of Experience for that skill. Note that, in effect, this means that Training skills becomes less effective as they reach higher levels of Competence.

Vault Parameters

The Vault itself is a system that has a few major parameters: population, **Supply Rate**, **Starvation**, and the **Critical Threshold**. Population is simply the sum total of all Tribe populations, infants born, and Elizabeth herself.

The **Supply Rate** refers to how many people the Vault can reliably sustain. It has a base value equal to Critical Threshold, and during Initialization (see [Initialization](#)), jobs are assigned to Hydroponics (if they exist) to try and reach the Vault’s initial population of 1000. There is no guarantee that this will be stable.

The Supply Rate can be increased by assigning Tribe members to work Hydroponics. The purpose of the Supply Rate is to balance the use of Accelerated Pregnancy Serum (see [Pregnancy](#) for details), through discouraging reckless breeding and upsetting game balance with a large number of infants that count toward the Vault population but cannot work or fight.

At every Calculation Tick (see [Time Tick](#) for details), a value $S = (P + (W * L)) - R$ is computed, where P is the Vault population, W is the sum total of Tribe members assigned jobs, L is the “**labor supply factor**,” and R is the Supply Rate. If S is non-negative, meaning the Population exceeds the Supply Rate, then S is added to the Vault’s Starvation parameter.

If the **Starvation** value ever exceeds 100, then a random Tribe is picked at random to lose a member, either working or unassigned. The Starvation counter is reduced by 100, the Vault population by 1, and the player is informed that a Tribe member had starved to death.

The **Labor Supply Factor** is a value that reflects that working consumes energy and thus increases the amount of supplies a person needs, and is equal to a small value of 0.07, meaning that every 15 working Tribe members consume 1 additional supply from the Supply Rate.

The **Critical Threshold** is the minimum population size required for the player to be able to successfully end the game. It represents the minimum amount of population required for the Vault to procreate with sufficient genetic diversity. It is equal to 96% of the base Vault population, or 960 people.

Difficulty

Game Difficulty can be changed in two ways: through normal gameplay, and through **initial game settings**.

Through normal gameplay, every 24 in-game hours sees the maximum Labor point cost of all systems increase. The actual amount of Labor points that a particular system consumes at every Calculation Tick (see [Time Tick](#) for details) is a random number between 0 and this maximum. As such, this difficulty increase means that, as the game proceeds, more and more people will be needed to maintain systems and prevent them from suffering Failures (see [Jobs & Systems](#) for details). The randomization makes the failure of individual systems unpredictable, but the continual increase of the maximum value makes failure inevitable unless the player takes actions to counter it.

By increasing the maximum Labor point cost of systems, all other systems implicitly gain difficulty as well. To keep on top of the higher likelihood of system failure, the player needs to invest more workers into jobs; this increases the amount of Satisfaction that Tribes lose every tick, and increases the amount of Supply that workers consume; this in turn requires the player to balance sex acts for Satisfaction boosts more rigorously while also managing Supply Rate production and population levels.

Additionally, when the player first begins a new game session, they have the possibility to change the **initial game settings**. The player has a selection of difficulty modes they can choose from (the default is Normal, which all values in this design document are for), both easier (including a Sandbox difficulty which effectively sets all challenge parameters to 0, allowing the player to play indefinitely without being challenged) and harder (including a Nightmare difficulty which massively increases the APS pregnancy cycle and P-APS-C cooldown time [see [Pregnancy](#) for details] while at the same time increasing the Labor Supply Factor and Critical Threshold values [see [Vault Parameters](#) for details]).

The player also has the ability to set their own custom difficulty, where they are able to manually adjust each parameter as they see fit.