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Title:chastity_or_denial_gambling
Sex: Female T Male T Trans T
Require:
Limits:
use:chastity
use:gen
;Task to gamble chastity or denial time
;
;; Variable table -
; TEMP1 == working variable
; TEMP2 == working variable
;
; ***** Initialize task
*****
call:initializeChastityClub
loadtemp1:chastityStartTimeP
if: (('TEMP1' == '') || ('TEMP1' == 'undefined'))
  assign:inChastity:false
else:
  assign:inChastity:true
fi:
assign:improveOdds:0
image2:taskimg/chastity/simply_endure.png
;
; ***** Introduce
show:Slave, we will test your luck today. But before we do that, get
undressed
button:naked
show:Lets take a picture
button:Picture in 5 seconds
wait:5
cam:
;
; ***** Determine whether slave can add denial or chastity
if: !inChastity && (L_CHASTITY < 3)
  assign:slaveType:'denial'
else:
  assign:slaveType:'chastity'
fi:
show: Slave, you will be gambling for $slaveType time
button:Great DTITLE
;
; ***** Determine losing and winning times
assign:randomFactor:((Math.random() * 8) + 2)
if: '$slaveType' == 'chastity'
  loadtemp1:chastityAllTimeMax
  if: (('TEMP1' == '') || ('TEMP1' == 'undefined'))
    settemp1:10
  fi:
  ;limit maximum chastity penalty by constraining to limits setting
  if:(TEMP1 > L_CH_MAX)
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    settemp1:L_CH_MAX
fi:
    show:Slave I have looked into your file and your settings. Based on that I
think I can add a maximum of TEMP1 hours of chastity if you loose. It may
not be as much though, maybe half or a third. Or i really add that many
hours. Haha
    button:Please DTITLE
    settemp1:(Math.floor(TEMP1 * $randomFactor / 10))
    assign:losingTime:TEMP1
    assign:winningTime:(Math.floor(TEMP1 / 2))
    if: $inChastity
        if:($winningTime > (CH_END / 3600))
            assign:winningTime:(Math.floor(CH_END / 3600))
        fi:
    else:
        assign:winningTime:0
    fi:
else:
    settemp1:L_DENIAL
    if:(TEMP1 <1)
        settemp1:1
    fi:
    assign:losingTime:TEMP1
    assign:winningTime:0
fi:
show:Slave, I have determined how much $slaveType time i will add or reduce.
Do you want to know? Be aware! If you say YES, I will tell you, but it will
be a bit more likely that you loose this gamble
choice:yes, no
if:(LASTASK == 1)
    if: '$slaveType' == 'chastity'
        show:Fine. If you loose i will add $losingTime hours of chastity. If you
win I will remove $winningTime hours. And now its become more likely that
you loose, haha.
    else:
        show:Fine. If you loose i will add $losingTime days of denial. If you
win I will give you 2 mood. And now its become more likely that you loose,
haha.
    fi:
    assign:improveOdds:($improveOdds -1)
    button: Thank you DTITLE
fi:
;
; ***** Determine whether slave wins or loses
settemp2:(L_CH_FLEX * 5)
if:(TEMP2 < 5)
    settemp2:5
fi:
show:We will be gambling for $slaveType time. You can improve your odds of
winning by TEMP2 % if I put you in hardcore mode for 2 weeks and you have to
do some tasks each week.<br><br>Think carefully about this, without chosing
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this option your chance of winning may be very low.<br><br> Do you want
this?
choice:yes, no
if: LASTASK == 1
    settemp1:(Math.floor((Math.random() * 4) + 1))
    show:You chose the careful option. I will add TEMP1 tasks per week, and
lock your limits for the next two weeks.
    button:Yes DTITLE
    ;    hardcore:14 days
    ;    addwtasks:TEMP1
    ;    locklimits:14
    log:adding TEMP1 weekly tasks, and locking limits for 2 weeks
    assign:improveOdds:($improveOdds + (TEMP2 / 10))
else:
    show:Chicken. Its likely that you will loose the gample
    button:Shudder
fi:
assign:winning:false
if: '$slaveType' == 'chastity'
    settemp1:(Math.floor(Math.random() * 100))
    settemp2:((L_CH_FLEX + 4 - $improveOdds) * 10)
    if:(TEMP1 > TEMP2)
        assign:winning:true
    fi:
else:
    if:((Math.random() * 10) > 5 - $improveOdds)
        assign:winning:true
    fi:
fi:
;
; ***** Inform slave of result and adjust times
show:Ok, let me think
wait:5
show:Hmm, where are my dice?
wait:5
show:Aaah, here we go
wait:5
show:Throwing dice
wait:5
show:And the result is
if: '$slaveType' == 'chastity'
    if:$winning
        if: $inChastity
            show:You have won. I will reduce your chastity time by some hours
            button:This is great
            log:Slave has won. Reducing chastity time by $winningTime hours
            settemp1:(CH_END / 3600) - $winningTime
            ;                setchastity:TEMP1 hours
        else:
            show:You have won, but you are not locked up. Why did you play at all?
There is nothing I can do for you, but thanks for trying

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        button: Yes DTITLE
    fi:
else:
    show:Oh dear, you have lost. I will add a lot of chastity time
    button:Oh no
    log:Slave has lost. Adding $losingTime hours of chastity time
    ;          addchastity:$losingTime hours
fi:
else:
    if:$winning
        show:you have won. I will add a few mood points
        button:This is great
        log:Slave has won. Adding 2 mood points
        ;          setmood:(MOOD-2)
    else:
        show:Oh dear, you have lost. I will add a lot of denial time
        button:Oh no
        log:Slave has lost. Adding $losingTime days of denial time
        ;          adddenial:$losingTime days
    fi:
fi:
show:That was fun. Hope to see you playing again soon
button:Yes DTITLE
;
; update to-do list with task run and validate if there are overdue tasks
assign:logTaskName:'chastity_or_denial_gambling'
call:validateToDoTasks
call:saveToDoTasks
;
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