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MAYA**

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Volume 1 Issue No. 17

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# AVNL TIMES®

Your weekly dose of happenings around the community

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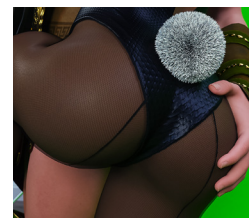
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## Being a DIK Episode 10 Reviews

The Cultured Pervs react to the much anticipated release



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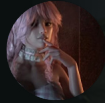
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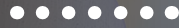
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# DPC's Crown

Episode 10 of Being a Dik has been getting a lot of hate. Is that justified? Lets talk Scenes, Story and overall impression.



## → Scenes

It has 16 new scenes, most of which are high quality... released within a year. Even though the release time is very long, it has more scenes released per year than a lot of the most popular AVNs that get credit for quicker release times. Perhaps if DPC releases smaller updates more often it would get more recognised? Granted 3 of the scenes were with a LI not much had interest for and there are multiple LIs that dont get a scene whom the fanbase are crazy for.... perhaps its a slowburn game DPC is playing (i.e. Sally, Karen, Tara and the bunch)

## → Story

Story: Undoubtedly the story progression in this game was massive... lots of intriguing points and advances... if anything, this update focussed more on story rather than scenes... it actually had a bro moment towards the end that made me tear up (IYKYK)

## → Impression

We commonly regard Being a Dik as the be all and end all... the King of AVNs... the GOAT... the MASTER....But is

that justified? Dont get me wrong, it is an amazing game and surely is the best of its college genre by a longshot... It also surely ranks amongst the top AVNs... but how does it compare to games like Eternum and Ripples that have released much more enjoyable updates in much quicker succession? Perhaps instead we should consider BAD as a top 3 game instead of assuming its THE #1... Perhaps the crown has been STOLEN.

*The game has reached a tipping point where the Quinn/manwhore route gets more content now than the others. More dates, sex scenes, etc. There are even more scenes with Madame, which is just fucking stupid imo. So the other routes feels shorter by comparison.*

*And because DrPC keeps slow drip feeding the main storyline (mother's diary, hidden camera, etc), it feels like there's a handicap and way less story progression on them. It'd be fine if it wasn't for the fact that this update took a year to get out. And it's only going to get longer between updates if this trend keeps up. Writing like they're episodic instalments, but taking a year between them affects the experience.*

*Add the unnecessary amount of minigames (now there's a mystery puzzle box to solve) and the whole chapter can feel unsatisfying.*

—u/AVIAN-madness

I mean it was a huge disappointment for me. I remember the first free roam I found the puzzle cube and I was like, why? Why is this in here? Probably took a lot of effort to put into the game and it's worthless.

Imo, more focus should be going into the scenes. None of them were particularly interesting. I'd say they were all the blandest scenes for each girl, except for maybe madame. Also, Sally, Karen, Heather, Becky, Elena. All of these girls are getting little to no attention. I think side characters should be getting more scenes.

I liked the new areas, and the story isn't bad, but this episode probably ranks near the bottom in terms of content. The timeframe between updates is ridiculous. I don't care how many people stand by the quality over quantity approach. The game's quality improvement wasn't even noticeable. The scenes are getting a bit more polished, but they are fine where they are. I think DPC may lose a lot of patrons after this because it just doesn't seem worth the time. It's his game. I get it. I'm making unjustified demands, but at the end of the day this is a product.

—u/Gozi55

So I will preface this with saying I just played sage route, without minigames because those just fucking sucked playing them for like 30th time.

I dont think its number 1. It never really was, its entry game with so much solid foundation that it will be always in top 5, for what it does best - being above average in everything AVN needs to do. I dont even know which I would put in number 1 now. Would it be SG ? Would it be Eternum, Summer heat or Artemis ?

Its highly subjective, for me the EP10 is better than EP9, even without seeing the rest of the routes, that I might see down the line, with different choices. But I can't objectively put in number 1, not after playing so many other projects.

—u/This\_Sand\_6314

In my opinion, AVN in general is not as popular as it was during Pandemic mainly in the Western world. Japanese AVNs in my eye still the absolute peak in terms of content, choices, storytelling, characters and lewd scenes. For me, BADIK was out of top 3 the moment development time got 1 year and got increased amount of mini-games.

—u/EViL\_VeIN

To me, the "best" is subjective as hell, so I go by "best of" instead because there are different strokes for different folks, you know For example, Eternum, Artemis, and Projekt: Passion overtook BAD a while ago for me, ngl, but I'm also a sci-fi fan. However

BAD is still alongside them at the top, no less diminished, it just affected what I think of as top AVNs.

—u/No\_Hurry\_152

To me it boils down to the amount of choices and options you have. You have so many different types of people who play the game for different things. This I'd all nice in theory but when you release one a year it makes it easier to blow your lid knowing it'll be 2 years in between what you enjoy the game for.

—u/NommedPlums

tbh I haven't considered BADIK top 10 for a few months now only when i first started playing AVN's. For me BADIK is more like top 15. I've yet to play the update only skimmed through it. I'm actually happy with how long it was to get through skipping through 99% of the text. The only thing I didn't like from what I saw is how many minigames there are in this update. Felt like he went hard on the minigames. Wish all but 1 of my saves had them turned off but I already spent alot of time redoing all my saves not gonna do it again.

—u/Dessolos

It got a lot of hate assuming because of the length of story progression wasn't as much as we wanted or maybe it didn't feel like the first season of the game and people miss that nostalgic feeling either way I loved the game no matter how much shit I'd give dpc for taking forever every episode has been a banger imo

—u/RumpLe4sKin585





Young  
Stephen Burke



## New episode of BADIK was good but not mindblowing.



by: u/HattoriTheDemon

I like BADIK very much, but it was first top game in months that didn't blown my mind with new episode. Every other top game shown new highs of quality with their last episode - Eternum, Ripples, Artemis, Pale Carnations, Superhuman, Desert Stalker, Summer's Gone, Race of Life. Every new episode of each of those games made me sitting in disbelief thinking about renders and story quality.

Meanwhile with 10th episode of BADIK I was just happy nothing more, I probably liked episode 9th bit more. It seems like DPC spend all this time mostly working on minigames instead more important stuff. Chemistry and fish minigames took probably month of total development times, and main story and renders suffered.

It is good game, but I feel it is stopping being number one, it is like Mcdonald food at this point. Everyone loves it and it is always good, but can't compare to true quality food. There is nothing that would make me say BADIK have best quality anymore, something year ago would be unimaginable. Seems like everyone moved up, but DPC stayed in the same place.

*I left episode 10 with a sour taste in my mouth, not because of the episode (although there were too many mini-games and this episode will be a bitch to replay) but because of how damn childish DPC is. He's put in checks to see if you've had a modded game, and crashes if you did.*

—u/10cc

*I already posted but I need to rent a bit more... \*\*I put in bold the part that pretty much encapsulate what I'm talking about.\*\* Since the start of season 3, the story is barely advancing in any path. Maya's debt is pretty much the only big storyline advancement that touch the whole picture. It's an on-going story dating from the start so it's refreshing, but I really feel like "just finding the papers" wasn't enough content. I would've liked if this episode included the reunion of everyone at Bella's house + Thanksgiving with Neal.*

*The first free roam really felt like cheap content. \*\*If it was a team project with update every 6 month-ish, I would understand that you can fill the game with some downtime that nothing really important happen. But a solo project that take 1 year each update? You should focus on strong storytelling.\*\* Yes, there are some interesting little story right and left, but how can you justify something like Jill never seeing the picture of your mother (and her house)? She's a super caring girlfriend, and you are telling me that you never gave her the full tour of your bedroom? You never showed her the only picture you have of your mother? We learn*



that her parent are probably the ones that bought the house from her dad (when they moved into the hotel), which probably mean that there isn't much more to it, but still. If that's it, it really fell like weak writing (or he just changed his mind about that storyline and ended it right there). Also, am I the only one who kinda gave up on the mini-games, since I don't know if I'll use that save in the future or lose it? I'm sure it will be nice when everything is done, but right now, I feel like it's not worth putting too much effort in them. We also don't know if he'll decide to change them when reaching episode 12 or 13, so why bother?

He really lost focus of what made him so good. The story, the "direction", the dialogue, the humor... It's been 2 episodes that he spend too much time on stuff that should be done by either a team (will never happen and it doesn't bother me anymore) or after the game is finished, in a re-master, so he can make more money (it would make much more sense if his goal is to milk money). You can't focus that much on mini-games and animations when it's a solo act. He should've worked on an "A+ quality storytelling" from A to Z, and after it's over and you end up with a masterpiece, rework it and get paid again. But that's the problem with Patreon (I won't get into it or I won't stop) At this point, I'm sure he spit balled the "It will be 4 seasons and 16 episodes" at first, without mapping it at all. He realized after episode 8 that his story has nowhere near 16 episodes worth of story, and now, he's just filling/diluting the story with those mini-games, animations and worthless new "paths". There's no way he mapped his story at the beginning, having so much content in 6-7 of the first 8 episodes, and after that "Episode 9 will only be an Halloween party and Episode 10 will only be a Thanksgiving episode". Episode 11 will obviously only be a Christmas episode. It wouldn't be a problem if there was a lot of story advancement, but I feel like there's just some tidbits of quality story in each path.

He's losing focus because he want to please everyone. There's too much Leon's in the fanbase (who will fuck anything with a hole) asking for content with any women they see. We want more Rio, we want more Lily, we want more Nicole, we want more Sally, we want more Madame (said no one, ever). I love all of them, and I'm happy to see content about them, but ultimately, it's diluting the quality of the story because he's just adding way too much options that weren't in the initial vision. He should've gone with a simple solution, something like University of Problems is doing with Extra/Extended Scenes. You give content to everyone to make the horny fans happy, but those scene aren't canon and you can focus on the story you want to tell.

—u/DIKs\_Steeler

It is interesting that opinions might differ that much - I totally loved this update. This episode changed my view on several characters, there were a lot of emotional scenes and several really funny ones. This update is the most emotionally packed and the most "adult" update to BaD in terms of themes it explores. This update get me feel for Zoey and even a bit for Heather - characters I never really cared about. Now I want to make a Zoey focused playthrough and see where it leads. There are so many differences between playthroughs, it really gets very nuanced and attuned to your choices. I really loved how Maya was portrayed in this episode, I just get to love and respect her even more. The choice of music for important scenes is as impeccable as ever.

Lots of story progression than in Episode 9 - actually from my first playthrough (Throuple) this episode felt 3 times longer than the previous episode, and not because of mini-games.

My second playthrough was the most dramatic one - I chose Bella, but had to break up with Josy+Maya, Jill and Sage. The reactions of Josy and Maya to our break up were really hard to get through but rewarding in some strange way.

Bella's lewd is steamy hot, I'd probably put it above the Alex scene from Eternum.

As for scenes with Madame - as somebody said, it depends on the choices you've made before. I guess probably only one of my saves from about 12 will have this option. Mini-games are something that DPC enjoys making and it helps him get through the grind. I more or less enjoyed them and there is always an option to disable them in the middle of playthrough (requires using a console command). I don't understand why an optional thing makes people hate an update/game so much.

—u/Dartlexx

A players enjoyment of the episode is going to depend heavily on what you expect out of it. I've done a couple playthroughs, and there have been fewer lewds than most past episodes. If that's important to you, then that might be an issue for you. The presence of Madame Rose lewds will never effect my experience as I'm never going to see them. I'm honestly not sure why folks complain about them. They are locked so very deep behind previous choices that most dont even see them without making a specific playthrough to get them.

If story development in what is, unquestionably, a transition episode is important to you. Then you should be thrilled. There is enormous amounts of story progression and we start to see real development in plot lines and motivations for the villain characters are revealed. There is 6ish hours of gameplay per playthrough if you read everything. And the two branches I played are enormously different, so there is likely 15+ hours-ish in all the paths. It's alot.

Yes there are minigames, but those are apparently things that keep DrPC motivated, so I'm fine with them. We all wish there were more updates, more often. But honestly, very few devs provide the amount of content per year that DrPC does. Even if it does come in massive yearly content dumps. Eta- reading comments, there is an exceedingly large amount of hatred toward the minigames. If only DrPC had provided some sort of thing, an opt-out if you will, that provides players with some way to skip them. I guess we'll never know.

—u/johnman300

I've been saying this for a few years now: BADIK cannot maintain its hype or success, and its biggest issue is also the reason it's worked so well up until now. DPC is a really talented prick, to put in blunt terms. His refusal of getting a bigger team will be its downfall. BADIK won't ever end. It's gonna get abandoned, and the legacy left behind is of what it did accomplish in the 1st two seasons or so. In other words, the legacy will be what it influences, not the game itself.

—u/braujo

In keeping with the name "Calm Before The Storm", episode 10 felt like a filler episode. There weren't many spectacular events until the end and the episode was also significantly shorter than episode 9, even though Ep9 was already very short in terms of plot progression.

DPC focused too much on minigames (like this unnecessary and extremely boring fish minigame) and too little on good and varied lewd scenes or free roams. The latter were extremely underwhelming and short in this update, especially the Thanksgiving party - there was next to nothing to do and you could only interact with a few characters.

The last episode of Being A Dik that I actually liked was Episode 7, so I'm going to stop following the development of the game for now and move on to other games - by the way, some others feel the same way if you look at the BaD-Reddit or F95.

—u/Show-Loose

I've been disappointed by the last 2 chapters quite a bit as well. DPC adding more sex scenes with the Madame in this update pisses me off the most about this update. Who the fuck cares about that? The story is written like a tv show, with each release being like an episode of a college drama series. It's good, with multiple running storylines, rich cast of characters...but each ep takes a year to come out now.

And he's planning for something like 16 - 20 eps and it's going to cover a long, long period of time in game like Christmas and probably spring break too. No other college based AVN has such an epic scope. It's kind of cool, but the mother's diary, the flashbacks, the photos scandal...some of these storylines started

from chapter 5 and **\*\*still haven't been resolved.\*\*** Chapter 10 had some progression Maya's dad, but we still don't know how the photos got leaked, where Bella's husband is...Now there's a fucking mystery cube to solve like wtf. I can barely remember the fucking family names that are relevant to the story - Royces, Burgers?, Lynyard Skynards, etc.

The freeroam and minigames actually make it harder to replay the game and try out different story decisions. 10 chapters in, I'm wondering if I'll ever play from the start for this game.

—u/AVIAN-madness



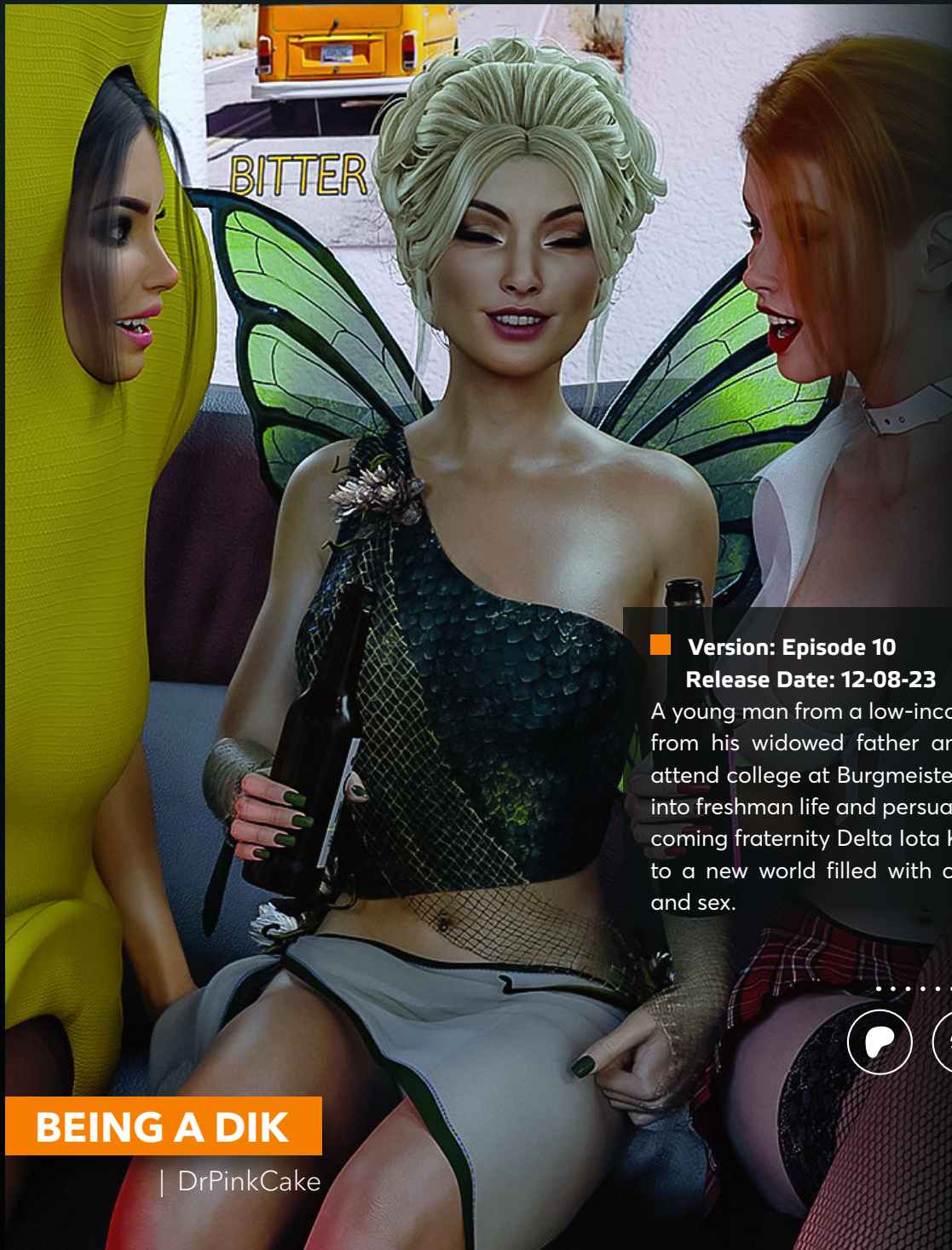


# GAME RELEASE





**FREE**  
ADVERTISING



**Version: Episode 10**  
**Release Date: 12-08-23**

A young man from a low-income family moves away from his widowed father and his summer love to attend college at Burgmeister & Royce. As he is cast into freshman life and persuaded to join the up-and-coming fraternity Delta Iota Kappa, he'll be exposed to a new world filled with conflicts, alcohol, drugs and sex.



## BEING A DIK

| DrPinkCake



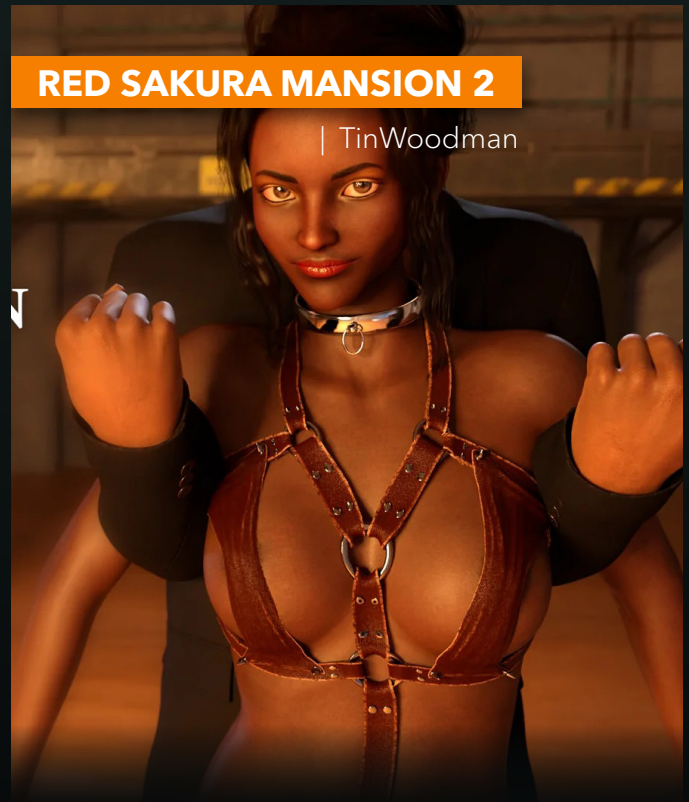
## ISABELLA CHASING SHADOWS

| badtimetales

■ **Version: Chapter 4.2**  
**Release Date: 11-22-2023**

Life with your fiancée, who was a dedicated reporter, comes to a bitter end when she dies in a tragic hit-and-run that claims her life. Despite the police closing the case as a mere accident; haunted you are left with the lingering suspicion of murder that they've failed to investigate.

Determined to unveil the truth, you'll embark on a relentless pursuit for justice, using your skills and enlisting the help of both old and new allies in your quest. As you delve, ever deeper into the city's dark underbelly, you'll encounter a captivating supermodel; you'll rely on an old friend wielding incredible resources and on a network of shadowy figures. Will you be able to uncover the dark secrets of the city you once loved? And the most important question is: Will you seek justice for your lost love... or... will you succumb to the allure of revenge?



## RED SAKURA MANSION 2

| TinWoodman

■ **Version: Chapter 1.6**  
**Release Date: 10-28-2023**

Continuation of the first version of the game on Renpy. After the events in the first part, you are forced to start from scratch in a new city. Taught by bitter experience, you have become smarter and more accurate. The new city gives great opportunities, dozens of new locations (in future updates), lot of new characters (later you will be able to find old characters and find out who betrayed you) Create your own harem or turn girls into slutty women, restore your former glory and your mansion!



■ **Version: 0.08**  
**Release Date: 12-08-2023**

Shattered Minds is an open-world game, in which you take control over the life of a college student. Your normal life is thrown out of whack after you realize you have the power to influence the minds of others. You will use this power to make all your dreams, desires and wishes come true! A world with countless quests, figures, plots and locations are waiting to be discovered and controlled by you! Shattered Minds includes plenty of animations, a licensed soundtrack, and atmospheric sound effects! Be ready to experience a game full of sexy adventures! All paired with a thrilling, mysterious yet humorous plot. new characters (later you will be able to find old characters and find out who betrayed you) Create your own harem or turn girls into slutty women, restore your former glory and your mansion!



**FREE**  
ADVERTISING



## SHATTERED MINDS

| eXtasy Games



## THE NEVERWHERE TALES

| Ceolag

■ **Version: Book 1 Chapter 4**  
**Release Date: 12-08-2023**

You live a normal life. You grew up on the outskirts of town with parents who were always there for you and your sister. After finishing school, you applied for a normal job. Now you're working your way up the career ladder and living the corporate life. That all changes one day when you get a call from your mother. You learn that all you believed in as true was a facade. You're confronted with a world you always thought of as fiction or movie material. How you deal with this new situation, this new world, who you trust or not... that is up to you.





**MAYFLY**

| JasonTon

■ **Version: Reset Version 0.1**  
**Release Date: 12-08-2023**

The story is set in the city of Devon, the country's only mega city. Plagued by a glaring wealth gap, Devon eventually divided into the Uppercity, where company execs and corpos live amidst opulence and luxury, and the Undercity, where factory workers and gangsters, including triads, dwell. A decade ago, a phenomenon of unknown origin resulted in the sudden emergence of superpowers among individuals in and around the city, primarily among teenagers. However, this unexpected development presented a formidable challenge for the government, as these superpowered individuals started to engage in criminal activities.



**CONFINED AND HORNY**

| Tukann

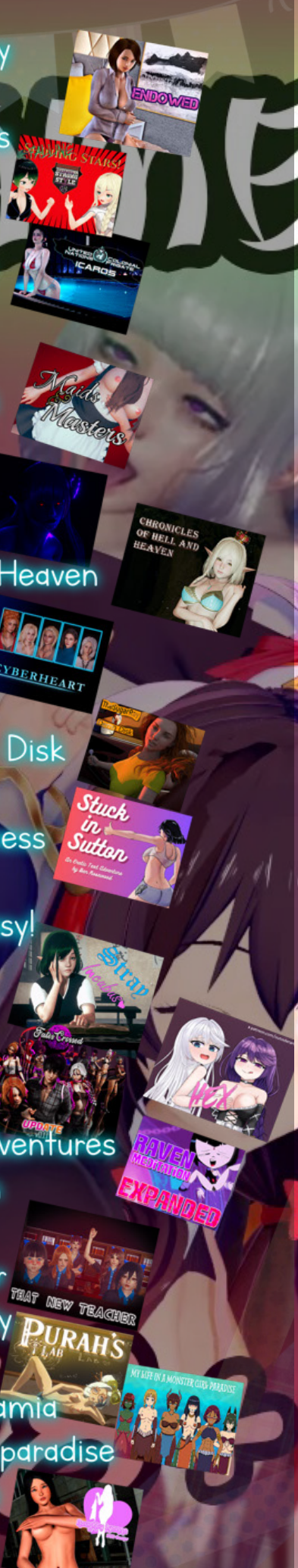
■ **Version: 0.12**  
**Release Date: 12-06-2023**

As you're moving to an apartment share in a new city, the government decides to confine every citizen to their home. You're now stuck with your new roommates. Develop your relationships, unravel their stories... and get intimate with them. Confined and Horny is an immersive sandbox adult game with compelling story elements. Fully animated sex scenes, hours of sandbox fun with lewdness around every corner, and a lot more content to come.





Wartribe Academy  
 Endowed  
 Making Memories  
 Evermore  
 Falling Stars!  
 UNCF-ICAROS  
 Stormside  
 Twisted Fates  
 Maids & Masters  
 Detached  
 DreamScape  
 Portal Heart  
 Chronicles of Hell and Heaven  
 Warlord  
 Cyberheart  
 Royal Switch  
 TheSugarRays Demo Disk  
 Stuck in Sutton  
 Companion of Darkness  
 Office Perks  
 Pookie has a Fantasy!  
 Stray Incubus  
 Projekt Moon  
 Hex  
 FatesCrossed  
 KonoSuba The Harem Adventures  
 Raven Meditation  
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 That New Teacher  
 Between Humanity  
 Purah's Lab  
 Married life with a Lamia  
 My life in a monster girl paradise  
 Legacy of Hestia  
 Naughty Lyanna




# WINTER GAMES BUNDLE



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DISCUSSIONS. MEMES. SHITPOSTING.

# COMMUNITY THREADS >>>



## MC'S RACE

by: u/BodybuilderNeither28

Hey guys I've been playing avns for quite a while now, years to say and throughout those years I've observed that alot of MC's in avns are rather white in complexion. I don't think I've seen any Asian or black MC's in any avn so far, don't get me wrong i don't mind them being of any race. Is there any reason behind this?

*MC in STWA: The Author is black. And not for nothing, it's a beautifully drawn & rendered, very well-written game. Some great characters who feel very lived-in. I couldn't recommend it more.*

—u/RosesAndTanks

*I agree with most people here... that it comes from the writer's race. As a white guy, I wouldn't presume to write another race but my own because it wouldn't be realistic and would be a disservice to whatever race I had chosen to be the MC. It is one thing to write a character that appears in the game (which I usually base off of my friends and the way they talk and behave) but to do it as a main character is difficult. The only reason why I am able to have a female MC is because I have a wife that helps me with that, otherwise it would end up be like some of the others where it is a woman speaking like a man and behaving like a 18 year guy who's in college and horny as all get out. So, yeah, game creators usually stick to representing their own racial origin as an MC...*

—u/ASLPro\_3D

*I think it comes down to writing what you know. It's a lot easier with another character but when it comes to the MC it gets deeper and more personal so it's harder to write it well. Two of my best friends are black, we've been like brothers since elementary school, I've spent hundreds of hours at their house, I've eaten with their family, I've went on a family trip with them, I even picked up some Creole over the years. And with all that, I still don't think I'd be able to write a decent black MC. Personally, I'll take no black MC over a black MC that was written by someone who's never seen black people outside of 90's gangster movies.*

—u/MoonBoxGames **Game Developer**

*Writing a protagonist is hard. Writing one with multiple personalities based on choices made is even harder. Doing all of that, and portraying a culture you don't personally experience is incredibly difficult, and you risk misrepresenting that culture and potentially alienating the very people you were trying to appeal to. It can be done, but it can take a lot of research and time spent understanding the nuances, as well as collaborating with focus groups and so on. Because most devs are part-time indie developers, it's much more economical to write what you know as much as possible.*

—u/RoL\_Writer **Game Developer**

*I'm not the end all be all, but I can also give my two cents here. As somebody who's experienced what you can get with a black MC from the developer end, it can be trying for people. The truth is you will lose players. Some of the first feedback*

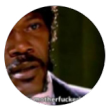
I ever received was that people would never play my game because they didn't want to be a black protagonist. This can be a concern, especially for a developer attempting to get a foothold in the business. For many devs it might not be worth the effort. As many people have noted you want to market to as many people as you can.

Also as some other folks have noted, in the Adult industry black men are often fetishized and relegated to certain stereotypes. This can also lead to players associating certain things that may or may not actually be part of the content they're about to consume. All these things can add more work on a project that you already have a ton to deal with. In the end the developer has to decide just how important it is to his or her story. But there are AVNs out there with a whole multitude of ethnicities, the deeper you get the more you'll start to see.

—u/STWA\_dev **Game Developer**

I have mentioned this before. As a black guy myself - I rather have a lack of black guys than the good old stereotypes. At least some of them have the black bald security guy types.

—u/Thermel



## BARE WITNESS - I'M SPEECHLESS

by: u/Thermel

After getting to the last update - I am without speech-loved it. At first I was worried because we have done the 'new guy at college' AVN before. We have also done the aloof ice queen tattooed girl - many times - as well as the fiery sexy redhead and super friendly blonde girl. But a few things have made this stand out for me. I love the fact that choices matter and some routes can't be taken afterwards. I still haven't been on the path with the girl from the train- might replay to do that eventually. I like the small town vibe where everyone knows everyone- which I assume is realistic- being from a big city. And the extended lewd scene with multiple LIs at the end really sealed the deal. I will never think of a ham sandwich again either thanks to this one. First helicopters and now ham sandwiches - what words will AVNs ruin for me next?

I'm a massive Bare Witness fan. Something about it just hits all the right spots with me - the relationships with most of the LIs are incredibly romantic and therefore it's one of those

AVNs that I will continue to replay many times, even when it is finally completed. I could fall in love with Mora in real life and Athena is just bloody gorgeous. I can't wait to see what they come up with for their next AVN.

—u/Lethallee61

Great game, shame that its been over a year since the last update. Just checked their Patreon and it seems like they are getting close to finishing chapter 5 which is the last.

—u/Adept\_Department2301



## MOST CULTURED

by: u/Greywarden194





Poll

If given a choice between  
having the best animation VS  
the best voice acting in AVN,

**WHICH ONE  
WOULD YOU  
CHOOSE?**



by: u/Greywarden194



**312**  
Votes

**THE BEST**  
Animation

*For me it would be a great addition if done with quality. Because just hearing the tone of the girls talk can change a scene drastically. Just the sound alone can give you an small glimpse of the personality of the LI before you get to know them. Hell sometimes I wonder what some of my favorite LI might sound like. I think it be nice also because not everyone is great with thinking what the might sound like. Like me im more of a visual person so I have trouble just using my imagination for sound without hearing a sample first. tho id opt out of it for lewd scenes they are usually to short that I think hearing the moans would be a bit weird. Tho just the dialogue in lewds might be okay. I agree it's not needed but would be welcomed all the same.*

—u/HulkVahkiin08024

*Everyone here so far is against voice acting. I respect their views, but at the same - you seriously cannot argue against voice acting when done right because when it does, it elevates the material. That being said...I can't choose, lol.*

—u/HulkVahkiin08024



**39**  
Votes

**THE BEST**  
Voice Acting

*First thing I do in 90% of VN's is Mute All. So i'll go for animations.*

—u/GyroMo

*I don't even think I'd want voice acting in an avn. The writing in even the best of them isn't really up to par for being voice acted. I think where it's tried in project passion it's just goofy.*

—u/fyrefox45



ΔΚ



