

ALWAYS FREE



9 788175 257665

YOUR WEEKLY DOSE OF HAPPENINGS AROUND THE COM

AVN NEWS

VOLUME 02 ISSUE 01
FEBRUARY 2024

Featured Article

**ON WRITING
AN ADULT
VISUAL NOVEL**

BY: JOSHUA, RAGE OF LIFE WRITER



**THE SEVEN REALMS
CITY OF DREAMS
LUCKY PARADOX
WITH EYES CLOSED
STAR HAREM
SINFUL DELICACIES
A HOUSE IN THE RIFT
...and more**

**THE OBSESSION
WITH INCEST**

by: u/InternetCitizen0

**ARE AVNS GOOD
FOR PEOPLE?**

by: u/Zoltar22

**WHAT ARE YOUR THOUGHTS
ON ANIMATIONS IN AVNS?**

by: u/KnightOfArsford

FEBRUARY

TREAT YOUR RIGHT-HAND GIRL THIS LOVE MONTH

20
24
FEB

AVNL TIMES®

Your weekly dose of happenings around the community

EDITOR-IN-CHIEF

Deux von Pervertheim XIII

ART DIRECTOR

Dylan Lei D. Fucher

WRITERS

Cultured Pervs

PHOTOGRAPHERS/ILLUSTRATORS

Devs, Cultured Pervs

GRAPHIC DESIGNER

Stanley

MARKETING/SALES MANAGER

Bella vas Quib-quib, Nika Adidas

CIRCULATION MANAGER

Kindra Tortelini

PRODUCTION MANAGER

Liam Mobile, Chris La Moustache



CONTENTS

Volume 02
Issue No. 01

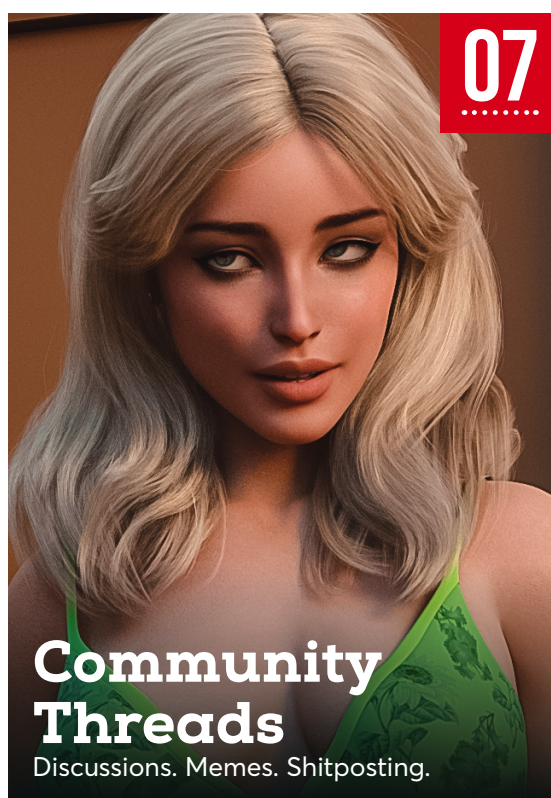


Editor's Message

とにかく人の世は住みにくい。
山路を登りながら、こう考えた。住みにくさが高じると、安い所へ引き越したくなる。とにかく人の世は住みにくい。情に棹させば流される。
情に棹させば流される。意地を通せば窮屈だ。情に棹させば流される。情に棹させば流される。山路を登りながら、こう考えた。

住みにくさが高じると、安い所へ引き越したくなる。智に働けば角が立つ。意地を通せば窮屈だ。とにかく人の世は住みにくい。山路を登りながら、こう考えた。とにかく人の世は住みにくい。意地を通せば窮屈だ。住みにくさが高じると、安い所へ引き越したくなる。どこへ越し

—deux





On Writing an Adult Visual Novel



By: Joshua
Writer, Race of Life



Ideas that worked and lessons I learned when writing *Race of Life*.

I've been asked a few times about my approach to writing, so I figured I'd publish some insights on what worked for me, and what did not. It's not the only way to do things—far from it—so feel free to adapt whatever is in here.

I've also played games (and watched TV series, movies, and read books) where the premise was awesome, but the execution sucked so badly that I just couldn't continue with it.

And that's a real shame.

I hope that after reading this, someone who always wanted to write a story has the confidence to do it, and to do it in a way that other people connect with. Whether you're writing a novel or a porn game, creating something that people you've never even met can enjoy and feel connected to is something incredible. You feel seen, and appreciated (even when they're screaming out for the next update to be released asap).

So here are some things I've learned. Some may work for you, some may not. I'm not anyone special, so don't treat it as the final word in all of this, because after all, I'm still learning (and will probably never stop learning). So think of this as a way to skip a bit of staring at a blank page when you want to write. If you think what I've written sounds like it won't work for you, that's fine. There is more than one way to write goodly.

The Premise

Have you ever had a group of friends around and they've said "We should start a YouTube channel!" or "We should buy a bar!?" Everyone is excited, especially when they come up with some cool theme or content ideas. "We're going to stream pranking my neighbour" or "Our bar will feature a clear glass pool in the middle!" And the ideas may be brilliant. They may get everyone in the group so enthusiastic that they immediately start googling venue costs or equipment rental. Maybe they even get a cool logo or profile pic made up.

But then, it kind of goes nowhere. Everyone just stalls and loses momentum because they don't know how to actually start a business (which is what it is). They just had a good

Ah... rekindling an old flame.

idea, not a good plan. So the premise is very important, but plenty of good ideas fail because they're not planned out. I'm sure we all know a cool shop, bar or restaurant that went broke even though it was fun. That's probably because they had a great idea and probably had the initial ability and enthusiasm to make it work, but couldn't keep it up. It's the same with an AVN.

You start with big ideas, a whole load of them. And it'll be awesome, people will love them. Then a month later, suddenly you're bogged down and can't figure out where you're going. That's the hard part about AVNs. The writing is fairly straightforward and doesn't take all that much time. It's the rendering, coding and animations that end up chewing up your day.

Plan

So many writers of all genres write themselves into a corner. They either put their protagonist in an inescapable situation, then use bullshit to get them out of it, or they don't have a specific end scenario mapped out, so the story bogs down as they throw random shit into the mix.

So when you're getting ready to write your story, plan it out.

Start with the ending. I know it sounds counter-intuitive, but this is the ultimate payoff of your story. Plan how that will look in general for your protagonist. Then flesh out how it will look for their chosen love interest(s). You don't need to be too detailed, just a general idea.

Then, plan the start. For AVNs that release episodically, you need a great hook. If all the cool shit is happening in episodes 4,5 or 6, you're gambling that you'll make it that far. Give them a reason to give a shit about the protagonist and the story.

During the start, you should indicate where the story will take them. You don't have to show the whole plan, but at least give them a victory condition. Think of it like a massive RPG game. In Fallout 4, you're looking for your son, and that payoff happens in the end. In The Witcher 3, you're trying to escape the Wild Hunt, and that's resolved in the end. In Starfield, you're trying to... collect... stuff...

and that kind of pay off... you know what, forget that example.

I generally follow the 'hero's journey' model. Most good stories do, whether you realise it or not.

Heroes journey

This is a story template where the protagonist is usually a fairly average person, who is then challenged by a huge, seemingly insurmountable obstacle, and is called to action to overcome it. During the opening of the story, the audience understands what the ending conditions of the story will be (slay the dragon, find your son, rescue the girl, destroy the Terminator... that sort of stuff). The start and end are mostly known and understood immediately.



Meet Jake, a 30-something divorcee rebuilding his life.

During the actual story, the character evolves from an average person, and through hardship and a decisive victory of some sort, returns a changed person, with benefits and capabilities he didn't have before.

The middle details all progress the story to bring the climactic finale ever closer while allowing the protagonist to gain the tools they need to win. Usually, they'll attempt to overcome the obstacle early on and fail miserably, getting to their lowest point (i.e. Luke Skywalker losing a hand to Vader in Empire Strikes Back). They then regroup and, with the help of a mentor or team, push themselves past their previous limits to become a person capable of defeating their enemy.

You can have side plots, mini-arcs and so on, but for an AVN, they should always be either advancing the main plot, introducing necessary characters or plot points, or advancing the relationship between the protagonist and a potential love interest.

Plot out your story

So, once you have a general plan, start plotting your story. Divide it up into the number of chapters you intend to have (a rough guess is fine, it'll probably change later though). Your first third is about setting the scene, the middle third is where your character is brought to their lowest, and starts the climb back to being the person they need to be, and the final third is where they complete the main story and win their victory.

Now plot out the key points of each chapter for your protagonist to advance the main story. After that's done, plot out the key points for each love interest in those chapters. Even if they're not introduced yet, give them some backstory. Assume your protag is only interested in them and their arc when you do (even for harem games, each member of the harem should be a little different).

Now, you have a story plot that you can work with.

Make a routine

Now, all you need to do is flesh out the details. Easy, right? But this is the hardest part. Writing every line, every render idea, every variable and every choice path. You won't always feel like doing it, especially when it's a scene that you're using as a linker between cooler stuff.

But, it's gotta be done. So make a routine. Even if it's just an hour per night, or half a day every Tuesday, work at it. Stick to your routine as much as you can. There will be times when it sucks, but spending the time to make useful habits will help later.

Write to the render

If, like me, you aren't the person rendering the story, you need to be able to help prompt what the render should look like. Don't make it hard for the artist. Even if you are the person rendering, adding details as you write will help remind yourself about your mental image of the story later on.

I usually write it to look something like this:

Jake looks at Jasmine and smirks.

Jake: "As I remember it..."

Jake "You were the one who kissed me."

Jasmine pokes a finger in Jake's chest.

Jasmine: "As IF!"

Jasmine: "I was just... reacting in the moment."

Jake: "Uh huh."

Jasmine: "I was!"

Alexa suddenly appears beside both of them

Alexa: "HEY GUYS!"

They're surprised.

Alexa: "What are you guys whispering about?"

So the render comments aren't detailed but give a little prompt on how the story can be told visually as well. Your artist may have different ideas, and that's fine. Finding a middle ground is always important in a team project.

Write to music

Personally, I need music in my ears when I write. Pretty much when I need to focus on anything, I will have some sort of background music.

I try to make playlists that match the tone of what I'm writing. If I'm writing something fast-paced or high-energy, it'll generally be some sort of metal or hard rock. Something slower or romantic will be ballads and love songs. That sort of thing.

Creating a connection

The best advice I ever got for any writing was that nothing matters as much as creating an emotional resonance in the reader. Not grammar, not style, not font... nothing.

Miyamoto Musashi once said that it doesn't matter if a sword cuts from left to right or ground to sky, as long as it cuts.

Your words should be the same.



Ah... rekindling an old flame.

Connect with the reader through emotions. Write about things that people can relate to—love, loss, joy, regret, frustration, fear, triumph... Everyone remembers their first love, and their heartbreak, even (and perhaps especially) if both were unrequited.

The same goes for any personal triumph that they worked hard to achieve. We may not tell everyone about that time we won the game for our team in third grade, or when we finally climbed the tallest tree in the park after being too afraid to try before, but we remember it within ourselves.

Making your story draw out those emotions and memories in the audience takes some talent, but also some work.

I generally try to add emotional targets to my story plot. I'll add to the outline what emotion I want to trigger in the reader for that part. It doesn't always have to be positive, it might even

mean you want them to dislike a character close to the protagonist, solely so you can flip the narrative later when they realise that the character is actually very different to what they assumed.

Don't write about a job, write about a person

Your story will probably have characters with a profession. Maybe they're a police officer, a Doctor a Priest or whatever. Don't write about a Cop, Doctor or a Priest, write about someone whose job it is to be a Cop, Doctor or Priest.

Think about why they took that job. Was it the family tradition? Was it to escape poverty? Was it with intent to subvert the role for their own gain? Give the characters depth. You don't need an entire backstory, but a few paragraphs of detail will help you find the voice of the character.

It's hard to connect with a cookie-cutter character. That may be fine for background characters, but for your main people, you want them to have nuance. Build up their character, then show a little more of it in every interaction.

Take your time with Chapter 1.

Your first chapter sets the scene for the whole story. You need to get it right.

Some people like to release a short prologue to build interest. In theory, it's not a bad idea, as you can then monetise your project through patreon or similar sites while you're working on the actual release, but most of the time I've seen people gain 5-10 patrons at most from a small prologue.

I'd recommend spending lots of time on Chapter 1. Give them a good amount of content, and polish the story. No grammar or spelling errors. No bugs. Plenty of foreshadowing that will be understood in hindsight.

While you're writing Chapter 1, there is no time constraint. No people yelling "When is the next release!". It's fantastic to have a committed fandom, but they will feel like you're taking advantage if you're not updating them on progress. If your first three months post-release for chapter 1 is spent fixing errors rather than writing the follow-up chapter, well, they'll be pissed and they'll let you know.

So spend the time to make it as good as you can. Spend some time working on the follow-up if possible, while tweaking the other parts of the game. You should try to get your second release out within six months if possible, but if it comes down to honouring a deadline or delivering a high-quality game, choose quality. Better to deal with the fallout of asking people to wait a month than giving them something that sucks, because they'll feel that all the time waiting up until now was wasted.

Talk to your audience.

No matter how good your work is, after you've read and re-read it dozens of times, you'll probably doubt yourself. "Is this actually funny?" "Will people understand this reference?" "Should the audience understand what the dog is saying?". Most writers—whether they're writing an essay or an acceptance speech for a Nobel Prize for literature— have at some time or another suffered from imposter syndrome.

So, you need to be in contact with your audience. The easiest way is to have a small team of beta readers who are willing to offer feedback on what works and what doesn't. You don't need to always follow that feedback, but you should be aware of the possible reactions to what you're writing.

Other ways are with polls and updates. You should keep your audience aware of how the project is progressing, otherwise, they might think you've abandoned it. Once that concern is raised, you'll struggle to attract patrons. No one wants to fund someone that they think will abandon the project.

Write the story you wish you read.

The single most important thing (in my opinion) is writing a story that you wish you could have read before.

Take advice from people, but ultimately, it's your name (or pen name) attached to it. You need to be happy with it. If it sucks, everyone who advised you to do things their way is unlikely to take responsibility. That will fall on you, no matter what you do. So if you're going to take the blame, you may as well do it for a story that you're proud of.

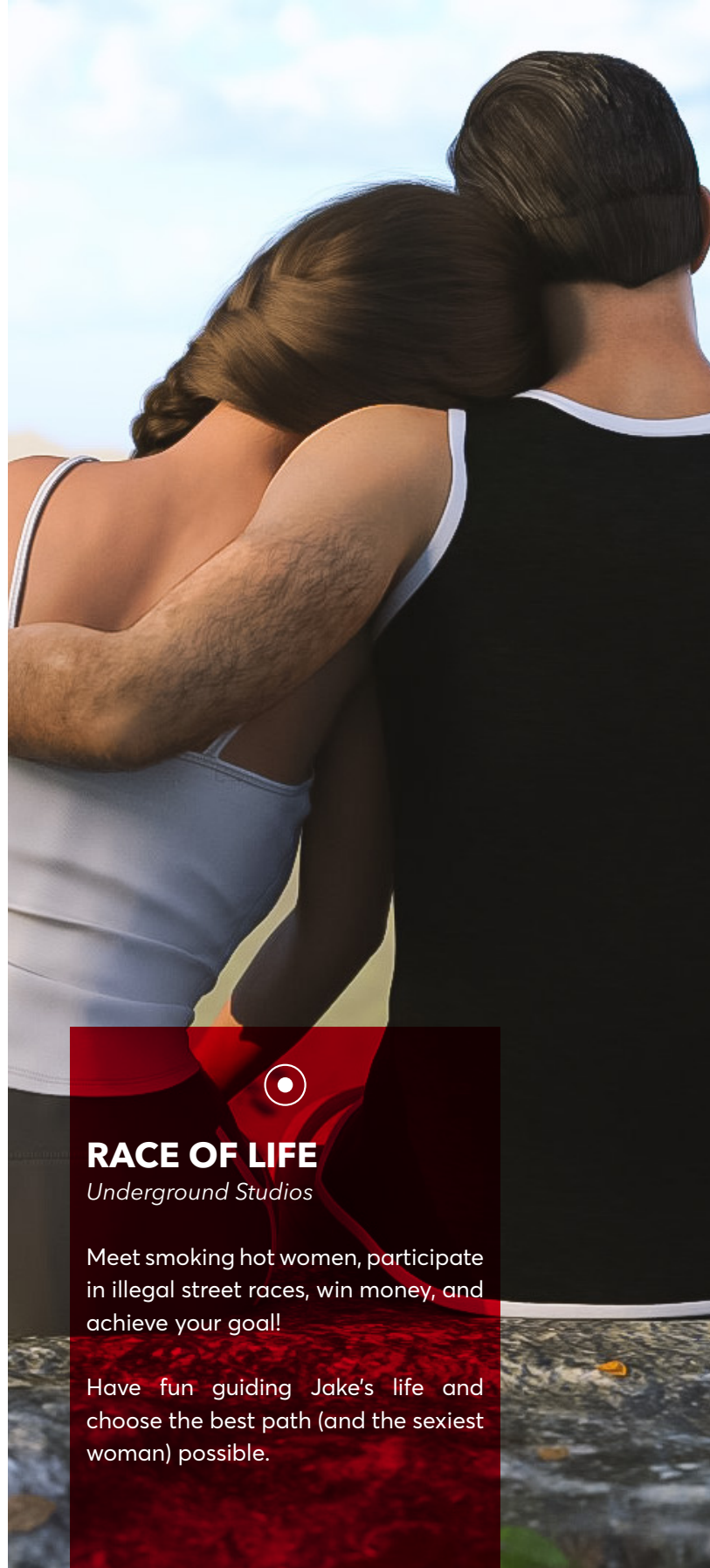
I think that right now we're in a really exciting time for AVNs. There has been an amazing leap in quality of stories and graphics in the last few years. It has meant that the landscape is now more competitive and that the player base demands better quality, but the audience is also expanding. It's still a niche, but it's a niche where a few people can actually make a living. That number may also grow once people can justify the time invested.

Chances are, for just about everyone involved, making AVNs will just be a hobby, but, if the story is compelling, the game is engaging, and you are keeping your audience informed and along for the ride, you give yourself every chance of turning your game into something that people will enjoy and support.

About the Author

Joshua is a professional writer, based in Australia. He is currently the writer for Race of Life by Underground Studios. You can follow their progress on Patreon here: <https://www.patreon.com/undergroundstudio/posts>

Race of Life will also be released on Steam in 2024. You can wish-list it here: https://store.steampowered.com/app/2454570/Race_of_Life_Act_1





DISCUSSIONS. MEMES. SHITPOSTING.

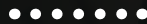
COMMUNITY THREADS >>>

What are your thoughts on animations in AVNs?



By: [u/KnightOfArsford](#)

RED MOON
City of Broken Dreamers



Especially in sex scenes. Is it an absolute requirement for you? I've played plenty of games and I'm in the firm belief that they're not required, and that

"no animation is better than bad animation".

I recently started Pale Carnations, and after the first scene, I realized it wasn't even fully animated. It was just static images but it works. It still is a good scene because of the dialogue, the renders, and the various effects used. I think Out of Touch also follows the same format on scenes.

On the other hand, I've played games where they put heavy emphasis on animations but fell flat because the animations are too stiff, the angles used were unflattering, or there was bad or no music at all. I couldn't even notice that a scene forgot or didn't implement animations, but I'd definitely notice my game stuttering when a dev tries to sneak in a random 60 fps heavy animation in the ol' Ren'py engine. Don't have a bad rig myself, btw. Sometimes it just stutters.

It's an (A)dult (V)isual (N)ovel, and a huge emphasis on the last letter. If it's not one of those sandbox/mini-game/interactive/hidden object/Match 3 games, there should be more work put into the story itself. Speeds up the release times too.

"Oh sorry, dear patron, we're moving the release date from first quarter this year to second quarter next year because we absolutely have to add 4K 60fps animations in our game."

Like music, art style, voice acting, etc. Animations are a tool. They help to elevate what is already there.

Good animations won't single handedly fix a bad story, and (at least to me) bad animations won't ruin a good story.

But when everything is doing its job, it works to elevate the AVN to greater heights.

—u/solarpoweredmess

Most animations in AVN's are pretty short and pretty bad by conventional, 3d animation standards. Like...Playstation 1 level.

—u/ivyentre

I agree with no animation being better than bad animation. Though aside from most of the reasons already mentioned here, it's because I have a potato laptop and it's so bad some RenPy games can't even load images without them splitting in half and misaligning. And I have played through a game where too many consecutive animations wind up crashing the game so I have to save after a couple of scenes at a time just to push through.

—u/blessedbetheslacker

No animations is better than bad animations. Good renders and good writing are what defines a game and even for lewds they can make a huge difference. Look at Game of Hearts, the lewds have such a great atmosphere and are very erotic because of how good the writing and the renders are, the animations are good but not stellar.

If you can really depict a lewds scene in the mind of the reader with words and stills, the animations become the cherry on top, even if they are simple and minimal.

—u/Shot-Usual4535

I prefer no animation over bad animation. btw The best animations I've seen were the Ocean's cinematics and COBD.

—u/Electronic-Way1003

Yes it's a requirement for me but the animations don't have much impact if the story and character building isn't on point. Those two aspects make animations or sex scenes in general great imo. The perfect game for me achieves a balance between great character building that eventually leads to good sex scenes with animations that feel rewarding because the game made me care about those characters. If any of that is missing I lose interest pretty quickly.

I guess you could say I've been spoiled as there are quite a few games that achieve this balance and those are the games that make it to my "best games" list.

—u/Upper_Cut4943

I agree with the focus on story over animations. They are a huge bonus if done right. One of my favorite AVNs is Chasing Sunsets and it doesn't have animations. Yet they do it so well it is, imho, the hottest one I've seen.

—u/Whiskeyrich

Good animations are always a great addition, although it's not the main point I played in visual novels.

Execution of story and romance is always the priority for me. I've been playing visual novels for a decade and the majority of those are filled with visual novels with no animation at all.

I'd even say that great voice acting is far better than great animation, but using voice actors is a rarity in "western" adult visual novels. But that's just my opinion.

—u/GreyWarden194

Some animations are so wildly good that they blow my mind. Hellcat lounge is definitely one. Their animations are absurdly good. It adds a whole new layer to the game. I have also seen animations that were so bad I couldn't play the game anymore. So, like others have said, great animations > no animations > bad animations.

—u/Kuke69

Good animation > No animation > Bad animation

—u/ZenMyst

I think the vast majority of animations bring little or nothing to the game. I also think devs need to keep putting em in. Animations can't get better if people don't keep trying to do them. No one starts out as good at them. Very few animations are going to be up to the quality that Ocean, or DrPC or Classy Lemon put in theirs, but they weren't amazing to start either. They got better. And now the animations in Projekt Passion, SG and BaD really help to make the game.

Also, I actually prefer non-lewd animations. They can bring some pop to important scenes. Lewd animations really lock a dev into specific angles and positions. I prefer a diversity within each scene there, and I think that static renders do that better. A big drawback of them is that they vastly increase development time of updates. Its a tradeoff I guess. I get why devs put in even 5 second loops. People seem to want even those over nothing. And 5 second loops lead to 10 second loops which eventually leads to actual good animations.

—u/johnman300

Most animations look bad because the developers tried to do it themselves but there are professional who can make wicked animations.

Personally I prefer if the sex scenes have a natural feel and flow, not just a sequence of images or animations. (Game of Hearts would be a positive example.) It might be easier to do it with static renders but there are still many devs who mess up sex scenes with static renders.

Conclusion: I don't expect animations but I expect realistic sex scenes. If those have animations it's fine for me. But Pale Carnations has some hot if not the hottest animations, so just continue and enjoy

—u/shyLachi

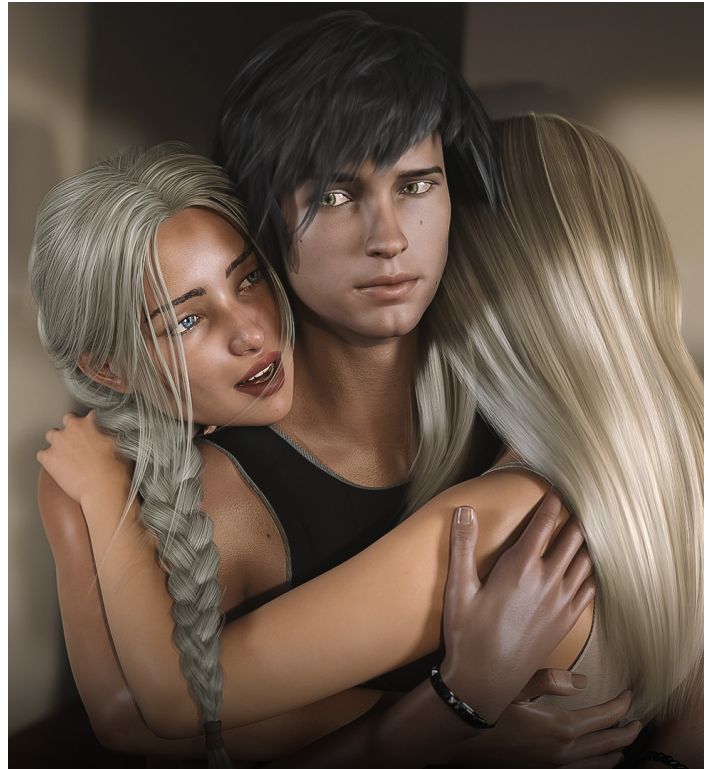
Great question! I think Deus will go out of their way to at least try to incorporate animations...no matter what, because it casts a wider net. It's a ton of work to put these AVNs together and you don't want to exclude potential readers right off the bat. This is true for myself. I'm still working on making the animations better, and will probably redo all of them once I figure out how to best create them within my limitations. Be interesting to see what the consensus here is.

—u/Mr_PocketRocket Game Developer

I have mix feelings on this. Cause I dont play any AVN's to fap or for the porn / lewds it's not as big of a deal.

However I feel like ive played to many with them that it's kind of a standard to me. To the point I don't mind if they suck I just want animations now, as to me even bad ones make the lewd scenes feel better. However with that being said it isn't a deal breaker if it's a good game. Maybe if I play more without animations ill change my mind where it feels like it's needed to enjoy lewd scenes. As of right now only played like 1- 5 I can think of that didn't have any or were mostly static than animations.

—u/Dessolos



Left: Kindra (Artemis), Top: Nika (Summer's Gone), Ashe (Projekt Passion)

The Obsession with Incest



By: [u/InternetCitizen0](#)

JAYE
Chasing Sunsets

I'm probably far from the only person to have thought about this, but why is there such an obsession with incest in AVNs? If it's not people asking for it, it's them outright demanding it in the game.

Maybe I sound like a prude, but I genuinely don't get it.

IDK about incest but I think there's too much sex with landladies in AVNs. Clearly caused by the dire state of real estate market and high prices of rent in developed world.

—u/Sufficient_Bug1367

I don't try to understand other people fetishes, as long as no one is getting hurt I say go for it. Now, I'll explain why I love that tag, more with mother/aunt. The thing is that the usual way this type of characters are portrayed is with big/tall women, huge leggs or asses or boobs, mature features both in body desing and personality, that sort of thing I deeply enjoy, so my preffer tag is milf, but when I see a mother or aunt character, I have a good chance to get what I want to see.

—u/Federal-Room-9812

I used to find it good but there's just so many going around now, and 99% of them have terrible writing which makes me quit and delete the game most of the time.

I hope it slows down and there's more stuff like Intertwined where the incest is just teased at most, but all the LIs are not blood-related.

—u/virtualdreamscape

Incest and cuckolding are the mainstream fetishes of the Zoomer and Alpha generations of men.

Maybe of Millenials, too. But how can this be? This is a philosophical take but bear with me:

Popular fetishes change over time. What one generation fetishizes another may not. That's because fetishes are a result of societal pressures during the formative years of male adolescence.

Puberty is when males form the synapses in their brain that link their desires to their penis. Research suggests, as documented in the book "A Billion Wicked Thoughts," that while these connections are malleable, they largely go unchanged--and in fact are reinforced over time--as boys mature into men.

What does that mean? Your fetish from childhood is likely the same stuff you jack off to as an adult.

Now, in what environment are kids growing up these days? Answer: An environment that is bereft of sociability (COVID, distance learning, work at home, the internet).

Zoomers and Alphas are a sexless and relationshipless generation. There's articles upon articles to show this trend.

So what outlet do shut-in boys have for their sexual expression? What relationships can they draw from, in their closed

environments, as a conduit for their sexual desire?
Even cats and dogs in a closed space will end up fucking their sisters and mothers.

The incest trend is the fetish of the new generation, and you will only see it grow and expand over time.

—u/ChadChan3d

I am of the mind every fetish and taboo should get as much love/representation in AVNs as incest does.

Obviously not within the same game, but every flavour should have at least five masterpieces to its name.

—u/DiGreatDestroyer

Nah it's mostly a dude trying to sleep with his Landlady or Roommate? Or his Landlady's Roommate?

—u/Adept_Department2301

I think it's a combination of being one of the more "better" taboos, and that you kinda get to skip the whole meeting someone and getting to know them part and start out already being really close.

—u/Charl8t

Purely the taboo. But it is also used a lot as it is easy access (i.e. you live with them/see them often), you know... all the 'Oops, I walked into the bathroom while you were naked' etc...

—u/Old_Administration51

It's definitely not my thing. I'll play a game that has it, but I have to compartmentalize that part of my brain off. As far as why people like it:

A) Taboo.

B) While there should be definitive limits to this, some people like things they would never want to do in real life for a host of reasons. I mean...like sleeping with your brother's wife is a hot fantasy in some of these games. But like...could you imagine how that would impact a family if that got out?

C) Some people have mentioned a "sibling bond". I am not sure I see that, but I'll just take their word for it.

It's not my kink but I'll not immediately toss something if it contains that as long as there are more redeemable parts of the story. My main issue when it incest is included is it can *lead* to:

1) Lazy writing. Having a male MC pursue a family member requires no effort for setup. The two already know each other, already have a connection, and live in the same house. You don't

have to set up any romance. You don't see that connection build. They're always around each other and they already know each other. They don't need to have some chance meeting.

2) Illogical writing. Typically the game is set up that MC and his "roommate" never really had any interest in each other (or it was one sided lust). Then sudden! "it just happens" for no real reason. Like...why?

3) The game setting up situations where full blooded incest seems to be embraced by MCs friends. This is supposed to be a taboo subject. Yet MCs friends will constantly comment on the attractive women in MCs house and say things like "If I had a hot roommate (sister) like that I'd never leave home." Tell me everyone, especially the men here. Have you ever had someone say that to you? Ever? That would be fucking weird as shit and you'd kick them out immediately.

4) MC being depicted as hella pervy. Half the start of the game is Voyeuristic stuff and it can escalate from there. Looking at you "Lust Theory". I understand some people like Voyeurism, but some of that gets borderline rapey. And it's often required to continue the path which is not cool.

5) The nature of the taboo relationship leaving everything under wraps almost too conveniently which means MC is basically free to screw whoever he wants and everyone will keep it to themselves.

I can tolerate step sibling relationships but it can suffer from the same stuff. Personally the games I've seen that handle this best are:

1) Sunshine Love from Mr. DotsGames. This is censored (which is the only one I've played but you can kinda read between the lines) and the plot isn't exactly amazing but it at least feels understandable why they are drawn together.

2) Chasing Sunsets - I haven't played all the way through the available updates and from where I finished it was kinda wishy washy on exactly the relationship (familial wise) between MC and the two primary LI. Though this specifically refers to Jaye. You can see how they got to where they are and can sympathize with them.

3) Once in a Lifetime: This is step family (even if the setup seems like it's meant to be more normal ones) that actually hits a LOT of my pet peeves above. But the characters and their interactions are extremely charming. You can genuinely feel the love grow, especially for Judy and Lauren. The game also has a really entertaining story that can offset all this.

—u/Ksteekwall21

I'm going to add my theory to the mix based on my experience. There aren't as many incest fans out there as you think there are, just like there aren't that many harem fans out there as one would think. Players want this for other reasons, not all but a good portion imo.

Let's look at the harem topic first. I've enjoyed many harem games but not because I actually like harems lol, I think it's the stupidest concept and wildly unrealistic, so why do I like them? Because I can interact with all the girls in the game increasing the amount of content I get from the game in general.

Most games that make you choose one girl, I never end up replaying. In these games, you generally have to replay 80% of the content over and over again to experience that last 20% differently with another girl. That's too much repeated content I have to sit through and imo a lot of games aren't good enough to sit through 80% of the content 5 times, to see every girl. So I favor the harem to extend the first playthrough of the game which is almost always the best playthrough. Let's use Being a DIK as an example. It's not a great example because Being a DIK actually is interesting enough to play multiple times but I'll use it as an example anyways. Play a branch with any girl, you get a certain amount of hours until you reach the end. Now imagine being able to romance every girl, the game would be 5 times as long. This is why the others branch is one of my favorites, there's so much going on with so many various girls and while the MG stories are interesting, they just can't compare in terms of content. A "monk" playthrough is pretty boring. It's satisfying being able to tell J&M that they were the only ones other than Zoey that you've slept with, but that playthrough is pretty bland. You avoid a lot of content. But like I said, Being a DIK is probably a bad example but you get the point.

As far as incest goes, I don't get actual sibling feelings from most if any of these games. To me it's just a hot looking character in an AVN. Some games add a hot sister and don't add the option to romance them, for me that's a waste of space unless the story is really good and let's be honest, a good story is pretty rare. While there are a lot of good game developers out there, they aren't authors. They aren't experienced writers. So unless you are really good at writing a story, that "sister" is nothing but another love interest in an AVN to me.

So while there certainly are those who get off on being in a harem for some odd reason and those who get off on incest, I'd be willing to bet many players request these things for other reasons.

—u/Upper_Cut4943

For me, it's trust and intimacy. Sibling relationships can easily be idealized to this amazing bond that, while on the surface might be full of squabbles and conflict, is truly and genuinely deep and caring. As in, you would actually put your life on the line for your sibling. Or as in, they know your true self and you trust them with it.

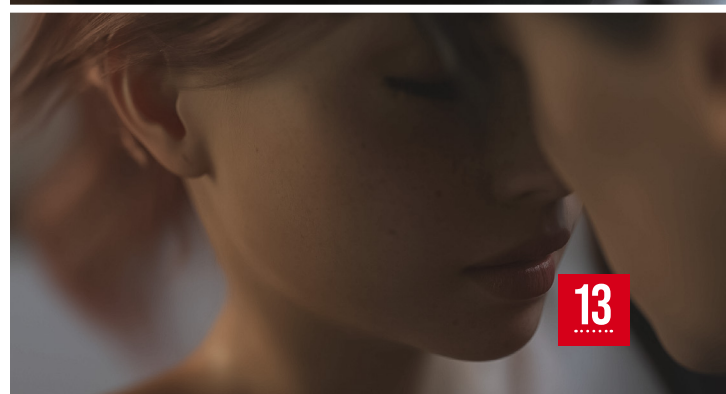
And since this is the ultimate ideal for romantic relationships too, there's a certain appeal to combine those. Nothing warms my heart as much in fiction as a brother taking care of his sister (baby sister mainly, but works for older or twin sisters as well), so by adding a romantic and sexual aspect to it it's sort of a brain exploit to get extra lovey douey feelings.

Real Life relationships are often defined as part of a wider community / society instead of the classic romantic true person-to-person relationship; and they to some extent are more between people's personas in that context; or even altogether transactional. AVNs can be so appealing because they can make relationships feel truly intimate and genuine; and sisters are like the perfection of that concept. That's at least how I would explain my own obsession with it :D

—u/PM_ME_SANSA_NUDES



Nami x Nika (Summer's Gone)



Are AVNs good for people?



By: [u/Zoltar22](#)



BODYGUARD-KUN
Hillside

I've been thinking quite a bit lately about whether AVNs do people good or the exact opposite.

I would like to make a small personal introduction to give you some more background (if you are not interested in this part I will continue with the question at the end of the post).

I began my AVN journey in 2020, started with BaDIK, loved it, finished it, and stopped playing AVN for a few years until I came back a few weeks ago. I saw the new chapters of BaDIK announced and decided to play it again. This time, it left me wanting more than last time, so I decided to play Acting Lessons, finished it, and enjoyed it a lot too. I still wanted to continue with AVNs, so I started Summer's Gone. Two days ago I finished it and it has become my favorite on par with BaDIK (or maybe a little less so).

The problem I have now, and the reflection I want to make, is that I'm not sure to what extent visual novels are good for us players, on a mental level of course. I don't know if anyone has the same feeling as me when playing AVN, whenever I start a new one, I have a strange feeling in my body, like knowing that "there's something I'm not doing right".

The point is that, when you get to be immersed in the story, the game time is very enjoyable, and even think about the game at other times of the day. I think that if a person plays AVN in certain moments of their life, maybe it is because they are not going through their best moment, this causes that if you are very interested in some stories, you will want to know how they end, but for that, there are years to wait. I don't know if it's good to "tie ourselves" to this kind of games for years, taking into account that, perhaps, the problem of not being at 100% mentally, is aggravated by waiting for the endings of the stories.

Do you think AVNs are good for people who are struggling? I would love to hear what you think, thank you!

I applaud you for asking this question. It maybe deeper than many here think.

My personal opinion is that if you feel like it is bad when you start a new one, you probably should find a different way to spend time. I would also say that if you are using AVNs instead of real sexual experiences for gratification it is definitely bad for you.

As a 70 year old man who has had wonderful experiences, I use AVNs as a reminder of how it felt to be sexually active. (Some of these stories are reminiscent of the pre-aids, birth control pill days). I wouldn't trade my experiences for any amount of adult pictures and I hope the guys in this sub are spending the effort IRL to do the same.

—u/Whiskeyrich

*I think they are great if you take them for what they are - *a game,* like a book, TV show or movie, etc...*

They can make you lament about better times, or some people, I suspect, may use them for more cathartic reasons (maybe after a breakup, for e.g.)

Like most other media, I do not think they pose an issue for normal, stable people. I cannot speak for people who may be in a different headspace, but there are usually trigger warnings at the start of most games.

It may be wise to investigate or vet a certain AVN before jumping in, especially if you are not in a good place in your life. But overall I think most can have a positive impact. (Just realise that you are not an AVN character and people won't throw themselves at you the second you walk into a room, lol).

—u/Old_Administration51

AVNs are definitely good for people who suffer from social anxiety and loneliness. I don't have friends in real life but I don't care..i turn on my laptop and play some relationship building AVNs like Summer's gone and it keeps me busy worrying less about the real world

I never knew many sexual things people are in like kinky, voyeurism, incest, etc. (still learning tho)

I relate to AVNs character more than people and get into discussion in subreddits or forums..it's just an amazing feeling! So far I'm enjoying it and not planning to give up.

—u/Most_Rich1100

I've read about people becoming better fathers, husbands, homewreckers, friends and siblings (lovers) with the help of AVNs.

Truly a blessing.

—u/Acid_Dispenser

You can say this about literally anything. And I'm not just talking about the fun stuff like porn, drugs, gambling, and alcohol.

People need to stop framing addiction as only being associated with what's considered morally questionable. The legality or "moralness" of a thing has NOTHING to do with its impact on someone mentally. Of course all of this is ignoring any potential physical side effects or harm caused by certain substances/behaviours but that's not what this discussion is about so let's ignore it for now.

You can be addicted to anything. You can get addicted to sex, porn, buying music, collecting rare books, rubbing balloons on

your balls, working, going to the gym, I think you get the point. If you're in a bad mental headspace or struggling with addiction and come to the realization that AVNs are not good for you and just cut it off cold turkey without actually taking the time to properly deal with whatever the issue is causing that to occur at its root then all you're going to end up doing is replacing AVNs with something else.

The thing people do or consume that fucks them up isn't the issue. It's WHY they are doing/consuming it to such a degree that it's negatively impacting their lives/relationships that's the problem. If you don't address the why then removing the thing/substance from your life won't actually solve shit.

As for getting a strange feeling in your body that you're somehow not doing something "right" that's entirely in your head. That sounds like you're shaming yourself into thinking something you enjoy is somehow not good for you. If you enjoy doing it then you enjoy doing it. Own it. I'm not saying go around broadcasting you like to play AVNs, I mean people don't usually walk around openly talking about the kind of porn they watch, but if you wouldn't feel bad watching some porn then I really don't see why you should feel bad playing an AVN. Shit they're basically just romance novels for dudes at this point.

—u/Mirkey

For me, AVNs are a safe place. I was severely depressed and still wouldn't say I'm fully recovered, but AVNs helped me. It let me live a life different from my own, one that was better in every way. I've learned that I can actually make that happen in my real life, as long as I'm willing to try. (Thank You Ocean specifically). So if it depends on the person and their reasoning for playing AVNs.

—u/Dangerous-Freedom424

I say they are a very good thing as long as you play in moderation and set boundaries as fun as AVN can be they are still at the end of the day fantasy and are not real life there should always be that distinction, but with that said I found that many AVN share some valuable life lessons about relationships, friendship and can motivate people to better themselves.

I personally started going to the gym and found the motivation to change my diet to a much healthier one because of AVN seeing so many characters in AVN working out is inspiring in a way and the improvements have been massive in just 6 months I have gained a lot of muscle I look and feel so much better than I ever been.

There are also other aspects of my life that they have helped so overall I say there are definitely many good aspects in AVN, well that is depending on what you're playing because if you're playing a full on porn balls to the wall AVN you aren't going to learn much but you get my point.

—u/gachagamer445

They're not inherently good or bad. It's how they're used that matters, like any tool.

—u/Player1Mario



Top to Bottom: Jasmine (Race of Life), Mora (Bare Witness), Cece x James (Leap of Faith)

I wouldn't say AVN's are a bad thing for me infact I think it's a positive thing. I'm a pretty introvert and shy person always have been. Now I never not been happy because of something missing from my life id say im a pretty carefree and bubbly person, so it takes alot for me to not feel happy or angry. Hell I don't know if I have ever felt depressed either and if I have I didn't know I was.

When I started playing AVN's it honestly started to impact me more positive than negative . Because playing them getting to know these virtual girls even tho I know they aren't real or w/e and I do think about some of them once a week or more. But the connection I made to some of these LI it feels like it's something that lue been missing and makes me feel things I normally never feel.

Because of AVN's it does motivate me to do things I have been neglecting alot and better myself, like working out , eat healthier food not as often stuff like that. Now why I also say it has had a negative effect on me. Well it's because alot of these games take place in college or high school, an era im past in my life. It makes me have alot of regret from time to time wishing I could redo that phase of my life. Hell even seeing a successful MC gives me moments of regret.

The only other negative impact is im borderline addicted to AVN's but I can say that about any video game or tv show I get into as well. As it's all that's on my mind at times like what AVN am i going to play next , what is going to happen next etc etc. But I'd say i'm more addicted to AVN's compared to other forms of entertainment because I find it easier to get into the characters or story or just get more entertainment / enjoyment from them.

Overall I say AVN's are more positive than negative to me. I get more enjoyment out of them then I have from tv , video games in a long time. I don't find myself bored and not knowing what to do or what to play next with AVN's that often. While with video games I get in a video game rut once in awhile especially after playing a really good one. Where nothing sounds fun and I feel bored for a day or 2 and I just watch random tv or anime despite having a backlog of steam games. Now if I was addicted to AVN's where it affected me then id say it's negative but it's not any worse than video games or tv only difference is I think about them more often than I should.

—u/Dessolos

I can't answer if it's good for people who are struggling but I will say that I think this games are good for men overall.

I started my journey with College Kings over 2 years ago and I was just horny and it was a free sex game on steam... However, I quickly realized that this is far more than just a porn simulator, these are great stories. I then started a Youtube channel where I play these games because I wanted to show people that this is pretty much "Beverly Hills"+uncensored sex, great dramas with a lot of interpersonal conflict. Something a man isn't allowed to enjoy because of stigma, a *man* needs guns, a *man* need fast cars, a man etc.

Putting it together with sex scenes gives us an excuse (for now) to enjoy this type of media until it is more acceptable that men wants to enjoy heartbreaking stories with little to no action. Of course I'm inflating my explanation to drive my point home but I still think this opinion is valid and correct.

Also, something you don't see in other media is the actual sex, sometimes you see in a comedy series that someone is tied up in the bed with a ballgag while the wife holds a whip but that is mostly for the laughs. When we see something like that in an AVN we get an even deeper understanding of the people involved, either something like their *philosophy of the world* or something like "**this is who they are when they can be alone with someone that they love and trust above everything else".*

And that is beautiful, it does come down to the skill level of the writer however and whether or not it is meant to be a fetish only or if they also want to tell a story with the sex scenes.

—u/CarbonScythe0



The Diks (Being a DIK)



ADVERTISEMENTS

LATEST RELEASE. OLD RELEASE. GAME BUNDLES.



FREE
ADVERTISING

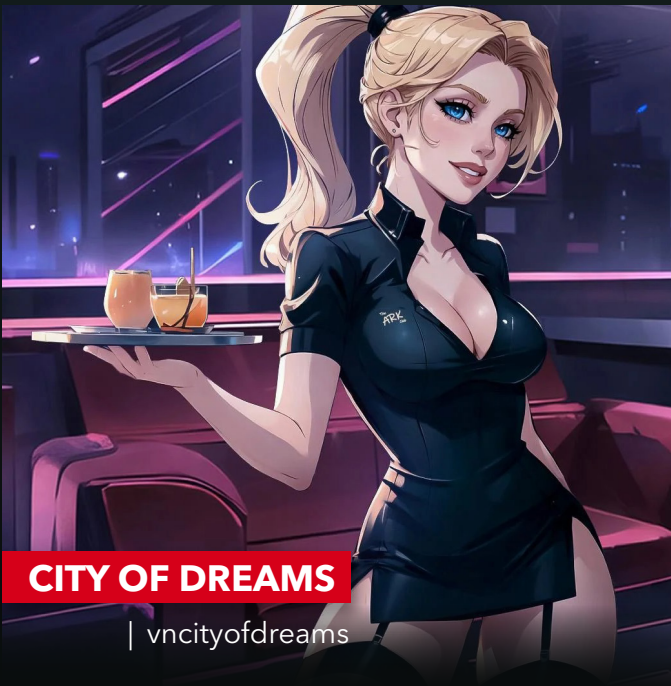
■ **Version: Realm 3 Update 2**
Release Date: 01-17-2024

The Seven Realms is a fantasy, story-driven, adult visual novel. As the heir of one of the most powerful Realms, your decisions will determine the fate of the world. The choices are yours.

.....

THE SEVEN REALMS

| SeptCloudGames



CITY OF DREAMS

| vncityofdreams

■ **Version: 0.3 Alpha**
Release Date: 01-31-2024

Follow the exciting, heartwarming and spicy adventures of a small-town girl in the big city as she pursues her dream of becoming an actress.

She will have to struggle to balance her personal and professional life as well as her finances. She will meet new friends and enemies, allies and rivals, lovers and haters.

.....



LUCKY PARADOX

| Stawer

■ **Version: 0.9.2 Beta**
Release Date: 02-02-2024

Welcome to Argleton, a charming city disconnected from the rest of the world, where you can relax, visit places of interest and meet its quirky inhabitants.

You will be able to form relationships with different girls, follow their stories and live sexy moments.

.....



FREE
ADVERTISING

■ **Version: Chapter 3 Full**
Release Date: 02-01-2024

You came to consciousness in the trunk of a car. You don't remember who you are and how you got there. Your hands are cuffed, and two dead bodies are lying around. But very soon you will learn that this is not the biggest of your problems.

Will you make it out alive?
Will you find out who kidnapped you and why?
Will you learn whom you can really trust and who is just using you for their own purposes?

The answers to these questions depend only on you.

.....



WITH EYES CLOSED

| Ker

■ **Version: 0.18 (Public Release)**
Release Date: 12-12-2023

Star Harem is an adult science fiction parody visual novel. Captain your ship, explore the galaxy, discover strange new worlds, all while building your harem! The game is episodic and each episode will be roughly the length of watching a TV show with new girls to romance and new adventures each time. Your choices matter in the short term for which girls you will romance and in the long term for different endings. It also features original music by the developer.

.....



STAR HAREM

| Stellar Traveller



SINFUL DELICACIES

| Temptress Games

■ **Version: Episode 17**
Release Date: 12-07-2023

Mr. & Mrs. Reigns are a power couple. Mr. Reigns - a high profile Mafia Boss. A man of extreme Wealth and Power. A man whom even Presidents of nations fear. Mrs. Reigns - a former Supermodel, now faithful housewife. Circumstances have had YOU living with The Reigns (your Parents' best friends) for the last 5 years. You have always been very close to Mrs. Reigns and her 3 daughters - your best friends.. Eventually, Sexual tensions flare, temptations reach their breaking point, sins are committed, you experience the highest of highs... and then turmoil strikes; and you get involved in a high stakes, globetrotting adventure strewn with sexual encounters, high fashion, extravagant luxury, constant thrills and lurking dangers, supermodels, Super Cars, Luxury Yachts, Exotic Vacations and more. Live the high life of luxury, glamour and adventure in this sexually charged adult game.

.....



A HOUSE IN THE RIFT

| Zanith

■ **Version: 0.7.5 Alpha**
Release Date: 02-01-2024

You were thrown into a dimensional rift and have no idea what to do. Nevertheless, other castaways from different realities join you one by one in order to form an everlasting bond of trust, friendship and physical intimacy.

Beautiful girls from various fantasy dimensions take care of you during the day, and then you go off exploring rift oddities through the night. And you can bake cakes with a succubus, wrestle with a giant voluptuous pirate captain, study magic with a young girl acolyte, and then do some extracurricular activities with them, too. Fall in love with the girls, fall in bed with them, and fall into the different rifts every night!

.....

■ **Version: 0.3.0**
Release Date: 02-02-2024 (Itch.io)

Eruption Imminent tells the story of Ashe, a 20-year old futanari, who is struggling to find her bearings in life.

She works a boring job, she never had a relationship and she's constantly battling with her own insecurities. And then there's the upcoming return of someone she once was very close with...

Dealing with long kept secrets, past trauma and forbidden desires, things start to slowly spiral out of control.

.....




FREE
ADVERTISING

ERUPTION IMMINENT
| MorriganRae



FIGHTING FOR LOVE
| Serpenthbreath3D

■ **Version: 0.2**
Release Date: 02-30-2024

In "Fighting for Love", players assume the role of a twenty-year-old amateur MMA fighter. The game combines the intensity of the fighting world with the challenge of seducing women. As the protagonist progresses through his first few MMA fights, he'll have opportunities to connect with various women, each with their unique stories and desires. Balancing their fighting career and romantic pursuits, players must make strategic decisions that shape their journey in both the cage and the bedroom.

What scares you more? Facing a trained fighter in the cage or trying to seduce the wildest women of your dreams?

.....



SUGAR MOM 3

| Marlis Studio

■ **Version: 0.1.4**
Release Date: 01-27-2024

Mrs. Moore, an ordinary housewife, finds herself in a situation where her life seems monotonous and tiresome. She feels the invisible chains of family responsibilities, and it seems to her that she has lost herself in the routine. And then, one day, she is secretly offered a unique opportunity to change her life.

.....



POOKIE HAS A FANTASY

| Pookie



