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YOUR WEEKLY DOSE OF HAPPENINGS AROUND THE COMMUNITY

AVN TIMES

VOLUME 02 ISSUE 02
FEBRUARY 2024



STAR HAREM
MWNEUS
CURSED OVERLORD 2
SHATTERED MINDS
HAREMCARDS
GLOWING STONES:
HEROES' AWAKENING

IF YOU HAD TO CHOOSE ONE...
WHAT IS YOUR ALL TIME
FAVORITE AVN?

By: u/GallahadTheGreat

WHAT TROPES ARE YOU
TIRED OF IN AVNS?

By: u/Player1Mario

A...V...NOVEL!

By: u/Whiskeyrich

via r/AVNCommunity

BELLA WINS SG CHARACTER BATTLE ROYALE

Zara put up a good fight but got dominated in the end

20
24
FEB

AVNL TIMES®

Your weekly dose of happenings around the community

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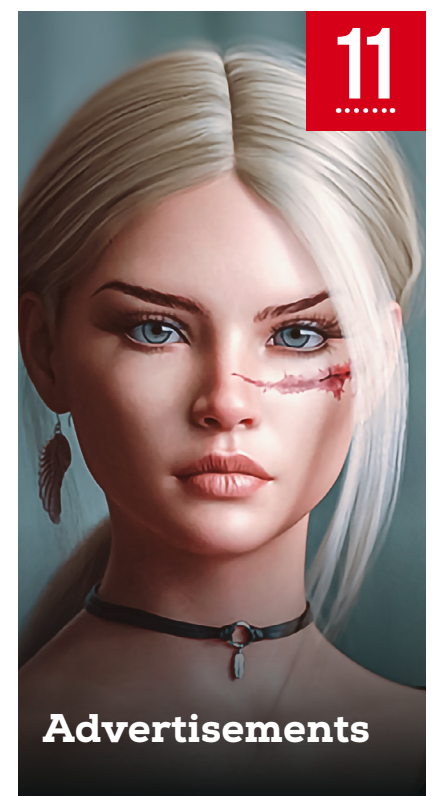


Editor's Message

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。
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—deux





DISCUSSIONS. MEMES. SHITPOSTING.

COMMUNITY THREADS >>>

If you had to choose one... What is your all time Favorite AVN?



By: [u/GallahadTheGreat](#)

MAYA VICTORIA BAILEY
Being a DIK

Personally, the Render Quality and Overall Visuals of AVN's are not important to me.

However, I am a sucker for good writing. What would be your all time Favorite AVN? For me, I would have to put two because it is physically impossible to choose between Being a DIK and Eternum, both are absolute gems.

BaDIK is my favourite and it's in a tier of his own for me.

My second tier is the Lexiverse (Leap of Faith, Chasing Sunsets, Artemis, potentially U4ia). I'm not sure about the order. And Corporate Culture - same tier.

—u/Sufficient_Bug1367

Imma put my current top 5.

Eternum,Artemis,Badik, Summer's gone,CoBD.

Each one of them,imo,have something that the other don't have. Eternum lacks replayability,but has good writing and renders. Artemis lacks in renders but has good replayability and story. Badik has all 3 on the good,but mini-games makes me hate the replayability. Summer's gone has good renders and replayability but could do better with a lil bit more on the story section. CoBD has good renders,story and replayability

but I found it lacks something that pulls me into the story. Don't get me wrong,story is good,it's just i couldn't feel any emotions regarding some of the characters including MC.

So,my top 5 is interchangeable. These are the games I hold on high regards. There are others like Chasing Sunsets, Leap of faith, Where the Heart Is, AOA Academy which I also hold high opinions of, Which if I could I would put in the top 5,but then I would need to put a avn that's on there right now a step down,which I do not want to do.

—u/An0ma1i

Once in a Lifetime ties with Eternum IMHO.

BaD is very good too although it feels like the MCU of AVNs to me.

—u/sluraplea

Being A DIK, hands down. The story, the characters, the relationships and some of (emphasis on some) of the minigames make up one of the most engaging AVNs I've played. I'm fully vested until the end.

—u/InternetCitizen0

Summer's Gone... Ocean know how the create ambience

—u/Electronic-Way1003

Between Ripples and Eternum for me.

Though Harem Hotel hits different being a sandbox avn

—u/Dumke480

Played once in a lifetime way before eternum so eternum's humour doesn't stand alone to me unlike others

So I'm going with summer's gone or the deluca family i enjoyed playing those two and I loved the humour in the deluca family more than eternum.

—u/Commercial_Welder_93

Objectively, you have to call it for BaD. The release schedule being the only complaint speaks volumes of the quality (well that and 'ego' from the Dr, but he's earned it imho).

The VN that got me the hardest is def Leap of Faith. That VN broke me in ways I was not expecting and objectively helped me out, so it will always be my silver medal.

Now for my gut fave, City of Broken Dreamers cause I just fuck so hard with that cyberpunk vibe and the cinematic 'Blade Runner' kinda feeling.

From lists on this thread, I'm missing out by not playing MBML, Summer's Gone, and STWA.

—u/Exact-Ease566

For me I'd have to pick Acting Lessons, I know it's been surpassed in scope and quality by alot of newer ones, but it was my first AVN and so I had no idea what to expect from them and I was surprised at how much I got into the story and how the choice you have to make really stayed with me for awhile after. Would have never expected it from this genre before I played, I play and enjoy alot of them now but I have AL to thank for opening my eyes to them.

—u/ConsiderationNo8550

I'm relatively new to AVN's but so far Being a Dik is definitely my favorite. I love the depths the characters have, particularly the girls. The attention to detail in the story and writing. The choices and branching surpass even that of a top tier RPG, in some cases the consequences feel even more real than that of a AAA title. My only regret is that I pretty much started with it so almost everything else has felt disappointing.

Eternum is a close second for almost completely different reasons. The story is fun and imaginative. The setting gives the author so much creative freedom. I find the humor to be particularly up my alley. And the tension building through the romances and lewd scenes is the cherry on top.

I'm also particularly excited to see where Race of Life goes. I genuinely feel like that could be an all time classic over time.

—u/phxignition1

Summer Gone for me. I genuinely thought I was gonna hate it going in, but the plot and the characters hooked me. More so than Badik. It's honestly one my favorites. Next to Race of life because I'm a car guy. Hillside is up there too.

—u/lcantwinanymore

I'd like to say Summer's Gone, Ocean really makes beautiful renders and sets the atmosphere perfectly for his story. I got really into it when playing for the first times, tho in some moments the dialog took me right out. The story is in such an early stage that I can't pick it as my favorite, but I really like it.

So it comes down to Being a Dik and Eternum, both are absurdly good with charismatic characters and really lovable LIs, but I'm going with BaDIK as my favorite cause I think it has slightly better writing and the amount of choices and consequences in this game is ridiculous, I've never seen any developer make use of these features better than Dr PinkCake. It also has a ton of content which combined with how different the story goes based on your choices gives this game a replayability factor higher than any other AVN out there.

—u/lyricalmorricone



Left to Right: Chandra (City of Broken Dreamers), Cece (Leap of Faith)



DALIA
Eternum

Leap of faith probably remains my favourite, the story really hit me hard. My second favourite is probably Being a Dik.

—u/Zealousideal_Habit91

If I had to pick one it'd have to be Depraved Awakening. I love how dark the plot gets compared to a lot of other AVNs and Carly is one of my all time favorite LIs.

—u/Mac575

Overall, it probably has to be Being A Dik, its scope, characters, writing style and art are all top-class.

I have to say that in terms of pure story, I think Superhuman and Companion of Darkness are absolutely superb.

—u/RosesAndTanks

Depends on what you favor. Emotions, LI personality and looks, rendering quality, story-writing...?

For me it boils down to Leap of Faith for the Cece story, Chasing Sunsets for Jaye, Summer's Gone and Where It All Began for the renders, and Strangers on Paper for the writing...

Imagine an AVN having all those qualities...

—u/Alarming_Editor7704

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—u/Zealousideal_Habit91

*It's challenging to pick just one, given that there are around twelve titles I truly adore. If I had to choose, I'd say my preferred Daz AVN is ****Being a DIK****, and for HS, it would be ****Pale Carnations****. However, my all-time favorite love interest in any game has to be Elspeth from ****STWA: Unbroken****.*

—u/lphacles

Funny thing is I wouldn't even pick my #1 AVN on my personal list if I had to pick just one and I have a pretty strong bias for it. I'd pick my #4 Nephilim just because Eliza and MC is my favorite romance in any AVN.

—u/Dessolos



Zara x Nika (Summer's Gone)

What tropes are you tired of in AVNs?



By: [u/Player1Mario](#)

This Clothing Store has seen it all

I'll start. Shopping with your LIs (usually at the same store across 700 different games) and creeping on them in the dressing room.

When a woman or group of women are rightfully angry about finding out they're part of a harem then they're totally okay with it like 5 minutes later.

—u/Comfortable_Milk9422

1) The Landlady and the Roomate trope. Only game that does this well is Eternum because they are ACTUALLY your roomates and landlady.

2) Sex scenes that are just weird positions. There should be a difference of dialogue, position and variations of intimacy according to LI personalities. An inexperienced virgin and a repressed milf fuck differently.

3) Harem game but no different kinks or tastes for all the different LIs.

4) unrealistic nuke level boobs and butts.

5) Stat based choice lock.(looking a BaDik). I'm a nice guy but that doesn't mean I have to be a pushover to maintain nice atatus, let me fight when I need to.

6) Binary stat management of female protagonist games (obvious become slut or holy Mary virgin with the most boring BF/ex/husband).

7) If a game is supposed to be dark/horror/violent. Go all out instead of pussyfooting around. That's why I love desert stalker.

—u/RaylynFaye95

Everyone is in their late teens; everyone has oversized naughty bits; the MC has either a bastard of a father, absentee father or dead father; MC lives in a home with a barely legal (step)sister that is in love with you, an older (step)sister that's a model/influencer/beauty queen that kind of hates you, and a (step) mother who is ignored/undersexed to the nth degree or can't find a lover despite her being drop-dead gorgeous and mom's best friend is similarly drop-dead gorgeous and is a super cougar who is ultra horny for MC; MC is an absolute slacker idiot but is still a good MMA fighter; all non LI women are stereotypically ugly.

—u/Feellinglikepeeling

Terrible sex dialogue "I want to fuck you, I'm going to fuck you, I'm fucking you now..." and so on. I get that some dialogue is necessary to convey the action but seriously, put some effort in!!!

—u/Abluhwleh



MC (Become a Rockstar), arguably one of the ugliest mf in all of AVN

Don't know if its considered a trope but AVNs where the MC is straight up ugly or bang average.

I've seen some on here make the argument that its supposed to represent the player for "immersion" but last time I checked the MC has an easy time fking 10 supermodels and they're all cool with it soooooooo?????

I'm more immersed if I believe my MC can actually pull the girls he's talking to, thats just me personally:)

—u/vheize

The girls acting like mindless sex dolls. Yes I will knowingly share you with 10 other girls...you're the only guy in the world!

Doing stuff while someone is sleeping, its creepy and also sexual assault.

—u/Adept_Department2301

A lot has been said already, but if I could add anything, maybe auns with a female protagonist who is bound to be corrupted. It would be nice to see an Avn with a female protagonist who seems like they have control over their life and is not forced into depravity.

—u/Gezoredditing

Ridiculous proportions, like giant balloon ass/titties and mutant donkey cock. Bad writing, even by porn standards.

—u/RobNorthman

Badly written "villains"

deus just give all the negative attributes they can think of to these villains of the story.

people don't know how to write about people

—u/virtualdreamscape

Boy that comes home to his long-lost mom (landlady) and sister (roommate) after his dad dies under mysterious circumstances.

—u/dirtydandoogan1

• incest and the subsequent bad masking it for patreon with Landlord, childhood friend, friend of my father taking care of me.. I am tired of incest but i am more tired on bad adaptation to meet patreon rules.

• dominative woman looking over the shoulder, yes i am talking about you Bella from BAD :V

• as someone else say putting soo much different girls. On the game that you get maybe one scene with your favorite every two updates..



Tremolo playing his guitar (Being a DICK)

• unskippable flashbacks , transitions or effects in general

• loudy sound in the game or dev logo(DPC every time you start badik)

• NLT games in general.. Stupid dialogues, dumb characters, ilogic excuses to fuck everywhere, fuck 120 lewd scenes in a game is too much

—u/vincentonix

The MC always playing the guitar.

—u/dtjunkie

Shower peeping, being inspected by someone else while sleeping, inconvenient boner while hiding with someone, ridiculous body proportions, "older" characters that look the same age as MC, etc.

—u/TrustAvidity

If there are transitions that I can't turn off, I will never play that fucking game.

—u/rottenstatement



Megan, the landlady from the game *Shut Up and Dance*

for what could be a year. Really missing Emma from MBiML and Krystal from Ripples. Maybe not a trope so then I will go with the overly large specific body parts.

—u/Yarazin

- Ridiculously huge Tits and Penises.
- Girls being unreasonably horny.
- Quantity over Quality.

I'd rather have 1-2 girls that are well written and have lots of relationship building than 10 girls that all look very similar and barely get any content.

—u/KeinVater

The college guy getting every hot girl without trying is played out.

—u/bophed

Yoga scenes , worthless repetitive and %99 of the time same dialogue,same sequence across all aun's.

—u/PianoBig4256

"flatmate" and "landlady". We both know what you really want. We both know that's a no-no. Find another way of telling your story, it's time to let it go. It's time to work on something else.

When there's one character one is usually bubbly and butter wouldn't melt, then the other has to be grim dark, hates the MC.

Not showing the MC's face. Like.... why? I get you can't be arsed to put the effort in but maybe a little? If you're going to be arty about it and have the shots done from the back or have things obscuring the face then that's ok somewhat but I think it was WVM that straight up had a black square as a face. Lazy lazy lazy.

—u/Kane_richards

Having the MC strip down completely naked while sleeping so that your *roommate* can accidentally barge into your room and notice your super large cock.

Both ****Eternum**** and ****Ripples**** did this rather contrivedly. At least when ****Now and Then**** did it they had the excuse of "The AC is out since its the apocalypse and we are explicitly in the southern US in the summer"

—u/imjustthereforpron

A...V...NOVEL!



By: u/Whiskeyrich

And that is it... my story

.....

I'm trying to get through yet another AVN that is so poorly written it feels like a 12 y/o wrote it.

I won't list the name because I know the dev worked hard on it and deserves some other folks opinion.

My suggestion to developers who want to get into this genre....remember that you're a writer first. Try taking all your dialogue and reading thru it without graphics, as if it was a novel. If it doesn't keep you interested, it won't work well with the graphics.

I know most guys here are in it for the lewds, but many of us enjoy the combination of Adult....and Visual....and Novel as a whole.

I honestly think some of these devs are antisocial dudes who haven't spent much time talking to anyone of the opposite sex. This isn't really meant as a dig at them. It's just the only reasonable explanation I can come up with for their writing choices. Some of the dialogue makes me cringe so hard that I stop the game right then and there. IMO, games that include female devs have light years better wrighting and dialouge than the vast majority of games. Strangers On Paper, for example.

—u/Kuke69

I started Sorcerer last weekend. I'm enjoying it so far, and I auto-skip all of the lewd scenes. I'm enjoying the world building and the story, and will finish it. If an AVN has a poor story and/or terrible writing/grammar, I usually lose interest rather quickly.

—u/MiskatonicDropout

As I'm writing one currently, I have thought about this very topic. My focus is on story with the rest of the pieces being supportive.

I had a theory on why (in many cases but certainly not all) stories suffer in AVNs. It centers around many being developed solo and the practice of producing things in chunks. If you have a completed story it is much easier to follow the flow and look for weak points. If you are writing in chapters/seasons and bouncing back and forth between modeling, programming, audio, games, etc I could easily see things going astray. From here a good team of testers would be a near necessity.

Not to mention 'translation issues' being poor more often than not. Of course you also have the money grabbers. Make some pretty graphics and put out a generic story quickly before moving on.

I think that's just something the community will have to deal with. We can certainly discourage these bad practices by promoting the best AVNs and not supporting those of poor quality. It will be interesting to see how the genre develops.

—u/AgRevlis **Game Developer**

I think both Steam and Patreon support numbers conclusively establish that strong graphics are far more important to the AVN market than strong writing. I have also noticed that players frequently lavish undeserved writing accolades on games with impressive art.

—u/MrRogerSmith Game Developer

I know I'm playing AVNs for the writing and character development, first and foremost, been a reader all my life so I need something more than just physical, cause if so, I'll just forget about it pretty fast.

You're *not* the only one who aims for story, with lewds as bonuses.

—u/L4br3cqu3

Many games on Itch don't even have a proper synopsis. Those are the ones i don't even try to download, because if a dev can't write a synopsis I can't imagine how can the art be anywhere near acceptable. I rather have no lewds, but if the writing isn't at least decent I can't play it.

—u/ShotUsual4535

I don't want to speak ill of anyone who puts their time and energy into creating something, but on the other hand it's very clear that some dev simply can't write, and a significant number can't do so well. The saddest thing to me is that there are so, so many writers out there who have the skills to make a passable script, and they'd do it for peanuts. Actual peanuts, probably, some of them.

I know people want to create their own projects, but it's just hard to stomach that for so many people the dream project is apparently creating return-home-to-landlady-after-years-away AVN #40236.

—u/realpersonhumanbean

Like any creative outlet, there will always be different opinions on what is 'good' and what isn't.

Some people love lots of exposition. Look at Tolkein, where his work will regularly have multiple pages devoted to giving the reader an in-depth description of breakfast or a mountain. Even worse, Sir Thomas Mallory's *Le Morte d'Arthur* is a huge slog to read in old English, but it's considered one of the most influential works of fantasy/adventure of all time. Compare them to someone like Dan Brown who will keep everything succinct to the point of desolation.

But I'd say all are good writers.

Sure, there are some issues that we can all agree shouldn't be found in published writing. Spelling, grammar, plot holes and the like should be eliminated (or at least minimised as much as possible).

But with pacing, plot lines and vocabulary used, one person's pet hate is another's ideal method.

So, in my opinion, there is some work that is objectively bad for everyone, but there's also some that a portion of the audience would describe as 'bad', when in actuality it's just not for them.

It's not their speed, not their preferred world view, or not their ideal plot direction. That's fine. That doesn't necessarily make the work bad, just a bad match for that segment of the audience.

Balancing the expectations from different segments is very tricky, because what one person loves, another sees as a deal breaker.

In the end though, if a writer tries to tell a story that appeals to everyone, it'll appeal to no-one. It can be incredibly fun to write something that people respond to, but it can be a lot of work as well.

—u/RoL_Writer Game Developer



Becca and Amy, the two main girls from the game *Strangers on Paper*

I wish it really mattered, but in my case, the more attention I put to story, the worse sales are for some reason. With my latest game I really wanted to write something special, put a lot of time and effort to ensure story makes sense (time loops stuff). Well, the game flopped hard, I wasted time. Heck, I believed story alone was so good I released a separate censored version which I now regret as it's a total commercial disaster and I had to put extra work to make it 16+ friendly.

I know the story is great from reviews (even on pirated forum where people are much more criticizing).

I make anime-style games and releasing them exclusively on Steam, just FYI.

—u/artoonu

Agreed about the shit writing, but TERRIBLE advice... It's also a VISUAL novel... something a lot of devs seem to forget, so no, just focusing on the text is not the way to go.

I've seen sooo many AVNs that just go apeshit with text while doing a very poor job with the visual story telling part of it...

Problem is this is by and large an "amateur" genre of games made often by just one person that doesn't necessarily know how to balance all the moving parts of such a project... but, it is what it is...

—u/Jacowboy

I'm at a point where I have played so many that I am grasping at straws looking for another well-written one with a decent amount of content.

So for me personally, it would have been nice to see which one you are talking about but I respect your decision to keep them anonymous.

—u/TinnieTa21

not gonna lie unless there is obvious spelling mistakes I wouldn't notice a thing. I can't tell the difference between good and bad writing. At least out of the 70 or so AVN's ive played ive yet to notice bad writing to the point I can the difference. I never think about the writing or w/e as I read or after I played. I tend to just play in in the moment and as long as I find some kind of enjoyment through plot or characters ill probably like just about anything. But I know many others do im pretty in a very low minority.

—u/Dessolos

It's such a tricky thing trying to be an AVN dev. For a solo dev, writing is only a small part of what they need to do. A part that takes up only a tiny amount of their dev time. I'm sure they spend much more time doing renders and animations. They gotta code the thing. Get out and advertise/publicize. Deal with the various platforms. Interact with players. Translate/proofread if they aren't native English speakers. There's a lot going on that they have to be good at. I tend to give them a pass if one of the things they need to do aren't great. I figure an actual writer just needs to be good at writing. An artist just needs to be good at art. Some of us ask for an awful lot.

The way I look at it, the V part of AVN can be a powerful "writing" or "storytelling" tool, just as much as the dialogue or narration. The most popular AVNs here on this sub like SG and BaD are relatively mediocre at best when it come to writing. They make up for it with great plotting, characterization, visuals, etc., Even the best written games are written at a level that pretty much any published writer would run rings around. I also get where you're coming from though, there are limits to my acceptance of mediocre writing. Poor translations kill me. Grammar/spelling issues that could be solved with a free/cheap Grammarly subscription annoy the bejeezus out of me. As long as the writing comes off as proofed and semi-professional I'll generally give it a pass. And this is coming from an avid novel reader who majored in literature in college.

—u/johnman300

Absolutely agree. I'm in the early stages of making my own VN. The first thing I did was plot my story. I know my end goal and I have a few ways that I can explore with how to get there. I've also been watching countless videos on how to improve writing natural sounding dialogue between characters with different personalities. Each character's dialogue needs to reflect their personality.

—u/Voltage_VN Game Developer



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.....

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■ **Version: 0.9**
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MWNeus is a sandbox focused on only one girl (Neus). You live with your childhood friend who is a bit of a Tsundere. Due to certain circumstances, your goal is to make her the mother of your children. However, there is a possibility that she is keeping a secret. You have the option to investigate it or ignore it.

.....

MWNEUS

| CLLGames

0.9



■ **Version: 0.26**
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Uncover new post apocalyptic world, filled with new troubles, enemies and new girls to fuck. It has been 1000 years since the first chapter of the "Cursed Overlord". The world has changed, will you be able to find the truth or find someone from your past? Whole world in shambles, find those responsible for this and make them pay. Now only you can create safe paradise in this barren lands.

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CURSED OVERLORD 2

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SHATTERED MINDS

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v0.3

| Pink Palm Production

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■ **Version: Chapter 4 + Demo**
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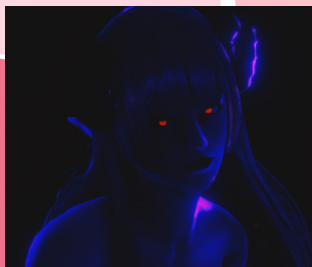
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Berklii4



OFFICE PERKS
AmonymousGames



LOVE BY THE WATER
cure



UNRAVELING AUGUST
AugustEsoterica



POOKIE HAS A FANTASY!
POOKIE!



GOD'S CALL
Chrystello



FURTHER EDUCATION
Kvitavn Tales



STRAY INCUBUS
Flynn974



DOGMA
W.M



PROJEKT MOON
The Magical Gurl



FATECROSSED
VitaYok



KONOSUBA THE HAREM ADVENTURES
EmperoXXXAnime



ACADEMY: LIVE!
passhonQ



**CHECK OUT
THESE GAMES**



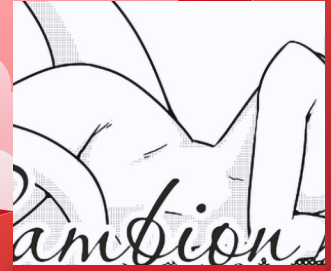
THE LEGEND OF THE HERO OF EDORIAM
Pythenix



CHRONICLES OF HELL AND HEAVEN CH. 2
Kazuki-chan



RAVEN MEDITATION
Locoto Studios



CAMBION
Chiaki Matsuda



new update 0.4.1
SUPERDELUXE!
POOKIE!



That New Teacher
RogueOne



BETWEEN HUMANITY
DebatingPanda



PURAH'S LAB
Locoto Studios



MARRIED LIFE WITH A LAMIA
Xoullion



MY LIFE IN A MONSTER GIRL PARADISE
Xoullion



LEGACY OF HESTIA
Winterfire



ZELDA: MOANS OF THE KINGDOM
Locoto Studios



Naughty Lyanna
DWR Games



Unto Starlight
Sano



Precious Kouhai
The Mithril Hourglass



24 LUSTFUL HOURS
Carnal Studio



BRAVEHEART ACADEMY 1
Chrystello



BRAVEHEART ACADEMY 2
Chrystello



MULTIVERSE OF MILFS
Studio Inzess

