

ALWAYS FREE



YOUR WEEKLY DOSE OF HAPPENINGS AROUND THE

AVN GEMS

VOLUME 02 ISSUE 04
MARCH 2024

Game Review
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 by: u/realpersonhumanbean
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**HYBRIDIA
 MY SISTERS AND ME
 SOFIA'S DARK FANTASIES
 A HOUSE IN THE RIFT
 PRIVATE LIVES
 SHATTERED MINDS
 and more...**

A SPECIAL EDITION FEATURING ONE THE HOTTEST RED HEADS IN AVN TODAY

Breethtaking

20
24
MAR

AVNL TIMES®

Your weekly dose of happenings around the community

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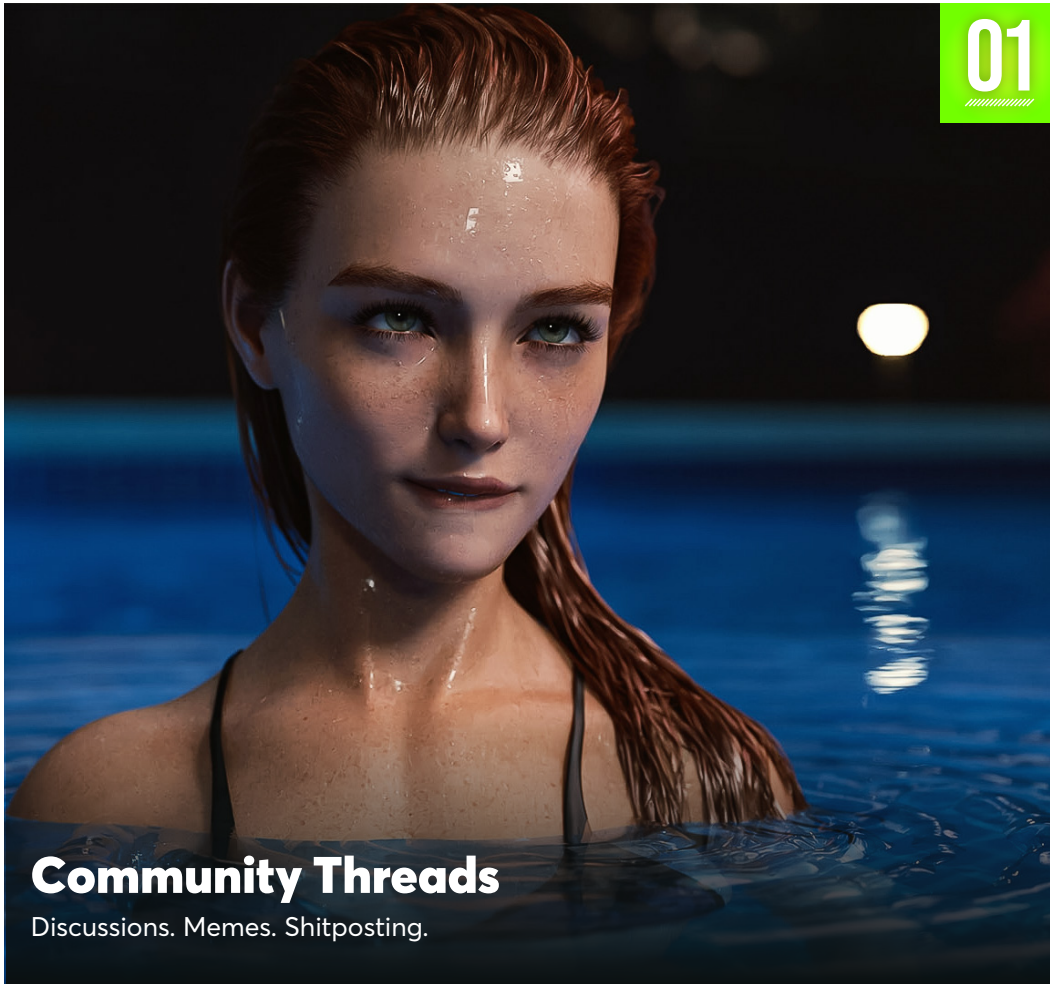
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—deux

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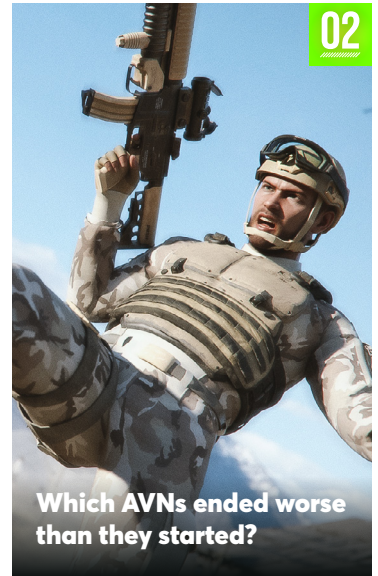
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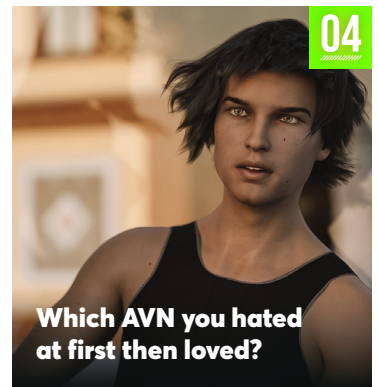
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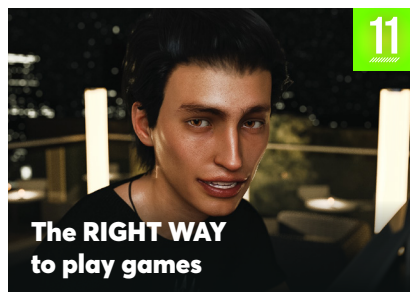
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DISCUSSIONS. MEMES. SHITPOSTING.

COMMUNITY THREADS >>>

Which AVNs ended worse than they started? or you think will end worse than they started?



u/captaincopperbeard
Contributor

Curious what people think of those games that have a conclusion or that are close to one. Which games did you feel petered out or ended with a thud?

u/IcyEchidna2993

College Bound was never gonna be amazing but it started out as kind of a guilty pleasure but quickly devolved into something incredibly rushed with apparent lack of polishing. There were multiple moments where it was clear the dev just forgot to change lines of dialogue to fit multiple routes and also there was pregnancy content regardless of your choices in game.

u/Mac575

I might be the only one that thinks this because this game is universally loved but personally I found that Leap of Faith had a pretty lackluster ending unless you went for a specific LI. Up until the last couple of chapters the game was amazing but I felt the majority of the LIs got shafted from a satisfactory ending.

u/WartsilaVasa

Hillside went slowly from very interesting to quite boring. I first ignored the unrealistic naivete of some characters, but over the time it was just too much.

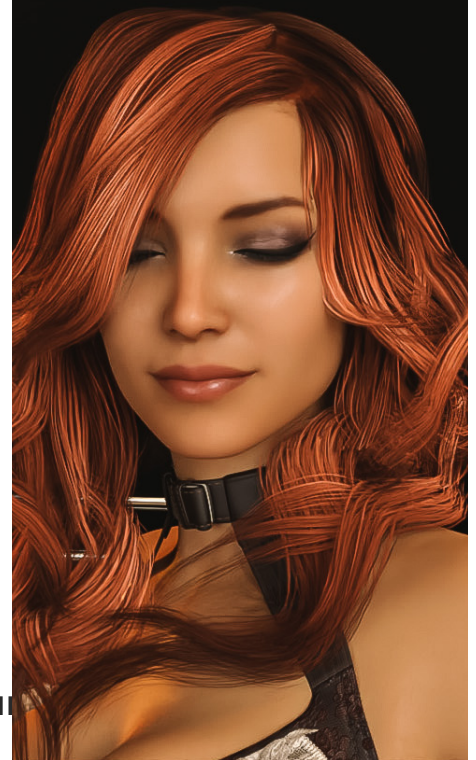
Fetish locator also took a dive after first week. It was nice enough but second and third are nowhere near as good.

u/Vic_Hedges

Senior Perv

I've walked away from a few games. Generally I find it to be long running Sandbox games that just get to be too much. Harem Hotel and A House in the Rift are games that just ended up feeling to grindy and forced after a while. Good games that I would certainly recommend, but after a point the story just feels like it's being unnecessarily dragged out and I'm ready for something new.

LEXI
One of the LIs
in Leap of Faith



But Hands down, the absolute worst turn around I've ever seen in a game was Inceton's excruciatingly named: "Lustyverse: Shackbang"

Yeah, maybe I should have guessed by the name, but I have a Patreon to the developer so it was a "free" game, and the first half of the game was actually surprisingly enjoyable. Good renders, LI's with a sense of actual depth, higher than average writing quality and a storyline that, though not top tier was, IMO a real high point for the developer. I honestly wanted to know what was going on and found myself caring about the characters.

Then the second half hit. Hooboy. Possibly the most non-sensical, horribly written mess I've ever played. I try not to make flat negative statements about AVN's, but geez, I can't think of anything positive to say about it.



u/shyLachi

I think many AVN derail at some point.

Could be because the dev gets over ambitious, starts listening to the haters or fans, drags out the story, never had the story figured out, gets bored by his own story, just isn't good at telling a story, ...

But some AVN also change over time into something I'm not interested any more, maybe not even a big change in the story but because I was a different person several years ago.

I guess it would be easier for me to name AVNs I enjoyed from A to Z then to name those which ended worse.

But the one AVN with the worst turn for me was Acting Lessons.

u/Fagozi

Ass Man

Fetish Locator. Week 1 was interesting enough to keep me engaged but by Week 2 the decline was evident. Shouldn't have been surprised that Week 3 was released barely half finished and the endings we did get were unsatisfying at best. It's clear the dev is trying to finish it ASAP so they can focus on their BaDIK clone. Speaking of which I hear Collage Kings falls off pretty hard too but I couldn't be bothered to find out.



u/ffayz17

Lust Theory's season two. And Also Timestamps Chapter two. Even though it's not completed yet. But it feels it will end badly.

u/Exact-Ease566

For me, Fetish Locator. The first two episodes(?) had so much promise, the premise was simple yet engaging, it had all these options open in a plot which it made sense to be a wandering cum cannon and not be some fantastical harem sim...and then they jumped the shark by adding some crappy 'dark forces' plot line which made no sense and actively ruined the plot. Icing on the cake was half the endings just not working and feeling rushed as shit. (Hey, you're in the middle of college and are uncovering this deep dark manipulative group, want to stop that shit and go live on a farm with some chick ya boned twice?)

u/notContentCop

Lust Theory is probably up there on the top. The first season is great, the story is very interesting like that Groundhog Day movie, the women aren't dull and shallow too. But the second season is an absolute dogshit, they made the MC look like a moron and the harem scenes in the end feel forced and I didn't get any satisfaction from it. The way they end this game is definitely worse than 2020 US Election.

u/tabxiii20

BADIK honestly I love this game but the development time still remaining and the last 2 chapters that wasn't really the best idk I can see this game declining but that's just my opinion tho.

u/literally_not_her517

Side Girl Simp

Milfy City. Hands down. Beta was so good, and then dev just had to get rid of all the edgy stuff because "Patreon Regulations". IMO the full game was worse than beta. opinion tho.

Which AVN you hated at first then loved?



u/Sam_Collins2
Contributor

NIKA

Main Character of
Summer's Gone

Hi guys..

So what is the one AVN you hated at 1st then loved a lot and got to enjoy it? For me it was Summer's gone.. my 1st impression was what with the edge lord MC and some of the characters had unusual names but once I gave it a chance I got hooked right away and now it's one of my favorite AVNs.

So what about you?

u/BippidiBoppetyBoob

Senior Perv

Our Red String. I came so close to dumping it because I generally don't like playing female MCs, but the fact that there was also a male MC as well kept me playing it, and I ended up really liking it.

u/unicornmixer

Nothing lasts forever was like that for me. I came back to it a year later and ended up liking it. Just did not understand the mechanics when I first got into AVNs.

u/sirobelec

Pale Carnations, and not that I hated it as much as it made me extremely uncomfortable... however, as the story went on and the characters became even more developed and well written, I became hooked.

u/Mac575

NLT games like Lust Epidemic and Treasure of Nadia. I was very thrown and put off by the RPGM style but then once I got over that I've grown to love those games.

u/MpogAlex

Corporate culture. First time I dropped it almost at the start because of how weak/pathetic MC was and he was also simping after Boss daughter.

I tried again maybe in a year due to a lot of recommendations. I admit that once you get through the starting part of the story the game becomes a real masterpiece. And MC grows up as personality as well, he grows some guts eventually. And Elsa is a hell of character, every scene with her is a blast.

u/Numerous_Aardvark_13

Tomboy Tamer

Come Home - Started and didn't really like the sandbox style and some of the characters, but I had a moment and decided to 100% the game since it showed when a character's route was over.

A neuron clicked and I did every Character's Route and liked some of them but hated the repeated content side of things.

u/WartsilaVasa

Unconditional Love LIs are all I need

Once in the lifetime for sure! First I thought that visuals were too crappy and the premise wasn't that interesting. Luckily I gave it a change anyway and I ended up enjoying the game quite a bit!

ARTEMIS
A sexbot love
interest?



Artemis. I first thought that it's pure shite, face expression felt weird and the visuals were challenging. But as the story progressed I quickly realized that I was wrong. Now it's in my top 3.

u/Dessolos

I play for the story

- Artemis - Started off okay then when we are introduced to the sorority it seemed to come out of nowhere. At that point to me it kinda of started to feel like a mid or average AVN then it picked up again around the camping trip.
- My Bully is My Lover - I came from playing Eternum so the renders were really off putting at first to me. I just put it on hold for awhile came back with a different mindset and loved it.
- Leap of Faith - One of the first 20 or so AVN's ive played. I didn't think most of the LI were that good looking, and wasn't interested in their paths. Then came Cece besides her having a good story what makes the game she was the first LI I encountered I liked the looks of alot. Lexi was okay but still wasn't that into her still yet to play her path tbh. If im being honest with myself I still think LOF is only a mid AVN cause outside of the Cece stuff I kinda find it average.
- Companion of Darkness - Started interesting, then when we were given a reason why we need to have sex with the dark ones felt really forced to me and didn't enjoy that part of the story. Then when we left town I was kind of bummed out cause there was LI I wanted to get to know better. Then when the story finally picked up I got into it alot.
- Deluca Family - I played it with the minigame at first and I couldn't force myself to play the minigame or care about anything about it almost stopped playing. Then I tried it with just free roam mode which made it so much better to play.
- Nothing is Forever - at first wasn't feeling the art style as well as it felt like there was no real plot still isn't one really as it's a slice of life game. Then the chess matches bore me to death but I made it a point to read everything once in all AVN's I play. Then at some point I stopped caring how boring the chess matches were as I loved all the characters.
- Haley's Story - I almost dropped it cause I was forced to be in a relationship at first with that one LI at the start of the game forgot her name. Only was playing this one as I heard the romance with Haley was good even tho that type of relationship isn't my cup of tea in most games.
- Pale Carnations - at first I thought barley of the game was going to take place outside of the club and I hate all the content in the club. I could care less about that content if it wasn't for the fact id be missing alot of context to the story id be 1/2 tempted to skip most of it.

Cant add this one to the list but I could not get into City of Broken Dreamers but I played it when i wasn't in the mood at the time. So I think this will be another when I give it a second chance when the game is finished.

u/T3RCEIRO_

Sucker for wholesomeness

Summer's Gone.

I played the first two chapters before the remake and, boy...

My first thought was: how the fuck this shit came out from someone's mind...

But then, the chapter 2 ended great and chapter 3 (the best chapter of Summer's Gone until nowadays) made me stay.

u/Whiskeyrich

I play for the story

Believe it or not, I disliked BaDIK until I downloaded the 2nd season. I thought it was slow in development and the "surprise" I could see from a mile away.

I have t been able to get far enough into Summers Gone or Eternum for them to get good.

u/Fagozi

Ass Man

Fresh Woman, I honestly expected it to be another BaDIK clone with the university setting which I still feel is pretty overused but was surprised by how likeable the characters were. Doesn't hurt that the render and animation quality are top notch as well.

u/DeFuze_R9

Artemis hands down. At first before the chapter 1 polish it looked so rough and ugly at times especially the intro scene between MC and ex, plus the dialogue was also bad and how MC was feeling sorry for himself over and over making me think it will be a constant occurrence throughout the story.

But when the Steam version dropped I decided to give it another try and man what a treat it was. It is so much better now plus the story actually got interesting the more i played and the renders and animations improved so much compared to how they were the first time around.



JULIA

One of the L/s
in Freshwomen



KAREN REBECCA JOHNSON

Nerd Red Head
from Being a DIK

AVN Gems

New Antioch



u/realpersonhumanbean
Contributor



New Antioch by The Red Myst is an absolute gem of a game -- but a hidden one, which is just a criminal shame. To rectify this crime against humAVNity, I have decided to share some of this gem's most splendiferous facets with you all.

From the Patreon:

"New Antioch is an adult visual novel set in a post-apocalyptic world, millenia after an ancient, civilisation-ending conflict. Mankind has regressed into another feudal age and, amid cutthroat politics, war without end, and a mysterious reproductive crisis, is on the long road to extinction.

You are a feared enforcer in the service of a modest, yet influential mining province. You are the one they send out to confront their enemies, and send in when their pickaxes clank against...the unexpected. After injustice strikes, you are tasked in anger and desperation to infiltrate New Antioch--the capital city and crown jewel of your overlords--and see to its downfall."

With its bread and butter of fantasy, mixed with some meaty science fiction, topped with spice -- and maybe the pickle or the slice of cheese of horror -- the game is a wonderful sandwich, to briefly butcher a different metaphor. A veritable edible gem. That leads me to the first facet of this gem: worldbuilding. Overall, it's a unique setting in the AVN community. A setting with significant depth -- but also one that doesn't beat the player over the head with exposition, a sadly too common flaw. The Red Myst seems more content to let the world reveal itself over time, and that strategy is one that pays off when handled by someone who is capable. Worldbuilding is by far its most

interesting and heavily developed quality, but it also has a decent sense of humour, and I'm also particularly impressed with the quality of the dialogue as befitting the world it belongs to, revealing that world to us, and coming across as convincing conversation all at the same time. However Episode 3 does seem to indicate a trend toward more 'descriptive' dialogue, like "laughs awkwardly", which I find is usually best dealt with either by showing that in renders or rewriting the dialogue. Personal opinion, but that's what a review is for.

Regarding the plot, I would call it 'promising' and 'progressing', with a slice of 'epic'. I'm definitely excited to see what happens next, and do think there are some very interesting plot threads. At the same time I'm impressed by how quickly and naturally the story has developed for a game with less than a year since the first release. Three episodes in and the game already has more of a storyline than some games in development by entire studios for much longer. Like a sub sandwich: quickly prepared yet lengthy (literally so) in enjoyment.

But the plot is also something that might be a more polarizing facet at the same time. It is squarely in the realm of the fantastic (I would call it a power fantasy), and relies strongly on many standard tropes familiar to fans of fantasy in general or AVNs. Yes, the decadent empire is exploiting far-off regions, but also: reproductive plagues. And there is magic, yes, but this is an AVN. There is going to be sex magic; it's not even a question, it's basically a requirement. As unique as the world is for the AVN sphere, it still borrows very heavily from traditional tropes in many ways. It even directly nods at some of the major media that inspired it, like D&D.

Another wonderful facet, though: it is so damn refreshing to play as a capable and smart MC. There is not too much room to change his character much so far, though there's hints of future room -- but I found him compelling and well written as is. 'Stoic badass' come to mind, which is a far cry from the sex-crazed, cowardly idiots I often (to my displeasure) see. Even when put into dire straits, the MC is cool, calm, and in control. And not trying to grope sleeping people, which is for some reason a common problem with AVNs.

But when it comes to other characters, LIs included, the game is more geared towards creating a world and telling a story than it is in exploring characters or relationships. This sandwich has made a different choice with its design regarding what its filling is and what it layers around that filling. That is not to say that the characters are not interesting; they certainly are, even non-LIs like Dante. Especially Dante. But they aren't the central facet, at least not so far. They're interesting mostly by virtue of their relevance to overall plot right now, and interactions with the MC can be few and far between in some cases -- including none for one particularly interesting character who has yet to meet the MC at all. She does have the obligatory shower scene, though! Sort of. AVN tropes, as I said.



NEW ANTIOCH PREVIEW 01

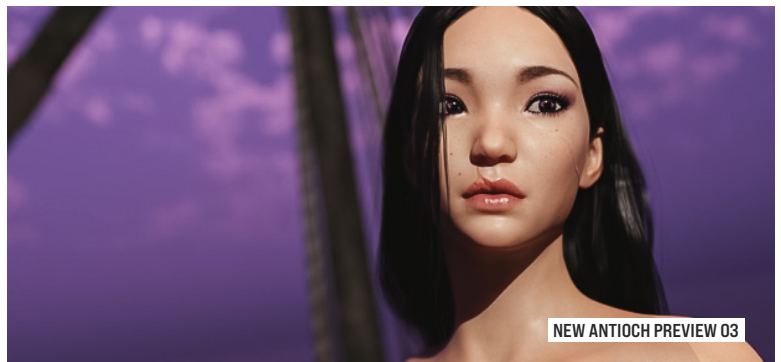


NEW ANTIOCH PREVIEW 02

Regarding the MC: of critical importance, he doesn't have that one hair style that they all seem to have. A mini-facet, as it were, but I like variety of assets. More importantly (maybe) the renders are quite nice overall. The game is stylistic, I would say, but I enjoy it far more because it tries a slightly different approach.

A facet, perhaps a flaw: there are sort-of "minigames", wherein the player is given some kind of information and then makes choices based on those hints. As I type this out I realize that it sounds like I'm just describing the abstract

concept of choices in a visual novel -- but the mechanic is used for, for example, a fighting section. I know mini-games are a controversial topic, but I actually found it quite polished in this case, and a minigame only in a loose sense. It felt more tactical than anything, which complimented the MC and design of the game in my opinion -- but, as always, I do wish there was an option to skip it, for replays if nothing else. All I'm saying is: if the mini-games were part of the sandwich, they're the lettuce. Either you don't notice it, or you do -- because it's bad.



And now this gem's biggest flaw: the first release was in May, the second in September, and the third late December. While the plot has moved at a surprisingly fast pace, there are still not too many scenes for those who demand content above all. And yet a big diversion into the obligatory D&D game. Wait, excuse me, it's "Magic and Manticores". All that means that, although the game is promising, those who want to see a promise fulfilled may not enjoy it as much, at least as it is. Episode 3 did alleviate that somewhat, but it's very much still in the 'setup' stage for most of the characters -- I mentioned one who hasn't yet even met the MC, and there's another major character that only meets him at the very end of what's currently available.



But for those who think good things come to those who wait, you may enjoy it as it currently is. I personally think it's right in the sweet spot for basically everything, for what that's worth; it may be taking its time on some things, but the pacing for the story is perfect for me. Sauce to filling to bread ratio and all that.

I highly recommend the game for anyone who is a fan of fantasy, science fiction, post-apocalyptic, or really any setting that isn't purely modern; and additionally for anyone looking to play a slightly more dominant MC. But mostly it's a game that sells itself accurately. Unlike many AVNs, the dev has a well-written and concise description that should leave you with a good understanding of what the game is about. If you read the description and feel at all like it might appeal to you, then it almost certainly does.



The RIGHT WAY to play games



u/johnman300
Contributor



HANDSOME-SAMA
Main Character of
Become a Rockstar

How do you, my fellow perverts feel about games where there is obviously a "right" way to play it and a "wrong" way.

For example, FMC corruption games. I sometimes see folks playing these games and they complain that the non-corruption paths suck. These are obviously games that "right" way to play them mean picking the corrupting choice every so often. Pick the good girl choices lead to... sub-optimal gameplay. NTR focused games are often like this as well. Do you all subscribe to the concept of "right" versus "wrong" ways to play a game, or do you feel if a dev includes something they should support that path fully?

u/Tough_Difference3301

I dislike games that are focused on a single tag, like games that are NTR only or vanilla Only, i remember games like that in the JAVN community, and those games where waaaay better as hentai animation that as games, like those Games that only have bad endings.

If it is a game, it means that the player can affect the story, if you are only going to click and read, then better read a manga o see an animation.

That is why the best games in my opinion are those that has different path, like Harem path, NTR path, alone path, trap path, etc. While a game has more variety, it is better.

u/Dessolos

I play for the story

I don't play alot of NTR or corruption games. But the ones I do play and when given a choice I will usually always play the non NTR / corruption path first and go back play the other way. To me it's more fun to play against the main concept of the game to me and keep the MC pure / faithful as much as possible.

I do hate it tho when games give you the illusion of choices like that be never intended to really include a non NTR or corruption path or ending. Don't get me wrong I have nothing against playing like how it is meant to be played but when given the choice to go against the concept I personally find it more fun and appealing.

With that being said I don't think a dev should put more focus in a path that isn't the main concept or intention for the game either. It's just a plus if they want to include it and makes it better and more exciting to play for me. But if a dev puts the illusion of those type of paths they should at least follow through with it and don't stop 1/2 way and force you onto the path the game is intended to be played as. It's a bit of a different story if those choices are just there for players to avoid content they don't like but just dont do it in a way that gives an illusion of another path that isn't meant to be a path either otherwise it feels like what is the point of those choices.



u/Numerous_Aardvark_13

Tomboy Tamer

I play the non corruption path and then play the corruption path or vice versa if I feel like trolling.

If the game is good and doesn't railroad me then I don't find a reason to complain.

Edit: I misread what you said and now for my answer, I rather have a fully fleshed-out game than a route that was made as an afterthought to justify the choice in the first place.

u/Fagozi

Ass Man

I think a truly good AVN should never lead the player to feel as if there is a "right" and "wrong" way to play.

I'm going to mainly focus on games with multiple LI's since that's what most AVN's offer. The game, if well written in my opinion, should provide the player with a variety of options and as the story progresses and you spend more time

and make more choices that further your relationship with that particular LI (or LI's) then it should naturally "feel right".

Now on "FMC corruption games" and "NTR". These are very particular interests/fetishes that may not appeal to all AVN players so if a dev wants to focus their game on one of those particular fetishes but wishes to include "alternative paths" for the sake of player choice they will ultimately run the risk of it feeling incompatible with the general theme of the game they initially had in mind. This is most likely where the feeling of "right" and "wrong" ways to play comes from. A dev wants to explore a particular fetish as the main focus of the game but still wants the player to feel as if they have some agency. Going against the main theme or focus of a story will never feel quite right.

That is ultimately my opinion and I'm interested in hearing if other people disagree and see it differently.



HAPPY INTERNATIONAL WOMEN'S DAY
Special Render by: u/maristudio
developer of Sugar Mom



SPECIAL RENDER

by: u/howzane63
from his upcoming game, Past Tense

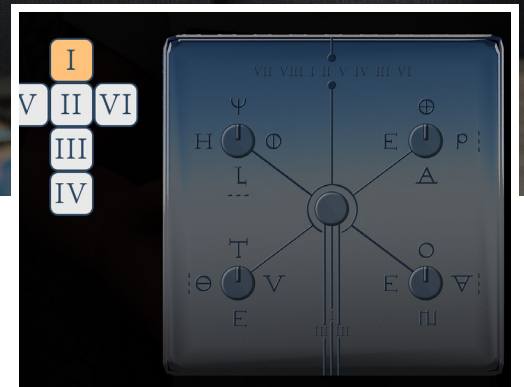
What are some pet peeves you have in AVNs?



u/LeOnionbro
Contributor

THIS GUY
Main Character of
Midnight Paradise,
known for sexually
assaulting women
in their sleep

Something that is small and in the grand scheme of things not impactful to the quality of the game but still kinda irk you in some way.



One of the minigames from BADIK Episode 10

Can be a genre trope, gameplay mechanic or anything else. For me, it annoys me a bit when we are given a "choice" button like open door that had no real reason to be there and could've gone without the need for it. Another of mine is hard colored text boxes, imo this is a format that has been outdated from the old style rpg games that can take 1/4 or even 1/3 of your screen and take away from the art as you read. I know most AVNs have the H button to hide the box but I'd rather not have it to begin with and you can't read the story doing that. So I am wondering what YOUR pet peeves are and why they bother you

u/PsychologicalBody812

MC's that look blander than a white bread sandwich with nothing on it. Like, I understand some devs deliberately do that to give room for people to self-insert, but...come on, at the very least don't fall into the same trap that a vast majority of LN Isekai writers fall into when it comes to designing their MC's, damn it.

u/jmucchiello

Naming the MC and there's no default. So I pick "John" or "Tom" and later there's a John or Tom character.

And "What do you want to call Ellen?" and the choice is "Landlady" or "Roommate" when it really just means Mother or Sister and they don't want to "offend those who don't like incest." I'm still offended. Who the hell calls anyone "Landlady" or "Roommate" to their face every time they see them?

Text prompts that go weird places:

"Tell her you're sorry" leads to "I'm sorry you're a bitch"

"Tell her you're not sorry" leads to "I'm not sorry, bitch"

Why is there even a choice here?

u/PM_cute_porn

Unrealistic facial expressions are a big one for me. When is just looks like they used rubber faces to make an emoji of emotion to totally pulls me out of the story.



MEGAN

The landlady in Shut Up and Dance



u/Dannlee17

Visual Novel Stan

There are honestly quite a few that many games tend to do even though many players have said that they don't want to see it, like having to watch the MC or other male characters or even female characters take a piss, I get that it makes it kinda realistic like oh yeah these are all "people" and they eat, drink, piss etc and they're not just sex machines that hump each other as soon as they appear on screen, but it's just weird for me to have to stare at the dude's flaccid dick when he's pissing and groaning like bruh.

Something similar to this is having to watch the MC or worse, another male character masturbate, I get it, if it has like a "lust meter" and you need to get horny to do certain actions with the girls but before you have enough RP with them it gets filled and you need a release, then yeah it makes sense. but when there's absolutely no need and it just... happens...for no reason, like not even for a LI or the "Landlady" to catch you in the act, you just jack off and go to sleep or whatever for no reason, it's especially worse when it's an older dude with a lot of pubes down there and he's like jerking off to the thought of his "step daughter" or something, absolutely disgusting.

Even though it was said in the post that in the grand scheme of things it wouldn't

matter, this one in particular honestly kinda makes or breaks a game for me, and it's having NO MUSIC, like not even just one soundtrack that plays through the whole game which isn't ideal but it sure beats sitting in complete silence and there's like a dramatic moment, or a wholesome and happy moment and it's just.....nothing, no music, no sound effects like doors opening/closing, nothing. and a lot of the times I just end up not playing the game. I know someone might be like:"play you own music, duh" but like, come on bro.

Last but not least, not having different angles during the sex scenes/different positions during the sex scenes.

I love a good story and relationship building in an AVN and it's my main reason to play it, along with pretty renders and well-written dialogues and characters, but I can't deny that a good lewd scene is the cherry on top. again, as long as it's an engaging story and it looks good I don't mind it, but it's definitely a bummer when there's been so much build up between you and your desired LI and it finally gets to the moment to do the deed only for it to be all in doggystyle with no foreplay, the scene being a 3 second loop and you can only watch it from one other angle(if that). so yeah, overall not putting enough effort in the sex scenes is a bit of a bummer.

u/Plastic_Ad1252

Characters that are either just the same as when the creator bought it or so horribly altered they look like Eldritch horrors of a failed plastic surgery.

u/Tigre_feroz_2012

Women with ginormous boobs, i.e., boobs the size of beach balls.

Guys with dicks that are longer than the woman's torso. It's like he has an anaconda for a penis. Besides being very unrealistic, it's looks ridiculous.

Not being able to name and erase your saves.

u/virtuallandscape

Wholesome Pervert

voyeurism and groping sleeping people so fucking creepy. I just delete the game when that shit pops up

u/lphacles

I play for the story

1. Poorly written dialogue
2. Illusion of choice (multiple choices, but they result in the same outcome)
3. Love interests that throw themselves at the MC at random
4. Mini games
5. Free roam

u/lcantwinanymore

1. Your choices not affecting the story, especially involving characters who know each other.
2. Terrible dialogue, I understand non English speakers, but 97% of visual novels are conversations so that's gotta be a strong point.
3. Family... Just disgusting.
4. Forced Love interest
5. MC being a god among men, even though he's done absolutely nothing.

u/pfft0123

I will burn in hell for my choices

I fucking hate, hate, hate when the game pretends like it's giving me choices, but my "choice" does literally nothing. The more the game suggests that my choice matters, the more I hate it.

Also could I just have a game where the ladies have regular sized boobs? Small boobs are just fine and can be so hot. I can't stand looking at G cups on every chick.

Also smaller boobs would solve the absolutely worst thing in AVNs: the boob pockets in shirts, sweaters and somehow the

majority of all female clothes. It's not how clothes work.

u/gachagamer445

I play for story

A big one of mine is forced sex scenes with LI that I am not interested or that I dislike and yet the game forces you in to them.

u/PianoBig4256

I will burn in hell for my choices

World revolves around MC trope is i the hate most. Like no one has better thing to do other than fucking or listening his love life adventures.

Horrendous pacing , renders and generic dialogue just to fill.

Slutty girls being slutty because they have been hurt in the past , shy/inexperienced girl turning into pornstar withing span of the 2 sex scenes. Like i get it stereotypes a thing but why cant a woman "slutty" just because she loves sex/high libido not because of a fucked up past and abusive ex-boyfriends ,or shy girl progress within a reasonable pace ?

u/Lethallee61

Childhood Friend Supremacy!

A recent one that has been bugging me - I've played a few where you start the AVN already in a loving relationship with a gorgeous partner and the entire story seems to be about tempting you to cheat on your current LI. Why would/should I want to?

u/WhichRaspberry8874

The excess of incest or the "landlady's and roommates"

Fuck that shit

Also peeking, it's a huge invasion of privacy but in games it mostly "works out" for the MC or has no consequences whatsoever, to me that's just lazy writing, find another way to place both characters in those situations

u/johnman300

Junior Perv

Single choice choices. Seriously, what's the point? Why go through the time and effort to code a choice and just one put on the screen. To give the player something to do every so often?

SLUT 1 AND 2

from Acting Lessons



eta- oof, just thought of another one. heavily branched games where you can't name your saves. Playing u4ia right now and can't, and it's annoying a little bit to not be able to name saves...

u/TemplarInk

When MC is forced to romance/get involved with characters you, the player doesn't like/ wants to get involved with in order to progress the story/create extra drama. (Fetish Locator) When you like a character who has an interesting story/personality but is abandoned/throw away. (Milfy City) You work hard with a character to romance them, but at the end of their arc, they suddenly disappear or the interactions become basic again or none at all (Milfy City)

u/ArthasCousland

MC has a 12 inch dong. Girls have zero issue whatsoever with sharing and actually encourage it: "I can't keep up with your sex drive, you need to fuck other women!"

u/LHDLLB

Developers breaking the 4th wall with a characters to make a 10 min introduction that could be synthesized with two paragraph, I dont hate it and some are pretty funny but in general I prefer a simpler disclaimer.

u/Dessolos

I play for story

* Minigames , while I dont have an issue playing them but they seem like a waste of time. I'm only somewhat okay with them if they were used to some some unique scenes, lewd scenes etc based on the outcome.

* Free roam , This is something I never understand why deus put it in their games. Not only it makes it so less people will try your game but feels point less to me since after you click on someone to talk to it goes back to feeling like a VN. Only time I'm okay with it is at a part or if there is a story reason like looking for clues or something.

* Dream sex , showing the MC use the bathroom, even sometimes masturbating depending on the context all feel pointless and unnecessary to me.

* When a choice pops up but it's the only one to pick from.

* When a LI doesn't seem forced initially but ends up being a forced LI after awhile. As it feels like I wasted my time if it isn't made clear from the start.

* LI being into the MC without spending time to get to know one another. It's fine for a LI here and there but when it feels like 1/2 of the cast is like that it feels a bit much

* Making me peep to start on a LI path

* When the games makes me interested in a LI and the story sends either the LI or the MC far away for a long period of time. (like in swordbearer). When this happens it makes me want to restart and make a new save till we meet up again cause I prefer solo paths unless it's a harem game then I might make a exception once in awhile.

* When in harem games everyone is okay with it or no one knows the MC is sleeping around

* When you decline a LI advances and they don't get the hint

* When to many of the LI appear to be too easy to, sexual or slutty in a game. Just makes for a boring game to me i'm fine with some LI being like that but not the majority of them.

* When the game advances the relationship too quickly and feels like you barley get to know the LI. As usually that does make me want to decline and drop their path unless I do like them.

* When a choice isnt clear that it's going to lead to a lewd scene or something else

* Forced lewd scenes that have no purpose to a story or showing a past relationship or background

* When a choice or something happens in the story and it comes out of no where. Like all of a sudden a MC is creep for no reason when he never was in the past

* when the MC feel an asshole when declining a path or an advance from a LI

I'm sure there are some I forgot about but this is all I could think of

u/throwawaycheese2954

How every MC has to have a male best friend who is the exact same character in every single game.

"Cameos" from characters from other games. Pointless fan service that adds literally nothing 99% of the time.

Games that don't allow you to name your save files.

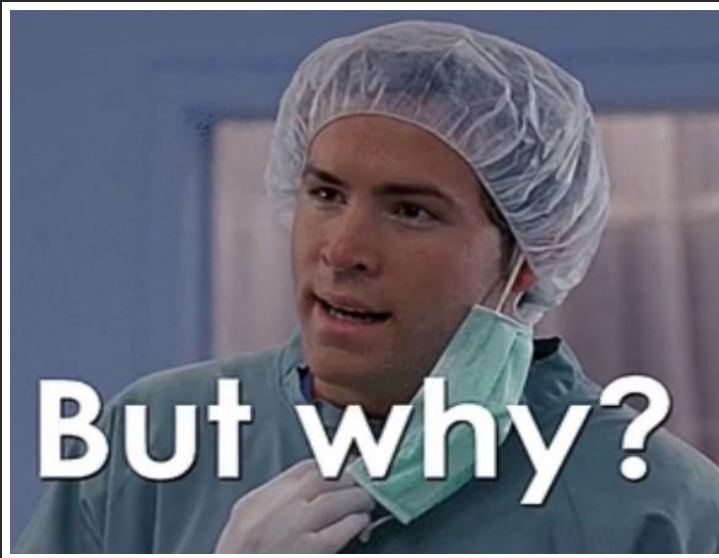
Bad English. I get that not everyone speaks it natively, but you can get someone to proofread it fairly easily.

Idk if this counts as a pet peeve because it's kind of a major issue to me, but the way most deus will make certain girls the main focus of an update then push them to the side for the next 1-2 releases. Like I already know that Alex and Dalia are barely gonna be in the upcoming Eternum release and I hate it.

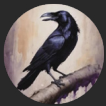


WACKY FACE WITH LEXI

Chasing Sunsets'
Jaye in her cameo
appearance
in Leap of Faith



WHEN I SEE A SCENE WHERE THE MC IS MASTURBATING ALONE



u/giggling_raven
Contributor

u/Nrdrummer89

There was one AVN I started but couldn't finish (Milfy City? Maybe, I don't remember honestly) because it would constantly show MC in the shower, and it was always from the chest down. Really didn't need to constantly see MC's flaccid windsock all the time.

u/FKaria

The worst for me are the scenes where the MC is fantasizing/ dreaming about having sex. Dude, I'm the one fantasizing. You are the one that needs to go get it

u/Nennius830

Harem Hunter

Might as well just turn on the webcam at that point tbh...

u/throwawaycheese2954

So that his stepmom landlady can walk in on him stroking his shit obviously

u/vheize

when the game makes me watch MC take a piss.....

u/MissFortuneXXX

Gimme Goth Girls!

Even Gigachads bang Manti Teo's girlfriend.

I mean, I thought people wanted realistic stories where dudes aren't swimming in pussy?



mom
and sister

landlady
and
roommate

AVN BE LIKE....



u/gachagamer445
Contributor

u/sallamachar

I love how developer approached motherly and sisterly figures in Eternum. Motherly figure is the babysitter who happens to have daughters around MC's age. Another point is instead of MC getting sexual with his relatives all of sudden, he comes back to town and stay with people who knows him from childhood.

u/RosesAndTanks

Ahh, the old framing device to get around Patreon standards and then later retroactively add yet another sicon game to the seeming mountain of them already in existence.

Edit: just want to add that this concept is so bizarre that when I first started playing AVNs, I had to look up whether it was common in Japan for orphans to be raised by strangers while paying them rent as children.

u/Fagozi

Ass Man

Lmao there is one very specific AVN that comes to mind when I see this, in fact when I first played it the way the dialogue was written made it evident that the dev did a last minute find and replace to change "mom" to "landlady" and "sister" to "roommate".

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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!

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■ **Version: Chapter 3**
Release Date: 03-02-24

While a war rages in a foreign country, the mob rule the streets of Rackham City. Your journey starts shortly after you return from serving your country in the jungles of southeast Asia. The war has interrupted your promising boxing career. Due to an injury sustained during combat, the dream of becoming a world championship boxer is crushed. Helped by your best friend, you reluctantly become a private investigator. During your first routine infidelity case, you accidentally stumble into something much bigger:

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■ **Version: 0.2.12**
Release Date: 03-11-2024

As you take your final breath, the darkness descends upon you. But just when you think it's all over, a deity appears before you. It's none other than Aphrodite, offering you a chance to live again in a brand new world called Hybridia.

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IMPIOUS MONK

Version: Episode 3
Release Date: 02-28-2024

Assistant District Attorney Rockford is an idealistic, well-respected prosecutor dedicated to the principles of the American criminal justice system. But while enjoying tremendous professional success, the thing he wants more than anything has always been just out of his reach--a family. His mother died when he was very young and he never met his father, an elite special forces soldier. And his romantic entanglements, though plentiful, have always ended with his partner frustrated by his paradoxical aversion to intimacy.

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AGENT HORNY

MRCREEPGAMES

Version: 0.7 Act 1
Release Date: 02-10-2024

This game follows the story of a government agent who uses his physical strength, combat skills, and intellect to fight crime and his charm to seduce beautiful women.

The main story line will slowly develop in the currently planned 20 updates, with potential for 10 more. MC will engage in sexual relationships with different women, some focused on corruption and domination, while others will focus on seduction and romance.

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■ **Version: 0.20 Public Release**
Release Date: 03-09-2024

After a tragic life incident and a two year long deep depression, Alex an amateur writer, comes back with the will to publish the most notorious erotic novel of all times... But there's a problem with that! A profound lack of inspiration.

Explore a city inhabited by all kind of eccentric characters, meet new people and make them to uncover their most intimate secrets and accidentally unleash a hellish evil in this sandbox Adult Visual Novel.

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■ **Version: 0.10**
Release Date: 03-08-2024

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.

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Your weekly dose of happenings around the community

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SPECIAL RENDER

Isabella Chasing Shadows
Developer: badtimetales



SUMMER HEAT
NAUGHTY FOX GAMES