*Unpopular Opinion:*
*Where it All Began*
*shouldn't exist!*

*Exclusive Interview!*

## BECOMING A NEW DEVELOPER
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+

OFFICE PERKS: ACT 1
COME HOME
LIFE IN THE MIDDLE EAST
SHATTERED MINDS
AGENT HORNY
DILEMMA OF DEVOTION
SHARDS OF THE PAST

ALWAYS FREE

9 788175 257665

# THE SEVEN REALMS:

One of the premier examples
of intricate world-building
within AVNs

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Available

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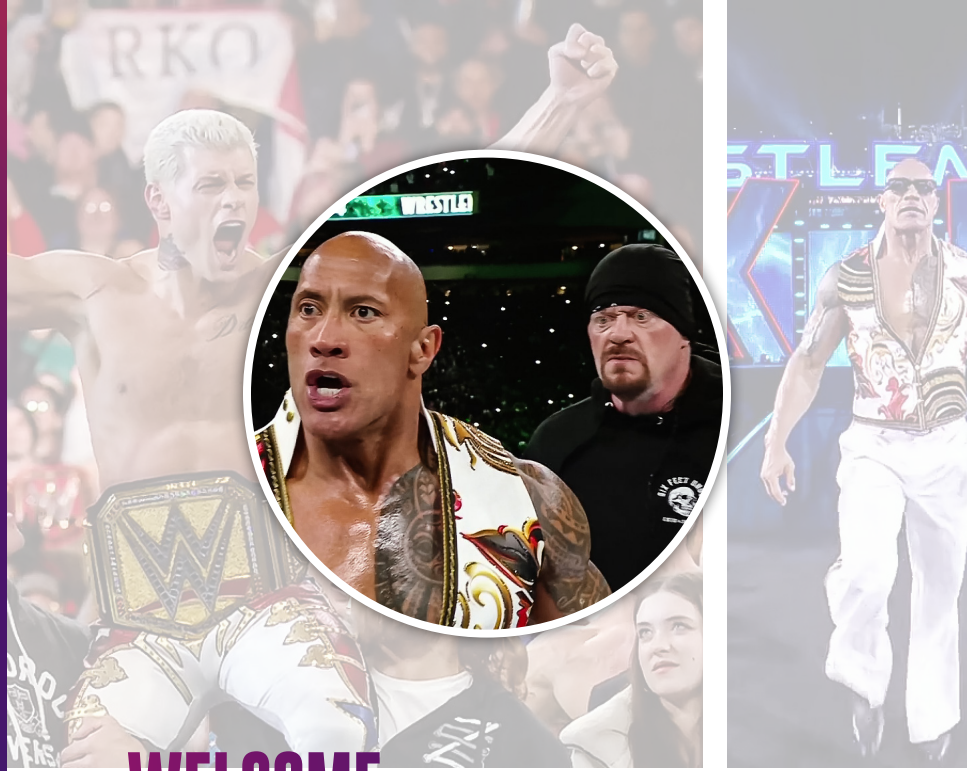Stanley

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# WELCOME

## Editor's Message

情に棹させば流される。智に働けば角が立つ。智に働けば角が立つ。山路を登りながら、こう考えた。とかくに人の世は住みにくい。とかくに人の世は住みにくい。とかくに人の世は住みにくい山路を登りながら、こう考えた。山路を登りながら、こう考えた。情に棹させば流される。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。情に棹させば流される。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。山路を登りながら、こう考えた。山路を登りながら、こう考えた。山路を登りながら、こう考えた。意地を通せば窮屈だ。山路を登りながら、こう考えた。情に棹させば流される。

意地を通せば窮屈だ。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。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。情に棹させば流される。どこへ越しても住みにくいと悟った時、詩が生れて、画が出来る。とかくに人の世は住みにくい。どこへ越しても住みにくいと悟った時、詩が生れて、画が出来る。住みにくさが高じると、安い所へ引き越したくなる。どこへ越しても住みにくいと悟った時、詩が生れて、画が出来る。情に棹させば流される。智に働けば角が立つ。住みにくさが高じると、安い所へ引き越したくなる。とかくに人

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# Artists **Lounge**

A space for the creatives: Check out the stunning artwork from your favorite artists!

KYRA & ASHA
**Desert Stalker**
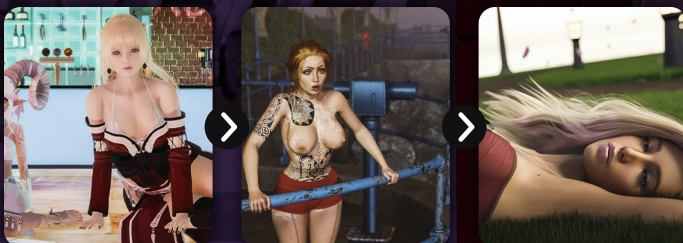
DISCUSSIONS.  MEMES.  SHITPOSTING.

# COMMUNITY
# THREADS »»»

**Shitpost**

# About devs, to devs...

**Y**ou can act like you're not in it for any money all you want, but that's because no one is willing to put out a lot of money for your shit, which is usually not even fucking 25 percent complete, the renders are trash...

Some of y'all have done **THE BARE FUCKING MINIMUM** and then you want to go on Steam and make a million dollars. **NO**. Youve got animations that are the same as any other AVN, the stories are the same, your plots are convoluted, and you've only got about an hours worth of content l, most of it dialogue, and you think you're going to make money?

**NO!!!**

Sex is always a hot market, especially when geared towards men. If you can't sell sex, something is bad about it. Plain and simple. Y'all who complain about spending thousands of dollars but can't make money in AVNs are always the same:

> *Some of y'all need to just fucking quit!*
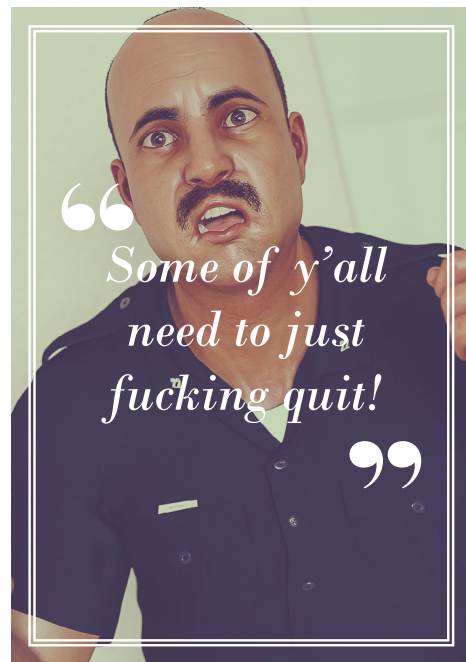
**YOUR SHIT IS TRASH. TRASH. TRASH. I DON'T WANT TO WASTE MY TIME PLAYING 15 MINUTES OF YOUR AVN AND THEN WAIT TWO YEARS FOR ANYTHING SUBSTANTIAL. I'M NOT PAYING FOR THAT AND NEITHER IS ANYONE ELSE.**

Finish at least half your fucking game before you post or start looking for money, don't waste people's time with your half-assed garbage; no one cares how long it took you to develop it, or how hard you worked. **RESULTS GETS RESPECT. PEOPLE PAY RESULTS.**

We hear about all money BaDik, or Summertime Saga, or some of these other games make. That's because top to bottom, their product is hot. Devs, don't fucking complain how hard it is to make money and you've got shit lewds, shit stories that blueball the players so you can drag it out (for money) and shitty renders.

Well, you can, by all means. But keep your shit off Patreon and Steam and leave the real game to the professionals, or at least those that put their heart and soul into the craft. HEART AND FUCKING SOUL, ALL OF IT.

The games that make money don't just offer new things, they build fanbases with reliability, quality product, and a establishing a genuine connection with their players through their art and even their Discord. **CREAM OF THE CROP.**

Seriously, any dev that reads this and wants to put out a game with shit rendering and equally shitty story you know people have seen before and have a few years of updates before there's even any lewd content, stop wasting people's time and stop insulting their intelligence. They know what you're fucking doing, and they're so insulted by having their intelligence insulted, they arent going to give you a goddamn dime.

You want to make pro money? You want the awards? You want the respect and adulation some of these major devs get? Put some goddamn work in, and show us some fucking heart. Otherwise, don't fucking bother. Save players the time of playing your barely-made shit, and save yourself the trouble of eventually joining the legion of abandoned games.



And I know devs are going to read this and complain again about all the work they do for these games and the appreciation they deserve,, but keep two things in mind:

1) Almost all devs have Patreon/Subscribstar, so on some level you're all looking to get PAID for your efforts.

2) Noone asked you to make shit to begin with. So get off your cross.

**u/Georgiadawg16**
*Sucker for wholesomeness*

*Alternatively if you don't like someone's product especially if it's through steam just make sure and don't go over the two hour mark and just refund it. You can usually tell which AVN's aren't worth it within the first 30 mins. It's something I've started doing religiously after playing my fair share of crap games. Probably a healthier alternative than coming on Reddit and pouring gasoline on a tire fire.*

**u/Mr_PocketRocket**  `Game Developer`

*I wish you wouldn't call me out in front of all these people! I promise not to be such a money sucking whore from now on. :-)*

*It's really interesting to read the amount of anger coming out of someone who clearly has a choice in what they read/play/support. Anger has never been a good starting point for a discussion, and your viewpoint seems petty and silly when you shit on basically everyone. Lighten the fuck up!*

*You don't need to support a dev. unless you want to. No need for the toxic bullshit that you are spewing. In general, devs. will react and be motivated by positive reinforcement, not the opposite.*

*Smile!*

**u/Jacowboy**

*I mean... there's something to be said about the oversaturation of an already niche market with garbage products (specially now with all those AI generated AVNs), amongst other things...*

*I don't even necessarily disagree with some of these points, but I gotta say, an angry unfocused rant isn't exactly the best way to discuss a rather complex topic.*

**u/tslojr**
*Sucker for wholesomeness*

*Coming from the guy who put Milfs of Sunville as his #1 milf avn a few days ago, this post really means less than nothing.
ETA: And Milfy City as your #2? Seriously?*

**u/gachagamer445**
*I play for the story*

*If AVN/porn games are making you this angry you need to go outside and touch some grass.*

**u/Exact-Ease566**
*Gimme Goth Girls!*

*1st point; you're just a single person to value a product, it's not up to you to define quality or not. If people want to buy into something they're welcome to do so at consumer risk, we're all adults here (hopefully) and know how the VN market works.*

*2nd point; people gotta start somewhere, and it's not wrong to put something out that you know is mediocre because of your current skillset and see if you'll make a buck or two. Some people do it to practice, others to prove to themselves they can do it, you don't get to judge that without knowing context, you're just assuming the worst.*

*3rd point; This kinda shit is exactly why we get so many cookie cutter vns. You're just being a thundercunt and ranting without providing any form of actionable feedback. New devs might see this and decide to play safe, doubt their skills or gaslight themselves into thinking they suck. This only harms the good folk, reduces the pool, kills creativity and makes the community more toxic.*

*Tl;dr: You're just being toxic, you ain't shit to be making grand statements and you're actively making the community worse by being such a whiny cunt.*

**u/Icy_Marionberry_8311**
*Dreams of NTR*

*You could just stop donating? You could be right but You don't know what people are going through or how hard they're working*

**u/AlterWorldsAVNs**  `Game Developer`

*I feel like this post is akin to shouting into the void: it's unlikely any "doing it for the money" developers are going to see it. The only devs I've seen active here are those that really care about their game and the community.*

I get that you're upset about the quality of some of the games you've played, but that's just how it goes in any medium that gains popularity in the way that AVNs have over the past few years: there will always be those that try to cash in with minimal work or investment.

Is it frustrating? Sure. Is there anything you can do about it? Beyond bad reviews and just not giving those devs your money, no. And that's all you really need to do. The market will take care of the rest.

### u/ScotterBrained
*Honey Select Hardliner*
Who hurt you. 98% of us 1 man or 2 man devs know that we won't ever become Caribdis or DPC. They're the ONLY ones who actually make a GREAT living off of this. Most of us simply do it as a PASSION PRODUCT. If you don't like it, move on. The money isn't important, I don't know where or what you're looking at that misguided you to this post, but it's quite silly.

### u/CarbonScythe0
*Sucker for wholesemeness*
I am so very curious to know who hurt you or what happened to warrant this reaction...

I'm not a dev but I am a consumer and I'm having a hard time believing that any dev is making a game *this* niche in the hopes of becoming financially independent or complaining that they aren't... Fuck, I'm a

youtuber and my big goal is to make 1/4 of my expenses in revenue...

There is a reason why some games are *shit* as you say, and this might hurt you even more but it's because there is no time to put your heart and soul into any kind of creative endeavour in this society. We have to work ordinary jobs in order to live, so that heart you want devs to show, it's there but it's been trampled on a few times already...

We are lucky that people have anything to put into these games (or any indie game for that matter) at all because there are no big company that is just going to take you under their wings. We shouldn't hold devs on some kind of pedistal for sure but your pretty much going out there with the pitchfork telling them to lick the muck of your boots before they can even consider earning *your* respect.

### u/The-Wolf-Man112
That certainly is...a take. Play the games you like, don't play the games you don't. Hell, openly criticize games you don't like for what you don't like about them. But shitting on the entire community/industry as a whole just makes you look like an ass.

### u/avocoladox
As a dev I can kiinda get behind the sentiment. But you might want to take a Xanax or two.

### u/Bottleship99
Wow, I'm not a dev, but you clearly are an asshole. I don't think I've seen any dev on here ONCE complaining about not making enough in this business. I think most of the devs, at least on this sub, do it for the passion of making a game. And no, sex isn't EVERYTHING in a game: story matters too.

### u/Comprehensive_Pea451
Someone disappointed about his own life-choices attacking people who (try to) make too much money without putting the work in (from his perspective ...), what a unique take.

How about you just let other people choose the profession they want? Nobody gives a shit what you're thinking or feeling about it.

Im happy about every dev who tries to create a cool avn, so i kinda did asked them to just try it, the worst thing which can happen is that its bad. Nobody forces anyone to fund it in this case.

Atlas and his LIs
**THE SEVEN REALMS**

# What are somethings that irks you about AVNs?

• • • • •

For me the thing that annoy me most about an AVN, is how empty the world feels, This is not a problem with short AVN's Acting Lessons, where cast is necessarily small, but in big/Ambitious AVN's like Seven Realms, the world(for a lack of better word) feels empty. It is one thing that BaD and Pale Carnations excels . Do tell me things that put you off about some AVNs.

**u/bauerman13**

*I'm new to the genre but already found a few.  Big one that takes me out of it is some of the unrealistic body proportions.  Like I don't mind big tits. But not every damn character needs to have watermelon sized ones.   Eternum did this ok. You have Penny and her mom that are kind of the stacked options and then the rest are built pretty normal.   Some of the others I've started had watermelon size as the small.  Like wtf.*

**u/YZYSZN1107**

*It bugs me that only 1 game so far has had a progress bar so you knew when a game was close to ending (even unfinished) every game should have it.*

**u/TenebrisLux60**

*When it initially shows promise but proceeds to shit the bed.*

**u/Upper_Cut4943**
*Chivalrous Pervert*

*>What are somethings that irks you about AVNs*
*Having to play an MC that is an emasculated pussy. Depending on how extreme it is, I've deleted many games within the first few minutes of playing due to this. Zero interest in putting myself in that role.*

**u/DanielAlves1904**

*I don´t like when the game doesn´t give me a choice on the cumshot. It´s a very tiny detail, but I want to decide where the MC cums.*

**u/CiderMcbrandy**

The MC is usually lavished with easy acceptance and praise, from making friends very quickly, every girl chasing him instead of the other way around. Sometimes having situations that could provide great tension (such as losing your dwelling)- handwaved and solved instantly. Or even worse, a Gary Stu that is just unchallenged and boring.

**u/kscouple**

Maybe it's just that I'm relatively new to this kind of game, but what has really bothered me is how hard it is to see what kind of kinks are in a game before you try it. Almost every game I've tried is about your family, or step-family, or 'landlady' and 'roommate' that treat you like their son/brother. Either that or dominating/punishing women to make them slaves. Either way it's a dealbreaker for me, especially the incest.

That and bad/no storytelling. I don't lose my head over the occasional typo or mistranslated word, but authors that can actually tell a story, understand pacing, and can make characters interesting seem pretty hard to find.

**u/Dessolos**
*I play for the story*
Probably more but these are the main things I can think of
* When a dev only gives you one choice but you just have to click it
* dont see this as often anymore from what I play but MC taking a piss lol

* When to many of the LI are too easy to sleep with on a non harem game as I prefer to actually get to know them a bit first. Fine to have some like that
* When a LI comes off as a slow burn but things progress to fast like Mora from Bare Witness
* forced to have lewd scenes that server no story purpose
* giving me a forced relationship and not giving me to end things quickly
* Choices not being clear for example being nice to Athena in Bare witness leads to a romance path and forced lewds when I just wanted to be friendly
* Forced to peek / spy on a LI to progress their path sorry but I dont want to make my MC a creep
* Reworks over progressing the story, I rather a dev just slowly do reworks bit by bit while adding new content / updates
* lack of communication from devs
* When a LI keeps trying to push to do sexual things or a relationship when you tell them no
* Major cliffhangers , as there is usually a big gap between updates and the cliffhanger is rarely every worth it. I rather a game end right before the cliffhanger
* Games that don't make it clear that you are in a relationship when you are following multiple girls paths , when there has only been flirting and maybe some kissing but everything been pretty much casual, yet dialogue later makes it apparent you are in a relationship with them and you were never given an option to end things.

**u/TrustAvidity**
*I play for the story*
Tired Tropes - The shower peeking, being inspected while sleeping, unwanted erection while hiding, etc. Pretty much any plot element that's appeared in tons of AVNs. I understand the need for an element of some kind for that aspect of the story but there are better ways to handle many of them that either have never been done or are at least far less abused.

Thinking Too Much - I again understand the need to convey points without characters talking and MC's thoughts are a great way to do that but when it becomes a substitution to showing something, it becomes annoying, especially when it drags on as it's not actually moving the plot forward. I don't need 37 slides about the inner turmoil about whether to take an action or not.

Ignoring the Custom Name - This is a brand new one for me as I just came across it the first time in **Corporate Culture**. What's the point of letting the user set the MC's name if it's going to be ignored from time to time? While annoying to see it in a render on MC's phone, I was able to accept it as that's not a customizable piece of text (though the inclusion could've been easily avoidable), but at least one of the characters still refers to the MC by the default name even after it's been changed. If you insist on a name for some reason or another, fine, but don't offer the ability to change it if the change won't be honored.

Rockstar-sama on the move
**BECOME A ROCKSTAR**
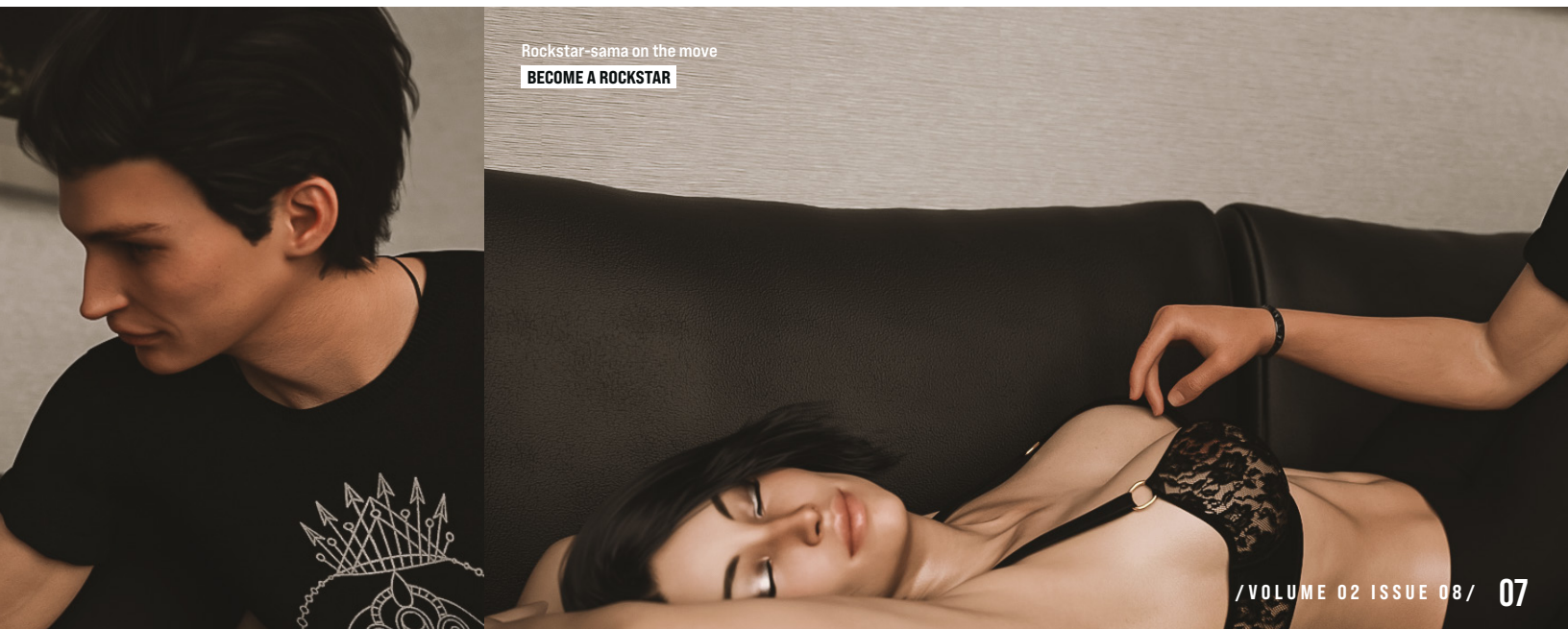
**u/PianoBig4256**
*I will burn in hell for my choices*
First time developers trying to shove 5+ LI's in their game. Its has been 4 years since i starting playing AVN's,i played majority of western AVN's, a lot of them doin this aaand they turn into slog.Dev time getting ridiciliously long between updates,in order to meet with the demands devs trying to cut updates into parts for 1-2 LI at the time and little to none story progression.People start to unsub,dev get gloomy while trying to cater remaining subs,changing updates (which LI's getting  scenes , adding/removing kink to cater remaining majority subs) this cause them lose minority subs.Which turns into either milking fest or abandonment.

MC's asexual idiotic male best friends.They dont serve any purpose just waste of processing power to devs graphics card.

Virgin girls after taking MC's magical 30cm pipe suddenly turns into pornstars and became extremely slutty. I mean yes after the shyness need to go but you dont need change characters entire personality just because she takes a dick.

**u/Istvan_hun**
Bad writing. Includes everything from character writing, through pacing, to main plot.

This especially bothers me, as it could be improved big time with doing some interviews with a creative writing major (who, as I know them, would do it for a six pack or a bottle of tequila) and asking for feedback.

**u/jmucchiello**
"What is your name?" and there's no default. Give everyone a name. Another thing I've seen is "What do you want to call this character you only now meeting and have no context for who might know them?" This is usually a prompt for the incest dodge (landlady, roommate, whatever) and while I don't care about that give me a clue.

Events that require you have the sound on.
Empty backgrounds.
Busy backgrounds. Yes. Just like you can have too little, too much can be just as bad.
MC is a complete fucking moron.

Best friend is a complete fucking moron. (Why is MC this guy's friend?) Decision prompts that hide the tone of how MC will respond. This one takes some description: You are given a prompt with a woman you are trying to make a Love Interest between "Tell her no" or "Tell her maybe later". The second response, the MC says "I don't know. Ask me later." The first response is "Fuck you. No way, bitch." WTF? MC was being nice to her a second ago. (This is extreme but there's nothing to warn you the "no" response is a "relationship ending" response.)
Breaking the 4th wall. Doing it once can be funny is written extremely well. Doing it a bunch of times. Just no.

Oh, God, no...
**COLLEGE KINGS**
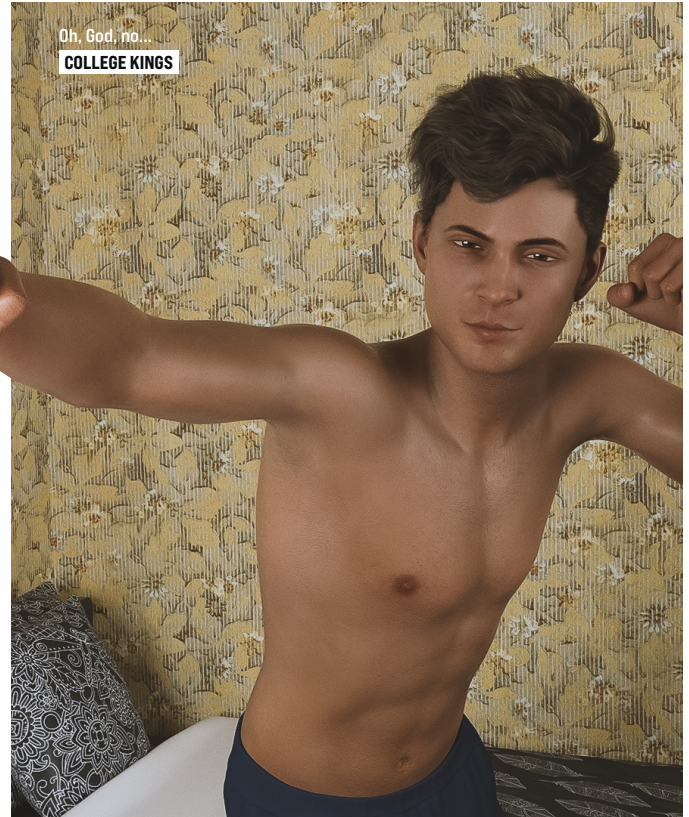
**u/Nrdrummer89**
Story-wise: MC's always being young college aged guys who are complete and utter dumbasses yet still somehow manage to get with every LI with minimal effort, all while having songs the length of their forearms. I don't necessarily need MC's to be old dudes, but I'm in my mid-30's and the "young college student" troupe doesn't land for me. I was find it lame when the worlds in the AVN's are just empty. Like, you go to a mall and there's literally no one else there aside from a singular cashier in a store you go into, or you go to a library or office and there's *maybe* one other person there.

From a technical standpoint: when AVN's aren't full games. Like Lust Academy, for instance, is divided up instead of being one full game. They can be on-going, that's fine, but like keep it to one game and don't spread it out. Maybe that's just me.

**u/avocoladox**
I am very irked when things are broken. I understand parts of the game being 'bad'. Maybe the person isn't an artist or they have a different idea of what's good and what's bad. It's something else entirely when core functionality of the game is just straight up broken, like the phone from College Kings. It shows a lack of empathy to the players that upsets me :(
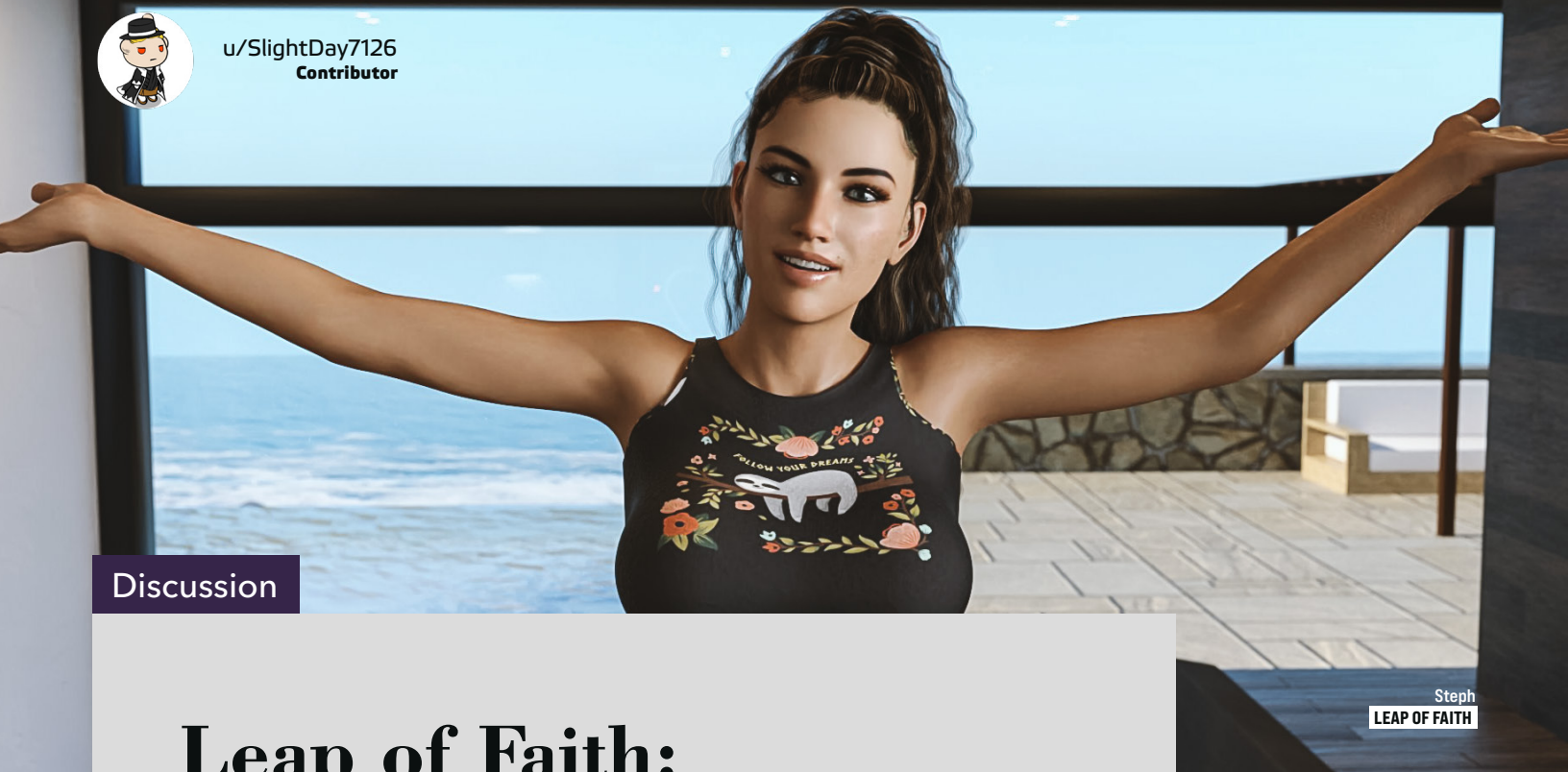
Steph
**LEAP OF FAITH**

Discussion

# Leap of Faith:
# Why all the Steph hate?

• • • • •

**For real though... I saw post after post after post about Steph's path being the worst or being bad, but it's def top 3 for me. Of course the Cece path is just wonderful but the Steph path was great. You don't get nearly as much time with her in the game given everything between MC and her but man it really turned out to be a great ending for them.**

The scenes were great and the emotion was 100% there. You could feel their connection and you could see the recourse and pain Steph carried for what had happened. There was some good levity too with their scenes and story and the very end in Paris was awesome! I thought she was sorta distant because she was gonna have to go on a mission or something but no, it turned out she thought she was pregnant and was worried how MC would feel.

When I reacted positively you could see the joy in her face at the happy reaction but then also the sadness that it might not actually be positive when MC points out it was inconclusive. And then you go on and say that there's plenty of time to keep trying and such.

I really thought it was a great ending for them. And better than the Holly or Linda endings IMO. The Holly ending isn't bad per se, but I HATE that you can only get there by cheating. Like that just killed it for me personally. And the Linda ending, I still wasn't sure what was going on there... Was she a porn star or like an OF star or something??? Or did she just become some Dom/BDSM model???

I did enjoy the Kira and Robin ending, though I was pretty much fed up with their back and forth crap lol! I loved seeing Robin waddle with her prego belly, that was really cute and seeing things work out at the bowling alley was great. Though I might go back eventually and see the just Robin line, though I'm assuming (hoping) it has a similar

ending just sans Kira. I just never really got into Kira as much as I felt there was more with Robin.
If I had to rank the endings overall...

1) Cece (duh) love seeing her preggo in the end!

2&3) This is really a tough one for me because I really like the whole Lexi story and the proposal at the end but at the same time, I really enjoyed MC and Steph getting back together and being stronger than ever.
If I HAD to pick I'd probably pick Lexi as 2 but ONLY because of the obvious issues with the timing of the writing of the story and issues I see with her being sent to high school as an agent for Homeland  Security and falling in love with a high schooler...
That just didn't seem to line up for me, but getting rid of that timing, I really liked their ending. So because of the writing, Lexi 2, Steph 3...

4)Kira and Robin path, again loved seeing them have their family with Robin preggo.

5) Linda, just because she was a main part of the story and was MC's first crush.

6) Holly, mostly last because you HAVE to cheat on Lexi to get her path. Though I did love the way Lexi got her back on the phone at the end of the story lol!

If Holly had been an option without the whole cheating thing, she'd likely be 4th putting the Linda path last. Without the forced cheating aspect, I'd put her higher than Kira and Robin because she was really there for MC when he was so down from Cece being in a coma and then not remembering things. And she shared her own pain with MC regarding her sister doing the same thing Cece tried. And that whole Kira/Robin back and forth relationship thing had me like "AGAIN???" Though I feel much of that was Kira's issues.

Anyway I've rambled WAAAY to long about why I think Steph's line was one of the better compared to the mostly negative things I'd read.





Top to Bottom: Cece, Lexi, Kira, and Robin; LIs of Leap of Faith

**u/Jacowboy**

I don't hate her but her story sure is stupid... then again I'm the kind of weirdo who thinks the best LI is Holly... so what do I know, I guess =P

**u/VeterinarianOk6926**
*I will burn in hell for my choices*

I am probably going to get some hate for this, but having played **LoF** over 20 times and all paths at least twice I feel like while this is the story of Cece, her story actually works better when she isn't the LI. If we are dealing with darkness and themes of depression, her ending becomes more fitting and less Hollywood fairy tale if you have her as a friend.

In light of that I think that most relationships are given moments to shine in the story, but the real problem is that a lot of endings are not given a lot of love and feel shoddy in comparison to others. I personally love the Steph path, not for the ridiculous backstory, which is a poor fit for the rest of the game, tonally. But the chemistry between Steph and the MC is probably the best in the game, and as such, it is just fun. But like what has been said, most of the hate comes from the ridiculousness of her being an agent for Homeland Security.

**u/Mac575**

Steph is actually my favorite but her path is very underdeveloped. The whole game is centered around Cece as pretty much the main LI with all of the other girls seemingly thrown in there to add variety and personally I'm not a Cece fan, I see her more of a good friend than an LI so that killed the game for me since the other paths do seem as an afterthought.

**u/RaylynFaye95**
*Wholesome Pervert*

It's a little on the nose. Federal agency hires a girl to fall in love with the obvious half middle eastern dude. I mean, realistically, USA would just kidnap him and assault him.

**u/FarUse2339**

Leap of Faith deals with very heavy emotional beats for all of its characters and the realism of those emotions is great enough to forgive the silliness of the plot: Famous popstar becomes infatuated with a regular dude after one short conversation to the point that she'll immediately invite him to her very private residences for multiple weeks... and agrees when he wants to invite every woman on the planet even remotely interested in him romantically.

Steph's path and backstory are several orders of magnitude more ridiculous than all of that.

**u/PsychoticSoul**
*I will burn in hell for my choices*

Steph's path requires so much suspension of disbelief (LOL FBI agent), that she makes Lexi's path look realistic.

**u/The-Wolf-Man112**

I loved Steph...hated her storyline. It's like Drifty just dropped everything in favor of Cece. Imo, to the detriment of the game as a whole.

**u/Sufficient_Bug1367**

Yeah, the spy thing is hard to swallow. Too many open questions, timeline doesn't make sense.

But her scenes are really good. Drifty achieved to display a couple with great chemistry. They have fun and push each other. The sex and atraction feel like it just comes naturally. She also has a coherent demeanour and her model was kinda unique at the time.

**u/608xperience**

For me, the value in playing all the paths is that each path features a different variant of emotional intelligence. The Steph path teaches forgiveness and it's a thing that many people have a hard time doing IRL. I completely agree that the backstory of their romance is a LOLWUT. The working through the pain to arrive at common ground, however, is a valuable life skill to cultivate. Yes, I'm old.

**u/CatSniffer_69**

It makes absolutely no sense. The FBI hired a HIGHSCHOOL girl to act in love with a dude, instead of just investigating by themselves. If you actually pay attention to the story, it's incredibly absurd that it would've ever happened, and there's really no explanation for it.

Discussion

# Unpopular Opinion: Where it All Began shouldn't exist

I just finished WiAB and I'm really questioning myself if that VN is for real. I remember that I played it around a year ago and didn't liked it and now I remember why:

• • • • •

**Since the game takes place around 20 years before Summer's Gone,** why is the tech so developed and everyone acts like it's in the same decade as us? (But ok, let's pretend that the game is supposed to take place in our decade and Summer's Gone takes time between 2030 - 2040 and that Ocean didn't designed the phone that was supposed to be released on chapter 3 as an old model, or is just a parallel universe where almost nothing changes between two decades)

**There's absolutely NO chemistry between the main cast,** which is weird since Ocean made a group of friends (that knows each other for less than a week) feels like they know the protagonist for life.

**The dialogue is bad and overly childish,** to a point that affects how the plot develops. Summer's Gone has some childish and unnecessary dialogues too, but you can just ignore (some, the dialogue is the worst part of Summer's Gone too), since the main cast is on her 18s.

**Some plots are just thrown at you and you have to accept it,** Like Leia being a crime princess (the way that we found out plus the way it's treated in the story is simply RIDICULOUS)

**And talking about plot,** do I need to said that the main one is completely underdeveloped and doesn't come anywhere?

**Ocean utilizes the same art direction that he uses in Summer's Gone,** and simply DOESN'T WORK. Summer's Gone is about solitude, sadness and hope. The cinematography, the music and the ambience just FITS the story, and since WiAB has a different premise it's just weird.

**And, my favorite one: William x Monica**

William:
"Hey Mon, sorry for making you being humiliated for years because a sex scandal that I caused when we were teenagers"

Also William: (Pics 1&2)
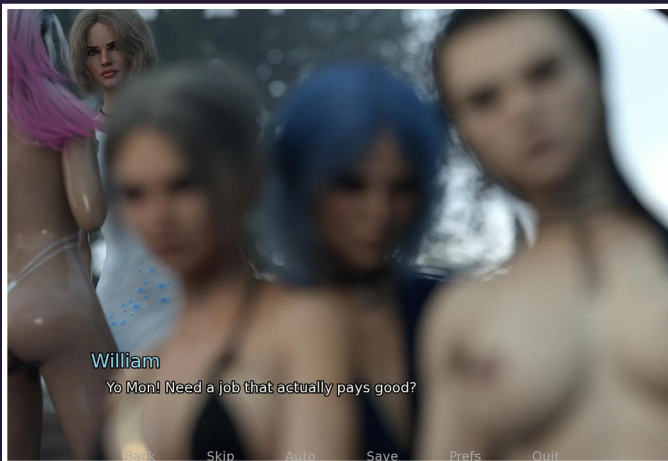




The feeling that I got playing WiAB is that Ocean doesn't like to write it and doesn't take seriously, but do it anyways... And, if you don't like doing something, why just keep going on that?

Then here's my question final question: how should I take the plot seriously when even its creator can't?

**u/Equivalent-Check4632**
*For me that making this game unplayable is the 'NTR' aspect to it even tho it's optional It's still feels like the MC love interest still doing it "behind the scene" even if we choose 'no ntr' route the MC's love interest still flirt with other men (MC gf for example)*

**u/Ok-Repair-9150**
*What if .. Ocean really made WiAB just to practice sex scenes for Summer's Gone*

**u/giggling_raven**
*I play for the story*
*I'm not a fan either and I couldn't really even get very far before dropping it entirely. The graphics are excellent, clearly the best in the "industry", but that alone wasn't enough to keep me interested.*

*The only other good thing I can say about WiAB is Miru. Summer's Gone really stands out as his superior work by a very wide margin for me and one of my favorites and I really wish he would devote all his efforts to it instead of spreading himself thin going between the two works.*

**u/Comprehensive_Pea451**
*Just my thoughts about the "cringe" dialogue like wormy, bibi and so on:*

*I'm convinced it's supposed to be strange and stand out. These aren't known or established words in oceans universe.*

*Imo there is a meaning behind them and a connection between the characters who use them which are:*

*The Zane's*
*William, Leia and Katie who made these words up as kids. Bibi for example was invented by Leia and Willy calling Katie Bibi as little kids.*
*The only other characters using or knowing these words are*
*- Miru (copied them from William)*
*- Nami*
*- Nika*
*- Summer*
*which once more points towards a relation between either Nami and Nika or Summer and the Zane's and having (a lot of) contact with them as little kids copying their slang.*

*Afterwards summer copied the slang from them or the other way around I feel like the characters keep using these words even as adults because it's a connection to their roots and the things they lost and miss.*

*All of them have a level of confidence that they doesnt give a fuck when someone hears them talk like toddlers. I was even more convinced of this theory when it was explicitly pointed out that Emilio had no clue what bibi means and why Leia would use a word like that.*

He was weirded out about it im a similar way like a lot of you guys are, these are not common terms in his world.

**u/Outrageous_Main_2816**
I mean... I feel like this is very harsh criticism, but yeah... it's not the best game. I personally somewhat enjoyed it, but I understand your points, and they are, if said a bit more "kindly", true. I think the level of which you're describing it is too much, but take it down a notch and you're probably spot on.

Dialogue is too childish, yes.

I like the friendship, but no, it doesn't make any sense whatsoever! They just skipped over the fact that William dipped out for like 3 years or whatever it was. Leia's the only one that's reacted in a normal way. Still loves her brother and they did grow up together, so there would be chemistry, but also furious at him for just leaving out of the blue.

I don't care about the technology, nor do I care about the main story being under-developed. I think Ocean is focusing more on building characters now and the story will come later on, since WiAB story is probably not as complex as SG's.

"Some plots are just thrown at you and you have to accept it" is also just the world of AVN, they're always just thrown at you and you'll have to accept it or stop playing. I HATE the fact that Miru wants to F***k other guys, but if I want to play the game, I'll have to

accept it! Obviously, you can avoid it, but the sexual tension between Miru and our fkn Dad is still there and I hate it.

While I get what you mean about the art, I still love it! And I think it isn't that out of place. Also, it's his art style and people like it, so I don't think he wanted to change AND it's probably what he's comfortable with.

All in all, I think your points are valid and some true, but I'd take it down a notch personally. It's not THAT bad and while I get that you exaggerated, it definitely should exist, although it'd be better if Ocean stopped developing it for a while and focused all his recourses and time on SG, imo!

**u/Upper_Cut4943**
*Chivalrous Pervert*
>The dialogue is bad and overly childish
Couldn't agree more. "Give me a poundy coupon, wash your wormy, cream pie my womby, bibi this and bibi that" etc. Absolute cringe!

The rest of your points I agree with as well, I wasn't feeling the story or the characters. All this game does imo is slow down the development of a game that actually has the potential to be good, Summer's Gone.

**u/virtualdreamscape**
*Wholesome Pervert*
I'm just playing to bang everyone, don't care about the story

CULTURED PERVS

ZAK

+AVN LOVERS
COMMUNITY OF THE CULTURED

# Becoming a
# NEW
# DEVELOPER

**AVOCOLADOX**
Contributor/Game
Developer/Fruit

Many people want to try their hand at creating an AVN but never get started. They might have concerns about the art, about writing, or about where to even start.

I asked four new developers who are still just getting started for their thoughts on starting an AVN from scratch.
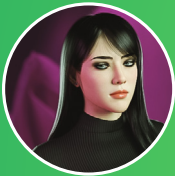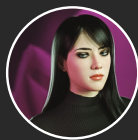
**HURRICANE**
Bendetto

**TANGLED THREADS**
Redwood Watch

**WIP***
KinkyBard

**THE SPICE PIRATE**
TakMycket

## THE DEVS

## WHAT INSPIRED YOU TO START MAKING AVNS?

**Bendetto**

I have always enjoyed AVNs and I feel like VNs are the sweet spot for me, where I have all the control and still make something the player interacts with.

**Redwood Watch**

I've been playing AVN's for a while and have always considered making one, but what pushed me over the edge was reading a lot of fiction novels recently that have inspired me to give story writing a try.

## WHAT WAS WAY HARDER THAN EXPECTED?
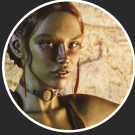
**KinkyBard**

Definitely writing. Having incredible visuals in a VN is nice. But Everyone enjoys and appreciates a good story. Me included. So I understand its importance. This is why actually crafting my own narrative proved to be much more difficult than I had anticipated. I quickly realized that creating engaging characters, compelling plot lines, and meaningful dialogue that I felt happy with required a delicate balance of creativity and storytelling skills that I always feel like I fall short of.

**TakMycket**

Deciding on what to put into my AVN. I am constantly second guessing myself, which made development a whole lot harder. The problem was I was too concerned with trying to appease the masses, rather than trying to appease myself.

## WHAT WAS WAY EASIER THAN EXPECTED?
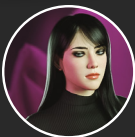
**Bendetto**

Learning how to use 3D software, specifically Daz, turned out to be easier than I expected. Diving into a complex program and seeing the interface with all the tools and functionalities was very intimidating at first and I anticipated a steep learning curve. However, as I delved into all the available information, online tutorials, and resources out there I found myself pleasantly surprised by how quickly I was able to pick up the fundamentals. That doesn't mean I didn't have my moments of incredible frustration and bumps along the way, but every time that happened I just kept the mentality of "I've figured it out before, I'll keep doing it". So anyone who's looking to get started with Daz, don't feel discouraged by its complexity.
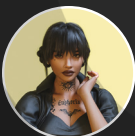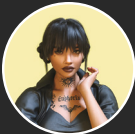
**Redwood Watch**

Writing. I haven't written a creative project since high school so I had no idea how it would be and was scared I would be stuck having writers block forever. Having at least some of your characters personality and flaws in your head already makes it way easier for the words to flow. Ultimately they will develop themselves as you write so don't worry too much if you start without knowing everything about one of your LI's.

# WHAT'S ONE RECOMMENDATION YOU HAVE FOR NEW DEVS?

**Bendetto**

I believe maintaining a long-term perspective and a strong commitment to completing your project is crucial, regardless of the monetary incentive. Having the mentality of "I will finish my project no matter what" has kept me motivated and focused, especially during challenging times. It's important to recognize that creating a visual novel, or any creative endeavor for that matter, is a significant undertaking that will require a considerable investment of time, effort, and resources. There may be moments when it feels like you're biting off more than you can chew, and the sheer magnitude of the task ahead may seem daunting, but it's essential to remind yourself to take your time, be patient with yourself, and most importantly, **don't give up**.

**Redwood Watch**

Developing an AVN is like an iceberg, you only really see the tip that is the finish chapters and product. However, holding it all up is a ton of work that most people have no idea about and a fair bit of that time isn't really that fun or interesting which easily causes burn out, but if you have a long term vision and goal that will help you through the stressful times it will hopefully be worth it.
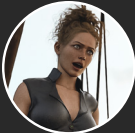
**TakMycket**

Be open and honest about your intentions and plans moving forward. If you tell the players what to expect, it should stop the vast majority of complaints. If there's criticism, thank them for letting you know and tell them you're going to improve it (as long as you are actually going to improve it). Even if some players can act like assholes if you act respectfully and take on board the constructive criticism then players will usually respect you back.
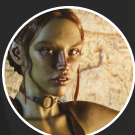
**KinkyBard**

Creating an AVN is a task that requires many different skills and usually, you start this journey on your own. Don't feel to overwhelmed with all the skills you need. Take it one step at a time. Pick one skill you want to improve on, and when you feel comfortable, pick a new one to learn. Don't believe that everything you make has to be in your project. If you learned something in the process of doing it, it is part of your project.

And the best way to get started? Just download DAZ, Koikatsu, or Honey Select, install Ren'Py, and just put something out there. Starting an AVN might be daunting, but it's well worth the reward and everyone has to start somewhere.

We hope to see more new devs out in the AVN community!

# ADVERTISEMENTS

LATEST RELEASE. OLD RELEASE. GAME BUNDLES.

# OFFICE PERKS: ACT 1

**AMOMYNOUS GAMES**

**Version:** *Steam Release*
**Release Date: TBA**

A game dev's job is never easy, but it's a whole lot better when there are perks everywhere you look! Office Perks is a lighthearted slice-of-life visual novel loaded with playful dialog and lots of opportunites for the more intimate moments in the professional and personal lives of 20-somethings.

CHECK OUT THESE GAMES

# COME HOME

**RJ RHODES**

**Version: Update 17 (7.17.2)**
**Release Date: 12 Apr 2024**

The father is a quantum physicist, MC is still a student of quantum physics, and while he's trying to figure out why the police can't find anything, there are twenty optional sex/love interests that he can have relations with. From the the barista at the cafe to the detective investigating his father's disappearance.

AVAILABLE ON

## AGENT HORNY

**MRCREEPGAMES**

**Version: 0.7** *Full*
**Release Date: 11 Apr 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.

AVAILABLE ON

**CHECK OUT THESE GAMES**

## DILEMMA OF DEVOTION

**PULSE HAVEN STUDIOS**

**Version: Chapter 2 Episode 2**
**Release Date: 09 Apr 2024**

Dilemma of Devotion embarks you, the protagonist, on a journey. To the outside world, You seem to be the ideal guy anyone would like to be, but within yourself, you are shunned by the fact of the losses and hardships gone through, Which includes losing people very important to yourself. You now rest at the crossroads of wrestling with the decision to either stay loyal to the memories of your past love, Kiara... Or to open up to new connections and find love again.

AVAILABLE ON

A space for
the creatives:
Check out
the stunning
artwork from
your favorite
artists!

*"Chilling at the Pool"*

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

# COMPANION OF DARKNESS

Fan Art

# ALONG THE PROMENADE

Special Render

意地を通せば窮屈だ。山路を登りながら、こう考えた。とかくに人の世は住みにくい。意地を通せば窮屈だ。山路を登りながら、こう考えた。意地を通せば窮屈だ。

意地を通せば窮屈だ。どこへ越しても住みにくいと悟った時、詩が生れて、画が出来る。住みにくさが高じると、安い所へ引き越したくなる。意地を通せば窮屈だ。情に棹させば流される。智に働けば角が立つ。

# TROUBLE AT HOME

Special Render

*"Daydream" & "Gentle Breeze"*

意地を通せば窮屈だ。山路を登りながら、こう考えた。
とかくに人の世は住みにくい。意地を通せば窮屈だ。山
路を登りながら、こう考えた。意地を通せば窮屈だ。
意地を通せば窮屈だ。どこへ越しても住みにくいと悟っ
た時、詩が生れて、画が出来る。住みにくさが高じると、
安い所へ引き越したくなる。意地を通せば窮屈だ。情に
棹させば流される。智に働けば角が立つ。

Artists Lounge　　|　　u/CoolKittyRhymes

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Kali

THE SEVEN REALMS

SEPTCLOUD