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## About This Game

### Setting

There are two kinds of people: the rulers and the ruled. The Heights are a gorgeous utopia. The Depths, a filthy industrial wasteland. Our heroine, raised in the Heights, has nothing but contempt for those below. Now an observation mission requires her to descend into that world, and the gears of fate have begun to turn.

### Features

- A full length otome visual novel in a fantasy setting.
- A complete Japanese voice cast excepting the main character and the ability to name your character, for full immersion.
- Choices, so you decide how the story goes!

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Title: Steam Prison  
Genre: Adventure  
Developer:  
Hunex  
Publisher:  
MangaGamer  
Release Date: 14 Feb, 2019

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**Minimum:**

**OS:** Windows 7+

**Processor:** Pentium 4+

**Memory:** 1 GB RAM

**Graphics:** 1280 x 720 Supported

**DirectX:** Version 9.0c

**Storage:** 5 GB available space

**Sound Card:** Direct Sound Compatible PCM device

English,Japanese





Fitzgerald Evans

"If this is what you hoped and wished for, then I think it's wonderful that you were able to pursue it."



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This is a great game, well made, pretty art. But be warned there is a LOT of reading. It took me 20 hours to complete just one character's route. There is a good amount of choices in the middle to keep it interesting but the start and end are mostly just reading and get a bit boring. Overall a good play. (please add Fin's route!). I really enjoyed this game. I would recommend it to anyone who likes playing otome games. The setting and story is pretty interesting and it's really easy to get absorbed into. Though it does get a bit dark in some parts. There are some allusions to♥♥♥♥♥♥and prostitution.

Story: (4/5) The stories were all decently enjoyable, and I did like the mystery aspect. I don't have much to say because I don't think it was especially deep, but I wouldn't say it is simple either. I am glad that there isn't too much wallowing around in depression for the protagonist. She's proactive and strong.

Music: (no opinion) The music is mostly fitting, there was only one track that felt out of place with the tone of the scenes. But I'm just nit picking.

Art: (4/5) I liked it. Initially I was really bothered by how big some of the character's eyes were in their art. But it grows on you over time. The people who I found most attractive was Fin and Adage.

Going into routes:

Eltcreed: (3/5) His route was enjoyable. It is kind of like enjoying a breezy romance with your typical smart rich bachelor from otome games.

Ulrik: (4/5) He's a really cute tsundere character, but I found it really hard to grasp the romance because I didn't really understand how it developed. Either way, I still really like his character and endings.

Adage: (5/5) I think his route is my favorite. The chemistry and romance developed most naturally. Also, he was most attractive imo, along with Fin.

Ines: (4/5) I didn't really want to play his route because his character hair looked wonky. I can't really understand how the feelings of romance developed, at least for Ines' part. Even so, his character grows on me. I think his voice actor did a very good job at portraying a gentle person.

Yune: (3/5) I was interested in his route, but also had a hard time pinpointing when exactly his character fell in love. As with several other routes, the confession felt abrupt. His story was touching, but I don't think romance was supposed to be introduced into his life??? Just my opinion. Everyone else just suffers in his happy ending.

Fin: (5/5) There is no route for him, but I hope there will be in the future. I'm just super attached to this character and he just gets really messed up in almost every route when his heart is so pure. I JUST WANT HIM TO BE HAPPY. ungh.

Overall: 4/5

Please release a route for Fin. I just want to see him happy.. His Holiness and his personal orchestra were so beautiful I cried.

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Edit:

So I have finished the game enough to give an update.

Characters: Everyone is likable and interesting in their own way. But I feel like some of the development is lackluster.

- Ulrik: funny interactions between the two, but the romance was out of nowhere. And the ending was even more ... weird lol  
Like, slow down guys.

- Yune: Even tho he is funny and all but his route serves more as ... lore explaining? Dang, I looked forward to it so much tho  
T^T

- As for MC, development is almost non-existent. She only learnt to understand and love the bachelors, and in some cases, the  
Depths.

Plot: Every route ties together and build into a whole picture. There are also a variety of branches. But so many wasted potential,  
the build up, the tension, the mystery, the villains was good, but the solution, not so much. The bad and normal endings make  
more sense and logical Dx

Music: Hmm.... so far only 2 BGM caught my interest, and they don't play much either.

Steam Prison definitely worth a buy for otome fans. I just wish the main ending was more polished.. FIN ROUTE OR RIOT.  
Sachsen's voice is smexy af. He can choke me, spank me, or step on me anytime. If only he had a route though.... Steam Prison  
is next-level solid otome game out of the localizations. A stellar balance of plot and romance.

I recommend this game whole-heartedly!! It's the best otome PC game I've played in a while. I've had no issues with  
downloading the game on two separate laptops, and haven't experience any technical issues with the game. It's rare that I don't  
have an LI that I don't like - they're all great. MC drives the game well and her distinct personality is consistent throughout the  
game. She does things independently, and she and LIs support each other mutually.

It's amazing. I could gush about Eltcreed all day, every day. Right now I'm just soaking up the world, the likeable LIs,  
everything. I can't get enough of this game.

Even some of the bad endings are interesting and reveal things. One of the unique parts of this game is that you get the LIs and  
other characters' PoVs during your experience as well. They're well-written and I found it added to my liking and understanding  
of the character.

Play for Eltcreed. Play for Ulrik. Play for Fin. Play for Ines. Play for Adage. And Yune is good as a sweet old soul.

This game is worth the \$35, no regrets at buying at full price.

Because Eltcreed is awesome. And I want a fandisc just for him :D

Art is gorgeous, music is pleasant to listen to, and VAs...my goodness the LI VAs make me blush (Eltcreed in particular lol, and  
Adage).

I want Fins route added and I want a route for Sachsen, and a route for Theia. Mostly Sachsen though because usually he's not  
my type but rawr. Trash crush can get it.

Grand Ending is best ending but personally I still want Eltcreed to be my husbando in that route. It's officially (head)canon now.

Update: I read Fin's Route on the Vita version and oh my gosh it's so sweet. It's a near slice of life stuff route like Ines.  
Romance btw likeable LIs at a glacial pace > Plot. (I wanted them to get frisky already <3).

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I'm so disappointed that there is no Fin's route  
so i got a bad ending with him firstly  
i would pay extrax2 just for a fin`s route as dlc???

if you do ignore my quiet \*sobbing\*  
Art is beautiful as well as story  
There are a lot of endings here  
the game offers a lot for such a low price  
that's all .

[I apologize for the short review and for my poor engRish ;;;; ]

. For those who don't wish to read all of the review: I recommend this game to everyone who love visual novel romance. The game has beautiful artwork, fitting music, great voice acting and an interesting plot and world which is explored over the different storylines.

(For Developers/LocalizationTeam: I would love to have Fin's route localized if possible and more background on Sachsen would be interesting as well, it is the only character that I couldn't understand properly.)

The game has an interesting world setting which is the base of many intriguing plots over the different storylines.

There are currently 5 romanceable characters: Eltcreed, Ulrik, Adage, Ines and Yune, the last one has a certain condition which has to be fulfilled first before the player can enter his route.

There are a total of 30 different endings, many choices have their own consequences, some in the long term others immediatly. The story has many different substories and background stories , additionally there are scenes which are only added after making certain choices or completing a certain ending. Due to the added scenes, and different substory/personal stories of each character this game definetly has replay value.

The voice acting and the sound effects are very vivid, bring across the emotions and atmosphere more strongly.

The characters all have distinct personalities making it enjoyable to get to know them better. The player character is a very honest good person who ... is incredibly for me sometimes frustratingly clueless about romance and everything involved in relationships, may it be emotions or actions which... leads to funny conversations XD

One thing bothering me about the player character is that she shows rather little emotions. barely or doesn't even cry when people around her pass away or are murdered... well, I guess as player I cried and laughed enough to compensate for her lack of emotions I understand that she is supposed to be strong protagonist, but I don't think it would hurt for her to show some vulnerable sides and emotions... she feels so.... unhuman to me XD, but maybe it's intended this way so the player just makes their own feelings also their characters feelings.

My only real criticism would lie with the character of Sachsen Brandenburg. I believe that there was way to little insight on his background and personal thoughts then that the player could properly understand him. It feels weird when he usually behaves rather brutally, without remorse and with a strong sadistic streak, and then suddenly is still a prick but helps out and everything apparently is just going to be rainbow and sunshine for unknown reasons, and stops being the awful sadistic ♥♥♥♥♥♥♥♥ from one moment to the other.

- Like, he enjoys toying with the player character, beating her up and strangling her, threatening to torture her to death slowly, making her wounded and frail that she has difficulty standing and walking after the abuse.
- Or crushing Fin's hand by stepping on it and then cutting him up in a one-sided duel, sending him to the doctor and instruct him to be treated with out any painkillers.

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- Forcing Fin to kill a person who he claims has stolen equipment.
  - Intending to execute a child for accidentally running into a police officer.
  - Torturing or killing people in the sanctuary district when the mood strikes him to.
  - Then he cooperates with Eltcreed bringing peace back to Liberalitas and agrees to a trade deal with him and everything after is supposed to be rainbow and sunshine under that guys command?
  - Or at the grand finale ending he suddenly finds peace after the old tempel which exiled him is overthrown. And is apparently so popular that he even gets elected as a delegate in the new goverment and continues to be the commander of the Hounds... remind me please, in Ines's route the other Hounds were shouting for his execution after the player character defeated him in a duel

So for that reason I would really like more background information on the character of Sachen Brandenburg in a form of a route for the character himself, extra stories or more PoVs added into the game as DLC. Because at least for me right now the changes in his character are... absolutly incomprehensible...

Additionally I personally would love the Fin route to be localized as well, because I love him the most out of all the characters in the game. Also it is kind of misleading to show him on almost every screenshot on the shop page, but in the end he doesn't have a route. Maybe add a description which explicitly tells the buyer what he is actually getting. And he really deserves to be happy with the the player character after having gone through an unspeakable amount of suffering in all the other routes . The issues preventing the game from working are fixed so huzzah!

So far, it is fun. The guys are kind of standard issue, but in particular the heroine stands out. She's a lot more proactive than the usual otome heroine and that is nice to see. She doesn't wait around for other people to make decisions for her and has a very strong personality that I like.

Otherwise, the art is pretty and the music is very nice.. Absolutely gorgeous otome game with great voiceacting, meaningful choices, environments and music scores. The "bachelors" are all interesting and charming in their own ways, but it's a real pity that you cannot romance Fin Euclase, your police partner, who is definitely the MVP and the best guy in the whole game. His story is really tragic no matter what guy's storyline you choose and you can't really help him except for in Ines' route, which, on a plot basis, is the best one. The game is long and well worth its original cost. It took me almost 30 hours to finish all the good endings for all the guys and that was still while I skipped some of the dialogue and the whole intro sequence. Apart from a few typos, the game feels really polished and you will never have to follow a walkthrough in order to get the good endings since it's very easy and clear on which choices will lead to the good ending.

The bachelors aren't as good as Nightshade's Hanzo Hattori, but the game is well worth its price due to it's length.  
7/10

. Thanks to Mangagamer for localizing this game (we need more otoge), it's really worthwhile to play! Yes, some dialogue and plot points weren't good and some route can get quite winding and long, but it has great art, great VAs, and great concept! Definitely play it if you can! (also I'm dying for Fin's route please import Fin's route from the PSV version to PC, I'm begging you). 7/10. First off, I haven't played the game for more than a few hours, but I'm already in love with it! It's been so long since I've started an Otome game that makes me like some characters at first sight, and like them even more when I got to see their personalities. The story is great, and the writing is superb. It's up there with the best of them otoges as far as I'm concerned. I does not get dull as it feels like every scene has a purpose. (Even if just for character or world building.) I'd say it was worth the purchase, and I'll have fun playing through all the routes!. I can recommend this game if you don't mind a lacking plot, inconsistent writing and if you're okay with playing it for pretty art and good VAs.

+ The character design, voice acting, the concept and music are great.

+ Some of the love interest are fun and likable

+ Good translation

- Unfortunately the same cannot be said about the writing and the main character herself. I've played a lot of otome games with different types of mcs (blank state, voiced heroines who could think and act on their own; main characters whose actions were sometimes inconsistent, "weak"/"strong" mcs) however it's one of the few cases where the main character is unlikable to the

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point of ruining my enjoyment of the game. She has some cute moments but in general her actions are often rude, arrogant and inconsistent.

- When you're playing a plot driven otome game and the plot itself is pretty lacking, you expect at least some decent small romance development. At the moment I've finished two routes but I don't see it in this game, and I'm still not sure what Eltcreed's route is supposed to be even.

It might be the fact that I expected too much from the premise, and was too excited over the prospect of having an interesting main character, so I feel a bit let down.. Only played for 4 hours before I succumbed to the urge to write a review:

Yes, the player character is really as naive as all the bad reviews had described her to be. Even after choosing an answer to another character's question that was more practical, she still had an inner monologue that was so idealistic, that I grew frustrated that the game makers didn't design the game in such a way that the player character could be influenced from the player's choice.

FYI, I still recommend the game because despite the heavy ranting below, it isn't actually too bad. An extremely naive heroine, yes, but the worldbuilding itself is quite impressive so far and a huge diversity of the character personalities is present. Not everyone is nice, and just because you're nice doesn't mean that others will be. That's sort of the take-away message I got from this game. so yeah, prepare yourselves with my description below if you don't mind being spoiled and you'll hopefully be more warned about the MC and feel not as frustrated as I did when I first played without the true image of MC in mind

The plot so far is rather weird. Firstly, one of the ways to get on another character's route was designed in such a way that felt contradictory to what I felt Cyrus would have done. Even the name of the route itself is so telling.

Spoilers beyond this point:(it's just a rant honestly, to summarise: Player character's actions were pretty darn weird, and that's saying sth since there was another review with blackened-out spoilers about a scenario with the same gripe about her OOCness)

-It is called the prisoner's route. Like, she had to reject the only job offer she got to trigger this. Like, um, okay, wtf? I felt that it was so OOC because she should have taken it because theoretically, wouldn't she be feelin' all noble and all and not wanting to live on charity any longer? Hell, two of the choices the player makes is related to this charity theme.(reference:offer to stay with merlot and the waterskin offer by Ulrik) Sure, the reasoning was that she wanted to stay close to the Heights, but hell Ulrik got in the Sanctuary somehow, can't he bring her back again? And so far, the only information she got about returning was that IT NEVER HAPPENS. As a former Heights resident, wouldn't she also hear about returnees from the Depths while she was still up there? It should have been juicy gossip, especially if it has been made a secret that only politicians would know because they're the government. And either way, seriously, staying in an area ruled by someone cruel who also has not only absolute authority but a burning passion to see you suffer is kinda.....a weird decision to make, considering that she might be able to find out more about returning to the Heights OUTSIDE THE SANCTUARY since obviously everyone is monitored inside and it'll be harder to actually discuss♥♥♥♥♥like that, that woulda been considered High Treason enough in the court of "King" Brandenburg. (Ps no joke I was and am still seriously baffled why there were reviews of people wanting his route like WHY TORTURE YOURSELVES LIKE THIS? RUN! Most of the time I just wanted to kick him in the balls.)

-I was also surprised that Cyrus didn't repay the doctor for his services when he paid her a visit to deliver soil and seeds. Maybe the developers forgot about it BUT I HADN'T. In real life I really remember my debts and sometimes even add interest to repay the people for their help based on the fact that it came at the right time, Like, it was another choice thing (tending to her while she was wek af) so I thought that it would have been another game plot for her to choose to repay him or sth but that choice-making thing never came up. (Okay so this is a rant about why the devs made her so OOC so it ain't exactly her fault)

-and for the love of god I am not sure if the devs were as idealistic as the player character they made. One of the other reviews mentioned that they were upset about how it was black and white, that the players penalised for being helpful and all but no honey, I might seem cruel to say this, but I actually related more to the practicalism of the other charaters. You can't help people without being able to help yourself first. With the example of the man being forced to eat from the ground, yes it is against human rights etc but no one with enough influence to make a change actually cares. So I felt that the better, but much more cruel choice was to wait for the guy to leave and tail him until they were out of sight of the HOUNDS and then, and only then, offer him the food you were given. It may seem cowardly, but she was supposed to lay low damnit and doing so right in the

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open is making a statement that just puts a huge target on herself. To me, the main objective was the man getting his food, screw the pride thing since no one can afford that with the HOUNDS around.

And her feelings about the doctor not attempting to save Merlot and Rielith, when I chose the choice to reply him with "you did the right thing", weren't something I could agree with. Yes it is heartless, but theoretically, if he were to use it on them, it means that there will be lesser for others who could have been saved with his knowledge and supplies. To deprive others of their fighting chance for someone the doctor himself deemed a lost cause felt more heartless to me, especially since merlot and his mom weren't anyone special to the doctor himself. Of course, it is different if supplies weren't an issue and if the doctor was already emotionally invested in them, but it wasn't. I wouldn't know, if I were the doctor I would have tried to save them anyway, but I felt that the player character shouldn't have judged the doctor so harshly. Yes, I am aware that her attachments to them can be used to justify her thoughts, but it felt more to me that it should be more on the lines of: "I knew that resources were limited, but damn it I still resent/hate him for not trying. I know that I would have done something regardless." instead of just thinking that he's a heartless bastard because dude also saved her once right with no reward in sight, I don't think that's the actions of a truly heartless person.

And let's not get started on the incident with Glisseda and the woman who needed the damn pills. It just demonstrated to me how sheltered she was that she could just so forthrightly ask the doctor to give out a precious resource everyone is fighting over. yes, the woman is pitiful. but seriously, wtf can't you do it subtly? Instead of shouting it out for everyone to hear that the man has goods on him. I wasn't surprised that he was assaulted later, I was more surprised that the player character did not reflect more on this. She was just horrified that he was attacked, and Ines was all nah, it ain't your fault, you weren't the attacker. **BUT IT IS HER FAULT.** She should have thought more about it later on and came up with another solution, like giving the woman enough food to trade for her own pills for that one time. It felt unresolved to me, and triggered this review(that was my latest scene, I directly saved it just to review here)

Anyway, so far those were mostly my gripes with the MC. I regret renaming her with a name I cherish because she drives me up a wall. Justice can be upheld, but why can't you see that justice has many forms too, Cyrus?!?! If you wanna change the system, you gotta be first powerful enough to rebel it. I admire her spirit to stand up for the weak, truly I do, but do not appreciate how she leaps without thinking about how it might affect those around her or even herself. I admit, it is more grating because I used to be like her(leaping without thinking), and suffered all the more for it, so it irritates me to see that trait unaddressed. Maybe further down the storyline it might be, but I lost all the mood to even continue this game at this point.. I really enjoyed this game. If you like an industrial/steampunk setting, and want a fun, easy to read otome with a lot of branching and dark bad endings to explore, I would definitely recommend it.

Some thoughts:

- It's the only otome game that I've read start to finish without taking breaks in between each route to play other games. I didn't get bored going for every ending and it was easy to 100%.
- I know some reviewers had issues with running the game, however I had zero technical issues and everything worked perfectly.
- The translation is very well done and I only noticed 2 or 3 typos in the whole game, which did not lessen my enjoyment of it.
- 5 guys to choose from. I really loved all the characters and personally didn't find any of them annoying. I found some of the side characters like Sachsen to be very interesting as well.
- Cyrus (MC) is very naive. I wouldn't really consider her stupid, but she is incredibly sheltered and knows next to nothing about romance. However, she is also very tough and smart, which made up for her naivete and I learned to laugh it off.
- This version, compared to the PS Vita Japanese version, has fewer CGs. It's also missing Fin's route.
- The themes and ideas aren't anything groundbreaking. The ideas presented here you've probably seen before. If you want a story that is really going to make you think deeply, then look elsewhere. If you want something you can take at face value to be cute, entertaining, and sometimes dark, then this might be a good fit.
- Check in the spoilers below if you want a quick description of each guy.

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Eltcreed - My personal favorite. Elt is flirty, confident, eccentric, compassionate, and also kind of a badass. I probably laughed the most during this route because of Elt's dialogue and banter with Ulrik.

Ulrik - He's tsundere and doesn't trust anyone, but he has his reasons. I found his route to have a natural, satisfying build of trust between him and MC, thought it felt like there was less going on than Elt's route.

Adage - He's a practical, cold, stubborn doctor who has fun teasing MC. It took me his entire route to fall for him, but I really ended up liking him in spite of his flaws.

Ines - Cute and sweet, this route felt the most like a traditional "falling in love" romance, though I personally felt like it was missing something, it didn't stand out to me like the others.

Yune - A highly respected and revered Saint who in private is childish and a little mischievous. This route had some pretty interesting endings.

Fin - He doesn't have a proper route, but he's so wrapped up in the story he almost feels like a love interest. I loved him, but some of the endings involving him could be triggering, so be warned.

To the devs: Please release Fin's route as DLC!

. Ulrik's hatred makes me want him more.

#### **Launch Bug Fix:**

We have updated the game to address the launch bug that conflicts with other programs running on your PC!

Please let the game auto-update itself to apply the patch.

If you still experience some issues with the latest build, please report it on this thread with your details.

<https://steamcommunity.com/app/977460/discussions/0/3658515990045275985/>. **Script update:**

We have updated the game to address typos in the script!

Big thanks to **Chudah** & **Seraseth** who helped us find all the mistakes.

However, because of how the game engine was originally set up in the Japanese release, this update will most likely break your save files.

If you have just download the game for the first time, please start up the game normally.

But if you were very far in the game and would rather not lose your progress, please select the original build by following the instructions below.

1. Right click Steam Prison in your Steam library and select "Properties"
2. On the "Beta" tab, select "original\_build - before script update"
3. Close the properties menu and make sure that the game says, Steam Prison [original\_build]

*\*Please use caution when using cloud save*

Thanks for your patience and we apologize for any inconvenience this may cause.. **Steam Prison Now Available for Otome Fans!:**



In this world there are those fortunate enough to enjoy safety, luxury, and comfort inside their gorgeous, utopian city with a commanding view of the ravaged surface far below their haven. The rest don't matter. When our heroine leaves the protection of the Heights to perform her police duties on The Depths below, she's greeted with a violent, destitute world of hardworking, damaged individuals. Can she reconcile the world she knows with this world as it is? Will she connect with any of those living below, or join in the contempt for them? Can she endure the truths to be uncovered under her watch?

This dark, mature adventure is available now. **Enjoy Your Favorite Voice Actresses Pairing Off in MangaGamer's Latest Yuri Release - Lilycle Rainbow Stage!:**



What began as series of a yuri drama CDs spanning six different couples has culminated in this expansive tale of sweet, heartwarming stories from girls in love!

How would you like to follow along as their romances develop? Jump into the perspective of 15 different girls for a first hand experience of their relationships growing over time. Will the three newest characters, Tamaki, Yuno, and Saeka manage to resolve their complex feelings for each other? Who of the trio will end up together?

Lilycle Rainbow Stage!!! also features an incredible selection of famous voice actresses being coupled together! Fans can enjoy the talents of Juri Kimura (Miyamori in Shirobako), MAO (Flip Flappers, Keijo), Haruka Terui (Yuki Yuna is a Hero, Brave Witches), Shiori Mikami (Attack on Titan, Yuru Yuri), Azumi Asakura (iDOLM@STER, High School DxD), Maaya Uchida (iDOLM@STER, Yamada-kun and the Seven Witches, Love Chunibyou & Other Delusions), Aya Uchida (Love Live!, Danganronpa 2, Kemono Friends), Rumi Okubo (Astolfo in Fate/Apocrypha, Chinatsu in Yuru Yuri), Aya Suzaki (Kill la Kill,

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Tamako Market), and more in this cute, slice-of-life about girls enjoying girls!

You won't want to miss this gorgeous, colorful delight! Available this week for 20% off!. **The Heart-Wrenching Tale of Android Love is Here With Minori's Trinoline!**



From minori, the creators of [eden\\*](#), [Supipara](#), and ef - a fairy tale of the two, comes a brand-new heart-wrenching, sci-fi tale of an everlasting android faced with the mortality of mankind.

When tragedy leads to the advancement of science and the development of a sentient android indistinguishable from humans, what does it mean to be human or android? Is it possible for man to love machine, or machine to love man? Is such a love even real or nothing more than a series of numbers? Can there ever be a future where such love may flourish, or is it destined for heartache?

Find out in Trinoline, available now on Steam! Order your copy today and be one of the first to enjoy this gorgeous, emotional tale!. **Full Voicing Now Available for Kindred Spirits!:**



The new DLC expansion: Full Chorus is now available for the hit yuri title, Kindred Spirits!

Adding New CG, Full voicing, Voice Actor Commentary, and 10 Special Drama CDs, this update is one fans of the series and new players alike won't want to miss!

With this new expansion, Kindred Spirits is also now natively compatible with Linux and Mac computers, so there's even more reason to pick this up now if you haven't already!

Get it this week to snag 15% off the new content as well!. **Steam Prison - A New Steampunk Otome Game is Coming Soon!:**



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In this world there are those fortunate enough to enjoy safety, luxury, and comfort inside their gorgeous, utopian city with a commanding view of the ravaged surface far below their haven. The rest don't matter. When our heroine leaves the protection of the Heights to perform her police duties on The Depths below, she's greeted with a violent, destitute world of hardworking, damaged individuals. Can she reconcile the world she knows with this world as it is? Will she connect with any of those living below, or join in the contempt for them? Can she endure the truths to be uncovered under her watch?

This dark, mature adventure will be available this February 14th!

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