


Yakuza Kiss Activation Code [key Serial Number]



The screenshot displays a character card for a Magician on the left, with a health bar at 711 and a mana bar at 2/40. To the right is a scroll of combat logs with the following text:

El Cid slashes at a Sorcerer, and hits 7 times for 44 points of damage, killing him!

Markus swings at a Magician, and hits for 4 points of damage, killing him!

Omar casts Quick Fix on Brian the Fist.

Sir Grady, leaping out of the shadows, swings at a Magician, and critically hits for 7 points of damage, killing him!

A Sorcerer casts a spell...

	AC	HIT POINTS	SPELL POINTS	CLASS
1 Brian the Fist	0	227 / 256		Paladin
2 El Cid	0	241 / 243		Warrior
3 Markus	0	221 / 221		Bard
4 Sir Grady	3	120 / 120		Rogue
5 Merlin	9	69 / 69	153 / 158	Conjurer
6 Omar	7	81 / 81	141 / 147	Magician
7				

Download ->>>>> <http://bit.ly/2NI63eQ>

About This Game

Please note that Yakuza Kiss is an Early Access game - This means that it's not yet complete and we're developing new content every day. If you buy the game now, you support the developers and you can also join in the development by giving your feedback. **Once the game is complete, the price will go up considerably - so the earlier you get the game, the less you pay!**

Offering the **feminine adult visual novel audience something new and exciting**, Yakuza Kiss combines elements from **Western romance novels** and **Asian TV dramas** into an experience spanning multiple genres - from **romance and erotica** to **action and crime**. We take all the classic visual novel features you love and add some new ones.

We prioritize immersion, excitement and enjoyment!

FEATURES

- LIVE2D animated characters

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- Animated backgrounds with sprite animations and particle effects
 - Comic book style illustrations for important scenes
 - Karma system - your choices lead you to different outcomes
 - Immersive soundtrack, SFXs and visual effects
 - Chapter-by-chapter release - follow along & support us on the way

STORY

"Turn darkness to light, weakness to strength."

Some call it a neon paradise, but in reality, **Cyan City** is a hell on earth where the strong prey on the weak. Rays of sunlight seldom breach the thick smog of pollution looming over the city, creating an endless night where the criminal underworld never sleeps.

Jeong Moon had lost everything and everyone. Living in the slum district, she was barely scraping by. Finally pushed to her breaking point, she wanted to leave it all behind. Instead she was pulled even deeper into the belly of the beast and forced to become a member of the **Yakuza**.

Within their ranks, working to conceal her true identity, she would catch the attention of a dangerous and tormented yakuza leader - **Yuki Yamaguchi** - a man who had nothing left except his inner demons. To survive in his world, she would have to face her deepest fears and give in to her darkest desires...

Title: Yakuza Kiss
Genre: Indie, Early Access
Developer:
Pink Potion
Publisher:
Pink Potion
Release Date: 19 Jun, 2018

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English



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All I have to say is the campaign is short game would have been better if it was longer. If hidden folks and the room had a baby, it would be this game.. I enjoy the series for a break from action gaming and easy perfect games.

Then there is this... The kill 5000 zombies / 1 hour menu grind achievements were really out of place.

Perfect game caused me physical pain having to spam Q for 1.5 hours + without a break.

That said, the puzzle portion was what I expected and I am happy to have another perfect game on the list.

So up-vote assuming you are willing to sit in the menu for over an hour or dont achievement hunt.. Well, I really don't know what to think about this thing. Cahors Sunset is not really bad.

Basically, it has a very neat idea. Manoeuvre through the life of an old, depressed man by making very basic choices that affect more or less the basic conditions of his life. All that with a great look and horrible music. It could be a great thing if you are in this kind of games, as I am usually.

I find the Narration most of all good: While the life goes on and you learn, what month after month in France, the home country of the old man, you learn also all his biography until the point of departure of the game. That is interesting in terms of storytelling as well as in terms of telling history.

But what bothers me extremely is that the game looks and feels over all unfinished. After half an hour (half the time it took me to finish it with the age of 73 years) it feels very repetitive. Your possible choices as well as the random events repeat again and again. Also, I felt disappointed, because I think, the devs missed the opportunity to combine the historical events with the actions of the old man. Surely, this can be seen as part of the story: The world goes on and changes, and the old man's life remains always the same depressing course down in the direction of depression and death. But I think, there could have been made a lot more.

At the end, Cahors Sunset is a pretty little game that can be played, if you like to experience this kind of games. And I am not left with anger or any negative feelings. I really really like the story telling and gameplay ideas and the minimalistic style. But I wouldn't recommend it to a broader public.. A short, to the point visual novel with a array of unique elements intertwined throughout. Due to the length of this title, its hard to say more than that.

Update Note for anyone asking: This game has no English support, so if you cannot read Japanese, perhaps look for other titles.

If you do, then this is a great visual novel I highly recommend.. +graphics might be better than other clicker

-gameplay is too boring, no other mechanic beside clicking (yeah i knew it's clicker game)

-uninteresting upgrade, mindless.... this game is (EDIT* an attempt at theft and should be removed) now playable and ready to feed back on, it is verry early but all the more reason to buy it.

has tons of potential and i believe if you are part of building this game you will be part of something huge. (EDIT* the only huge thing was the mistake i made assuming this)

the developers obviously listen to investors and supporters so get involved it will be worth it.

EDIT* The above changed and the developers dont do anything, no new content in over half a year, all there is is a test level and that is awful and doesnt even start for most people, they keep banging on about a facebook page! im a gamer not a socialite i dont care about facebook i care about gaming and if you care about gaming even 1 tiny bit you will NOT buy this game. Great concept, lovely ideas. (Love the sparks from rocks while making fire)

I had a few issues with the game, as soon as the developer learned about them, he started working on fixing them and giving us options. imo that just says how much potentially big this game could get. keep up the nice work

The biggest compliment I can make a game is that I want more of it once I've finished it - and Able Black falls into that category. I went into it blind and found the mix of visual/digital novel and puzzle game to be quite refreshing. It's an interesting experience, rather casual but with quite a bit of humor. If you're familiar with Sci-Fi works of Asimov for example you will feel right at home but it's by no means necessary background.

I'm looking for experiences in games more than bare mechanics and in this regard the game delivered more emotion and intrigue than a lot of blockbuster movies. It has that curiosity factor of wanting to know how the story progresses. And with different paths to explore and some easter eggs in there I think there's enough content to warrant the price.. What kind of Driving game, doesn't support a wheel? A wannabe driving game. That's what kind. Don't waste your money. Total waste of bit-space. When did steam start selling Xbox crap, anyway?. I tried it at Gamescon 2018 in Cologne for the first time. It was a blast.

The developers were really cool and seem like they know what they're doing.

Fun and simple! Would recommend!! Simple relaxing platformer. 1 mechanic that allows you to move within solids.

Simple and fun gameplay.

One of the best soundtracks I have ever heard! This game swallows me up with its music, removing most of the frustrating parts of its hard levels.

I have thoroughly enjoyed this game, and I will play it again in the future.

I would recommend a controller though, but the game has no built in controller feature, so I just used the program "JoyToKey" allowing me to use one.

Get a good set of speakers or headsets, preferably ones that can reproduce low bass notes.. My friend talked me up to this game and convinced me to download it. Before I even played it I thought "Hey if its that good of a game the Founders Package should be worth it too" Well turns out the Founder's Package is just a complete scam of \$30 and the game mechanics are Everyone camps and I find the game to be unplayable. Just a ripped off version of Call of Duty that tries to be CS.GO. What a complete waste of my money. These devs are scamming people out of their money for content and the game is a Pay to Win crapfest. Dont waste your time or money on this junk. Devs should be ashamed.. This Game Has One Big Noticable Problem With It, Controllers Being More Useful Than Any Other Controls. The Devs Should Make It To Where Both Keyboard And Controllers Are Equal. Other Than that it's A Great Game!

Edit: A Few Things Were Removed After More Play Testing Against A Few Different People.

And I Have Changed It To A Postive Review!. Lovely looking skin, the totem and saw designs are my favourite.

I am surprised this is not a special or legendary skin because I feel it is better than the Skreator skin and just has more detail onto it compared to that.

A must have for Skree-mainers

Chapter 02 Testing Has Begun!:



Hi there!

Just a quick announcement that we've finally begun testing chapter 02! We have two groups of testers (on Patreon and elsewhere) that will go through Chapter 02 in parts and when the testing is complete, we will be able to finally release Chapter 02 on Steam!

I realize that the wait has been TOO DAMN LONG. I've pushed myself as hard as possible to give you new content quickly, but health, technical issues and overall game scoping has constantly gotten in the way. My health is a lot better and we managed to crush our main technical issues last week. The final big issue has been my scoping of the game... I've just crammed in too much content. I'm the only person working on the assets and I have to be more critical in the future and cut out material and assets that aren't essential for the story. As an example of my bad scoping I can mention that in chapter 02 our main character has 7 different versions of her clothes within one scene. This means I'm spending a week or more on just this one scene. Scoping like this, is not sustainable and I'm sure that as I fix this oversight we will get back on track!

I will strive to do better as we go ahead with future chapters and I hope you can continue being patient and supportive with us! Follow us on Twitter or Patreon to keep up with Chapter 02 ETA.

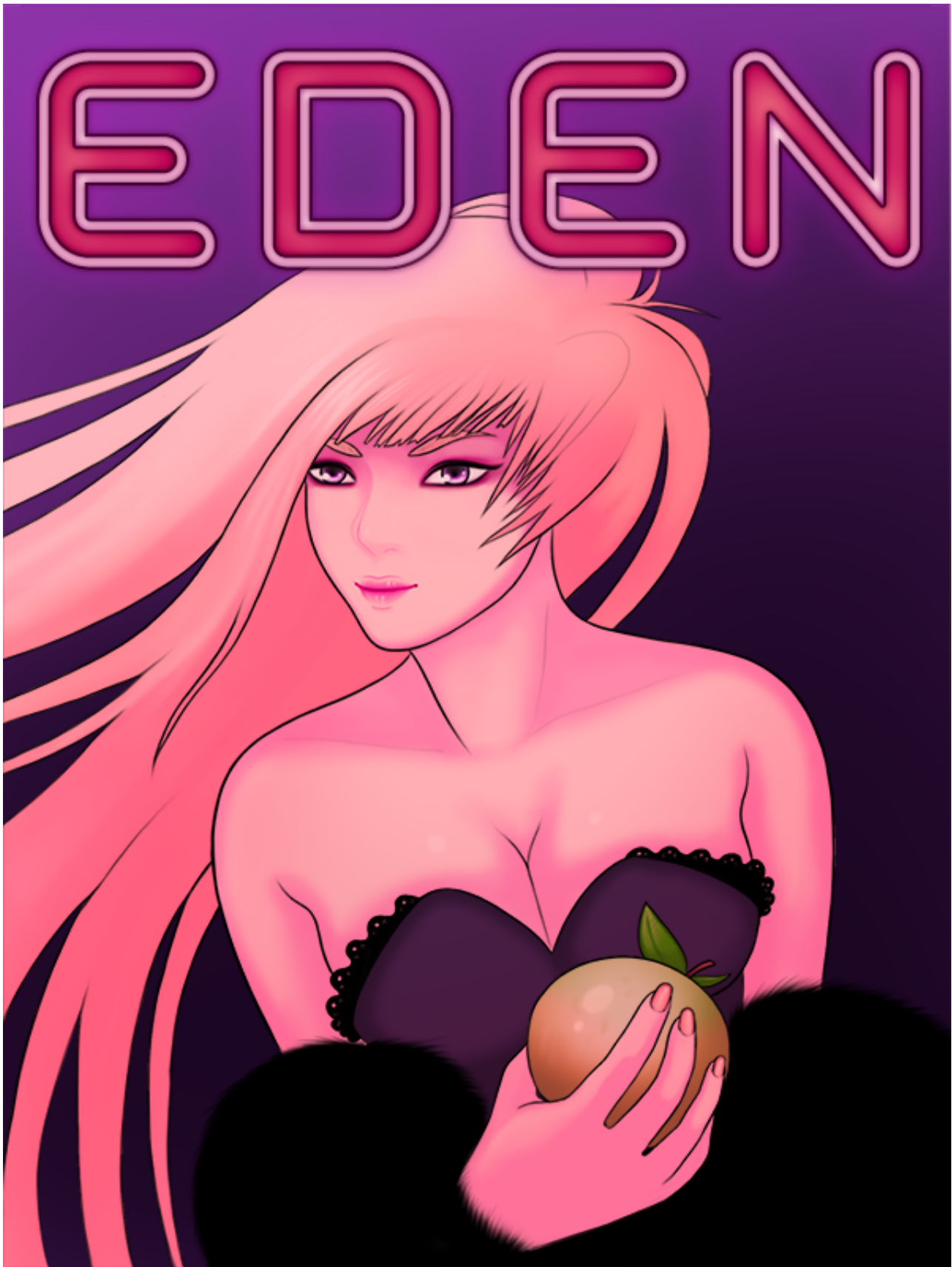
Thank you,
Yume / Pink Potion

twitter: <https://twitter.com/PinkPotionGames>

patreon: <https://www.patreon.com/PinkPotion>

website: <http://www.pinkpotiongames.com>

. Yakuza Kiss Chapter 02 is now LIVE!:



I'm happy to announce that Chapter 02 is LIVE! You can go play it right now, just check that Steam has updated the game to build 0.2 (you can see the build number in the Yakuza Kiss main menu lower right corner). If you've finished chapter 01, you can continue where you left off by loading the "Chapter 02 - The nightmare" save.

Please note that although we've tested everything countless times, bugs and problems always seem to get through. Please let us know if you have any issues! You can report problems here on the Steam forums or contact us (info at the end of this message).

I want to thank all of you for being so extremely patient and supportive <3. It has been a hard road with all sorts of obstacles and setbacks, but from the start I knew this project would be a challenge for our tiny team and I'm determined to see it through. We still have a long way to go before Yuki's and Jeong's journey will come to a conclusion. Hopefully you will stick with us until the end! :D

<3: Pink Potion

ps. We've begun work on Chapter 03 and you can always follow our progress on our social media sites. If you wish to give us extra support and gain access to all sorts behind-the-scenes materials and early game builds, you can take a look at our Patreon.

twitter: <https://twitter.com/PinkPotionGames>

patreon: <https://www.patreon.com/PinkPotion>

website: <http://www.pinkpotiongames.com>

. **October update & Patreon information:**



Hi everyone!

Just wanted to pop in and give you an update on our progress and discuss some other things too.

First off, chapter 02 launch went quite well and we haven't had that many bug reports so far. Please let us know if you encounter any issues! The story text hasn't been edited yet, but if you spot any typos or mistakes, you can also report those.

Currently I'm revising the chapter 03 script and creating a to do list for this month. We're changing our work pipeline in an effort to finish this chapter faster than the horribly delayed chapter 02. We'll see how it goes and if you're interested in daily updates, you can always check our twitter.

I'm also trying to figure out which features we'll add in chapter 03. My dream list would be:

- manual save
- full screen mode (remove UI and other screen elements so you can just look at the images)
- conversation history (create a log where you can read your previous discussions)

It remains to be seen if we can actually deliver all of these improvements in this chapter, but at least some of them will be included. Please let me know if you have any feature requests and what you would like to see added next.

Finally I'd like to tell you a little about our Patreon. For those of you who aren't familiar with Patreon it's a website that offers you the chance to become a patron of a project you like - support the project and you get rewards. Our team is small and since Yakuza Kiss is in an early development stage, we have to work on other projects as well to cover our development costs. For that reason Patreon is a great tool for us to speed our development and also to connect with our players. Below is some more information in case you're interested.

Pink Potion Patreon Tiers:

1\$: SHATEI: Get access to patron-only feed and exclusive digital content!

- Access to a feed of patron-only content
- Exclusive digital content (wallpapers, images, comics, etc.)
- Connect with other patrons

3\$: KYODAI: Learn how to make a visual novel!

- All previous tier content
- Access to visual novel tutorials
- Access to Yakuza Kiss making-of materials
- Six month bonus: If you're a Kyodai for six months, you will get the next Pink Potion game for free

5\$: SHATEIGASHIRA: Play new content before it's released to the public!

- All previous tier content!
- Access to the Yakuza Kiss test builds (requires that you already own the game)
- Special mention in the end credits of the next Yakuza Kiss chapter
- Six month bonus: If you're a shateigashira for six months, you will get the next 2 Pink Potion games for free

10\$: WAKAGASHIRA: Get a Yakuza Kiss Steam Key!

- All previous tier content
- Get a Yakuza Kiss Steam key (1 x key/month)
- Special mention in the end credits of the next Yakuza Kiss chapter
- Six month bonus: If you're a wakagashira for six months, you will get the next 3 Pink Potion games for free

[Please note that the Wakagashira tier price might change since it's linked to the current Steam store price!]

20\$: KUMICHO: Become a Yakuza Kiss lover!

- All previous tier content
- Get your name permanently added to the "Yakuza Kiss Lovers" section of the game end credits
- Six month bonus: If you're a Kumicho for six months, you will get the next 3 Pink Potion games for free & you get to be a side character in Yakuza Kiss (you also get the Live2D character file)

I will keep you posted on our progress here on the Steam forums, but for daily updates it's best to check our twitter!

<3: Yume & Pink Potion Team

You can reach us here on the forums or check out our pages on social media:

twitter: <https://twitter.com/PinkPotionGames>

patreon: <https://www.patreon.com/PinkPotion>

website: <http://www.pinkpotiongames.com>

email: [info\(at\)pinkpotiongames.com](mailto:info(at)pinkpotiongames.com)

. **Welcome to YAKUZA KISS!**



Yakuza Kiss chapter 01 is finally about to go live on Steam Early Access. Our tiny team (myself and my partner) has worked its butts off and the journey to this point has been quite long and hard, but I hope you will join us as we release new chapters, and unfold the story of Jeong Moon and Yuki Yamaguchi!

Yakuza Kiss will remain in Early Access until we have released all upcoming chapters, please feel free to contribute your feedback and feature requests. You can also support us by spreading the word or by becoming a Pink Potion patreon.

You can find us here:

[Pink Potion Website](http://www.pinkpotiongames.com)[www.pinkpotiongames.com]

[Pink Potion Twitter](#)

[Pink Potion Patreon](http://www.patreon.com)[www.patreon.com]

[Pink Potion Youtube](#)

<3: Pink Potion Games

. Thank you & a monday status update!:



It's almost been a week since we launched Yakuza Kiss on Steam Early Access, and I wanted to thank each and every one of you that has given this visual novel a chance. You have our love and thanks! <3 The response has been overwhelmingly positive so far and we hope you will stay with us until this long, twisted and dark journey reaches it's finale!

We're working hard on chapter 2 and although I can't give you a release date yet, I can promise that we won't leave you hanging for too long. In the meantime you can follow our progress on our social media accounts and homepage.

We've received a lot of great feature requests, and we will try to add them as soon as possible, but most likely we will add them little by little, so everything gets implemented and tested well. Remember that you can always send us your feedback and feature requests here on the Steam discussion forums or via email.

Since our team is tiny and our resources are limited, we could really use all the support we can get, and I hope you will help us along the way if you can. You can spread the word, leave us a positive review or you can even become a patron. We got our first two patrons last week and it means a lot! We reward patrons with behind-the-scenes materials, steam keys, beta test access and other goodies, so please consider joining! Your support makes a huge difference!

patreon: <https://www.patreon.com/PinkPotion>

twitter: <https://twitter.com/PinkPotionGames>

homepage: <http://www.pinkpotiongames.com>

. July progress update - questions and issues:

Hi Yakuza Kiss players, it's time for another update on our progress!

We've been working hard on chapter 02 and it's about 80% complete. To be honest, I wanted to finish it a lot sooner, but I've had some health issues that have REALLY slowed us down. This week I have barely been able to sit behind a computer. :(This is the risk of running a small team - when I'm sick - things come to a standstill. Fortunately it's nothing serious and I should be up and running soon, but I wanted to let you know what's happening, so that you aren't worried that we've just forgotten about Yakuza Kiss. This project is extremely important to me and there is no way it's not getting finished. From your comments and wonderful messages, I also know that a lot of you are waiting to see what happens next. But please be patient with us and know that as soon as I feel better things will progress much faster!

Now, let's discuss the code. We've managed to make a few upgrades to the game:

- AUTOPLAY/AUTOREAD: you can activate this mode and the text will progress on its own, without you having to click all the time. The game stops progressing when there is a choice to be made, but otherwise you can just sit tight and relax.

We decided to start with this feature since it was one of the most requested features and also because we don't want you to hurt your fingers from all the clicking. :D

- RAM OPTIMIZATION: This was not a requested feature, but we felt that it was important to optimize the game performance. We've divided the game assets into chapters and we cleanse unused assets from memory. This means that older systems will now run this game a lot smoother.

We might put these updates live soon, but at the latest they will be available with chapter 02.

A lot of you have requested changes to the autosave system. We are currently investigating the possibility of having manual saves. At this point it seems possible that we might be able to do this after all, but I will let you know when we have tested it out.

Lastly, I have some questions for you! I've gathered your feedback and feature requests and I've listed most of them below. Please let us know what you think about them and what you would prioritize. They are all features that we will very likely add to the game, it's just a question of in which order you would like to see them added. We are planning to add a few features per new chapter.

- TEXT OPTIONS: Some players have requested the option to change font sizes and colors (to enhance legibility)

- CG GALLERY: The ability to collect and look at CGs in a separate gallery

- TEXT ARCHIVE: The ability to access a text log (in case you miss something or just want to read it again)

- VIDEO SETTINGS: Change the resolution, fullscreen/window mode, etc.

- HIDE the UI: Hide everything other than the screen image

Feel free to add your own feature request below or in our discussion forum.

As always, thank you so much for the support and love! <3 I'm so happy to have you along for this journey! If you want to follow our progress more closely, you can visit our social media profiles. I love receiving your messages and feedback, so never feel bad about reaching out!

twitter: <https://twitter.com/PinkPotionGames>

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