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About This Game

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Disclaimer: All in game characters are 18 years old or older.

Welcome to Tokyo most prestigious school for young foreign students: Koto Gakuen.

Enter your first year at Koto Gakuen and discover Japanese language through easy to learn lessons and compelling mini games.
Meet new friends and unveil their story and maybe find love through your adventures.

Love Language Japanese is the very first Visual Novel/Dating Simulator offering a learning experience to start your journey in
the world of Japanese language.

Created to help you bootstrap your Japanese language learning ability, Love Language is a fun way to start your studying
adventure!

CONCEPT



Love Language Japanese is a smart blend between a Visual Novel/Dating Sim and an E-learning experience. Through 90 in-game days learn Japanese every weekday morning and use your free time to roam the map in search of new adventure, new friends and perhaps new love.

In Love Language you will go through a full trimester program at Koto Gakuen, a prestigious language school for foreign students in Tokyo. During these 90 days it will be your choices that will define where and with who you end up.

STORY



Your new life in Japan awaits you! Everything is going your way and the most prestigious Japanese school for young foreigners open its door to you...That is until they uncover your little deception. Live a full adventure of discovery, learning, love and face many challenges to become a true student of Koto Gakuen.



CHARACTERS



Meet Helen, Sarah, Miyuki, Professor Saito, Dean Oyama and many other characters. Discover their life, their goals, their

passions and fears and maybe find love with one of them. Every day of your adventure chose who you will spend time with and who you will give your heart to!

LESSONS

April 26, Lesson

あれは レストラン です

are ha resutoran desu

THAT IS A RESTAURANT

Vocabulary

レストラン resaturant カラオケ karaoke

Prof. Saito

The object (restaurant in the above sentence) is far from both of the speaker and the listener.

Discover and learn Japanese through more than 50 lessons and tests. love Language Japanese was created to help you bootstrap your Japanese learning ability and give you a great base to go further! Read, listen, understand the meanings and test yourself all through the game with bit sized lessons.

Title: Love Language Japanese
Genre: Adventure, Casual, Indie, Simulation
Developer:
Papurika.moe
Publisher:
Initiative Media
Franchise:
Love Language
Release Date: 11 Jan, 2019

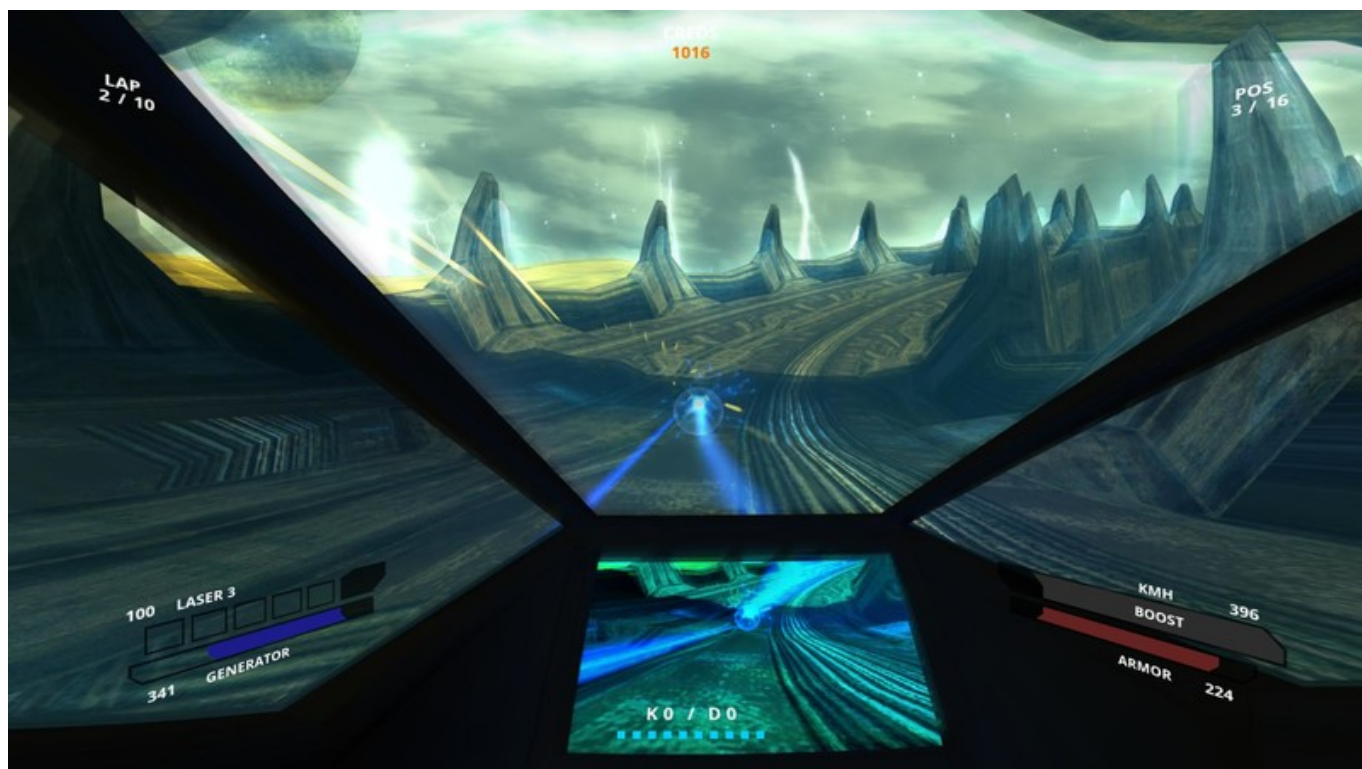
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English



We shook hands and performed what the Maori called a 'hongi'.





[illegible]

*Additional edit 2017-01-26 Dead Drop Studios made another change to the control scheme already. Kudos on quick reaction time to customer complaints. Other indie developers could learn a lot from you, while you may have a vision, your customers may not share that vision. Thank you for not just hearing us, but listening and, as hard as it might be, changing your vision just enough to accommodate your customers.

As the controls were my main issue, and even though the game still has some things I consider to be problems including the controller controls, I am now recommending you give this a shot. I have another game, a bit similar to this in a few ways, that could be great, but due to the way the screen is locked in multiplayer, and the steadfast refusal of the devs. to fix it, I could not recommend that game. This one, simply because the developer is listening to their paying customers, I most certainly can. There are, however, several other comments I need to make.

Instant "barricades". You can, literally, make a barricade appear out of nowhere. Then a countdown starts until you can re-barricade. I don't like this "feature. Make objects like desks and chairs move-able, let me knock over a vending machine or something in the environment instead of pulling objects out of thin air. Did I mention I don't like this? I really don't.

Screen "overlay". There's some kind of haze on the screen 100% of the time. It detracts from the game. If it existed only in certain places where it was hard to see, I'd be happy with it, but it's always there. I also don't like this.

Edit: Okay, +1 for quick dev. replies, and an answer to the reload issue that I'd brought up before I edited the review. Turns out it's not an issue. I was completely unaware of a way to quick reload without going into the inventory. The tutorial either didn't mention it, or I didn't notice which would mean the tutorial failed to teach me that function. Either way, I'm glad this was not completely overlooked. You can re-load while aiming without going into your inventory to combine the weapon and ammo.

Edit to add: I disagree completely with the inventory comments made by DDS on this review, having a KEY take up the same space as a SHOTGUN does not ratchet up the tension, it's annoying and makes no sense. Give items weight, or a value based on size/weight and let that dictate how much you can carry. I can't fathom how it's even remotely possible that carrying FOUR KEYS takes up the same inventory space as a shotgun, a pistol, a grenade launcher and a combat knife. Unless those are some huge keys. But they're not. As for barricade and "dirty lens" effect. I don't like 'em, but I doubt it's going to change.

A small change I'd like to see is hitting the open inventory screen button while it's already open could close it again, instead of having to click exit, or hit the ESC key. Yeah, it's a minor thing, but it shouldn't be hard to implement.

I also must ask a question. What's the point of walking slowly if there's no energy system and my character never tires? I'd love to be able to "always run" or toggle run/walk. Holding a key CONSTANTLY while playing just to run all the time, when I'm always going to run without exception, is annoying. I almost want to stick the run key down with glue....

Despite my complaints changes were made to the game and I can now recommend you try the game if you like this genre at all. It's not perfect, but with an active developer who listens to his customers and quickly implements fixes to make them happy I think they deserve a shot. Plus, the game's fairly cheap and has co-op multiplayer, two big plusses.

p.s. I've edited, and re-edited this a few times. Hopefully it all makes sense. :). I personally don't like 'Oh... Sir' sequel. Yes, I agree that game became much deeper and pleasant in terms of possibilities and variabilities for building interesting insults, yet, it became less fun. First of all, there is more pause between words so it takes longer to talk (or at least it looks like it). Second, 15 seconds is not enough to read and understand all those sentences for someone who is not perfect god of english. I am seeing players doing a lot of mistakes, I do them as well, not because of missclicks, but cuz we don't even understand which part of sentence this 'xxxx' should be put in. Right now there is no proper interface feature that can help you understand which words is usable there or there.

The next problem is, most insults are way too much specific. It appears that a good part of those require some special treatment just like Hovercraft in prequel - it's really hard to use it right. And there are way too many of such words. Moreover a good pile of people mentioned here are a mystery to me. We all know Gandalf, Harry Potter and Marilyn Monroe, but who the heck are these guys we insult in text? Well, just now I checked Steve Buscemi and do remember this guy from Boardwalk Empire, yet, 95% of others are unknown to me. I don't understand how to build sentences around them and it requires you much more than just knowing who they are. It feels like I am forced to actually be one of those celebrities to understand their world and therefore insult properly in game.

Now the last part, when you have first turn you get lots of possibilities, cuz you probably just gonna steal the first 2 phrases good for damaging opponent. The second player often left with some crap which will deal 5-7 dmg in best scenario, but mostly will end up at 1-4. And, to be honest, all those mega smart insults are smart to an extent where they stop being funny and just become smart... It's not interesting to listen to them. I mean, in previous game there were lots of ways to harm opponent's pride, but right now it feels more like a bucket of vomit. I end up using 'your dog', 'next movie' and other things that I think are not an insults in a first place.

So, what can be done to improve game?

- 1) Add some more basic words and sentences, like mom and dad (I am missing those 'dumb and ugly', etc stuff);
- 2) Add 1 additional line of random words to the middle field, it's now hard to build properly with increased vocabulary;
- 3) Songs with words inside which are played on background are not just ruining atmosphere of this game but also annoy a lot;
- 4) When game is minimized it should play sounds, which will help us understand when it's time to get back to 'insults tab', since staring into monitor for 15 mins until I find opponent isn't right;

5) Some heroes are booring and anooying, like that bonsai girls and Monroe - if you gonna add more characters, make them aggressive, loud and harsh like Serious Sam... So we can understand what they are saying;

6) Solo campaign (careere?) is kind-a booring, mostly cus enemies are mega dumb; and repeating the same quests for every hero is silly - give everyone different quests, so we have something interesting to aim for.. Great story, the platforming can be difficult if you don't learn from your mistakes. The bosses are difficult and a good place to learn the controls well as you die repeatably.

Expect to die a ton of times. Some areas seem almost impossible to survive through the first try, but you can keep attacking it an wearing it down as you become more skilled.

Don't expect an easy game. I am pushing through because I love the story. Also after the about 300th death I think I am getting the hang of it. I just need to stop standing on traps while looking for where to go next.

Note: there are a few things that could be done to improve the experience a bit, and I am sure they are working on them.. the game is a bit glitching, not responding. but im enjoying the time it is working... well though out game!. I have played to 100% completion (main story, challenges, unlockables, etc.) It was fun enough for me to spend 8-9 hours completing and unlocking everything but I can't recommend it for everyone. First of all, the price is pretty steep considering how quickly you can blast through the main story. (If you watch all the cutscenes and read all of the dialogue, you can finish the 14 chapters well under 2 hrs.) The combat is too shallow and the levels aren't very challenging at all.

I didn't start to run into any difficulty until after I had beat the story on normal & hard, and then got really far up on the challenges list. This was when I was about 75% complete with everything. Then the game very quickly turns into a grind fest where you have to level up your character to unlock the next challenge. By this point, your character becomes so powerful that the game very quickly becomes too easy again, and you're just grinding to level up and unlock the rest of the challenges so you can steam roll through them.

There isn't going to be much motivation for most people to unlock everything, or to even keep playing after finishing the main story. For those who are wondering about the optional R-18 patch that has to be downloaded separately, there's really not much there. There are some topless costumes and there is a bonus room where you can watch your character get put into some compromising positions with traps and enemies (nothing more explicit than dry humping).

If I could give it a sideways thumb I would, but I can't honestly give it a straight thumbs up. I would only recommend it if you see it go on sale for five bucks, or if you're a completionist who likes to unlock things. What would have made it more worthwhile is if there more R-18 content to experience after beating everything, but you really don't get rewarded much in terms of unlockables.. This game hits you hard with intense platforming and combat challenges. The art style is stunning too, every aspect of the visuals is overflowing with charm and polish. Be wary- this game does not take it easy at all. If you enjoy games where you fail often- then this is the game for you. You will lose, a lot. But the promise of success will keep you coming back.. How could one not like this game?

This game is a proof that video games can be (were) great.

If you are a fan of Legend of Grimrock, the Might & Magic series, some of the Dungeons & Dragons games such as Dungeons & Dragons: Eye of the Beholder, Demise: Rise of the Ku'tan, Anvil of Dawn, Thunderscape or any dungeon crawler games, then you'll love this game,.

If you are a fan of games such as Baldur's Gate and Neverwinter Nights, you may love this game, it has the same oldschool feeling.

- Great soundtrack, I really mean it, it has great music and the sounds are really good.
- Awesome graphics, for a game of that time, it's actually pretty beautiful, anyway, if you are like me, which means that you prefer good old beautiful graphics that are not about the overused/overated colors and other kind of overused/overrated crappy settings you find in modern video games, such as the bloom.
- Great gameplay, if you like turn-based combat, you'll love this.
- RNG, if you love RNG or it simply just doesn't matters to you, then you'll probably love this game.
- Great fantasy universe.
- Good CRPG/RPG
- It has guns, that's either a like or a dislike depending on what is it you're looking for.
- Even though it doesn't have lot of weapons and items, it has a good amount of races and classes.

So if you are looking for a great dungeon crawler CRPG, then this game is for you, if you're new into this genre, you should try it, it's a good start.

I'm giving this game 9.5/10. This is a great game and I had a lot of fun playing it however be warned this game is very difficult so if your looking for something you can do in a few hours this isn't it. Overall, it's a great experience and I recommend it.

+Good soundtrack.
+Auto fight or manual.
+Equip gear automatically or manual.
+Graphics is nice.
+You can unlock all things without paying a cent.. It is kind of amusing but have some points which makes it really hard for me to enjoy this game.
At first, the puzzles are really easy to solve and spread over a maximum of 3 different screens. The dialogs feel unnatural because the sound files don't overlap which means a person getting "interrupted" by another one finishes its sentence by itself ... a little pause with no voice ... and then the "interrupter" starts to speak.
All this I could easily ignore and enjoy the story, wouldn't there be this sometimes game-breaking bug where the game always ends itself if you change the screen. ~.~. BURKA MI V ZDRAVETOOOO I MI LAZI PO NERVITEEEEE
:@@@@@@@@@@@@@@@@. Very satisfying setting, puzzles and characters. There were exactly two puzzles that seemed rather obtuse and required a quick walk-through confirmation - but the game as a whole is definitely fun if you are feeling like a short, re-playable sci-fi/cyberpunk/post-apocalyptic/Nordic crime thriller.

(Also if you like this try Unavowed). I haven't played it! :D

10V10. i got this really cheap and its awful, maybe if the contrast wasn't so messed up i would actually play it, but its really hard on the eyes...no joke, it actually hurts my eyes because the contrast is awful and you can not adjust it.. Excellent remake

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