
Yakuza Kiss Download Key Serial Number



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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







yakuza apocalypse kissasian. kissasian yakuza. yakuza deadly kiss. yakuza 0 kiss shot. yakuza 0 kiss. yakuza kiss steam. yakuza girl kissmanga. yakuza 5 machine gun kiss. yakuza machine gun kiss lyrics. yakuza kiss download. yakuza kiss. yakuza machine gun kiss. yakuza kiss igg. yakuza kiss game. yakuza kiss free download. yakuza 5 kiss kiss interview. yakuza 6 kiss. yakuza kiwami kiss shot

this game is dead theres no work being done and no proof that there is work being done there are no players on any of the servers so go spend your money somewhere on something you will enjoy. This game is such a lil' gem! I think you can tell pretty well if you're going to like it from the description and screenshots. It's whimsical and simple and definitely right on when it says it's made to please introverts.

I loved wandering around the first time, but honestly, it's only gotten better each time I've checked in (in little 10-15 minute sessions). The characters are charming and funny, the environment is goofy and satisfying to kick, and the sound effects are calming. A+. :-). After what...six years now?...this is still one of my faves. I still come back and play it periodically. Never get tired of the skulking around you can do, then open up fire on a few baddies for a while....then go back to skulking. This and the expansion pack Crysis Warhead are just a kick.

Sort of like Call of Duty meets HL2, but with more hi-tech baddies and then some pretty mean aliens both big and small. Exceptionally weaponry at times as well.

It's engaging on a lot of levels. You get your action on for a while. You get to sneak up on enemies and eliminate them in fun and interesting ways. And it challenges you to find sneaky means of taking them out. Even cooler: there are dozens of ways of attacking, and you can go back when replaying and try various new things and methods.

Even better: it's as complex and slow-moving as you want, or you can force combat into a faster pace. Out-freaking-standing game. Good arcade racing game that runs on Linux through Steam Play (Proton 4.2-5). Another good thing about this game is it properly supports 21:9 aspect ratio.

Logitech F710 is also detected properly on Ubuntu MATE 18.04.2 LTS.. A fun team shooter game where chairs are both decent weapons and impromptu shields.

It's a great bar brawl, with lots of random items around for fun, frantic gameplay

Can't get a xbox 360 controller to work. The game won't let me configure it. Every time I try it switches me back to the keyboard. Let's cut to the chase: despite the charming aesthetic and the many flavorful references this game has multiple problems:

* Not particularly deep story or gameplay wise. * Quests are simplistic, repetitive and most often thinly guised kill X amount of Y assignments. For many questions you choose yourself how many enemies you wish to engage in battle at once which takes away the challenge. o * Easier quests are often unlocked by finishing harder ones. You might finish a level 22 quest to unlock a level 9 quest which at that point is trivial. * The game is very grindy, repetitive and most usefully stuff (including classes) is locked behind a gold grind.

All these points suddenly make sense when you consider that this game started out as an iOS title with ****micro transactions**** which were since removed due player backlash. What you get is still a game designed around enticing people into spending money to cut corners without actually being able to do that.. A very interesting game with a unique setting that the creators clearly did some homework on. The writing is well done and everything from character dialogue to bits of history in the narration helps bring the setting and atmosphere of the game to life. I'm also glad to have found one of these text adventures on Steam that doesn't take place in a fantasy universe or have things like magic included. These types of games set against the backdrop of real history are great imo and I hope the developers will consider making more.

I enjoyed the way the game was split up into cases, and felt that the stats you gave your character during the intro really did impact the way the game turned out. I think this game allows for some pretty different playstyles, I had a good time on my first run as a furtive coward who smooth talked his way through tough situations, it was nice to see that there was usually a way through a case if you properly utilised your character's talents. I also like the fact that you can play both sides of the law and even end up somewhere in the middle, it really made the game feel more open and adds replayability value.

Only major negative I would say (which other reviewers have pointed out) is that the ending seemed to come out of nowhere and felt a bit rushed. I hope in future if the developer made another game that it would last a bit longer, I feel like there was more potential that could have been gotten out of this game.

Overall, I think it's worth a buy for the fiver it's sold at.. I like the setting of the stone age immensely so I expected I'd love this more than I would the same type of game but set in a different era, but, sadly, truth be told it's just an incredibly shallow game lacking anything close to progression. Shame, I was really, really looking forward to liking this but it's just so boring and easy. It needs a lot more variety and complexity because it's shallow simpleness make's it so that you can experience the entire game in like half an hour.. The application is quick. So you can easily access to the gameplay as you click the application. The game itself is simple and you can exit anytime, which is a good game to play if you waiting for something. For the gameplay difficulty, you simply just have to get used to it then you're going to enjoy it.. I am very glad this games exists. At first, I only bought it because of its sarcastic title and after a couple of minutes of play I thought that the game is in an amusing way strange but has maybe some rather poorly written dialogues. But wow \u2013 may whole perception of the game changed.

Like games as \u201cto the moon\u201d or \u201cRichard & Alice\u201d it shows very good, what one can achieve even with very limited technology if it is used not to create a generic JRPG but to focus on the story and create some unexpected and creative narration.

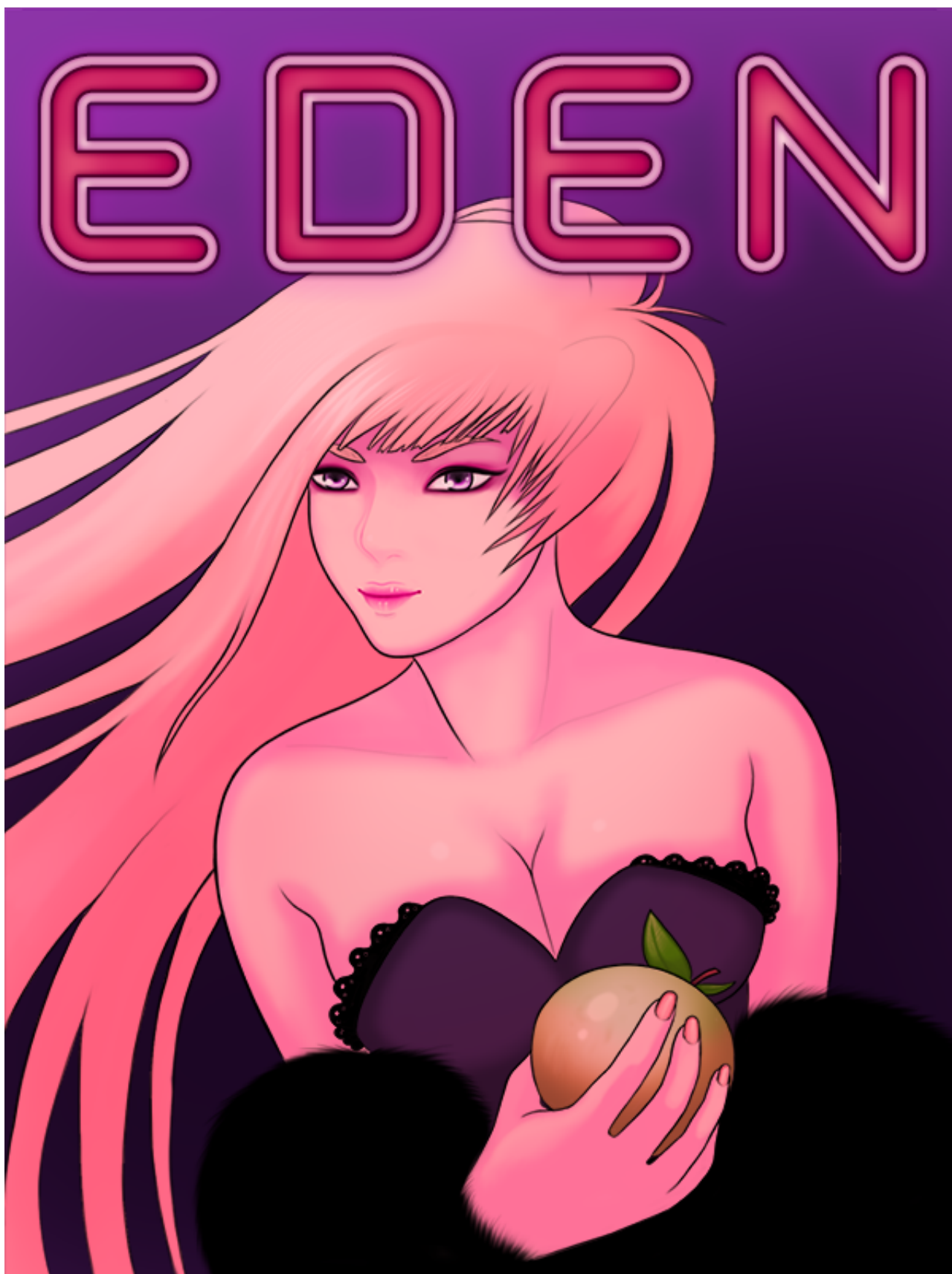
Surely, some people might be angered or outraged because the game clearly shows tendencies to discuss some issues about misogyny, gender relations and the social construction of gender. It has by times some strong statements even if they are good incorporated in the narration.

Besides that, the story is simply strong! The weird sci-fi story mixed with a tragic love story and a young woman looking for her destiny in a pretty strange world that gets day per day more twisted. The whole story about love, violence, friendship, terrorism, sects, sex and the hate for women in the history of medicine is brought to you with the help of great way of narration: A surreal way of breaking the fourth wall (breaking? Devastation of the forth wall and half of the stage) and strange \u201cSophie\u2019s World interaction\u201d without the consciousness of the main character, which you control, and what indeed is the problem.

. I enjoy this game quite a bit. I've always liked Breakout style games for their gameplay, but have never been that crazy about them. This game, I really do enjoy though, and I think it was the Castlevania-esque style that sold me over. The power ups are all really cool, and unique. The game has a lot of replay value, I have over 7 hours, and I've yet to get all the endings and collectibles. The story and odd sense of humor are definitely hit or miss, but I personally am a fan of it. It's very reminiscent of the early days of PC game writing, where you can tell the devs didn't really care too much, and where just trying to have some fun with it. It's one of those things, where you can't take it too seriously. Overall, I would most definitely recommend this game.. Very nice !! i love this game. Why? because it's easy to fun with. If you like the gameplay of super mario 64 then you will fit right in this game.. Like the previous games in this trilogy, The Cat Lady and Downfall, Lorelai has interesting and beautiful worlds to explore. The gameplay was fun, and I enjoyed the dreamlike logic of solving puzzles. Where the previous games had issues with audio quality, Lorelai sounds great. I wasn't a fan of all the effects of Unity used, or the constant close-up zooms of low resolution graphics, but mostly Lorelai manages to look great.

However, the writing is severely lacking. While the supporting cast and the slice-of-life sections were lovely, the major plot feels almost offensively bad. As someone who waited for the game and really wanted to love it I'm very sad to say the story itself is good enough reason not to play this game. Even if you liked the previous games, like I did, you will not find anything remotely emotional at the end of this story.

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>

. 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](https://twitter.com/PinkPotionGames)

[Pink Potion Patreon](https://www.patreon.com/PinkPotion)[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>

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

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



. 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>

. 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:

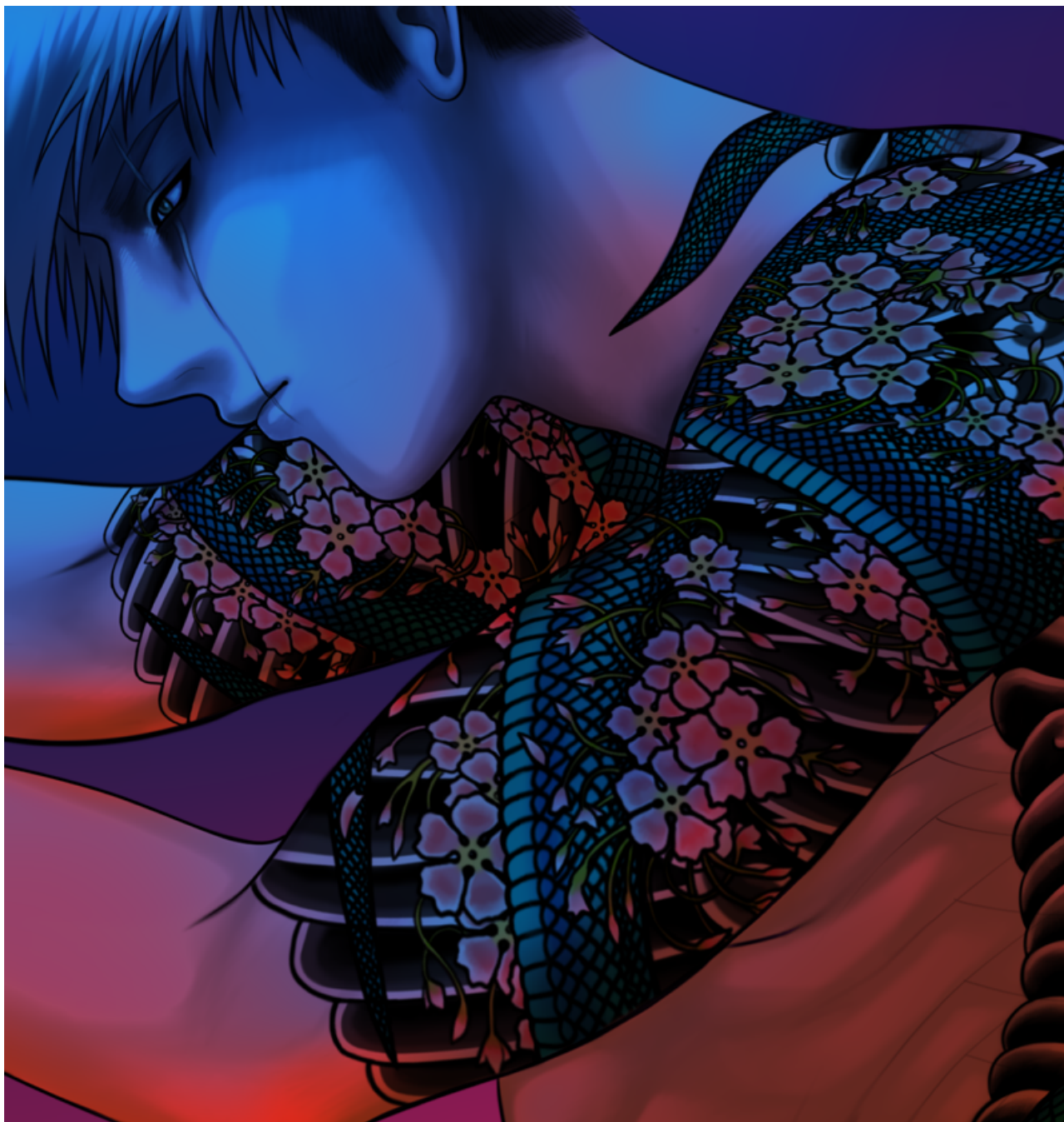
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website: <http://www.pinkpotiongames.com>

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

. **Chapter 03 testing has begun!:**



Hi Yakuza Kiss players!

It's been another long grind to get here, but we're finally beginning the test rounds for chapter 03! As we did with earlier chapters, we will test the new chapter in parts with the help of our test group and patreon test group, and when all parts have gone through with flying colors, we will release chapter 03 here on Steam. As always, the best way to keep posted on our progress is through our twitter account.

I'm sure some of you are frustrated with the pace of our updates, but please be patient with us. Our team is small and I keep adding new features to the game with each chapter, and to be honest... I sometimes go a bit overboard with things - f.e. remaking and tweaking graphics for days; It's a constant battle between quality and production speed. Still, I hope that the long wait will be worth it and you can see and feel the love that I'm trying to pour into each scene of the game.

Another reason for our slow pace is a huge life change I and my partner are currently going through and preparing for: In

less than a few months we're going to become parents. :) It's obvious that this big change will affect the development of Yakuza Kiss - especially during the first few months - but I will do my best to mitigate this as much as possible. We will finish this project **no matter what!** I just wanted to let you know what's going on behind the scenes.

Thanks so much for the support and love you've given this project. It really keeps us going when the going gets tough.

<3: The Pink Potion Team

To keep posted on our progress you can check out our sites below. If you wish to offer extra support and gain some rewards in the process, please check out our patreon page! We offer Steam keys, test build access, making-of videos, visual novel tutorials and more!

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)

PS. I sometimes miss messages posted here on the Steam community, so please don't hesitate to send me an email or contact me on twitter!

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