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## Yakuza Kiss Key Serial Number



Download ->>> <http://bit.ly/2K0z4hJ>

## 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...

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

I thought this game was very creative and original. Enjoyed playing it. Songs were awesome. I'm sad to hear that sequels have been halted indefinitely. Really hope I get the opportunity to play more. Well since it's a free game probably no one's expectations are too high. There is only about 20 minutes of gameplay and nothing special overall, but understanding that this is one of the first, single individual's work - it's okay. Besides it's easy to get all achievements and add another perfect game to your steam account.. Crazy, Funny Puzzle Game!. This game exemplifies the difference between a "retro game" and a "retro-aesthetic game".

- Could the gameplay mechanics be implemented on a previous generation's hardware?
- If you did, would it still be fun?In other words, *just enough mutually-interacting mechanical rules to make the game a rewarding challenge to master. (See also: "Bushnell's Law".)*  
*Everything else is just chunky-pixel chiptune window dressing fluff.*

*Not that I'm claiming that modern audio-visuals and retro gameplay are mutually exclusive. They're just mutually independent.*

*In the case of "in Space", the answers would be "Atari 2600, or maybe an oscilloscope and some TTL chips" and "Yes".*

*Definitely worth your four quarters.. Spermination is a First Person Racing game that feels very similar to Space Sim genre as you can add lasers, ion cannons and thrusters to your sperm. You start off with a rather weak laser, no armor and a sub-par engine but by collecting floating money icons as you race through either the mouth or ♥♥♥♥♥♥, you will be able to upgrade your sperm for the next race. Be warned though, those additions to your sperm will only last a single race and you will start with nothing the next race regardless if you win or lose, so it may be best not to overspend on a single race. For each race won you will either create a monstrous looking baby or simply be swallowed. You don't really get anything for winning other than raising your percentage of successful emissions that will eventually unlock some more upgrades to equip. Each race generates a entirely new map featuring different layouts, different turret placement and strangely enough different ♥♥♥♥♥♥! wall colors like blue, green and orange, making you wonder what this dude is having sex with.*

*Unfortunately even though the maps are different each time, they feel very much the same and don't really feel like they were made with racing in mind due to most of the map just being a straight wide line. It makes sense I suppose, but realism is not really a thing in this game and random turret placement does not help to differentiate one race from another. There are power ups in this game, including health pick ups to repair your sperm and an energy overcharge which allows you to shoot or use your abilities indefinitely for a short amount of time. They are randomly generated throughout the course and are far too numerous. The courses are far too littered with power-ups making it so you can keep getting the overcharge power up every few seconds and simply breezing through the game. One other annoyance is that you can not crash in this game. If you plunge into a wall you will either go through it or be instantly teleported to the location before you crashed. Feels like a missed opportunity for some tense racing moments, like when the walls narrow and changes direction it makes it so all the racers are in tight quarters, so it would be pretty awesome to see some of them crash while trying to avoid one anothers weapon fire.*

*Thankfully you don't have to be holding down the forward key all throughout the race, as you can let it go whenever you want and the sperm continues moving forward, allowing you to focus on shooting at any direction. Imagine if the classic title "Asteroids" was in first person and you should have a spot on mental image of this feature. The race begins with one thousand sperm cells but that number will quickly dwindle as they are quite aggressive and will start blasting each other immediately. It is a pretty impressive sight seeing one thousand sperm sells flying all over the place, shooting at one another but their numbers are far too great to make it viable to win via shooting them down so it may be best to simply focus on those shooting you and be on your way. You can equip your sperm with heavier armor to take more damage but that in turn will make you slower so it may not be worth it for those that prefer speed. There is only one lap so you can't simply kill enemies and wait to pounce on those in the lead when they overlap you. This is primarily a racing game so don't expect*

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*something like Carmageddon.*

*Spermination does feature rubber-banding AI. They are quite found of suddenly zooming past you when you are a few meters from the egg. Turrets are also far more likely to immediately target you and ignore the competition. This is counteracted by them not being able to use power-ups, so you do have an advantage over them. Turrets become a much graver threat the deeper in you go and it adds some strategy as you may find being in first place will make you more likely to be killed. A nice little touch is that enemies all have different weapons equipped making combat feel a lot more satisfying as you will obviously want to deal with the shotgun like "spread shot" differently than the last sperm that had a puny laser. On the other hand no matter what weapon you have, your enemies will die in one hit, making your weapons feel a lot less diverse. There are one thousand racers you have to contend with but having a few actually use the equip-able armor would be a good solution. All your money comes from power-ups and you do not gain anything from winning other than unlocking a few more additions to buy for your sperm after a unspecified amount of wins. So winning gets you more items, items are purchased by money gathered around the stage and items are lost after each race. It is a endless cycle that gets old fast.*

*In case any one was wondering it does not have any nudity, you just hear a grunt and away you go into the randomly selected orifice. Visually it is no looker but it serves it's purpose, all though all text in the game is covered with ugly blue splotches after an update. Music consists of this weird techno music which fits in rather well surprisingly enough. There is only one song for the main menu and one for the actual gameplay so it does get a bit worn out eventually. Other than playing the game the only other thing there is to do is to look through a collection of all your hideous babies for your viewing pleasure. If this was some kind of plot to convince people to use protection, it most certainly is a good way to educate them on the very real dangers of going in unprepared. And by that I mean you'll need lasers to scavenge that wasteland of all it's cash pickups and come out rich, or die trying. As you can no doubt tell, Spermination has a very odd concept for a game and it does offer some rather fun gameplay but has very little lasting appeal. It is sold for a rather small price and I do feel it offers enough novelty and fun to recommend to those looking for a short game with enough weirdness as to make your friends question your sanity.. If you are an old "Pilot Wings" fan, you will love this! It's one of the best VR games I've ever played. This is one of those very few games that just feels perfect. Everything is polished. Gameplay is fantastic.*

*Don't bee fooled by the graphics, this game is all about gameplay and the simplistic graphics helps out with the fast paced movement.*

*I recommend changing the settings for the rotation to "Right Stick Snap". After doing that I no longer had a problem with motion sickness! It may feel a bit awkward or ugly at first, but you'll get used to it.*



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A very nice game indeed.

Soft soothing music together with great artwork, perfect for casual and puzzle gamers.

And it's one of those rare platformer games that won't let you enraged when died!

Highly recommended. =). It is fine.

Controls work but are not amazingly responsive.

The save points are in weird, not useful places.

The switching mechanics work but are mostly uninteresting.

Not the worst for \$2 but there are definitely better games.

Thumb sideways would be better.

<https://www.youtube.com/watch?v=uaKGSjpHi1I>. Had a great time with your game, just needs more content and a few bugs ironed out.

[Please keep stages coming because i'm leaving a thumbs up to what you have here already.](#)

<https://www.youtube.com/watch?v=13wBiexIrkY>. This trailer caught my eye for what seemed like fun narrative and a beautiful environment. What I got was a beautiful oversized level and aimless wandering with no clues on how to find where I should be going or even a way to record objectives.. Well... Im a massive ark fan.. after buying this i have everything to do with Ark... but this game is in one word... MEH

[my Pc Build to compare](#)

[I7 7700K 4.8GHZ](#)

[MSI GAMING X TRIO GTX 1080TI](#)

[32GB 3200MHZ DDR4 RAM](#)

[MSI Z270 TOMAHAWK MOTHERBOARD](#)

[Oculus Rift](#)

[Pros \(Personal Opinion and experience\)](#)

[Graphics arnt that bad \(720p in Headset\)](#)

[You can harvest and make Gear as in Standard Ark \(Not Buildings as far as i got through\)](#)

[....honestly i cant think of anymore Pro's...](#)

[Cons \(Personal Opinion and experience\)](#)

[The Controls are Jittery as hell](#)

[My Fps was NEVER stable dropping from 100+Fps down to 2-5fps at random intervals \(even when just standing there\)](#)

[All the areas you can go to are soooooooo small and limited. not much to really explore at all. just in 1 area for 5 mins then the next 5mins etc having to load each area 1 by 1.. tbh its quite annoying.](#)

[The tutorial in my opinion lacks alot. i bought the tek version. and the first thing i realised i did was destroy the Tek trex egg you can at the begining. could have been a fault on my end but i dont remember seeing anything to do with that on the tutorial.](#)

[Multiplayer was Constant Disconnections. barely got 1 game going for a few mins.](#)

[I personally feel that this game is lacking so much for the asking price you are paying for it. it could have so much more potential and BIGGER areas to explore. if you want something to kill time, buy this... but i wouldnt recommend this to anyone unless ofcourse the price was dropped at least 40% of the price now. im asking for a refund mainly becuse of the fps drops, 4 crashes on load, and the constant jitters on your hand controls.](#)

[. All ye Mac peasants! I am one of you who games on mac! Take heed! This game is unkind to those that play zombie mode! Hark! All ye who may have macbooks that can't run this game on medium or low settings. forgo this game. tis a pity to play on weak hardware together with our small breed of gamers of House Apple!. What an adventure. I can't recommend this thing. it barely qualifies as a game](#)

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### 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>



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[.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!](#)

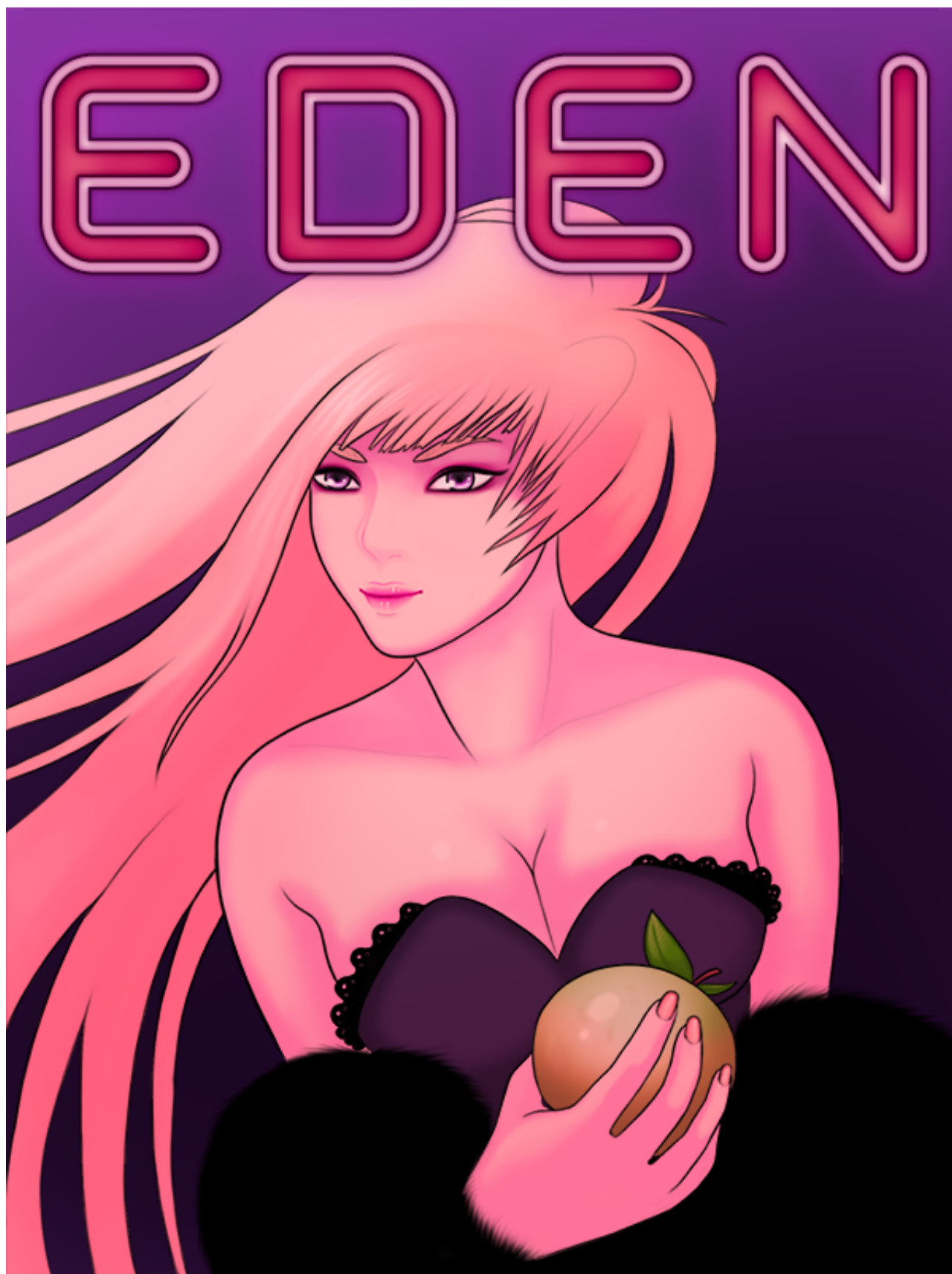
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[.Yakuza Kiss Chapter 02 is now LIVE!:](#)





[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.](#)



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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

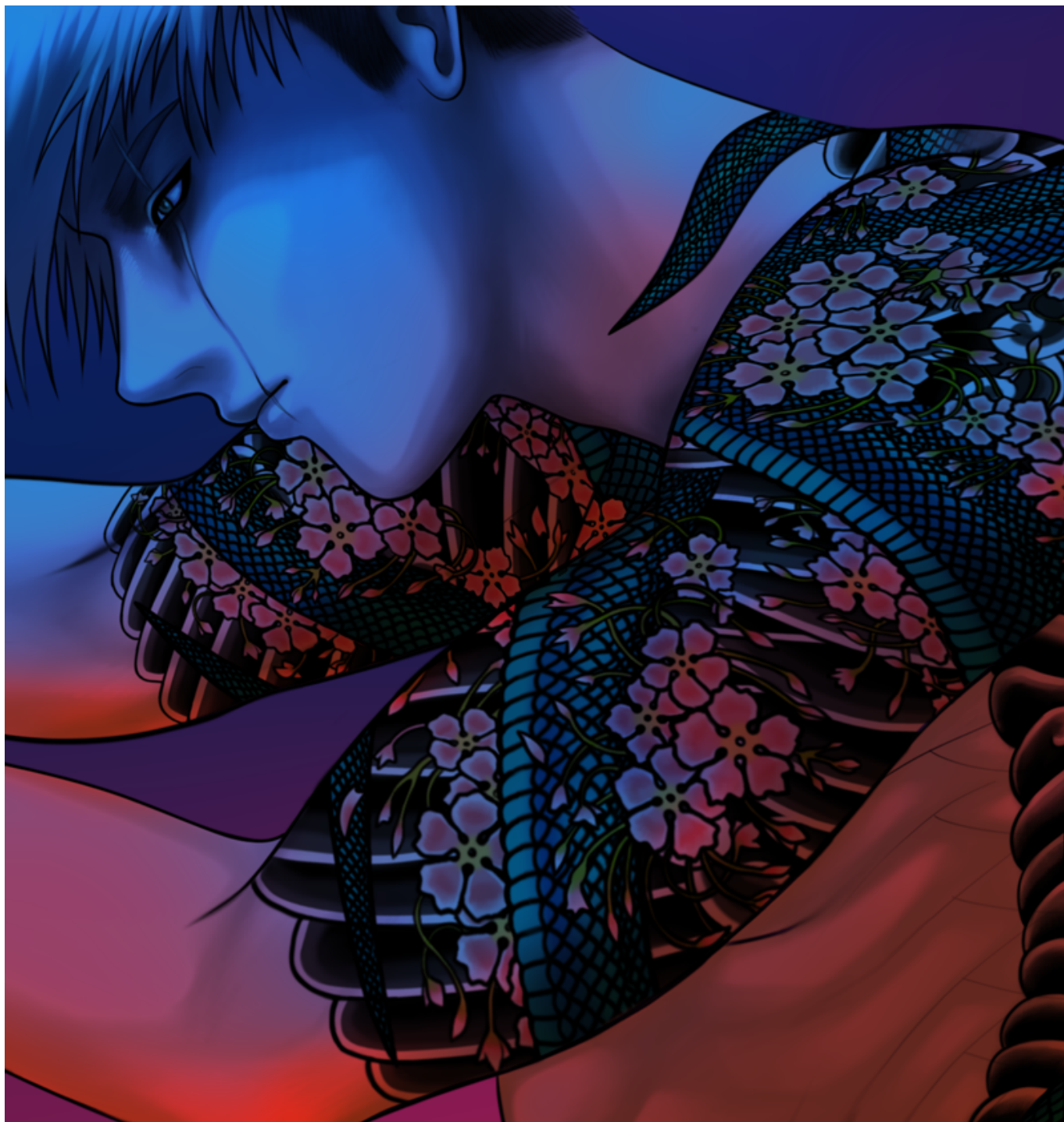
ps. We've begun work on Chapter 03 and you can always follow our progress on our social media sites. If you wish to give us extra support and gain access to all sorts behind-the-scenes materials and early game builds, you can take a look at our Patreon.

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

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

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

**. 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.](#)

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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!. **Chapter 02 Testing Has Begun!:**



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[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](#)

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[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 \(create a log where you can read your previous discussions\)](#)

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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)

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