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## About This Game

Ne no Kami is a romantic Japanese yuri visual novel adventure. A unique feature in Ne no Kami is the use of videos to illustrate battles and action, dynamically changing the pace and tension.



~At dawn, the moonlight illuminates the old capital enveloped in fog. Guided by fate, bound by their thoughts, the maidens dance. Amid a spiral of despair, the beloved princess and her guardian knight overcome their fear. Gazing up at the dawn sky, the princess of the earth gently averts her eyes. Descended from the heavens, bearing her dreams. Scooping up the ripples from the water's surface. The princess of the sun gazes, and contemplates. Light dwelling in their cerulean eyes, and with a will that can break down the wall of fate.

The dancing maidens of the old capital become the princess knights.~

A large earthquake rocks Kyoto at its core, unsettling the balance of the world. Through television and radio, news of absurd behaviors and emergence of cults became frequent, and demons sightings were reported all throughout Japan. But with the

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passage of time, society's belief in the supernatural was fading and the people's interest would eventually return to the mundane, regular life. The demons were no longer seen, and the world has become "peaceful" at the surface. Not long thereafter, the events of the earthquake were all but forgotten. Len has been living her entire life as a regular high school student. But suddenly, she is reunited with Shinonome, her childhood friend from long ago, and receives the ominous message-

*"Len, you are going to abandon this town... and die—today"*

Since her reunion with Shinonome, Len's life is thrust into an all new "reality," and the curtain which hid the "truth" of this new world is been lifted. Len and Shinonome must tempt fate and face a world in which reality is all but blurred, as the truth of this world comes to light.



- Thrilling yuri adventure from Kyoto based independent developer Kuro Irodoru Yomiji.
- Vibrant and well written cast of female protagonists. Discover their growing love and affection in a world of mystery and folklore.
- Superb art direction brings characters to life. Video and animation assist the action for truly dynamic storytelling.
- Renowned voice actress line up, including Aizawa Nachu and the late Mochi Yomogi
- Yuri is love, Yuri is life

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Title: Ne no Kami: The Two Princess Knights of Kyoto

Genre: Adventure, Casual

Developer:

Kuro Irodoru Yomiji

Publisher:

Sekai Project

Franchise:

Ne no Kami

Release Date: 26 Oct, 2016

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English,Japanese



Uzume

"R- R- R- Re--! Len-kun! W- W- Welcome!!"

QS

QL

A

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MENU







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Overall can't recommend in full price \$10. There are other games out there with better writing which allow you to indulge in fVf romance that doesn't make you feel icky by the end of it. Let me be clear, I have zero issue with yuri or yaoi for that matter, it's the execution that I have issue with.

I bought Ne No Kami when it's half-price. I'll be honest though even with the half price I'm not certain if it's worth it. It's not exactly super horrible but it's not exactly without a hook either plot wise. If I have to summarize, this game suffers identity problem. The best part of the Ne No Kami part 1 (yes this is part of a series), is the opening soundtrack.

P.s: If you are interested to read more explanations, read below. Beware of minor spoiler.

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Minor spoiler warning:

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I personally am looking for a mature fVf centered characters with promising plot that isn't centered fully in romance. While Ne No Kami does cover some of my expectations, it does so poorly. Ne No Kami has potential to be really good. Its downfall was wasted on juvenile jokes and plot holes throughout almost the entire story. Example, whoever decided to create Uzume the way she is right now really done her character a disservice. She could really be an interesting yuri character but instead she turned into (what another reviewer aptly described) a predator. Its like watching male perverted creeps who confused lust and obsessions to be the same as love come up with a game. The other fVf relationship between Shino and Ruka is also somewhat a failure. They have promised to be heartwarming and cute but the execution just isn't there. This one I believe is mainly failed because the romance build-up is rushed. It's as if the ppl making this game can't decide what they want this game to be. Should this be a cute story that tug players' heart? a yuri for predominantly male players? a parody? something for male teenagers vs adults? or maybe an action adventure with "male definition of a strong female lead"? I do give this game credit for trying to portray fVf love as less of an issue of gender but more of who you happen to fall in love with. Also as mentioned I like the soundtrack.





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