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## About This Game

**Disclaimer:** Some might not consider this a video "game" since there are almost no player choices and there is only one ending, but it is a far cry from a manga and can only be experienced on a computer. The name for this is a "Kinetic Novel" -- a subgenre of Visual Novels. You still click through at your own pace, of course, like any other VN, as well as save, load, and view a backlog of what you've recently read.

This is a linear story about a teenage boy named Keitaro Soseki from Kagoshima, Japan. It is a Slice-of-Life romance novel with lots of comedy as well. For those familiar with VN genres, most of the story is considered "Iyashikei", but there is a tragic element as well. There are 20 characters with voice acting and expressions.

Character list:

Keitaro - Main character. Smart, innocent, a little shy.

Yuri - Keitaro's younger sister. Bubbly and bright.

Haruko - Keitaro's older brother. Sporty and mature...for the most part.

Noriyuki - One of Keitaro's best friends. He is obsessed with girls and plays competitive video games for the high school eSports team.

Shino - A mature and reserved study-bug with a thing for Yuri.

Ayuna - Yuri's best friend. Has an interest in Noriyuki.

Kadan, Joji, and Orino - Haruko's friends who play for the school's American football team. Kadan is a giant goofball, literally and figuratively. Joji is his loyal sidekick who constantly fails to prevent him from making a fool of himself. Orino is the wisest of the bunch, often scolding Kadan for his clunky behavior and trying to prevent himself from looking like an idiot in their presence.

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Mai and Tomomi - Keitaro's parents. They're a warm, simple couple.

The characters all swap out for a new set in the second part of the story, except for Keitaro who stays present throughout.

Rinji - Another goofball, extremely animated (without any literal animation, of course). He frequently tries to impress Kasumi.

Takeo - Just as obsessed with girls as Noriyuki, but is a little smoother about it.

Hana - Keitaro's cousin. She has a passion for spirituality and her head can be in the clouds at times.

Aiko - Keitaro's cousin. He is a video game developer and sometimes reminds Keitaro of Noriyuki. He is also a passionate futurist who has complete opposite beliefs from his sister. They bicker easily.

Kasumi - Bubbly and kind. She is always smiling or laughing. Despite her excessive cuteness, she is smarter than she looks.

Keiko - Keitaro's love interest. Wholesome and sweet. She has significant similarities to Keitaro but also complementary differences that make for a natural progression from friend to lover. She is as confident as he is shy.

Tamiko and Michio - Keitaro's aunt and uncle. Tamiko is responsible and protective and Michio is a fun and hearty goof.

There are a series of adventures in the first part of the novel with Keitaro and his friends/siblings. The second part of the novel progresses into a more developed and committed storyline with much more depth to it.

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Title: Keiko Everlasting  
Genre: Casual, Indie  
Developer:  
Matt Stanton, Unmei No Basho, Kojiasano, Jeff Stanton, Naoko Kabashima  
Publisher:  
Matt Stanton  
Release Date: 11 Jun, 2018

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**Minimum:**

**OS:** Microsoft Windows Vista / 7 / 8

**Processor:** 1.5Ghz Processor or better

**Memory:** 1 GB RAM

**Graphics:** Integrated Graphics Chip

**Storage:** 1 GB available space

English,Japanese









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The idea of this game is nice, but the physics and gameplay is quite bad (at least on Linux). The pod reaches infinite speed upon bouncing a few times against some rocks and can disappear off screen. This renders the game unplayable..

Aye\u2665\u2665\u2665\u2665\u2665of the North. I was looking forward to playing Darknet since before I bought my Vive last year. An hour and a half into the game, I'm still excited about it, and the scope and content of Darknet seems to exceed your run of the mill VR titles, despite the superficial simplicity of the gameplay.

Currently only a few bugs with controllers registering as pointing at buttons and a lack of support for seated position is bringing it down, but compared to most other games, I the polish is great. You can feel that the game was designed with using your head as your pointer in the menus, and I hope we get the option to toggle to headpointing or something.. I have been waiting so long for a dlc like this. THE only con is that there are only 3 new cars, i would have like at least 5-7. It still is awesome. Totally worth it.. The game has big potential but the optimization is really poor.

The enemy AI is basic but you get hit by enemies when you are in the middle of the combo.

Also the only achievement that this game has doesn't work.. Have you ever wished there was a warcraft 3 moba\u2014me too, this is it, and its great. Also, if you were one of the few people who loved Gaurdians of Atlas (RIP) this game fills that void which no other game has tried to fill.. Quite an update. I'm into space and I enjoyed the hell out of this. The update handled a mess of usability issues and improved the graphics. The challenge is the game, not the UI. I couldn't help but imagine the book/film "the martian" the entire time I was playing.

I liked:

- Colonizing mars
- Lots of characters to pick from
- Real science
- Several landing sites
- Updated graphics
- Upgrading

I'd like:

- Better camera controls
- Some way to see the resources of each character without cycling through them

Super Recommended. A super complex, difficult and sexy loco to drive, which is why this DLC is one of my all time favorites

Pros:

- A boss drive, casual drivers need not apply
- You have to read the manual (no excuses)

Cons:

This Asset comes with no included stock, none, nothng, nada, to complete this locos capabilities you need the TAV enabled dopplestock that comes with the DB BR 111, and the bundle of advanced wagons and coaches that come with the vR DB BR 143, The only route this assets can possibly used natively in a limited state without supporting stock is Berlin Leipzig or Konstanz Villingen (because of the 111 dopplestock included)

Like the vR DB BR 101 the career scenarios for this loco are on a route (and use stock) that does not make use of this locos full capabilities, the dopplestock on Hamburg Lubeck does not just have no TAV they have no dispatch sounds at all! ... You will have to make your own scenarios, but then the sort of person that would enjoy this awesome loco is unlikely to demean themselves by playing career scenarios anyway.





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