
Loca-Love My Cute Roommate



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About This Game

Loca-Love is a kinetic visual novel (without any branching routes) with art by nanaca mai, of Corona Blossom and Grisaia fame, and a story by Japanese writer Hozumi Kei, famous for his sweet and romantic love stories. It follows the exciting but slightly awkward love life of protagonist Aoi Ichitaro after he moves in with the dreamy and beautiful girl he's had a long-time crush on...

STORY:

Aoi Ichitaro had been living on his own, until disaster strikes at his apartment and he's temporarily evicted. However, his misfortune turns out to be a blessing in disguise...

"Y-You're... free to come and stay at my place!!!"

Kojika Hiwa - Ichitaro's coworker at his part-time job - seems to have gathered all her courage to invite him over. Ichitaro, who

had already taken a liking toward her, happily accepts, signaling the beginning of their new life together. At first, things are awkward and embarrassing, but once the two become aware of their mutual feelings, their life takes a turn for the sweet. Sleeping, eating, going to school... every moment of the day is pure bliss when spent together with the caring and homey Hiwa. Naturally, Ichitaro wishes that they could keep on living together forever. There's just one thing he needs to do to make that happen...

Title: Loca-Love My Cute Roommate
Genre: Adventure, Casual
Developer:
Frontwing
Publisher:
Frontwing USA
Release Date: 25 Oct, 2018

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Minimum:

OS: Windows 7/8.1/10

Processor: Intel Core 2 DUO

Memory: 1 GB RAM

Graphics: VRAM320MB, 1280×720

DirectX: Version 9.0c

Storage: 3 GB available space

Sound Card: Support for PCM playback through DirectSound

Additional Notes: Windows Media Player 9 equivalent or higher

English,Japanese

OVERVIEW

STATES

SKILLS



Alejandro

TALK
HUNGER 0%
SICKNESS 0%
DEPRESSION 20%
FATIGUE 0%
INJURY 0%



Iliyana

TALK
HUNGER 0%
SICKNESS 0%
DEPRESSION 20%
FATIGUE 0%
INJURY 0%



Jacob

TALK
HUNGER 0%
SICKNESS 0%
DEPRESSION 20%
FATIGUE 0%
INJURY 0%



Winters

TALK
HUNGER 0%
SICKNESS 0%
DEPRESSION 20%
FATIGUE 0%
INJURY 0%



Yuri

TALK
HUNGER 0%
SICKNESS 0%
DEPRESSION 20%
FATIGUE 0%
INJURY 0%



Julia

TALK
HUNGER 0%
SICKNESS 0%
DEPRESSION 12%
FATIGUE 0%
INJURY 0%



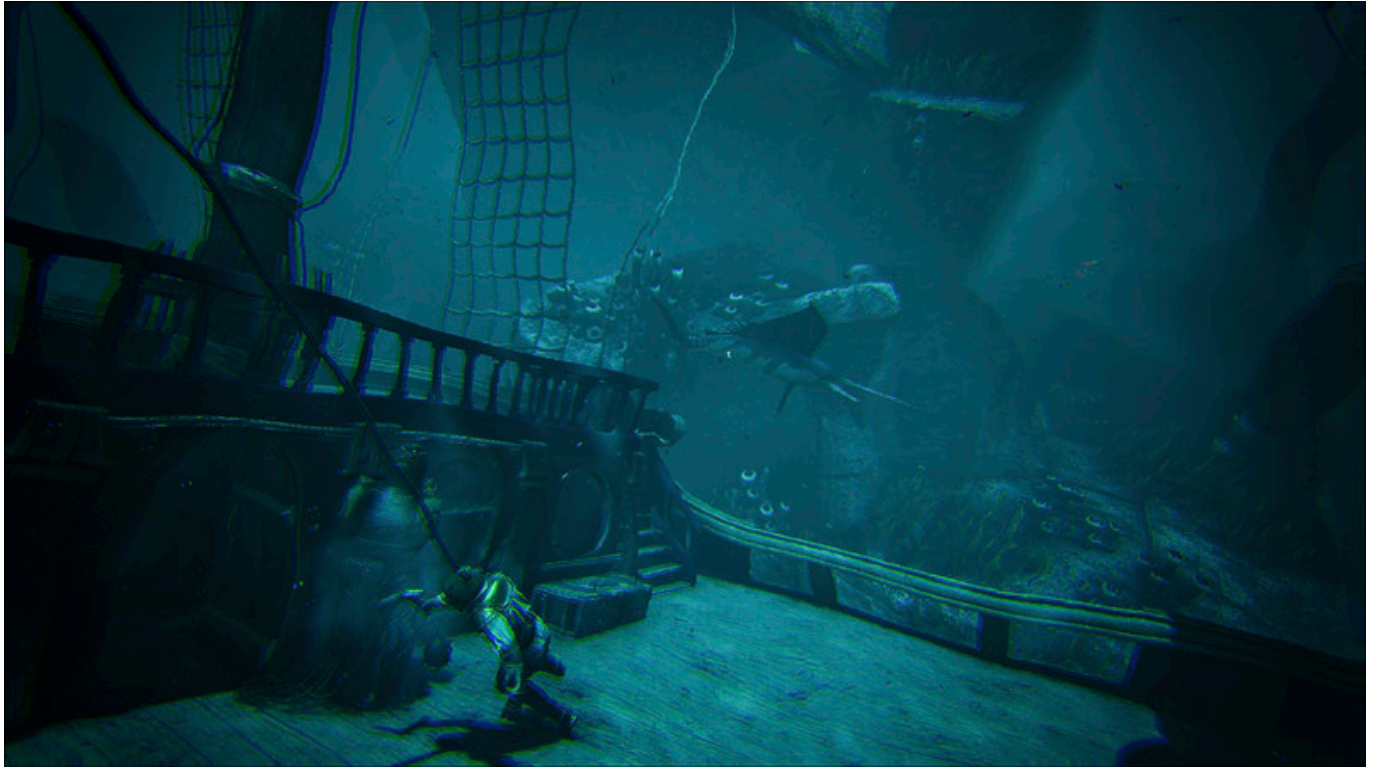
Bob

TALK
HUNGER 0%
SICKNESS 0%
DEPRESSION 20%
FATIGUE 0%
INJURY 0%



Alice

TALK
HUNGER 0%
SICKNESS 0%
DEPRESSION 20%
FATIGUE 0%
INJURY 0%





loca-love my cute roommate cg. loca love my cute roommate routes. loca-love my cute roommate patch. loca-love my cute roommate save. loca-love my cute roommate f95. loca-love my cute roommate. frontwing loca-love my cute roommate

The Stillness of the Wind was my first impulse purchase of the year. Earlier in the month, I had a long weekend and was looking for a game to play that wasn't going to take a long time to beat. The Stillness of the Wind was one of the first games I came across and it immediately caught my attention as a slow-paced, cozy-looking game. Perfect for a long, winter weekend.

Developed by Memory of God, The Stillness of the Wind is a quiet game about an old woman living on a small farm in the middle of nowhere. Every day there are chores to attend to, and every day it's up to the player to get as much done as possible before the sun goes down and the chore list is refreshed for the next day. As a slow-moving granny, your movements are limited and there will only be so much you can accomplish each day. Most days will come to a close long before you got to do everything you could do.

The old woman's farm is a quaint cluster of buildings and some small, fenced-in areas. The game begins with around six chickens and two goats. Feed the goats hay to be able to milk them. Turn the milk to cheese. Sell the cheese to the mailman for hay that you use to keep the process going. You can also plant a garden and go out in the area surrounding the farm to scavenge for herbs and mushrooms for food.

As the days go by, the game's story is told through a series of letters the old woman gets from the only other physically present character in the game, her friendly mailman. The narrative is grim, and paints a picture of a bleak existence where people only think of you occasionally and the rest of the time they're caught up in their own lives. If you have elderly relatives, this game will make you feel guilty for not keeping in touch with them as you probably should, or could.

Unfortunately, the story was as vague as it was grim. Being so isolated from the rest of the world meant that I had to fill in the blanks for the majority of the places and events that the other people spoke about in their letters. The only other correspondence was the brief chats I'd have with the mailman — which were half tutorial-hints and half actual narrative. A few times during the day-night cycle, the old woman has odd dreams that I couldn't figure out the meaning of, or the purpose. They just kind of happened and then it was time to go water the plants.

Adding to the confusion was some frustration. A few game-breaking bugs required me to restart my progress and because the game is so linear and slow-paced, having to re-do content wasn't very enjoyable. The bugs ranged from farm tools becoming stuck, goats dying to the old woman locking into a walking animation and endlessly walking away. These issues were echoed in the game's Steam discussion forums, so I know I wasn't the only one. The developed pushed through a patch that allegedly fixed some of those issues, but I don't know how that impacts players on the mobile/Switch versions of the game, or if it will even effect players (like me) who already beat the game.

Some of the games well-working mechanics were also a little mysterious. I never quite figured out how the hunger system worked, or what happened to my chickens — they all just vanished one morning. I ran out of firewood, but I had plenty of cheese yet the game wouldn't let me eat any of it. One of my goats fell over dead even though there was plenty of hay in the pasture, and one night wolves showed up but they didn't do anything and just left before I could use my shotgun. It was hard to shake the feeling that the game wasn't completely finished.

The Stillness of the Wind gives you some agency in how to approach your tasks every day, but the game is very linear otherwise. By the game's predictable ending, I didn't know how to feel. Altogether, my emotions ended up being a bit of sadness, confusion and annoyance all pushed into one sigh of ennui.

This review originally appeared on [Epic Brew](http://epicbrew.net). [epicbrew.net]. You need a way to report people too many hackers running around with no way for us to let you know who..... other than that the game is a fun classic shooter. This game is tedious and not easy what so ever. It doesn't hold your hand and I had to tap out very early and slum it on over to a walk-through. If you really want to challenge yourself try this puzzle game out.. best VN ever...great art, great voiceover, great story, totally free.... it's an attempt at mech warrior. it's got problems but it's early access. i enjoy it, it's slow motion quake in giant robots!

Not bad. Core concept is good. This particular release is like a demo, in the future, with development, a great game can be made. Well worth supporting.. ACHIVEMENTS!!!!!!!!!!!!!!!!!!!!

stupid game.. I have now played this game for about 25 hours. I know it has gotten mixed reviews, but I recommend it nonetheless. I am a life-long golfer and have also played every PC iteration from Links to PGA Tour to the TW series.

Pros:

Great Graphics and visuals

Realism

Physics

Career mode

No crashes

Cons:

Dull announcer commentary..needed David Feherty

Ambient sounds almost non-existent

Chipping is a bit mysterious

All in all, I am still enjoying the game..... Awesome little naval strategy game by a awesome and dedicated game Dev. If the video and screen shots interest you at all then I'd recommend buying it, you'll enjoy it.. Peace of cake!. If I could sum up my thoughts about this game in one word, it would be PogChamp. Super neat little puzzle game that takes some careful thinking and observation to beat within an hour. Love the work Escailty Games is doing and I can't wait for them to put the s in Games!

Easter Egg: Make the apple on the desk as large as possible and watch as it violates the First Law of Thermodynamics :). I liked your game but it's bad that you need to play it in one sitting. I've always wanted to play Sugar Rush from Wreck-it Ralph, and this is the closest I've ever been.

Worth it.

patch 1.4.1:

Hotfix in minigame with gears in "Block B 1st floor reception" location. **Patch 1.3.1::**

- German localization has been added

Fixed:

- inability to use gears in MG Gears on narrow screens

- minor issues fixed. **1.2.0:**

Added Bonus Materials:

- Cutscenes
- Wallpapers
- Music

Fixed:

-
- Mini Game fuses now resets after re-entering scene
 - some FR texts
 - Greenhouse entrance - zoom at small fountain doesn't lock until taking the item
 - some map action notification
 - action highlights (sparkles)
 - language auto selection
 - end-game crash
 - some achievements
 - picking up item in Asylum model
 - added new Clue
 - some other minor buggs

. **[b]Patch 1.4.0[/b]:**

- inventory interface rework
- tutorials was extended

Fixes:

- bugfix in minigames
- bugfix with navigation through locations
- sound fixes
- bugfix with using inventory
- minor bugfix with localization

. **Patch 1.1.0:**

- **Added french localization.**
- Optimization for different screen sizes.
- Map and hint improvements.
- Fixed bugs in Asylum Model mini game.
- Fixed bugs in Laboratory.

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- Fixed problem with disappearing spring.
 - Map issues fixed.
 - Some animations fixed.
 - Some missing/incorrect hints are fixed.

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