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About This Game

dUpLicity ~Beyond the Lies~ is a romance mystery visual novel with romancable guys. Different with the usual dating sims, the main purpose of the game is to find out the truth hidden in the past.

STORY

Yukina Kudou looks like your normal high school student, but she has a huge secret. She was ordered by someone to be the girlfriend of Youji Kataoka. She doesn't know why, nor what the true purpose behind it is. Everything begins from a mistake of the past and continues on as an eternal lie.

In the end, What will she find beyond the lies?

FEATURE

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- A combination of simulation game and visual novel. The general part is using simulation system, while the character route will be a pure visual novel.
 - Play Time: Approximately 7-10 hours
 - Capturable Characters: 3
 - Event CG: 67 (Including variations)
 - Ending: 15

GUIDE

There are help and hint functions within the game, yet some people might still find difficulties to beat it. If you need for a more detailed guide, please check at <http://www.roseverte.net/duplicity/eabout.html#guide>

VOICE

This game is unvoiced.

OTHERS

OFFICIAL SITE: <http://www.roseverte.net/duplicity/>
FACEBOOK PAGE: <http://www.facebook.com/roseverte.games>
TWITTER: <http://www.twitter.com/rosevertgames>

Title: dUpLicity ~Beyond the Lies~
Genre: Adventure, Casual, Indie, Simulation
Developer:
roseVeRte
Publisher:
roseVeRte
Release Date: 20 Mar, 2011

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English,German,Japanese



What should I do today?

September 26 (Mon)



SHOW STATUS

Hint!



I'll open this by saying that this game gets a lot of bad rep that it doesn't deserve. From playing roseverte's games, there's always been an intriguing plot that catches me by surprise, and continues to be memorable. This one is the most memorable for me. If you tried playing the game and found the initial stat raising bit to be irritating, please, follow the guide, the first time you get a character's route, you'll probably never need to read a guide again unless you attempt the harem ending.

Anyways.

The game starts out as a stat raising game, but once you go onto a character's route, it forgoes the stat raising, so if you don't like the initial part be at ease, as that's only a small fraction of the game that's used to give a variety of endings and ensure you get onto a character route. Each playthrough the story evolves. My first runthrough was Youji's route, and I thought his route was a perfect ending, and that none of the other routes would top his. But I was very wrong. There are many layers to this game, that you won't get in a first playthrough. I'd say that this game would be like Hatoful Boyfriend, with a much more serious tone during the stat raising parts, and a lot more forward about the truth, but just enough lies to keep you guessing how all the ends will tie together.

Each route gave me a new question, as well as answers. And I think the final route helped me feel at ease with the story. You truly do feel like a spectator in the world, watching the characters reach that misery, and even when I initially thought Youji's route was a great ending, when I looked at it again, I realized all the misery hidden behind that happy ending. I kept hoping for a better ending where everyone could be happy, and the game delivers on that after putting you through a roller coaster of feelings for each character. This is a plot I won't forget, and it proved to me once again to not judge a book by its cover, that's why I opened with that statement to anyone reading this review.

If you played this and didn't like that stat raising, the stat raising will go away soon, please play another more minutes. If you don't like the art, I think the story is worth it. I know I can't tell everyone that they have to play this game, and I know this game isn't a total complete masterpiece. It takes awhile to get to the core of the game, and I know that can be disuading for people. But it was a story that touched my heart, and I wanted to give it a positive review in hopes that other people might continue to play and find the mystery hidden behind a deceptive cover.

An additional addendum: If you enjoyed hatoful boyfriend for the BBL route, this game is a lot like BBL route in a lot of regards, so if you're a hatoful boyfriend fan that loved BBL route, I highly recommend this.. Overall the story was pretty interesting and unique. I didn't like the grinding as it felt very unnecessary and detrimental to the gameplay. But once you get past that (look up one of the walkthrough guides!) it becomes a proper visual novel. The premise is kind of creepy but not as creepy as it could be. There's a lot of potential for existential crises and identity issues that gets glossed over in favor of forced romance. I didn't regret the time I spent playing this though - it was quite interesting.. Visual novel, I don't like it. I like this game :) Art style is different - but it isn't a bad thing.

I finished only Youji's route so far - I'm going to keep playing and see the other endings.

Recently I play a lot of otome games, and this does not differ from other titles (except Cheritz games which are the best I've played so far). If you like otomes should play this game too :)

For better recommendation for game read post from CallistaWhite - after reading this recommendation I bought this game and I do not regret.

thx CallistaWhite :). It felt old, slow and just... Stupid (in a way you would see a kids cartoon bad guy almost slip up and make a ridiculous excuse. One that everyone just doesn't question and accepts...) Also there's the art and sound, it just wasn't done well at all in my opinion.. Glad I got it on special not my taste. Dialogue for characters when you click on them to see them is the same every time. I normally don't judge until I've given the game a fair chance but I can't this time.. I can't see why anyone would rate this game negativ,

it has a very nice soundtrack, great visuals, a deep story and interesting manga characters with very nicely shaped boobs.

On top of this, almost all characters have nice Haircuts with cool looking colours like Pink, Green or even Blue.

The only thing is game maybe lacks is Robots and lasers.

Overall a very good Game, well worth the Money - great Triple A Developers should take a look at this game how to make

everything right.

10/10

Incredibly ugly arts Short and quite boring.. it was not fun at all to me.. If you enjoy otome games with a dark twist to them, it is a good game and I would recommend it.

People have reviewed saying it's really repetitive so here's a tactic:

You can hold down Ctrl to skip already read parts, so if you played it at least once, it takes about 2 minutes to skip over the schedule part if you know what you're going to choose, so it's really not that bad.

Also, I just want to say it's true that the game is a little creepy and dark at times, so if you don't want that, you probably won't like this game. But if you like darkish themes or a unique game, then I think you'll like it. Personally, I liked it. roseVeRte is pretty good at stories with dark sides to them.. Overall the story was pretty interesting and unique. I didn't like the grinding as it felt very unnecessary and detrimental to the gameplay. But once you get past that (look up one of the walkthrough guides!) it becomes a proper visual novel. The premise is kind of creepy but not as creepy as it could be. There's a lot of potential for existential crises and identity issues that gets glossed over in favor of forced romance. I didn't regret the time I spent playing this though - it was quite interesting.. Game really sucks.. I love otome, vns, and rpgs. I got the game on sale, thinking it had an interesting concept. Observing some guy you're not really interested in. Different twist from the usual otome plots. But the execution could be improved upon. I have nothing against grinding stats, but we're hit with this early on before the game really starts. If you want a game like this that does the grinding and stats right, play Magical Diary.

The grinding kills the game. It's repititive. You're grinding in hopes you'll get to an interesting plot point, but it takes forever just to get to any meaningful events. Sure, I expect some of the same dialogue used with grind scenes, but through stuff in between. Other games I've played have included plenty of other random events happening and opportunities to showcase characters and their personalities...and other game mechanics. In other games I've played the grinding pays off somewhere. Here, I feel bored and unsure of what I'm aiming for.

As for the characters, no one really stands out. I didn't particularly care for any of them. They all fulfill their roles to the plot, which is a bit bland. We honestly don't need the friend character as far as I can see. She just pops up while our mc lies to her most of the time. If had more time beyond the events that took what seemed like a year to show up, I might feel a bit more attached. But even in those moments, dialogue at times feels a bit rushed, most likely because these events are so brief.

The art was a bit hard to digest. Throughout the gameplay I couldn't help but focus on how bizarre the characters looked. That and the music at times was obnoxious.

Plot...I don't know. I finally got through one playthrough which was a bad end. Like another reviewer said, I don't want to get the other endings. It's too boring with the main component of grinding with the exact same dialogue to even consider going back and trying for the other endings.

Overall, wouldn't recommend this game. If you must, get it on sale like I did.. One of my favorite RoseVerte game along with the Cafe 0 series, despite so many ppl don't like it. I guess it just RoseVerte's style: the story more like pure visual novel than an otome game. Which I love it very much. The story kind of interesting though I hate Yukina and Kou so much... Kouji deserved better and the music just fit the game well enough. I love the OP and ED song. I love that we could see the other characters POV, too. The entire story suit the tittle "Lie" perfectly. The art really lame and stuff, I'm still adore the game.. Glad I got it on special not my taste. Dialogue for characters when you click on them to see them is the same every time . I normally don't judge until I've given the game a fair chance but I can't this time.

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