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## About This Game

- What is "The Men of Yoshiwara: Ohgiya"?

This is a romance game for women, with the famous Yoshiwara pleasure districts as the setting -- but with the roles of men and women reversed!

- The Story

Deep in the center of an island lies the Yoshiwara pleasure district. Never does its beauty, nor bustling activity, wane in the slightest.

Full of doubt and wonder, which courtesan will you have chosen by the end of a seemingly endless night?

- The Guys

Takigawa

The most popular courtesan at Ohgiya in the pleasure district. He conceals a lonely secret in the guise of arrogance.

Asagiri

A free and wild spirit who refuses to be tamed. He is a truly self-indulgent lover of women, and is like a little brother to Takigawa.

Gakuto

A confident and rugged courtesan. He holds a certain ambition, but has a lovable side to him...

Utsusemi

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Grew up as an orphan. He holds his companions above all others, but seeks to uncover his true parents.

Ageha

A young man yet to take a customer, knowing neither love nor woman. He is looked after by Gakuto.

- This Game is for You if...

You want to fall in love with hot men

You like romance novels, manga, or dramas

You like historical stories, like those set in the Edo, Meiji, and Taisho periods (late 1800s to early 1900s)

You like romance games

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Art : Hs(Hituzigumo)

Story : Hituzigumo

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Title: The Men of Yoshiwara: Ohgiya

Genre: Adventure

Developer:

Dogenzaka Lab

Publisher:

Dogenzaka Lab

Release Date: 20 Apr, 2016

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English,Traditional Chinese,Japanese









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the man of yoshiwara ohgiya. the men of yoshiwara ohgiya

I bought this game during the steam sale, but I still think it's worth its full price. If it was on mobile, it would have been \$6 per route, making it \$30 for all the characters main stories alone. Even though the chapters are only 10 (as opposed to the 13 chaps in the first game), I think the length is just right. The first one was a bit too drawn out. The user interface is also vastly improved, so no problems in this area.

I have played alot of otome games so far, Ohigya was a surprising hit for me. Although I have only played one route (Ageha) but I am absolutely in love. In just 10 chapters, Ageha managed to stir my heart (oh his personality is far too adorable) and the storyline is really well-written! The CGs are not really to my taste, nevertheless they are still very pretty.

The only cons I could think off are slight grammatical errors? I really can't see anything else I disliked.

BUY IT. It's worth 10/10! Give the developer some love! :). Still waiting for a Musashi-DLC. He's such a cutie.. This is a good lesson for me to never buy VNs that were initially smart phone apps with micro-transactions. I like otome where your choices influence who the love interest is and how the story ends. This game was designed for players to buy each individual character's individual chapters. This means that the entire story is fixed with only the illusion of choice.

For all intents and purposes, this is a kinetic VN. I enjoy kinetic VNs if they have a goodVinteresting story but this does not. Simply put, this is a raunchy romance novel with good art and not enough music.. I've only played one route and honestly, it was ok. Not bad but not really that good. I still regard it as a good game even though I won't probably ever re-visit the game. If you've already played Amnesia, Nightshade, OZMAFIA!! and Nameless and are just looking for an easy otome to get through until another good one comes out, go for it. If you're looking for in depth stories with great characters and development. Go to the games I previously mentioned.. I really enjoyed the graphics and the story lines so far have been deep, but I'm finding myself entering some situations non-consensually, and that's really why I'm put off by this game. I've played a few routes, and yet every time there are moments where (Main Character) was forced into sexual situations, one character even used incense to entice (Main Character) to give into him (although she didn't). I understand the concept of this game, but I'm still uncomfortable with the situations I've found (Main Character) in.. I disliked the characters in this one, it was basically a offplay of the game before and it didn't sit well for me, because I couldn't feel any connection with the romance choices.. Pretty good. If you played the prequel to this, it's nice to see the small nod at the other okiya.

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Interesting storyplot. A good - light game to play in busy days. Would love to see Musashi route since he seems to be the one knows the main character very well.. Love this game!

Although there are some areas of the plot that gave me confusion or makes me kinda want to tear my hair out, i still really enjoyed the game

Although it was fun, i actually finished the game relatively quickly.

Might be more worth it to buy it when on sale instead of the full price.

But other than that, great game!. I greatly enjoyed this game, but I wish there was a storyline with Musashi. I felt bad that I couldn't pick him!. Despite the mild grammar errors, this game is just a continuation of the amaziness of the first game >\_<

Though i am saddened it doesn't have a opening theme song, I am still loving and defiantly NOT regretting my purchase. If you love otome games, if you adore a great and appealing story for each route, then by all means get this game ^ \_ ^ for 10 bucks at sale price, you cannot go wrong!!

Edit: I've already played two of the routes so far and the amount of content it has for 10 chapters, a sequel and date scenario is supremely good! I'm REALLY enjoying this game! Defiantly give it a try!. Another great game from Dogenzaka Lab! I enjoyed the references to their other title of this theme. The storylines are all different enough that it doesn't feel like doing the same thing over and over, the extra stories are nice as well. I wish there were more CGs to unlock in this game, but other than that there's nothing really to complain about.. I was waiting for Ohgiya to come out on the Play Store, since I know that an English version has been available for quite some time on a Japanese equivalent of it. Instead this jumped right on Steam! And I couldn't be more pleased with it.

First of all, no need to play Kikuya at all, although having played that before makes the cameos of the Kikuya men twice as funny, because they're so salty you are going to Ohgiya! Kagerou despises everybody. So entertaining. Having the sprites of Kikuya and Ohgiya side to side shows the dramatic improvement in the art (although I have to admit that I liked the old, flashier coloring better). This shows in the CGs as well, not a single one is derpy (can't say the same for Kikuya). Some backgrounds and music are used, but a good bulk of new assets are present as well.

Before talking about the routes, shoutout to the MC. Yes, she is inexperienced and easily flustered, but she can put up a fight! And sure, she could be dense but she could also play by the courtesans' rules. And she had eyes in all the CGs! She made me so happy.

Now, the men. I honestly can't pick a favorite or rank them. This is actually the first game in which I read all the routes. Coming from mobile, I usually read my favorites and brute-forced my way to the achievements via skipping. Not in Ohgiya! The routes were shorter than in Kikuya, but more concise and to the point. Something was always happening, which is great.

- Takigawa is the last one I picked. I don't usually like arrogant types, so I didn't actually expect to like his route so much. His narrative is a take at the 'I'll make you fall for me' game that rarely works but here worked so well! I was smitten. Really liked the MC in his route (albeit dense, she quickly moved to action).

- Asagiri was dazzling. Easily the most charming of the options. A quote of the MC that roughly says 'is Asagiri real or is he a dream?' sums him up perfectly. But because he was so amazing, the MC felt really dull in comparison, and I really couldn't see how he fell for her. That was my only complaint, that he overshadowed her so much she truly felt like nobody and the romance felt a bit forced because of that.

- Utsusemi is genuinely a good person and his route suprised me positively. At first I thought he was a weird Okita/Naruto hybrid, and his narrative plays a lot with the concept of family and bonds (and jealousy). Really liked the MC in his route as well. The other guys give him a lot of \u2665\u2665\u2665\u2665\u2665\u2665 in their routes and it's funny having him as the butt of their jokes XD

- Ageha was cute. He cried a lot. He also m'kayd a lot, but the others give him \u2665\u2665\u2665\u2665\u2665\u2665 for that. Purity and innocence were the main themes of his route, and I liked the dynamic of the couple. For someone coming from Kikuya, his route is probably the best to start with because it highlights the difference in customs between the two shops. While in Kikuya Iroha was basicall cheering for you and Kagerou, getting together with Ageha will be more difficult.

- Gakuto... TW for \u2665\u2665\u2665\u2665\u2665\u2665 in his route and idk it all made sense to me, but the ending felt anticlimactic and almost like the game didn't want to go too far. Which I totally get because of the 10 chapters limit, but I still think it could have been handled better and pack a better punch. I liked the MC the most in his route.

Can Musashi get a shout out? Poor guy is in love with the MC and has to see her leave every time. I hope his character will be released, I wouldn't mind to pay extra for his DLC.



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The translation flowed really well, and although there were mistakes (and weird ones... 'needen't' in Asagiri route caught my attention a couple of times) there weren't enough to make me complain. But I'm no native speaker.

To conclude: the art is gorgeous and the sprites beautiful; the characters are well developed, have interesting interactions and the MC is a good one; the narratives are all entertaining, and if you want more date scenario and sequel are included; there are more tracks that in Kikuya and they fit the game well. The price is a steal. Must have for otome fans and good introduction for neophytes :). Gakuto wins my heart everytime. 10/10

#### April 21st Patch Notes:

Updates:

- Fixed a bug.. **"The Men of Yoshiwara: Ohgiya", "My Secret Pets!" and "Tokyo School Life" : Weeklong deal Sale:**

The visual novel "The Men of Yoshiwara:Ohgiya"(otome), "My Secret Pets!"(otome) and "Tokyo School Life"VN participate in the Weeklong deal Sale.

Don't miss this chance to play at a special low price!

<http://store.steampowered.com/app/447200/>

<http://store.steampowered.com/app/447180/>

<http://store.steampowered.com/app/320760/>. **Dogenzaka-lab website maintenance done:**

Thank you very much for your patience.

The website update is done.

<http://dogenzaka-lab.com/>. **Steam Trading Cards are Here!:**



Thanks for waiting:

Steam Trading Cards are now available!. **Dogenzaka Lab Spring Sales Campaign!:**

Save up to 90% on Dogenzaka Lab games during the campaign.

Now, you can save up to 65% on "The Men of Yoshiwara: Ohgiya" as well. Don't miss this chance!

※ This Spring Sales Campaign will end at March 31st, 2019 10:00 AM (Pacific Time).



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