

# CONSOLE GAMES:

All PSP/Vita titles listed below are compatible with PSTV. These are also all the localized otome games available on Vita, and all major commercial releases feature full voice acting. Most of the Vita releases have already been ported to the Switch, save for the ones at the very bottom of this list.

**IMPORTANT:** After October of 2021 you will no longer be able to use debit/credit cards as a method of payment on the PS3/PSVita, and gift cards will be the only way to add funds to your wallet. However, if you access the PSN store via mobile phone, desktop, PS4, or PS5 console you will still be able to add funds to your wallet via card payment. See [this thread by u/20-9](#) for more details.

Most localized titles focus more on an overarching plot than romance, so if you're looking more for fluff or character interactions and romance, consider trying out mobile games as those tend to be more romantic in nature.

To search for a specific platform, search the page for any of the following tags:

[PSP] [VITA] [SWITCH] [PS3] [PS4] [3DS]

---

## [Code: Realize ~Guardian of Rebirth~](#)

=> *Frequently recommended for beginners*

[VITA] | [PS4] | [SWITCH]

**Summary:** Restricted to an abandoned mansion on the outskirts of London in fulfillment of a promise to her father, lonely Cardia lives day to day isolated from the world. Her body carries a deadly poison that rots or melts anything her skin touches, prompting the locals to call her a "monster." Her last conversation with her father two years ago, telling her to stay out of sight and never fall in love, is the furthest back she can remember.

One day, her quiet solitude is interrupted as the Royal Guards break in to capture her. It is then that Cardia meets Arsène Lupin, a chivalrous thief, who helps her escape the soldiers' clutches. She soon finds herself on a journey with Lupin to locate her father, who holds the answers to her mysterious condition. The two are soon joined by four more interesting and handsome gentlemen...

**Length:** ~30-50 hours

**Story:** Character/Romance Focused | *Plot/Story Focused*

**Gameplay:** Stat-raiser | *Choice-based*

**Atmosphere:** Light | *Heavy*

This game also has two fandiscs (sequels):

- 1) [Code: Realize ~Future Blessings~](#)
- 2) [Code: Realize ~Wintertide Miracles~](#)

These games cannot be played as standalone games without having played ~Guardian of Rebirth~ first. It is also recommended to play the FDs in the given order.

**Additional Notes:** The PS4 version bundles the base game (Code:Realize ~Guardian of Rebirth~) with the first fandisc (~Future Blessings~) under the name **Code:Realize ~Bouquet of Rainbows~**.

---

## **Hakuouki ([Demon of the Fleeting Blossom](#) / [Kyoto Winds](#) + [Edo Blossoms](#))**

=> *Frequently recommended for beginners*

[PSP] | [3DS] | [PS3] | [VITA]

**Summary:** The Bakumatsu period, a gap between the past splendour of the Shogunate era and the modern glamor of the Meiji period, is one of the most violent and intriguing places to start a romance.

Chizuru Yukimura has set off for Kyoto to find her missing father, but accidentally gets herself wrapped up in the intrigues of the Shinsengumi, a group of warriors who defends the fading powers of the shogunate.

The men in Shinsengumi are not merely fighting Emperor Meiji's forces and the strange demons, they are also hiding a terrible secret. They are hiding something among them.

**Length:** ~30-50 hours or ~60-100 hours

**Story:** Character/Romance Focused | *Plot/Story Focused*

**Gameplay:** Stat-raiser | *Choice-based*

**Atmosphere:** Light | *Heavy*

**Is there a recommended route order?** - No. Hijikata's is the longest and covers the most events that overlap with other routes, so he could be considered more "spoiler-y"; but it doesn't make a big difference overall since the main focus of the plot largely varies between the routes.

### ➤ What's the Difference Between All the Hakuouki Versions?

There are two main versions of Hakuouki:

1) *Demon of the Fleeting Blossom*, which is the original and has 6 routes within one game

2) *Kyoto Winds/Edo Blossoms*, which is the extended version cut into two separate games with 12 routes in total.

**The first version** is available on PSP, PS3, 3DS, and mobile. Aside from PSP, each of these have their own platform-exclusive bonus short stories. The PS3 version also comes bundled with a fandisc.

**The second version** is available on PS Vita and PC. The majority of the fandisc scenes from the PS3 version have been incorporated into the routes themselves, but the original routes themselves have been slightly altered from the original version in terms of plot and characterization.

Generally speaking, people tend to recommend **Kyoto Winds + Edo Blossoms** because of how it has more content and higher production value.

Note: *Hakuouki: Warriors of the Shinsengumi* available for PSP is **not** another version. It's an action RPG with no romance in it.

---

## Collar x Malice

=> **Frequently recommended for beginners**

[VITA] | [SWITCH]

**Summary:** "Who put this collar on me?"

The protagonist is a policewoman who works in Shinjuku, which had become a dangerous city after a series of brutal incidents popularly referred to as the "X-Day Incident". She had been busy working in her assigned area everyday in order to keep it safe. But one night, an unknown assailant attacked her and placed a collar built in with poison around her neck.

Amidst the chaos and right before the protagonist's eyes were men with suspicious backgrounds. They're all part of an organisation composed of former police officers and have taken it upon themselves to investigate the brutal cases. Without knowing whether she

should trust these men or not, she suddenly became the person who held the key to this massive case.

In order to remove the collar that places her at the edge of death and to liberate Shinjuku from the malice that binds it, she cooperates; beginning to investigate the incidents with the men.

Who holds her life in their hands? Will Shinjuku ever return to its former glory?

**Length:** ~30-50 hours

**Story:** Character/Romance Focused | *Plot/Story Focused*

**Gameplay:** Stat-raiser | *Choice-based*

**Atmosphere:** Light | *Heavy*

This game also has a fandisc (sequel), [Collar x Malice -Unlimited-](#), but it's only available on Nintendo Switch.

**Additional Notes:** This game contains a timed shooting minigame that can drastically affect getting a good end/bad end.

---

## [Nightshade / Hyakka Hyakkurou](#)

=> *Frequently recommended for beginners*

[SWITCH]

**Summary:** Thanks to an age of constant war, the Iga and Kouga had independently achieved an expansion of their respective forces.

Both shinobi forces, owing to that long history of warring, shared an antagonistic relationship of mutual hatred towards one another. However, during the ninth year of the Tenshou era, the Iga forces fell into ruin due to the Tenshou Iga War started by Oda Nobunaga. The few Iga members that had survived were taken in by the Kouga forces.

Seventeen years later, the Sengoku period had ended and lasting peace came to the world. Dreaming of performing shinobi duties, Ueno Enju (the protagonist), daughter of the Kouga forces' leader, Ueno Kandou, had been training everyday.

After finally being selected to go on her first mission, a major incident occurs. It not only derails Enju's fate, but the fate of the village as well...

**Length:** ~30-50 hours

**Story:** Character/Romance Focused | *Plot/Story Focused*

**Gameplay:** Stat-raiser | *Choice-based*

**Atmosphere:** Light | *Heavy*

**Additional Notes:** It's heavily recommended to play according to a certain route order to minimize spoilers / not get barraged by the most emotional routes straight off the bat.

Popular route order recommendations are

(1) *Goemon > Hanzo > Kuroyuki > Chojiro > Gekkamaru* for least-to-most-spoilers + maximum angst, or

(2) *Hanzo > Chojiro > Goemon > Kuroyuki > Gekkamaru* for balancing light and heavy routes.

**Other Platforms:** PC

---

## Bustafellows

=> *Frequently recommended for beginners*

[SWITCH]

**Summary:** Arrive in New Sieg, a beautiful fictional town. Step into the shoes of a strong, smart and gifted journalist in this romantic adventure. You play the part of a young woman with the ability to leap in the past for a very short period in the bodies of others, which you use for data collection and helping people. After witnessing the murder of a crooked lawyer – she goes back in time in an attempt to save him. Thus, the journey begins as our protagonist goes back in time in the body of another person and tries to warn Limbo. It's up to you to figure out how to save him!

**Length:** ~30 hours

**Story:** Character/Romance Focused | *Plot/Story Focused*

**Gameplay:** Stat-raiser | *Choice-based*

**Atmosphere:** Light | *Heavy*

**Other Platforms:** PC

**Additional Notes:** The PC release has some commonly stated complaints regarding default controls, as it is seemingly a straight Switch port. Some presented fan solutions include

[using Steam Link to stream from PC to mobile device](#) as well as [installing third-party software to remap controls](#).

---

## [Olympia Soiree](#)

[SWITCH]

**Summary:** When the "White" girl dances the night fades away.

Naming herself "Olympia"  
Like a doll she never smiles,  
Like a doll she always dances,  
The people both respect and fear her.

On Tenguu Island, where "color" is more important than life, she has a color that nobody else has.

Now that she has turned 18, in order for the rare "White" to not die out, she must go and look for a mating partner.

"You who were born on Tennyo Island are special."  
"You can choose freely between men of any color on this island."

The girl who had refused contact with the outside world because of a past incident believed in her dead mother's words and took a step forward.

In order to find a person who can love her true self.  
In order to meet the other half of her soul she wishes for.

**Length:** ~60 hours

**Story:** *Character/Romance Focused* | *Plot/Story Focused*

**Gameplay:** Stat-raise | *Choice-based*

**Atmosphere:** Light | *Heavy*

---

## [Piofiore: Fated Memories](#)

[SWITCH]

**Summary:** All the secrets are sleeping in that town.

The time is the beginning of the 20th Century.

The setting takes place right after the First World War in the South Italian town of "Burlone".

The ones who rule this city are three organizations called the Burlone Mafia.

The protagonist "Liliana" lived peacefully in Burlone, but starting from a certain incident she is taken in by one of the organizations.

Why is she being targeted? Why is she wanted?

Suddenly becoming an existence who holds the key, Liliana becomes involved in something extraordinary.

**Length:** ~30-50 hours

**Story:** Character/Romance Focused | *Plot/Story Focused*

**Gameplay:** Stat-raiser | *Choice-based*

**Atmosphere:** Light | *Heavy*

**Additional Notes:** This is the "darkest" console otome that has been localized yet, so tread with caution. Trigger warnings include but are not limited to: blood and violence, sexual violence, degradation, slavery, etc. It's first and foremost a mafia story - and the bad endings can get *really* bad.

---

## Cupid Parasite

[SWITCH]

**Summary:** In the heart of Los York, a glitzy, trendsetting metropolis that sits on the cutting edge of culture and couture, one daring marriage agency stands apart from the rest in success rate and in style. The Cupid Corporation.

As Cupid Corp's top bridal advisor, our heroine consults the city's most in-vogue singles to make their wildest romantic dreams come true. But she has one secret which she can never share.

Her true identity is Cupid, a descendant from Celestia sent here on a heavenly mission.

Only this time, our heroine has been tasked with her biggest challenge yet: handling the matchmaking, and thus the fates, of the infamous Parasite 5.

After a series of unimpressive interviews and workshops, they concoct the perfect plan. Parasite House, a shared home created for reality TV centered around the lives of the Parasite 5 and their romantic exploits.

Leading these hopeless men to marital bliss proves to be a Herculean task even for great Cupid herself!

Can she live up to her name and keep her identity secret at the same time?!

Find out in the most divinely unpredictable romantic comedy of the millennium! ♥

**Length:** ~50+ hours

**Story:** *Character/Romance Focused* | *Plot/Story Focused*

**Gameplay:** Stat-raiser | *Choice-based*

**Atmosphere:** *Light* | Heavy

---

## Café Enchanté

[SWITCH]

**Summary:** A cafe ran by her grandfather.

After news of his sudden death, the heroine gets involved with cafe at her grandfather's last request.

At the cafe, where the atmosphere is somehow mysterious, she met a group of mysterious men.

"Certainly no one you know—I'm a customer from another world."

The man who smiled cheerfully was the self-proclaimed "Demon King."

Was this meeting coincidence—or fate?

And what happens when she meets these otherworldly people who aren't quite people is...

**Length:** ~30-50 hours

**Story:** *Character/Romance Focused* | *Plot/Story Focused*

**Gameplay:** Stat-raiser | *Choice-based*

**Atmosphere:** *Light* | *Heavy*



**Additional Notes:** This game is written by the same scenario writer as Code: Realize.

---

## [Dairoku: Agents of Sakuratani](#)

[SWITCH]

**Summary:** Ever since she could remember, Akitsu Shino has had the ability to see what others could not: spirits, apparitions, and indescribable creatures. As an adult, this talent leads her to join a secret government agency: The Occult Action Department. Her assignment is with the Sixth Special Preventions Office, and her job is to monitor the powerful beings who travel between her world and the worlds beyond.

From her office in Sakuratani, a town in a different dimension, Agent Shino meets several otherworldly individuals with vastly different personalities and abilities: a nine-tailed fox spirit, a mischievous oni, and more. Part gatekeeper, part travel guide, she does her best to get to know these entities and keep them from getting into inter-dimensional trouble.

**Length:** ~30-50 hours

**Story:** *Character/Romance Focused* | Plot/Story Focused

**Gameplay:** Stat-raiser | *Choice-based*

**Atmosphere:** *Light* | Heavy

---

## [Variable Barricade](#)

[SWITCH]

**Summary:** A proposal within five seconds of meeting!?

The mysterious handsome men who appeared in front of Hibari, the only daughter of distinguished Toujou family, were the groom candidates who had been sent by her natural enemy, her grandfather.

Alerted by her intuition Hibari realized that there must be something more behind this. Why now? And anyway, who are these guys in the first place?

Though she showed a firmly defiant stance toward this obviously suspicious situation, her grandfathers decision was absolute.

While still surprised they were given a villa, and on the premise of a marriage proposal they started living together.

The four men try to pursue her in many ways, aiming for the groom position. Within the dazzling days of seduction, Hibari resolutely makes her decision.

"There's absolutely no way I'll fall for you!"

**Length:** ~30-50 hours

**Story:** *Character/Romance Focused* | Plot/Story Focused

**Gameplay:** Stat-raiser | *Choice-based*

**Atmosphere:** *Light* | Heavy

---

## Psychedelica of the Black Butterfly

[VITA]

**Summary:** As she fell deeper and deeper into the darkness, she could hear the sound of rainfall.

Also, she heard an animalistic cry.

When she woke up, the young girl found herself in a Western-style mansion.

An unknown, terrible monster rushes to attack the confused girl.

As the young girl ran away from the monster, she thought:

"Where is this place?"

"Who am I, anyway?"

Having lost pretty much all of her memories, she eventually met and joined up with some men in the same circumstances as her.

They all held weapons that were strange handguns.

From there on out, with their lives at stake, they must participate in the "Black Butterfly Hunt", and collect "Kaleidoscope Shards" possessed by those monsters.

Inside the Western-style mansion in which despair and betrayal swirls, will they be able to find hope in their futures?

**Length:** ~10-30 hours

**Story:** Character/Romance Focused | *Plot/Story Focused*

**Gameplay:** Stat-raiser | *Choice-based*

**Atmosphere:** Light | *Heavy*

**Other Platforms:** PC

**Additional Notes:** This game makes use of a flowchart system for progression, which contains several “short episodes” which give further insight into each of the characters. To unlock these and progress the story, you need to earn points through a shooting mini-game.

---

## [Psychedelica of the Ashen Hawk](#)

[VITA]

**Summary:** Psychedelica of the Ashen Hawk is a suspense-filled tale of a young woman who was born with an eye that gleams with a scarlet light. In order to avoid being cast out, she masquerades as a young boy and lives in a derelict tower on the outskirts of town. One day a mysterious treasure is stolen from the city church. Our heroine learns that not only do magic stones exist and are hidden within the city, but also the secret of her origins.

**Length:** ~10-30 hours

**Story:** Character/Romance Focused | *Plot/Story Focused*

**Gameplay:** Stat-raiser | *Choice-based*

**Atmosphere:** Light | *Heavy*

**Other Platforms:** PC

**Additional Notes:** This game is a sequel to Psychedelica of the Black Butterfly and contains many references to it, but can be played as a standalone title.

Like Psychedelica of the Black Butterfly, this game also contains “short episodes” in the form of “town sequences”. The player chooses a spot on the map to travel to and talk to townspeople NPCs. There is no shooting minigame in this game like its predecessor, however.

---

## [7'scarlet](#)

[VITA]

**Summary:** The summer holidays.  
A town caged by nature, Okunezato.

One year ago in this town, her older brother suddenly disappeared without a trace.

Shaped like a fragment of the moon, a nostalgic atmosphere permeates the town. It is known for having many legends and folklores. As a result of the continued population decline, the amount of modern-looking buildings have increased in the main street. The town is starting to gain attention due to its status as a "mystery hot spot" amongst the youngsters in the underground scene.

One day, during summer vacation, the protagonist and university student Hanamaki Ichiko is invited by Kagutsuchi Hino- her childhood friend in the same university year level as her- to go to Okunezato in order to look for her disappeared older brother together. Hino had found the "Forbidden Okunezato Club", a website in which its visitors discuss the mysteries and legends of Okunezato. Taking advantage of the offline meeting between the visitors that will take place during the summer holidays, he suggests to look into her brother's disappearance during this time. With Hino having pushed her back, Ichiko wills herself to go to Okunezato.

The young men from the Forbidden Okunezato Club website had gathered at the Fuurin Hotel- the live-in chef Amari Isora, the cat lover otaku Kushinada Toa, the med student Tatehira Sousuke and the owner of Fuurin Hotel Murakumo Yuzuki. Others such as the genius middle schooler who assists with managing the hotel, Hirasaka Yuki, the landscape photographer Tsukuyomi Kagura, the unsociable novelist Karasuma Chikage and the video game-loving female employee of Fuurin Susano Yua also become involved as they all get caught up in mysterious incidents.

The "other face" of Okunezato comes to light as rumours regarding the "Legend of the Dead" are treated as though they were fact. Everytime they follow the footsteps of her disappeared brother, mysterious events spark. The true existence of the forbidden grounds, and the legendary flower that only blooms in Okunezato...

The truth behind these incidents lead to a surprising and totally unexpected ending.

**Length:** ~10-30 hours

**Story:** Character/Romance Focused | *Plot/Story Focused*

**Gameplay:** Stat-raiser | *Choice-based*

**Atmosphere:** Light | *Heavy*

**Other Platforms:** PC

---

## London Detective Mysteria

[VITA]

**Summary:** It's the end of the 19th century in England...

Illuminating the nighttime streets of London covered in thick fog are gas lamps and the moonlight from between clouds.

Ladies and gentleman, be careful on the streets at night.

Things like scoundrels and mysteries hiding in the streets might be aiming at you.

Cases too large for the highly prided English police force Scotland Yard are overflowing the streets.

If you happen to get caught up in an incident...please prepare yourself to accompany it.

A great detective with skillful intellect.

A bold and fearless phantom thief.

Now then, if Big Ben's ringing echoes across the streets of London, the curtain will open on love and adventure!

**Length:** ~30-50 hours

**Story:** Character/Romance Focused | *Plot/Story Focused*

**Gameplay:** Stat-raiser | *Choice-based*

**Atmosphere:** Light | *Heavy*

**Other Platforms:** PC

---

## Amnesia: Memories

[VITA]

**Summary:** You awaken to find your memories gone. To learn the truth behind your amnesia, you'll choose from five romantic paths, each its own world. With 20+ endings, can you write the lasting love story you deserve, or will your love and life come to an end?

**Length:** ~10-30 hours

**Story:** *Character/Romance Focused* | Plot/Story Focused

**Gameplay:** Stat-raiser | *Choice-based*

**Atmosphere:** Light | *Heavy*

**Other Platforms:** PC, Mobile (Android/iOS). It's most commonly recommended for PC however, due to its frequent sales on Steam.

---

## Hatoful Boyfriend

[VITA] | [PS4] | [SWITCH]

**Summary:** Welcome to St. PigeoNation's Institute, the most splendid and greatest academy of the pigeon, by the pigeon and for the pigeon.

At first, you felt anxious entering a classroom filled with pigeons' eyes peering up at you, but as you enter your second year of high school, you're getting used to your school life and enjoying the peaceful days... right?

Soon, you start to feel emotions you've never experienced before... Emotions that could even be called... love? The unexpected softness of a pigeon's rhinophyma...

This is a heartwarming love story.

**Length:** ~2-10 hours

**Story:** Character/Romance Focused | *Plot/Story Focused*

**Gameplay:** Stat-raiser | *Choice-based*

**Atmosphere:** Light | *Heavy*

**Additional Notes:** As a parody of otome games, Hatoful Boyfriend isn't strictly an otome in the traditional sense. While the main bulk of the gameplay is spent on short routes that are more satirical comedy than actual romance, the true reason for its renown lies in its unlockable secret ending. This game does not feature voice acting.

**Other Platforms:** PC, for which it's more commonly recommended due to frequent Steam sales.

---

## Norn9: Var Commons

=> *Frequently recommended for beginners*

### [VITA]

**Summary:** Within an old-fashioned town, much like the Meiji and Taisho Era, there exists a giant globe that floats in midair. This is the 'ship' called 'Norn'. The inside is set like a small town with parks, etc.

The story takes place a little in the future. Guided by one particular song, young elementary kid Suzuhara Sorata is warped through a time skip to an unfamiliar place much like the Meiji and Taisho eras from his textbooks. In this world, he meets 3 young ladies and 9 young men, and joins them on a journey aboard the mysterious 'Norn' ship in the sky.

**Length:** ~30-50 hours

**Story:** *Character/Romance Focused* | Plot/Story Focused

**Gameplay:** Stat-raiser | *Choice-based*

**Atmosphere:** *Light* (Slow-paced, fluffy slice-of-life) | *Heavy* (Darker plot elements, potential character death)

---

## Period Cube ~Shackles of Amadeus~

### [VITA]

**Summary:** Searching for clues about your missing brother, you and your childhood friend Hiroya begin playing an online RPG called "Arcadia."

You're suddenly enveloped in a flash of light, and awaken to find yourself in a mysterious fantasy world. You discover you've been sent inside of the game, and learn that the only way out is to complete it. In a deadly world on the verge of collapse, you become the "Almighty," the key to clearing Arcadia, and the secret weapon everyone is after.

You and your companions undertake a perilous journey, where love grows as the world falls apart.

**Length:** ~10-30 hours

**Story:** *Character/Romance Focused* | Plot/Story Focused

**Gameplay:** Stat-raiser | *Choice-based*

**Atmosphere:** *Light* | *Heavy* (50-50 ratio)

---

## Bad Apple Wars

[VITA]

**Summary:** Congratulations on your DEATH admission! Welcome to NEVAEH Academy!!

The heroine, who was caught in an accident on the first day that she was to enter high school, suddenly found herself on the premises of an unknown school.

This was NEVAEH Academy, a school for those whose souls were left behind after death.

In this school if you were a good student who followed the rules then, upon GRADUATION, you would be able to return and RESUME YOUR LIFE.

The heroine, having been informed about her death from a suspicious man wearing a RABBIT HEAD and thinking that this was all a dream, followed him to the school entrance ceremony.

Suddenly, a piercing explosion echoed from over there.

What started at the sign of that noise was the school war between those who defy the school's rules, the DELINQUENT TEAM BAD APPLES, and members of the DISCIPLINARY COMMITTEE.

In the middle of that battle, the heroine meets a RED-HAIRED young man.

That young man faced her directly and asked a question.

"-- Do you want to live?"

**Length:** ~10-30 hours

**Story:** *Character/Romance Focused* | Plot/Story Focused

**Gameplay:** Stat-raiser | *Choice-based*

**Atmosphere:** *Light* | *Heavy*



**Additional Notes:** This game doesn't contain "typical" otome game choices; instead, you choose specific places on a map and tap certain body parts during the "Soul Touch" sections.

---

## [Sweet Fuse: At Your Side](#)

[PSP]

**Summary:** Saki Inafune, niece to legendary game developer Keiji Inafune, can't wait to visit her uncle's new theme park. She's been invited to the opening day ceremonies, and is looking forward to a day of fun and excitement when suddenly Count Hogstein - a villain as corpulent and cliché as he is evil - blows up the Ferris wheel, takes the park management hostage, and declares the beginning of a deadly series of games.

Desperate to save her uncle, Saki volunteers to be one of the participants in Hogstein's games, and finds herself thrust into the midst of excitement very different from what she'd expected when she woke up that morning. She'll need all of her cunning, determination, and exceptional insight to get herself and her fellow participants - all available bachelors - out alive and maybe, with a little luck, find love along the way.

**Length:** ~10-30 hours

**Story:** Character/Romance Focused | *Plot/Story Focused*

**Gameplay:** Stat-raiser | *Choice-based*

**Atmosphere:** *Light* (Generally comedic and goofy tone) | *Heavy* (Darker plot elements; talk of death)

**Additional Notes:** This game was released on the PSP and is available for download through the PSN Store on PS Vita.