

OELVNs (Free):

Most OELVNs are PC-exclusive, with a few exceptions. All games listed below are available on itch.io, although some can also be found on Steam.

The vast majority of free OELVNs do not have voice acting.

Cinderella Phenomenon

=> *Frequently recommended for beginners*

Summary: Four years after the end of the Great War and the loss of her mother, Crown Princess Lucette of Angielle is still struggling to come to terms with her new life and step-family.

Cold-hearted and bitter, Lucette fails to recognize the suffering of those around her as she is consumed by grief and resentment. But Lucette's life is once again turned upside down when she becomes a victim of the Fairytale Curse.

Join Lucette as she goes from riches to rags and journeys to regain her life and break her curse.

Length: ~10-30 hours

Story: *Character/Romance Focused* (Except 1 route) | Plot/Story Focused

Gameplay: Stat-raiser | *Choice-based*

Atmosphere: Light | *Heavy*

This game now also has a fandisc (sequel), [Cinderella Phenomenon: Evermore](#). The sequel is not free.

Additional Notes: This game used to have an official Android app, but it is not recommended due to bugs.

Our Life: Beginnings and Always

=> *Frequently recommended for beginners*

Summary: Jamie Last (name can be changed) has spent the last couple weeks on a summertime high. At eight-years-old nothing is better than what feels like endless days of school-less adventures, especially when you live walking distance from the beach. While coming home under a scorching sunset one fine evening, Jamie is approached by a stranger. The man is looking for a kid who can do him a favor, and he's even offering to pay for it. He wants Jamie to please be friends with his only child. The person is Mr. Holden, Jamie's new neighbor as well as the father of the odd, and oddly named, boy Cove. Whether Jamie wants to play along or not, Cove isn't going anywhere. He's present in Jamie's life for far longer than they ever would've guessed.

And somehow the long days of vacation finally come to an end. Summer may not be able to last forever, but Jamie can take comfort in knowing it will come back again someday...

Length: ~10-30 hours

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

Gameplay: Stat-raiser | *Choice-based*

Atmosphere: *Light* | Heavy

Other Platforms: Mobile - Android only

Tailor Tales

=> ***Frequently recommended for beginners***

Summary: In 'Tailor Tales', you assume the role of Joselina, an aspiring fashion designer that just opened her boutique to sell her own clothing line, taking place in a fictional European country. While you design your own clothes and dress up your character, you can also read and experience her romance with other boys. Pick any of the bachelors to read his story - each one has his own unique plot.

Length: ~10-30 hours

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

Gameplay: Stat-raiser | *Choice-based*

Atmosphere: *Light* | Heavy

Additional Notes: This game is still in development, with more routes slated for future release. There are currently four full routes released. It has a dress-up function to customize the MC as well as a fashion designing mini-game that is required to progress the story; it also has partial voice acting. Though the core game is free, there is a premium version with

more story content, explicit scenes, and no required mini-games for progression that can be accessed through the developer's [Patreon](#).

[Aloners](#)

=> ***Frequently recommended for beginners***

Summary: The Dust Bowl: ground zero for the event that wiped civilization from the face of the earth. Plagued by toxic gas clouds and once-human monsters, only one man survives to call this wasteland his home.

Trash takes his name from his lifeblood, scavenging and restoring what he can from the rubble in order to live another day. He lives alone in his self-made shack, surrounded by the machinery he loves and hidden from the world that wants him dead...

Until the day he finds you, a young woman somehow untouched by the harsh reality of the Dust Bowl.

As he teaches you how to take care of yourself in this new and brutal world, you might just end up teaching him something in return.

Length: ~2-10 hours

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

Gameplay: Stat-raiser | *Choice-based*

Atmosphere: Light | *Heavy*

Additional Notes: The 2014 commercial re-release of this game known as "[Aloners \(Redux\)](#)" also includes updated background art, a new UI, and new story content. The original free version can still be found for free [here](#).

[Halloween Otome](#)

=> ***Frequently recommended for beginners***

Summary: "You want a... demonstration of what my party will be like? Very well. I grant you one."

You are cordially invited to the Annual Valdemar Halloween Extravaganza. Two weeks of luxury await you. Let's see if you can keep up the masquerade...

Length: ~2-10 hours

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

Gameplay: Stat-raiser | *Choice-based*

Atmosphere: *Light* | Heavy

Additional Notes: This game has optional mini-games.

Lake of Voices

=> *Frequently recommended for beginners*

Summary: Kikka the Steadfast is a sensitive and empathetic woman who uses a mask of stoicism to protect herself from the harsh world she lives in. Much of everything she's done has been an attempt to find some semblance of security, including the career path she chose to pursue. Kikka works as an official guard for one of the many tiny villages in the region. Her most recent assignment is to travel with fellow guard Bemelle to an allied town that's been under siege by raiders.

With an ever-present sense of urgency, the two find themselves on the shore of Sinnlos, a cursed lake of black water that is home to the Nixi; twisted creatures who take joy in drowning humans. The two need the assistance of a nameless guide to even attempt to cross the maze of bridges spanning the dark waters. But they are not the only ones seeking passage that night. The guide agrees to lead them all, whilst also giving a warning that a group this large has no chance of making it across whole. Someone will be lost along the way. None of them volunteer to stay behind, regardless. And so the ill-fated journey over the lake of voices begins.

Length: ~2-10 hours

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

Gameplay: Stat-raiser | *Choice-based*

Atmosphere: Light | *Heavy*

Additional Notes: This game has timed choices.

Locked Heart

=> *Frequently recommended for beginners*

Summary: Once upon a time, the d'Lockes, a prestigious family, became the receivers of a terrible curse. No one has heard of them since then. Seven years later, their mansion remains standing in the dark forest with no signs of life inside. Nobody even dares to go near it. Until one day, a girl named Aura stumbles across the house, and is greeted by a family of... talking plush toys?! Join Aura as she struggles to find out the truth behind the curse and break it.

Length: ~2-10 hours

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

Gameplay: Stat-raiser | *Choice-based*

Atmosphere: *Light* | *Heavy* (Talk of death)

Additional Notes: Made by the same studio (Dicesuki) who created Cinderella Phenomenon. This can also be played [in-browser](#) with no downloads required.

[Ebon Light](#)

=> ***Frequently recommended for beginners***

Summary: Torn from her home, an unfortunate soul finds herself caught in an old and buried secret. The virulent elves who claim the poison within her have imprisoned her on their stormy island, some eager to see what will become of her, others eager to keep their secrets safe.

She finds an array of allies, even as she's hunted, and she will perhaps even find a lover. Her whole life she had been hidden. Now, unfurled before her, as the harbinger of something terrible and great, she finds Gha'alia.

Length: ?

Story: Character/Romance Focused | Plot/Story Focused

Gameplay: Stat-raiser | *Choice-based*

Atmosphere: Light | *Heavy*

[The Knife of the Traitor](#)

Summary: Bones and guts, bones and guts.

The Kingdom of Ulla was made of the bones and guts of their enemies.

The new successor to the throne was the bloodthirstiest of all the heirs.
But inside the kingdom was a traitor.

He brought down all.
Even the new successor.
And all traces of her vanished mysteriously...

...Until today.

Lady Os has awoken from her cursed slumber...with a knife in her neck. Search the tower to find the culprit!

Length: <2 hours

Story: Character/Romance Focused | Plot/Story Focused

Gameplay: Stat-raiser | Choice-based

Atmosphere: Light | *Heavy*

[Autumn's Journey](#)

Summary: Ishtera is populated by two races: dragonkind, who have lived there for eons, and the heavenkind who have recently appeared. The two races have been politely aware of each other, but never intervening, only keeping to their own business. Until now.

Kerr, one of the pupil earth dragons, is cursed by his master after an incident and forced into an unfamiliar human form. He can't return to his kin until he has atoned for his impudence while learning more about the heavenkind.

Length: ~2-10 hours

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

Gameplay: Stat-raiser | *Choice-based*

Atmosphere: *Light* | Heavy

[Blooming Panic](#)

Summary: Depressed day-in and day-out from a draining corporate job, you become invested in a fantasy webnovel and find a mysterious link to a fan server. Everyone is warm and welcoming, but three members take a special interest in you!

Length: ~4 hours

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

Gameplay: Stat-raiser | *Choice-based*

Atmosphere: *Light* | Heavy

Additional Notes: This game features partial English voice acting.

[Dark Nights](#)

Summary: You live in a small, peaceful village. Every day is the same as any other; boring. Right when you wish for something exciting to happen, strange things start to occur, stemming from the nearby forest. If that isn't enough, the locals have begun disappearing. At the same time you meet four mysterious guys. Will you discover the truth before becoming the next target?

Length: ~10-20 hours

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

Gameplay: Stat-raiser | *Choice-based*

Atmosphere: Light | *Heavy*

Additional Notes: Per [the creator's itch.io page](#), there is no real recommended route play order, though playing Zeikun or Sachiro's first may be beneficial as an introduction.

[The Blind Griffin](#)

Summary: It's the roaring 20's. Alcohol-loving Americans are chafing underneath the restrictions of Prohibition, but speakeasies have thankfully risen to fill the void with ill-begotten booze. The Blind Griffin is one such speakeasy in San Francisco, California, but it's about to go out of business...because its employees are a den of magicians who are more concerned with their magical studies and experiments than moonshine! Desperate not to lose the building that has become their haven, they hire the first street-smart guttersnipe they find with some experience to help turn things around, but could she perhaps turn out to be the strongest magician of them all?

Length: ~2-10 hours

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

Gameplay: Stat-raiser | *Choice-based*

Atmosphere: *Light* | *Heavy* (Potential character death)

Magical Otoge Ciel

Summary: Ciel, the protagonist, is a princess who has never been allowed to leave her kingdom. Along with her loyal knight and bodyguard, she decides to follow her dreams of seeing the world.

Length: ~2-10 hours

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

Gameplay: Stat-raiser | *Choice-based*

Atmosphere: *Light* | Heavy

Additional Notes: Choices don't impact endings beyond what route you choose in this game, and only change what scene you trigger.

XOXO Droplets

Summary: A massive dating sim about a humorously jerky young lady and her mission to woo one of six obnoxious guys.

The story begins when our nameable protagonist finally transfers into the boarding school of her dreams at the start of her junior year in high school. It would be perfect if it wasn't for that little catch attached to her enrollment: her parents will only let her keep attending the school if she doesn't make everyone there hate her, like she always does.

Do your best to show just enough interest in the other losers around to appease the folks while still having time to chase after all the attractive guys in the MC's afterschool group, which just so happens to be a group for chronically unfrienable people.

Length: ?

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

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

Atmosphere: *Light* | Heavy

Additional Notes: This game is both available in a free and commercial version. The free version works as a full game with three routes; the commercial version adds another three routes as well as extra events and game mechanics. Also has partial voice acting in English.

War of Roses

Summary: Rose [renameable] is ready to inherit her family's five generation owned flower shop. Unfortunately, this generation of the shop is running low on funds and the lack of financial success has caused her grandfather to prepare for their family business to be signed over to the mega-corporation FloraCorp.

Save the flower shop! Romance a delivery guy, a CEO or a male model!

Length: ~3-5 hours

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

Gameplay: Stat-raiser | *Choice-based*

Atmosphere: *Light* | Heavy

Cute Demon Crashers!

Summary: While university students are out enjoying themselves, Claire is stuck at home and having spring break blues.

After wishing for a fun fling, she suddenly finds herself in the company of four sex demons! Three incubi and one succubus to be exact.

Maybe spring break won't be so boring after all...

Length: <2 hours

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

Gameplay: Stat-raiser | *Choice-based*

Atmosphere: *Light* | Heavy

Additional Notes: This is an R18 game with explicit sex scenes.

Valentine's Otome

Summary: You and your house mates are NOT spending valentines day with a romantic dinner with that significant other - so what's a girl to do? Party of course~ Dragging your best friend and cousin with you, you are determined to make sure that at least one of you has a blast. What happens next though is up to you.

Length: ?

Story: Character/Romance Focused | Plot/Story Focused

Gameplay: Stat-raiser | Choice-based

Atmosphere: Light | Heavy

Additional Notes: This game is a sequel to Halloween Otome, but can be played as a standalone game.

Fujiwara Bittersweet

Summary: Aya just moved to a new little town near the mountains. Her new life as a high school freshman begins now, join her as she navigates through life and meets new people. Will she make friends or perhaps... find herself falling in love?

Length: ???

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

Gameplay: Stat-raiser | *Choice-based*

Atmosphere: *Light* | Heavy

When the Night Comes

Summary: You are a Hunter, and you've been called to the quiet town of Lunaris to assist the local Enforcers with an investigation into a series of increasingly unsettling murders.

Immerse yourself in the world of Witches, Vampires, Demons and Lycans as you slowly unravel the mystery that lies deep within the roots of the town.

The question is, are the creatures of the night the ones you should really be afraid of?

You might even fall in forbidden love along the way.

Length: ?

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

Gameplay: Stat-raiser | *Choice-based*

Atmosphere: Light | Heavy

[Nusantara: Legend of the Winged Ones](#)

Summary: Long ago, when the world was still young and humans have just learned how to write,

Legends of mythical beings traveled over the continents.

Mysteries about the existence of Dragons, Griffins, Unicorns, and many other myths were told in folklores and heritages.

Some even has human characteristics such as Centaurs, Lamias, Anubis, and Kinara Kinari.

But there was one legend.

Lost and much of it is forgotten.

For none now lived to remember it.

A legend about humans with wings and humans with skin tougher than steel.

How they prospered and how they vanished without a trace.

This is a story about...

Birth,

Death,

Peace,

War,

And Love

How it all began from the gift of Blue Crystal

Both a blessing and a curse from the Goddess.

And now,

The Legend shall be unfolded by a human girl.

Length: ~10-30 hours

Story: *Character/Romance Focused* | *Plot/Story Focused* (50-50 ratio)

Gameplay: Stat-raiser | Choice-based

Atmosphere: Light | *Heavy*

Seduce Me: the Otome

Summary: “It seemed like the start of something new. Something that would change.”

You play the role of a senior in high school along with your two best friends, Naomi Patterson and Suzu Cappini. You are also the granddaughter of Harold Anderson, the CEO and founder of Anderson Toys, a toy company sworn to give children amazing products and give a large part of their profit to charity.

One day, you get called home to attend your grandfather’s funeral. After the funeral, you learn that you have inherited his large estate. Your father suggests you move in immediately, so the next day, you move out of your parents home and into your estate.

When you enter your new home, however, you see five injured, yet very handsome men on the lobby floor. They eventually awaken and make it known that they were attacked by a group of dangerous ‘misfits’ and ran to find shelter, passing out as soon as they entered your home.

You find out that they are incubi, ‘demons who consume and use sexual energy of humans to survive’. With nowhere to go and a target on their backs, they ponder what to do. Out of sympathy, you offer your home as refuge for a while in exchange for minor servitude (it is a big house, after all). They happily agree.

What will happen as the incubi get comfy? Why exactly did they come the human world? Who are the ‘misfits’, and will they stop pursuing them so the incubi can leave?

...Will you WANT them to leave?

Length: ~2-10 hours

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

Gameplay: Stat-raiser | *Choice-based*

Atmosphere: Light | *Heavy*

Additional Notes: This game has full voice acting and explicit (though skippable) sex scenes.