Frequently Asked Questions

You may also go to Yandere Simulator: About to see the answer for more basic questions.

Topic	Type of Question
Game Mechanic	Questions about the overall game play, either the possible implement in future or the existing one.
Game Lore and NPCs	Questions about the Yandere Simulator universe.
Game Development	Questions about the development of the game, such as volunteers, crowdfunding campaign, launching, etc.
Miscellaneous	Questions that do not suit other categories will go here.

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Game Mechanic

Customization

Can I customize Yan-chan's skin color?

This is not intended to be a supported feature of the game.

Can I put custom skins and uniforms on the other students?

Yes, in Custom Mode.

Will Yandere-chan be able to disguise herself?

I don’t think I want to add disguises. It would make the game too close to being a rip-off of the Hitman games. I would like to allow the player to change Yandere-chan’s hairstyle / hair color / accessories in her home. However, if the player can arbitrarily change Yan-chan’s appearance at any time, then the concept of disguises makes no sense. Adding disguises to the game would invalidate the concept of character customization, so I don’t really want to add disguises.

Are you still going to implement a female Senpai?

I would love to allow the player to choose the gender of their Senpai. However, a tremendous number of new assets would need to be created for that to be possible. For example, I would need a voice actress to re-record all of Senpai's lines - that's hundreds of lines. Also, there are dozens of lines of dialogue that refer to the Senpai as "he" and "boy," and all of these lines would have to be re-written so that the lines say "she" and "girl," and then re-recorded by voice actors. But, it's not just that - a female Senpai would also require female versions of all the currently-male animations that Senpai performs. It could end up costing tens of thousands of dollars to pay voice actors and animators for all that work. I am not confident that I will be able to raise that much money through crowdfunding / donations. So, I'm not ready to promise whether or not it will ever be possible to change the gender of the Senpai in Ayano's story mode. (But, until then, you can have a female Senpai in Custom Mode, which can be played without any voice acting.)

Elimination Process

How many weapons will there be?

The game currently features over 70 weapons. The game has practically every weapon of weapon I’ve ever wanted to add, and I anticipate that I probably won’t be adding very many more.

Where can you drown rivals?

Yandere-chan can drown girls in two places: in toilets, and in a fountain on school grounds.

When can Yandere-chan poison people?

At lunchtime.

Can the girl you're trying to poison give her lunch to someone else?

No.

Will Yan-chan be able to poison the food that the Cooking Club prepares for other students?

This would easily allow the player to poison a huge number of people effortlessly, so it's most likely not going to be a feature.

Will I be able to strangle people?

Yes, the game features strangulation weapons.

Will Yan-chan be able to romance one of her rivals as a special elimination method?

This was planned at one point in time, but is no longer planned.

Will we ever be able to kidnap males?

Yes, the game currently supports that feature.

Can you decide whether to feed or starve kidnapped victims?

Yes. Your kidnapped victims will starve to death if you don't feed them.

Could Yandere-chan ever lock a door with a key so that other students can't run away?

I don't plan to add this feature to the game.

How do you get a clean uniform?

Purchasing one from the online store from Yandere-chan's home, purchasing one from Info-chan, or doing a favor for the boy in the sewing club.

Will Yan-chan ever be able to stay clean while killing people?

Yes, but only if she wears a raincoat.

Are you still planning to make it so that Yan-chan can get clean clothing by stealing it from other girls' lockers?

This feature is no longer planned for the game.

Can Yandere-chan bury a body?

Yes, in the gardening club

Will all students report murder if they witness it?

Yes, except the Coward personality type.

Is there a way to get rid of a teacher who is guarding a corpse?

If you have a high enough PE stat, you can fight the teacher and kill them.

Will there be a non-lethal way to get rid of a teacher guarding a corpse?

I am currently not planning on adding a feature like that to the game.

If Yandere-chan kills all the teachers, the End-of-Day sequence still says "a faculty member discovered a corpse." Who discovered the body if the teachers were all dead?

The guidance counselor.

Will Yandere-chan be able to leave her bloody clothes in someone else's locker to frame her?

No, the police would find Yan-chan's DNA on the clothing.

Is it possible to kill all rivals on the first day of school?

A new rival will appear every week. Rivals will not be present at school before their "week". Each one of them will have a unique reason for being absent before their week begins.

Will rival deaths have an effect on Senpai?

After a rival has been eliminated, there will always be a brief cut-scene that shows how Senpai is handling the death / arrest / expulsion / vanishing / rejected confession of the girl.

What would happen if an entire class is killed?

This isn't a feature of the game right now, but I think that the school should close if an entire class of students is killed.

Can Yandere-chan kill Senpai?

Only in "SNAP Mode".

The Control, Phone and Info-chan Service

Why was the Challenges menu removed from the Calendar screen?

It was replaced with the Demo Checklist feature.

What is the purpose of the signal strength bars on Yandere-chan's phone?

Those bars light up when you're near a collectible item.

Will it be possible to get enough panty shots to buy absolutely everything that Info-chan sells?

Yes.

Will Info-chan accept a panty shot that comes from a corpse?

Info-chan will not accept any panty shots of dead students.

Can we send photographs to anyone else besides Info-chan?

This is not a planned feature.

Can Yan-chan talk to Info-chan in person?

Info-chan will physically exist at school, and it will be possible to see her. However, you will not be able to interact with her.

In the final game, will I still be able to press the + button to speed up time?

No, but you will still be able to use the Pass Time function on Yan-chan's phone, or the Speed Up Time function accessible when Yandere Vision is active.

Will we be able to access easter eggs in the final version?

Yes, but they would have to be accessed via cheat codes..

How do I make Yandere-chan perform attacks when an Easter Egg is active?

The "Yandere Button" - Left Ctrl on keyboard, or RB on controller.

NPCs, School and Club

What is the purpose of the guidance counselor?

When Yandere-chan is caught misbehaving by a teacher, she will be sent to a guidance counselor and will have to explain her actions. The counselor is responsible for determining Yandere-chan's punishments for misbehaving at school. The counselor can not be killed.

Will there be any LGBT students?

There are a few LGBT students at school.

Will there ever be male teachers?

I would need lots of new assets (models, textures, animations, voice clips) in order to add male teachers to the game, so it's somewhat unlikely to ever happen.

Can Yan-chan make a rival follow her?

Yes, but rivals may not trust you unless you have successfully befriended them and increased your reputation to a specific level.

If Yandere-chan leaves a note for a rival, but the rival has a scheduled event at that time, will the note override the usual activity? Or will the rival ignore the note?

The scripted event will take priority.

If a rival's reputation is too low and Senpai rejects her, will she become a normal NPC? Or will she stop coming to school?

She will become a normal NPC.

How many non-Senpai crushes will a rival have? How many guys can we match rivals with?

There will only be one "suitor" for each rival.

What happened to the "Evil" Persona?

Only one character in the game has this Persona: Yui Rio, in 1989.

Will there be Evil students who team up with Yan-chan to commit crimes?

I think Yan-chan should work solo. She co-operates with Info-chan, but that's the only exception.

Will there be students who are late to class sometimes?

The delinquents fit this criteria.

Why should I care how much reputation Yandere-chan loses?

If Yandere-chan's reputation drops below -100, Senpai will hear about all the things she has done, and he will never love her. This will result in an instant game over. It's also possible that some actions may be unavailable if your reputation is too low. (For example, joining clubs or asking students for favors.)

What would happen if Yandere-chan became really popular at school?

It's possible that there might be a penalty for becoming too popular at school. I might decide that some students will stalk Yan-chan if she's very popular. This would make it difficult to get away with murder, since you'd always have a group of potential witnesses following you around.

Will Yan-chan be able to seduce male students in the future?

Yandere-chan can instantly get favors from boys without befriending them, if she has maxed out her Seduction stat.

How do I join a club?

You must speak to the club leader while they are standing in their club room. At any other point in time, they will simply be a normal NPC. You can not be in two clubs at once. You can't re-join a club after quitting. You can't join a club if the club's leader or one of the club's members has seen you commit murder. If you kill the club's leader or reduce a club to less than 5 people, it will close forever.

Will we be able to change clubs?

You can change clubs at any time, but after you've left a club, you can no longer ever join it again.

How many clubs will be in the final game?

The current number of clubs is most likely the final number.

Can Yandere-chan join the Student Council?

Not yet, but one day in the future it'll become a feature.

If Yan-chan joins the Martial Arts Club, can she really beat teachers automatically?

Yes.

What can I do with the robot girl from the Science Club?

If you get the robot girl functional, you can order her to go kill someone for you.

What happens if Yan-chan kills a club leader?

If a club leader is killed, the club closes forever.

If Yan-chan kidnaps a club leader, does the club close?

A club will close if its leader disappears.

What happens if a club closes before a rival arrives?

For situations where a club leader rival returns to school and learns that her club was disbanded in her absence, her daily routine will be adjusted.

If a club is disbanded, will the members join another club?

No.

Would being friends with a club leader allow Yandere-chan to get items from clubs without joining the club?

No.

What happens if Yandere-chan steals an object from a club she's not in?

I originally planned for students to call Yandere-chan a thief and take the item back, but this plan never came to fruition. I'm not sure if the player will face any kind of special consequence for this.

Will all NPCs react the same way to Yan-chan being lewd?

Yes; every NPC will disapprove.

What causes the Visibly Lewd marker to appear?

You're marked as "Visibly Lewd" if your camera passes over a girl's skirt, even if it's only for a moment.

Game Mode, Progress and Ending

What will the game's tutorial be like?

The game's tutorial is a scene where the player acts out some murderous actions as part of rehearsing a school play.

How long will it take to beat the game?

Players reported that it took them 6 hours to beat 1980s Mode. 202X will have much more content than 1980s Mode, so a reasonable estimate might be 12 hours.

Will there be multiple endings?

Yes.

Can you tell us more about the final game's possible endings?

The game's ending will depend on Senpai's mental state at the end of the game. His mental health will be affected by the methods that the player uses to eliminate girls. There will also be some special endings that can only occur during very specific circumstances.

What kind of different gameplay modes are planned for the future?

The game currently features 202X Mode, 1980s Mode, Mission Mode, and Custom Mode. The number of modes in the final game may depend on the success of the game's crowdfunding campaign, which will determine the game's budget. For example, I would like to add an "Endless Mode."

Other Gameplay

Can Yandere-chan steal a rival's phone?

Yes.

Are you still planning to allow Yanere-chan to steal students' phones and post false information on their social media accounts?

This was one of the original plans, but it's pretty complex to implement. It would affect a lot of other features and would require some changes to NPC behavior, so I don't really want to promise it at this point in time, outside of very specific scripted events.

Will Yandere-chan be able to set up traps?

Currently, the player can only create two types of traps: a "bucket above doorway" trap and a "sabotaged water cooler" trap. I would like to add more types of traps to the game, but doing so would require models, animations, and sounds that I don't currently have. We'll see.

How come there are only two objects that can be placed into the Senpai Shrine?

A new object will become available on every subsequent week of the game.

Will Yandere-chan's room gain "trophies" for every rival kill?

This has been suggested since as far back as April 2014. It's worth considering. It won't be a priority for a long time though.

Will the player be able to perform actions on weekends?

Probably not; weekends will be used for cutscenes only.

Will we be able to explore more of Yan-chan's house in the future?

Yes, this feature has been added to the game.

If a town is implemented, would the player be able to kill people in the town?

Most likely not.

What would the town, if implemented, be used for?

1. New elimination methods.
2. New corpse-disposal methods.
3. "Sabotage Senpai's date" events.
4. "Go on a date with Senpai" events.
5. New Senpai/Rival interaction events.
6. Weapons that can't be found in a school.
7. Part-time jobs that allow the player to earn money.
8. Stores where the player can buy things with money.
9. Hidden collectible items that boost the protagonist's abilities.
10. Variety. A game that is set in only one environment could get boring very fast.

Having a town would open up a lot of opportunities. Some include stores, part-time jobs, date spots, collectibles, elimination opportunities, fun extras (see some of the other questions in this FAQ), and more.

Will the hedge maze have more of a purpose in the final game?

Yes, during certain rivals' scripted events.

What will the gym be used for?

The school gym will be used for Senpai-Rival interaction events, some club activities, and also school plays. An "embarrass rival onstage in front of school" elimination method is planned.

Will Yandere-chan ever be able to enter the boys' locker room?

Probably not.

Will Yan-chan be able to swim in the game?

Probably not.

Can Yan-chan break into rivals' homes and smash their possessions?

That sounds like it would be fun, but it would require a tremendous number of new assets.

Will Yandere-chan be able to break into Senpai's house?

Breaking into Senpai's house was suggested as far back as April 2014...but's somewhat unlikely to become a feature of the game.

In the final game, will there still be funny easter eggs and supernatural things?

Silly and supernatural things will only appear in the game if the player follows a series of steps to unlock them. Basically, the player has to *want* to see paranormal or silly things in order to see them.

What effect does the Enlightenment (Life Note) manga have on Yan-chan?

The "Life Note" manga is connected to a game that I was developing several years before I started working on Yandere Simulator. I plan to continue developing that game as soon as Yandere Simulator is finished. Collecting and reading the Life Note manga will lead to an easter egg that allows the player to learn more about the game that I plan to make after Yandere Sim, and perhaps play a demo for the game. However, Enlightenment won't have any practical functionality or any effect on gameplay.

Game Lore and NPCs

The Aishi Family

How old is Yandere-chan?

18.

How tall is Yandere-chan, and how much does she weigh?

Yandere-chan is 163.685cm tall and weighs 43.5 kg. In other words, she is 95.90 lbs. (Anime girls don't weigh the same as real-life girls.)

Is Yandere-chan popular among students?

This depends entirely on the player's actions. The player can make her popular, or or unpopular. A girl with many friends, or a delinquent.

Does Yandere-chan have siblings?

No.

Has Yandere-chan ever killed for fun?

From a very young age, Yan-chan knew she was different. She understood that other people could feel excitement, get emotional, and have fun...and she understood that she was incapable of these things. Around this point in time, she killed an animal to find out if it would stimulate her or cause her to feel an emotion. However, killing the animal didn't affect her in the slightest, so she concluded that killing humans would not be able to bring her any kind of satisfaction or pleasure. Yandere-chan is not the type of person who has killed for fun...but as soon as the game begins, you're in control of Yandere-chan, and your actions determine what kind of person she truly is..

Will Yandere-chan's parents play a role in the game?

Yandere-chan's mother and father are overseas during the duration of the game.

What's Yandere-chan's relationship with her parents?

She does not have a negative relationship with her parents, but does not have a warm and loving relationship, either.

Does Yan-chan's mother see Yandere-chan as a threat to her husband's love and attention?

Yan-chan's mother cherishes her daughter, because her daughter is a physical manifestation of the love between her & her husband. She could never look at her daughter with anything other than love.

Does Yan-chan's dad actually love Yan-chan's mom?

The basement tapes will reveal the answer.

What is Yandere-chan's mom's maiden name?

Aishi is her original surname. When an Aishi woman marries a man, the man adopts his wife's surname. It has never been the other way around.

Is Yan-chan's grandma alive?

Most of the women in Yandere-chan's family want to have children from a very young age. Most of them give birth around age 18/19/20. As a result, most of them become grandmas when they are around 40 years old. Yandere-chan's great-great-great grandmother is still alive.

Senpai

Is Senpai smart?

He has average intelligence.

Is Senpai in a club?

Senpai will never join a club. However, he may spend some of his time visiting several different clubs.

Does Senpai have any friends?

He had friends at his previous school, and has online friends, but none of them are attending Akademi except Osana.

What is Senpai's sister like?

Senpai's sister is an extremely clingy, childish, emotionally dependent girl who constantly begs her brother for attention.

Why would Senpai ever run after a masked killer and rip the mask off?

I imagine Senpai as the type of person who would normally be gentle and prefer solitude, but upon witnessing a masked killer, would feel enraged at the cowardly act of killing another person while hiding one's own identity, and would unmask the killer without regard for his own safety - *especially* if the masked killer just murdered his childhood friend or little sister.

Why does Senpai get so creeped out by Yan-chan?

When we see Senpai react to Ayano, we are seeing his behavior from Ayano's perspective. Her perception of him is exaggerated, which is why Senpai's reaction appears so exaggerated.

Can Senpai be driven insane?

Senpai will have a hidden “sanity” variable that the player will not be able to see. It will influence some of the game’s endings. It MAY influence some of his everyday behavior.

If the player chooses to pursue a female Senpai, and Yandere-chan enters a relationship with the female Senpai, how would the Aishi bloodline continue?

It would not continue.

The Rivals

Is Kokona Haruka going to be a rival in the final game?

Kokona Haruka was just a test-dummy for debugging and testing features. She will not be a rival in the final game.

Why did you decide that Info-chan is not going to be a rival?

I wouldn't like to give out any details regarding Info-chan. You'll just have to play the game and find out what happens.

Are all of the rivals going to be “dere” archetypes?

All of the rivals were inspired by popular anime stereotypes. However, not every one of them is based on a “dere” archetype.

Is it true that each rival will be more popular than the previous one?

Each rival is meant to be *more difficult to defeat* than the previous one. Sometimes, popularity is a factor in this. Sometimes it’s not.

Why do the rivals like Senpai?

Each rival will have a different reason for developing feelings for Senpai. You will watch these feelings develop in the scripted events that occur throughout that rival’s week.

Senpai could never love a violent person or a criminal. However, one of the girls who will fall in love with him is a juvenile delinquent. How will this work out?

I wouldn’t like to spoil it. You’ll just have to wait and see.

If the delinquent rival and Budo Masuta fought, which one would win?

I know who would win, but I wouldn't like to reveal it. There's a chance that you might be able to find out for yourself within the game…

Will Osoro have the Clingy/Damsel Persona like the other rivals?

Most rivals run to Senpai after witnessing murder. However, Osoro will attempt to apprehend you after witnessing murder, instead of running to Senpai.

Is Oka Ruto Wiccan? What is the Occult Club's religion or belief?

The Occult Club doesn't have an official religion, or any religious beliefs. They simply believe that there are supernatural beings in the world, and are searching for a way to prove that these beings exist, and/or contact these beings.

Yandere Simulator Universe

Are there any more main characters that you haven't revealed yet?

No.

Will more of the characters' backstories be revealed in the future?

Yes. It's just not a high priority right now.

When will major plot points (Info-chan's backstory, the Aishi family's history, etc.) be included in the game?

This information will slowly be revealed over time.

Can I create an original character for the game?

Unfortunately, I can't include any of your original characters in the game. If you want to know why, please see this blog post: https://yanderedev.wordpress.com/2015/12/07/about-original-characters/

Will the Pompadour Delinquents ever return?

They did! They are present in 1980's Mode!

Who is the "phantom girl" in the third floor east girls' bathroom?

She was murdered by Ryoba, Yandere-chan's mother.

Why is Inkyu Basu named after an incubus, even though an incubus is male?

I know that an Incubus is a male demon, but I still named a female character “Inkyu Basu”, because I think that the name sounds cute and feminine.

Is there anything special about the Basu sisters?

Every day, Sakyu and Inkyu will have a voiced conversation. They will talk about the school’s rules or the school’s history. Eavesdropping will let the player learn more about the game’s lore. However, if the player does something that causes drama at school, then the sisters will talk about the recent drama instead of school history.

Why is there an Art Club AND an Art Room?

The club is run by students, but the Art Room is for classes, lessons, and school usage. The Art Room might have mostly easels, whereas the Art Club might have a wider variety of art.

Game Development

How much of the game's content has been added so far?

In 1980s Mode, 100% of gameplay mechanics and 100% of story content.

In 202X Mode, over 90% of the gameplay mechanics and around 15% of the story content.

How many gigabytes will the final game be?

This is hard to predict. My guess is 10 GB maximum, 4 GB minimum.

Are you going to release an Early Access version of the game?

There will come a point in time when the game is complete enough to be enjoyable, but not complete enough to sell as a finished project, and so incomplete that bug-testers are still required.

At that point in time, it would no longer be reasonable to give the game away for free. At the same time, I would still need the help of bug testers. However, spending money to pay bug-testers to play the game is a cost that I might not be able to afford.

I've only been able to come up with one solution: After the game's free official demo is released, all subsequent versions of the game would have be sold on Steam as Early Access.

I know, I know, "Early Access" is a dirty word to many people. But, put aside your preconceived notions, and think about it. Eventually, there will come a time when it's the only reasonable option for me.

Early Access is only a bad thing when a lazy developer promises to finish a game and then abandons it. 50% of my motivation for creating Yandere Simulator is to build a strong, positive reputation as a hard-working game developer. In other words, abandoning the game before it's finished would destroy everything I've been working to build.

So, obviously, I won't be doing that.

Will every student have a unique voice in the final game?

That would require a tremendous (over 100) number of voice actors. It's more likely that some students will share voice actors.

Are you going to implement new base models?

The act of replacing Yandere Simulator's character models will involve completely rebuilding the "StudentChan" and "StudentKun" GameObjects, which would involve re-creating 11 years of work and editing a countless number of scripts to become compatible with the new character models. It will involve refactoring various different areas of the game and will most likely create numerous new bugs. I am not in a rush to do this. I have not yet decided on a time when I will do any of this.

Are you really going to change Yandere Simulator's name?

I don't like the game's name and I want to change it, but it's extremely difficult to know when would be the "right" time to re-brand the game.

When will the other rivals after Amai be implemented?

Here are my priorities, in order:

1. Fix any game-breaking bugs that are present in the current build
2. Implement new assets that I recently received from volunteers
3. Make several improvements to Custom Mode
4. Make numerous improvements to Amai's week
5. Release YouTube videos about all of the improvements that I've made to the game since the release of 1980s Mode
6. Begin work on Kizana

At the beginning of 2025, my goal was to release Kizana by the end of 2025. If everything goes perfectly, and nothing slows down my progress, I can still achieve that goal. However, my rate of progress is largely dependent on factors that are outside of my control. It may be unrealistic to expect Kizana at the end of 2025. It might be more realistic to expect her to be released in the first quarter of 2026.

Will you put yourself in the game?

I don't have a particularly strong interest in putting myself in the game.

Why haven't you launched a crowdfunding campaign yet?

The short and simple answer is that I refuse to launch the Kickstarter until the game has met my personal standards of quality, and the game hasn't reached that point yet.

When will the crowdfunding campaign be launched?

https://www.youtube.com/watch?v=dz-ACZaVKt4

So if one of the Kickstarter rewards is a custom student, how many do you think there will be, and how much will they cost?

I'm very sorry; the cost has not been determined yet.

Could one of the crowdfunding backer rewards be the ability to design an easter egg?

It seems feasible, but at this point in time, I don't want to make any promises regarding this idea.

To reduce the amount of work required to finish the game, could the cutscenes be 2D instead of 3D?

Cutscenes MUST use 3D models. The player is able to customize the appearance of the protagonist, Senpai, and choose the school's uniform, so cutscenes can not use 2D illustrations.

If I want to apply for the project as a 3D animator, what do I need to send you?

A demo reel. Something similar to this: https://www.youtube.com/watch?v=st3BucC0e3g

I want to play old builds of the game. Can you give some to me?

Check here: https://yansimdl.com/

Is it okay to report bugs that can only happen with the use of debug commands?

No.

Miscellaneous

Why don't you respond to tweets anymore?

For a long time, I had a lot of fun using Twitter to interact with fans! However, as time passed, I gradually started to feel guilty about spending too much time on Twitter. I decided that my time would be better-spent working on the game instead of chatting on social media, so I rarely use Twitter anymore.

Why is Yandere Simulator banned from Twitch?

Yandere Simulator is banned from Twitch because of content that is no longer in the game. Twitch refuses to re-evaluate Yandere Sim until the game has been finished.

Have you ever received any business offers from publishers or developers?

It's rare, but it does happen sometimes.

Did you get permission to put an Undertale easter egg into Yandere Sim?

I e-mailed Toby Fox and asked him if he'd grant me permission to use some Undertale music and sound effects in Yandere Simulator. He politely asked me not to use any of Undertale's assets in Yandere Sim, but he told me that it would be okay to include *parodies* of things from Undertale.

What was the song that played in the original version of the game's credits, several years ago?

It was a cover of Thanatos - If I Can't Be Yours. The vocalist who performed the cover was LittleJayneyCakes. Because Thanatos is a copyrighted song, it was replaced.

Who's the girl who appears in the fun.txt easter egg? Can you tell us?

What girl? What game is she from? I don't recognize that character or know anything about her at all. Nope, nothing at all…
