

OELVNs (Commercial):

Most OELVNs – both free and commercial – are PC-exclusive, with a few exceptions. All games listed below can be purchased on Steam, with the exception of Wilder.

While full English voice acting is becoming a rising trend in commercial OELVNs, most are still unvoiced.

Backstage Pass

=> *Frequently recommended for beginners*

Summary: The glamour and glitz of showbiz hold little appeal for Sian. As the daughter of a professional makeup artist, she knows how stressful and uncertain work can be, and she aspires to something more stable. When a sudden accident topples her plans for a smooth college life, she realizes she must put her own makeup skills to use if she wants to make it through the year. The entertainment world may be wild and unpredictable, but Sian is about to learn there's also a lot to love...

Length: ~30-50 hours

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

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

Atmosphere: *Light* | Heavy

Additional Notes: This game has full English voice acting.

Hustle Cat

=> *Frequently recommended for beginners*

Summary: You finally got a job in the big city. But your coworkers at this cat cafe disappear at weird times, and there's something peculiar about your new boss, too...

You are Avery Grey, the newest employee at a popular cat cafe called A Cat's Paw. The coffee's good and the staff is friendly (and kinda cute!) but mysterious. One day, you find a strange book in the basement, with letters you can't quite read...

You'll work hard at A Cat's Paw, but there's still time to get to know your new coworkers! Who's your favorite? The brusque, but devoted cook Mason? Or maybe Reese, the fashion-obsessed waiter who knows more than he says? And there's always your strange-eyed boss, the enigmatic Graves.

Length: ~2-10 hours

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

Gameplay: Stat-raiser | *Choice-based*

Atmosphere: *Light* | Heavy

Cinders

=> *Frequently recommended for beginners*

Summary: A fairytale visual novel with beautiful illustrations from Gracjana Zielinska. Cinders is inspired by the classic fairytale of Cinderella, but puts more emphasis on character development and choices made by the protagonist. Did you ever wish that Cinderella would take her fate into her own hands, find a way to retake her residence from the evil stepmother, and ditch the prince in favor of the handsome captain?

Length: ~10-30 hours

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

Gameplay: Stat-raiser | *Choice-based*

Atmosphere: Light | *Heavy*

Changeling

=> *Frequently recommended for beginners*

Summary: The human world accepted as reality is only a thin veneer under which lies a world of supernatural creatures, entities, and people. They live beside humans hiding their nature or walking among them unseen. And most people go about their lives entirely unaware of the dangers around them. Mysterious situations are written off as fake, or they're glossed over with some sort of mundane explanation.

The same was true for Nora, a normal girl struggling with the usual litany of everyday problems - including her crumbling relationship with an angry, resentful twin brother with whom she's nearly given up on reconciling.

But her family's return to the town in which she'd grown up set in motion a chain of events that would shatter every illusion she had about a world she thought she knew. Her eyes newly opened to the truth around her, Nora begins a journey to uncover the secrets of her own mysterious past and the reason for her brother's bitter hatred toward her. Alongside her best friend, and a group of unusual guys she met after her return, Nora begins to chip away at the lies shrouding her life. Lies that have been haunting her since childhood.

But in a world where Vampires, Werewolves, and Faeries are real, learning the truth may come at a high cost.

Length: ~30-50 hours

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

Gameplay: Stat-raiser | *Choice-based*

Atmosphere: Light | *Heavy*

C14 Dating

Summary: An otome dating sim that combines archaeology, friendships and love.

You play as Melissa Flores, a 3rd year anthropology student participating in a summer archaeological internship. The field school takes place in Belgium, over 5000 miles away from your native California! Okay, it's a little bit out of your comfort zone, and the fact you'll be staying in an unfamiliar country for two months can be nerve-racking, but you couldn't pass up such a learning opportunity! You get to excavate at an authentic prehistoric site, which has uncovered Neanderthal remains in the past.

Maybe you'll dig up some bones, or even unearth tools that were manufactured by early humans. And of course, you might forge friendships and find romance during your stay...

Length: ~10-30 hours

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

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

Atmosphere: *Light* | Heavy

Additional Notes: This game also incorporates optional puzzles as part of its gameplay.

[Magical Diary: Horse Hall](#)

Summary: You have been invited to attend a magical school. Here you can make new friends, learn dozens of spells, face exams in the school dungeons, run for class office, and try to find a date for the May Day Ball.

But be careful! You might end up in detention, be lured into a secret society, be forced to marry your professor, or even be expelled!

Every puzzle has multiple solutions, and the path you choose is up to you. Are you a good witch or a bad witch?

Length: ~10-30 hours

Story: Character/Romance Focused | Plot/Story Focused

Gameplay: *Stat-raiser* | Choice-based

Atmosphere: *Light* | Heavy

[Oathbreaker](#)

Summary: A veteran Warlock finds herself in a political conspiracy when she is summoned by the Sovereignty as the new Court Mage. Is the real danger truly one of political intrigue, or is there a darker secret hiding underneath?

Length: ??? Hours

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

Gameplay: Stat-raiser | Choice-based

Atmosphere: Light | Heavy

Additional Notes: [Per the creator](#), the R18 patch can be treated as a one-time purchase on [their Patreon page](#) if players choose to do so.

[Wilder](#)

Summary: "Do not be fooled, child, for a monster chained is still a monster."

In a world where djinn are slaves and humans their masters, can two souls drawn together from opposite sides of the divide truly find happiness? Can they find freedom?

You are the niece of an important nobleman and have lived a sheltered existence. Your whole life, you have never truly questioned the way things are.

That is about to change.

Length: ???

Story: Character/Romance Focused | Plot/Story Focused

Gameplay: Stat-raiser | *Choice-based*

Atmosphere: Light | Heavy

Additional Notes: This game was originally supposed to just use a pay-per-route model before relaunching as a full game, but its release has been cancelled. The two routes already out can still be purchased through [sonnet009's itch.io](#), however. Made by the same person who created Aloners.

[The Rose of Winter](#)

Summary: Rosemary left her family's farm a year ago to become a Knight in Shining Armor! ... but being a knight is harder than she thought, and she's looking for work at the foot of the perilous Mount Needle. Thankfully, there are four handsome princes here who need an escort through the mountain pass, and Rosemary is just the knight for the job!

As Rosemary, you'll brave fierce beasts and difficult terrain, not to mention the fact that your traveling companion can be a royal pain. But that's okay! Because you're brave and noble and not-at-all distracted by the handsome guy you're bound to protect. You've got the armor, you've got the sword, and you're all ready for a fairytale romance: if the snowstorms and bone-chilling winds don't get in the way.

And maybe these princes aren't quite as charming as you expected...

Length: ~2-10 hours

Story: Character/Romance Focused | Plot/Story Focused

Gameplay: Stat-raiser | *Choice-based*

Atmosphere: Light | Heavy

Royal Alchemist

Summary: The King was murdered.

The assassins have not been found. And the threat of rebellion hangs over the land.

With the succession thrown open and none of the three Royal Princes ready to take the throne, the King's brother has assumed the Regency.

Hoping to protect the nation and its people and help the rightful heir to the throne, the Regent has sought the help from the High Council, a neutral and influential faction of powerful magicians. The delegate it has sent, however, isn't someone the Eskian aristocracy prefers, for more reasons than it seems.

You are the scion of the ancient Rosenkreuz family, the High Council's delegate and newly appointed Tutor to the Royal Princes. Can you navigate the maze of Eskian politics and guide the princes on the path of power? Or will you succumb to the murky intrigues of the court, and the ever-present danger of assassins?

Length: ~10-20 hours

Story: Character/Romance Focused | Plot/Story Focused

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

Atmosphere: Light | Heavy