Japanese Dating games as a genre

**Dating sims**, or **romance simulation games** (恋愛シミュレーションゲーム, *ren'ai shimyurēshon gēmu*), are a sub genre of romantic video games.

Capturable = what dating sims are called in Japan

In **Japan**, **dating sim** characters are referred to as "capturable" — whether that means you capture hearts or bodies depends on the game story and style.

Dating sims often have a lot of dialogue either spoken or written as a cubtitle giving the feel of a comic or a graphic novel and they are often set against a time barrier by which things must be completed. The player must befriend and carefully build and maintain a relationship with one or more characters. The gameplay is largely dependent on data and statistics. The player is trying to improve their personal stats by achieving this quickly in the time. They can be combined with other genres such as role play games eg *Sakura Wars* and *Persona*.

The term "dating sim" is also sometimes used incorrectly in English as a generic term for romance-driven games (恋愛ゲーム, *ren'ai* games), especially romantic stories.

Most of the games can be played many times with differing outcomes. They have tools or functions such as being able to skip text, multiple save slots, quick save features. You can also rewind in some of them which gives players a chance to experiment with different outcomes.

There is also a version of this genre aimed at women. This is what Wikipedia says about Otome

An ***otome* game** (乙女ゲーム, *otome gēmu*, literally "maiden game"), is a story-based [video game](https://en.wikipedia.org/wiki/Video_game) that is targeted towards women. Generally one of the goals, besides the main plot goal, is to develop a romantic relationship primarily between the female [player character](https://en.wikipedia.org/wiki/Player_character) and one of several traditionally male characters. This genre is most established in [Japan](https://en.wikipedia.org/wiki/Japan), and is mostly made up of [visual novels](https://en.wikipedia.org/wiki/Visual_novel) and [simulation games](https://en.wikipedia.org/wiki/Simulation_game); particularly [dating sims](https://en.wikipedia.org/wiki/Dating_sim) and [life simulation games](https://en.wikipedia.org/wiki/Life_simulation_game).

Playing with narrative and the game genre in Punnet

Although personally Im not really interested in playing games like this for real I do like the way it plays with the narrative so that you can work backwards from the outcome to find out the beginning. Each different partner or play can result in a different outcome.

In terms of the narrative in Punnet – it is almost as though you could join it at any point in the story as because you don’t know where reality starts and finishes so the astronaut is playing the game which ends in the blue screen of death but like in most games can then be restarted from further back in the story. This the essence of Punnet as it starts and loops and comes back again, much as the astronaut’s days and nights must be with nothing different to stimulate and change them. Much as isolation is when what happens is a kind of brain fog caused by lack of stimulation and change, this seems to lead humans to a psychotic state where they imagine to take the place of the lack of real things.

Drawing of the cycle here.

Wiki definitions

A **simulation video game** describes a diverse super-category of [video games](https://en.wikipedia.org/wiki/Video_game), generally designed to closely simulate real world activities.[[1]](https://en.wikipedia.org/wiki/Simulation_video_game#cite_note-1)

A simulation game attempts to copy various activities from real life in the form of a [game](https://en.wikipedia.org/wiki/Games) for various purposes such as [training](https://en.wikipedia.org/wiki/Training), analysis, or prediction. Usually there are no strictly defined goals in the game, with the player instead allowed to control a character or environment freely.[[2]](https://en.wikipedia.org/wiki/Simulation_video_game#cite_note-2) Well-known examples are [war games](https://en.wikipedia.org/wiki/Military_exercise), [business games](https://en.wikipedia.org/wiki/Business_game), and [role play simulation](https://en.wikipedia.org/wiki/Role_play_simulation).

From three basic types of strategic, planning, and learning exercises: games, simulations, and case studies, a number of hybrids may be considered, including simulation games that are used as case studies.[[3]](https://en.wikipedia.org/wiki/Simulation_video_game#cite_note-3)

Comparisons of the merits of simulation games versus other teaching techniques have been carried out by many researchers and a number of comprehensive reviews have been published.[[4]](https://en.wikipedia.org/wiki/Simulation_video_game#cite_note-4)



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