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Flower Shop: Winter In Fairbrook Patch

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## About This Game

The Flower Shop: Winter In Fairbrook is a dating and farming simulation game and takes place after the first Flower Shop game, Summer In Fairbrook.

Play as Natalie t 5d3b920ae0

Title: Flower Shop: Winter In Fairbrook

Genre: Adventure, Casual, Simulation

Developer:

Winter Wolves

Publisher:

Winter Wolves

Release Date: 23 Nov, 2011

English

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A nice, simple, funny and cute hearthwarming game, i definitely enjoy it. If we speaking about cons, than i can tell that gameplay can be a little repeative and characters more or less stereotypic sometimes, some routes are more complex and interesting than others (though i guess it depends from your point of view). But game also has cute scenes, especially final ones (snow fight and last romance scenes are wonderful, you should see it yourself), nice art, funny moments and light hearthwarming atmosphere, that reminds about schoolcollege days. Don't expect someting serious - it's a nice and little naive teen romance that definitely has its own charm for those who love such things. Still cannot say that game worth full price, i bought it on sale and recommend it for sale price.. VERY short game, (it literally took me a little over an hour to complete) not a fan of the story-lines either. Honestly, this game wasn't even worth what I paid for it, and I certainly wouldn't reccommend

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buying it. - The characters weren't bad, and I did actually enjoy learning about them, however little the game actually promotes their individual personalities. - The visual representations of the characters were poorly drawn however. Especially when compared to the backgrounds, as the game runs like a story. While the backgrounds were also somewhat poorly drawn, it seemed as though there was a lot more attention paid to detail when compared to the characters. - Also, sadly, the conversation flow just wasn't there. Everything seemed terribly forced, and hardly romantic. Not to mention that the main character that you play is a whiny putz (and frankly I wouldn't use any of the lines they put forth for her). As I didn't play the first game, and this is a sequel of sorts - I have nothing to compare it to other than other dating sims/games in general, so forgive the mostly Con related viewpoint of the review in that aspect. As weird as it is, I'm a big fan of dating sims and would love to try as many as possible. This game just didn't cut it for me. Luckily, I bought it when it was on sale, so if you're still wanting to try it after all that - then at least buy it on sale.. Change or be unworthy of love. Perhaps a bit harsh, but that appears to be the message of this game. You are Natalie, a lazy college student who gets a job in a flowershop because her parents want her to get a job somewhere. You arrive, meet the eccentric locals, including four potential love interests. Each has two stats he likes, you must work hard to level up those stats in order to unlock their romance ending. Several of these guys will make a point of informing you (DURING your romance scene at the end) about how pleased they are you're no longer some lazy spoilt brat, but a decent person they don't mind loving. While Steve in the previous game did have a character arc of personal growth, none of his love interests were cruel enough to point out they wouldn't have looked twice at him without it. Like Summer in Fairbrook, this is basically farmvill meets dating sim. You grow flowers, you sell flowers, you get to know and try to date guys. It sadly renders 'Summer's ending moot, as when you meet Steve here he's single (so he evidently failed to romance anyone last time) but the advantage is you could date him now if you like. The 'crisis' point midway through lacked much of the personal urgency of the one in the previous game, or perhaps that's because I'm not all that invested in Susanna's safety. In summary, I did enjoy this game, but it is very flawed.. For a game rated PG, it's great. The game is very quick and simple. All the characters are decent and if you know what you're doing, you can finish a character route within an hour or so. It's a good visual novel with lovely music and no noticable grammatical errors in the text. My only complaint will be that the drama was kept tamed and that nothing really surprised me. So I would recommend this game to anyone who is new to the otome general or anyone who wants a very casual otome game.. Adorable! This game is engaging and all of the characters are interesting. I don't want to ruin any surprises - but trust me, if you enjoy a dating simulator set up VN style you do not want to miss this game.. This is one of the best visual novels/dating sims I have played. The characters are layered and interesting, they never are just what meets the eye. All the endings are cute and sweet, giving everyone a happy ending. It was a real mood-lifter after playing some visual novels where if you want to get all the endings you have to romance people you really dislike or make wrong choices to get the worst ending. In this game there is no such thing as a bad ending. The farming and time management was surprisingly fun, I didn't expect to get as much out of it as I did. Seriously, this is one of the best games I've played. If you're thinking about getting it, DO IT.. My feelings on this game are kind of mixed. I feel like it could have been so much better but I still love what it has. I've played many visual novels and dating sims mainly otomes of varying qualities and backgrounds, and I always enjoyed them for something. I'm gonna go right off in saying that the biggest issues with this game is its length and difficulty. It felt way too easy. -The gardening simulation was okay but besides for getting the special endings it didn't give me any incentive to keep going once I got my goal. It's supposed to be one of the big parts of the game but ends up being optional. I think this could easily be improved by adding more things to buy or at least need money for, a higher goal for special ends and some sort of noticable punishment for not working. -Getting the guys is another thing that felt too easy. Instead of getting hints or what not for the guys, you literally get straight up told what stats you need to make them fall for you. It's not even subtle, they say exact stats names. another thing is there really should have been at least one more ending per guy, and by that I mean a bad ending, so their endings wouldn't be that easy to do, mainly the special ending, which is another big problem. the "best" ending really should be harder to get, and for some characters be better than the normal endings. It needed more to it. -For the guys, you either get to know them way faster than you should, or by the end you only seem to have gotten the very surface layer of them. It gives the impression that it was a bit rushed. Like characters who were well written out had to get their story squeezed in a much smaller amount of time, and others who weren't fully developed having to have their stories artificially stretched. While saying this I did enjoy all the characters, but the attachment to them wasn't really there due to the rushed or shallow feeling. -The story was good, the characters were wonderful but it was far too short. When I finished all the endings all I wanted to do was keep playing, I still do, I want there to be more for me to do. each guy took maybe an hour or two to finish completely, maybe 3 if it takes you a bit to figure out what to say. This is rather short for a game of this genre. Now to improve these things the simple solution would be to extend the story. Add more weeks or instead of planning each week, you plan each day. or simply adding more endings, like friendship endings for the girls and guys, bad endings. Things like this can really add an hour or so of gameplay. - Now that we're past these issues, now to my more positive thoughts. To start with the art is really top notch, would have been nice to have a few more CGs but more wasn't necessary. The Interface is simple but it was more than enough for a dating sim. The main character starts off not to likeable but by the end you'll defiantly like her. She goes through a reasonable yet still drastic change, going from childish and bratty to more thoughtful of others and mature. The different guys make these changes more subtle or

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more drastic. The other characters do go through some changes themselves that you help with, again not too great to be unrealistic but even something as simple as helping to see things a bit differently. they do seem to evolve some in the course of the game. The story is not really complex, you're a spoiled college girl going to a small town to work for winterbreak cause your parents are making you. It felt natural, and flowed well enough. again i wish it was longer, it would have really profited from even a slightly extended story. Besides for technical issues, I must say that this is one of my favorite otomes, specially here on steam. If it wasn't for my dislike of playing male characters, I would most certainly try Spring in Fairbrook, aswell. If you're new to dating sims or your still not sure about this game, get it when it's on sale and give it a go. As for the others who are still intrested, I can't really say if it's worth paying full price. If you like other Winter Wolves titles and/ or you'r fine with splurging a bit, then go for it.. This visual novel is a sequel of sorts to Summer in Fairbrook. Like that game, you end up in Fairbrook to learn responsibility. This time, though, you are pursuing the boys. Trent, Jacob, and Steve return from the previous game (which I guess assumes Steve didn't win any of the girl's hearts), and a new guy, Ryan shows up (more or less to be the voice of reason in the game). Some of the features of the prior game have also been streamlined. There are nine endings. One for ending up alone, and two for each hero. A normal ending and a special ending. The only difference between the two is that one you have \$400 in your wallet at the end of the game for the specials. It is a nice game for those who like the type (Winter Wolves doesn't disappoint).. Much like Summer in Fairbrook, I bought this game on sale, and yet still find it difficult to recommend to anyone, other than those firmly committed to the genre. And much like it's predecessor, Winter in Fairbrook leaves much to be desired. To say the game is bad would be like saying a small piece of chocolate cake is bad (assuming that you enjoy chocolate cake). It's still cake, it's still good, but it is grossly unsatisfying. The writing leaves much to be desired. Very much like Steve in the previous game, Natalie is a vapid, ignorant, immature, petulant, and lazy girl, who is instructed by her parents to find a job over the holidays, in the hopes of teaching her some discipline (They had already cancelled her cellphone due to bad grades, and are now threatening to take her new car away). Luckily, her room-mate just happens to be Clara from the previous game, and she sets Natalie up with Susana to work in the flower shop. Natalie must leave first thing in the morning to arrive in Fairbrook to start work the next day, but instead of packing and sleeping, she spends all night playing online games. That is our first introduction to this character, and I must say, it did not leave me wanting to spend the entire winter break with her. When she arrives in Fairbrook she thinks it's a small, dull town, and rightly so. She sleeps the day away, and then proceeds very rudely reject the dinner that was cooked for her (and continues to do so for a few weeks) and sleep in until 11 am the next day, even after being woken up by Susana at 8 am. after doing the only task asked of her, she then wanders off to check out the general store, thinking to herself that she "wasn't told [she] needed to come right back. once again, I am left wondering why I should care about this spoiled wretch. She improves as time goes on, of course, but I still never really cared for her at all. The choices that you get to make in the game are fairly limited. Just like it's predecessor, you start your day working in your garden. You then get to do one activity for the whole day, be it going to the store, the library, or just staying in. there were around 5 options if I recall correctly. Every so often you would get a cut scene with one of the bachelors, and you would get to make a single choice in the entire discussion, and the rest of it was merely her awkward verbal diarrhea. As for the bachelors. well. what can I say. Steve is still Steve, if you've played the previous game then you already know everything there is to know about him. He's slightly less lazy than before, but otherwise he's pretty much just a male version of Natalie (or she a female version of him). Jacob is sweet, charming, helpful, and shy. oh, and he's SEVENTEEN!!! Yes, you read that right. one of this College girl's potential mates is still in Highschool. yeah. Add to that the fact that she thinks he looks like a twelve year old, and you've got a real winner. Trent is still trent. He's sweet, charming, attractive, and playful. Oh, and in love with someone else. just like, well, pretty much all the guys really. And Ryan, well, there's nothing that I can say about him that wouldn't sound completely biased, but I'll try. To say he's adorkable would not be giving him enough credit, though he does resemble that at times. He's intelligent, well-spoken, hard-working, reliable, cultured, and a bit of a virtuoso. I mean, is there anything he isn't? He's also the only guy who isn't already mostly spoken for, so that's another plus for him. the only problem is, in reality, there is no way he would go for someone like Natalie. and quite frankly, most of the time it seemed like he hated her, or at the very least found her highly irritating. The good: - Art work is relatively cute - Writing is decent - Gardening mini-game is amusing - The bachelors are charming The bad: - The music is repetitive, and though not inaherently bad, certainly grates on you after a time. - The writing is lacking in quite a few places - The gardening mini-game is much more out of place in this incarnation than in the previous title. TL;DR This game is not really worth your time or money, even on sale. It's decent, and if you really like the genre then I won't think any less of you for buying it. Just keep in mind that even though it says I've got 12 hours played, about 80% of that was spent leaving the game open for Trading Cards. I think it took me roughly 2 hours to get 3 of the endings.

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