



YANDERE Simulator

Senpai will be mine. **He doesn't have a choice.**

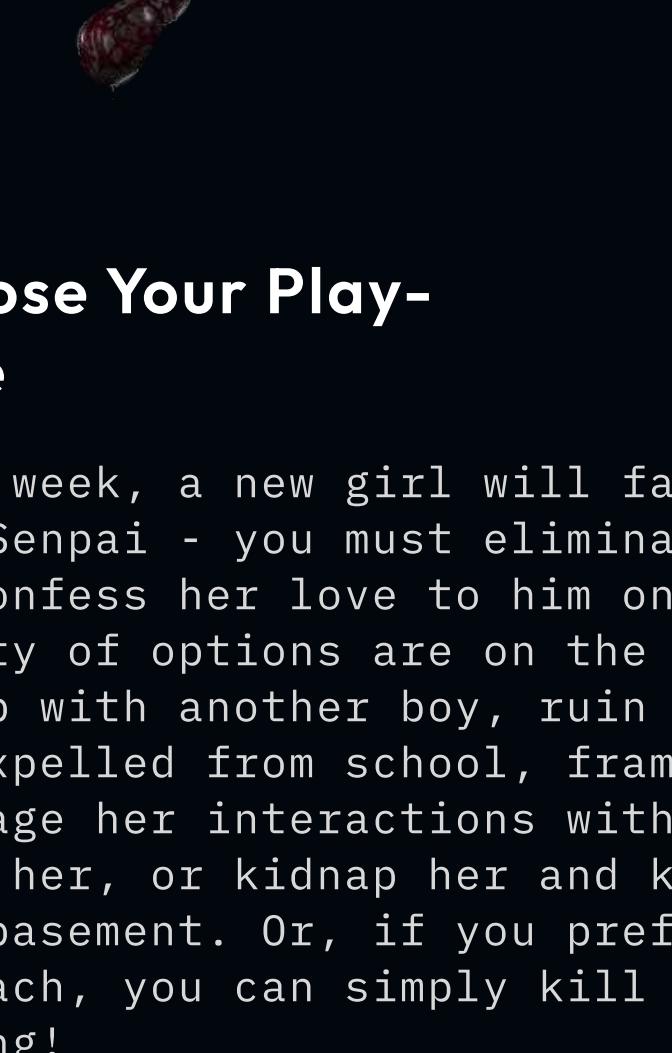
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Who Am I?

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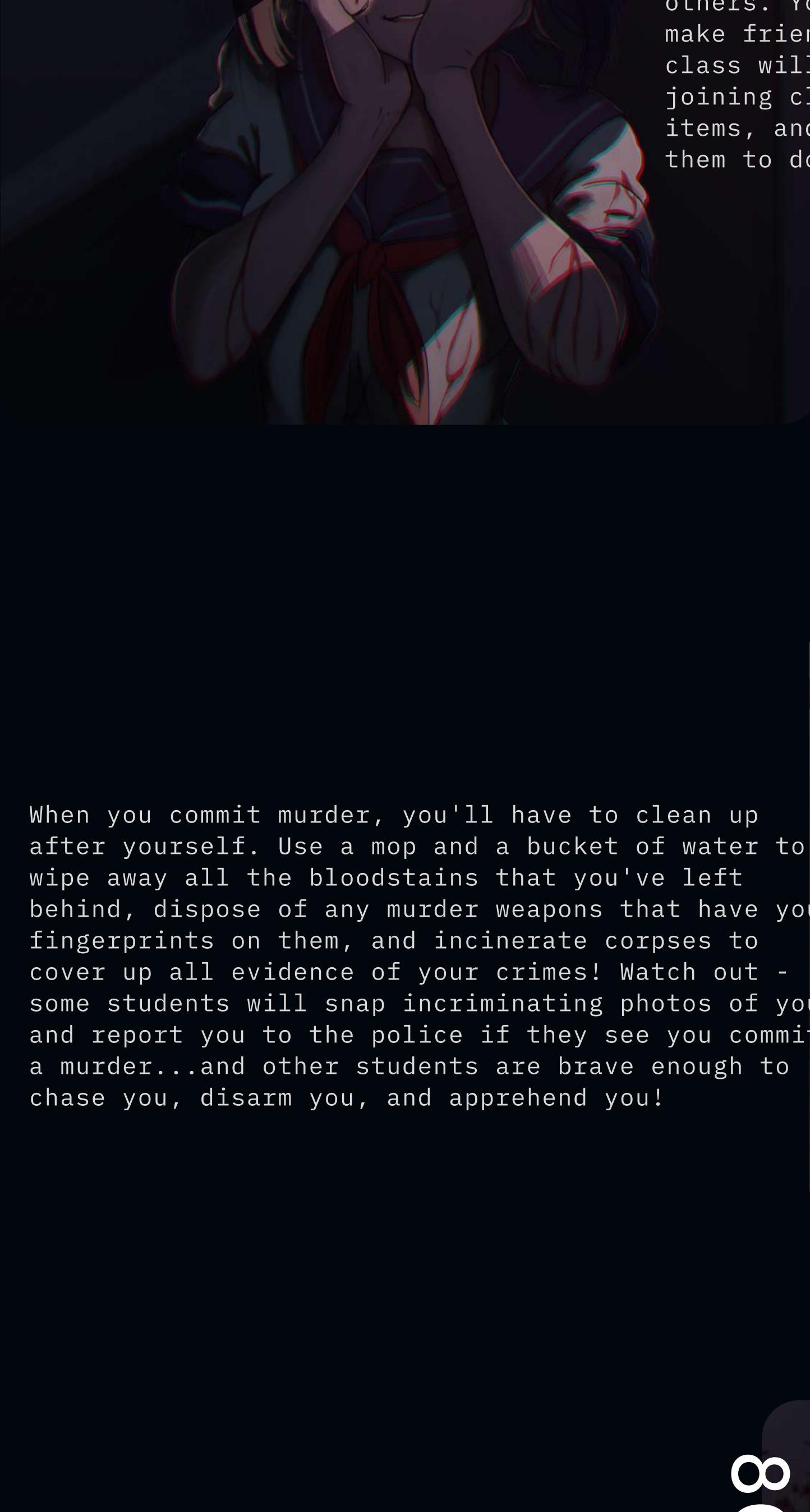
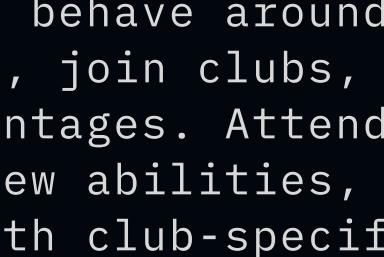
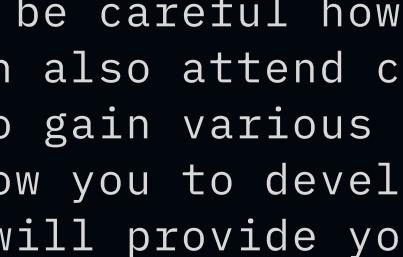
Please keep in mind that the demo contains bugs, but is frequently receiving bug-fixing updates.

You can check out some of the game's features below:



Don't let Senpai notice you!

Yandere Simulator is a stealth game about stalking a boy and secretly eliminating any girl who has a crush on him, while maintaining the image of an innocent schoolgirl.



Everyone at school knows your name and face, and your actions will affect your reputation. In order to maintain the image of an innocent student, you'll have to be careful how you behave around others. You can also attend class, join clubs, and make friends to gain various advantages. Attending class will allow you to develop new abilities, joining clubs will provide you with club-specific items, and if you make friends, you can convince them to do various favors for you!



80'S MODE

Normal MODE



Mother

Daughter

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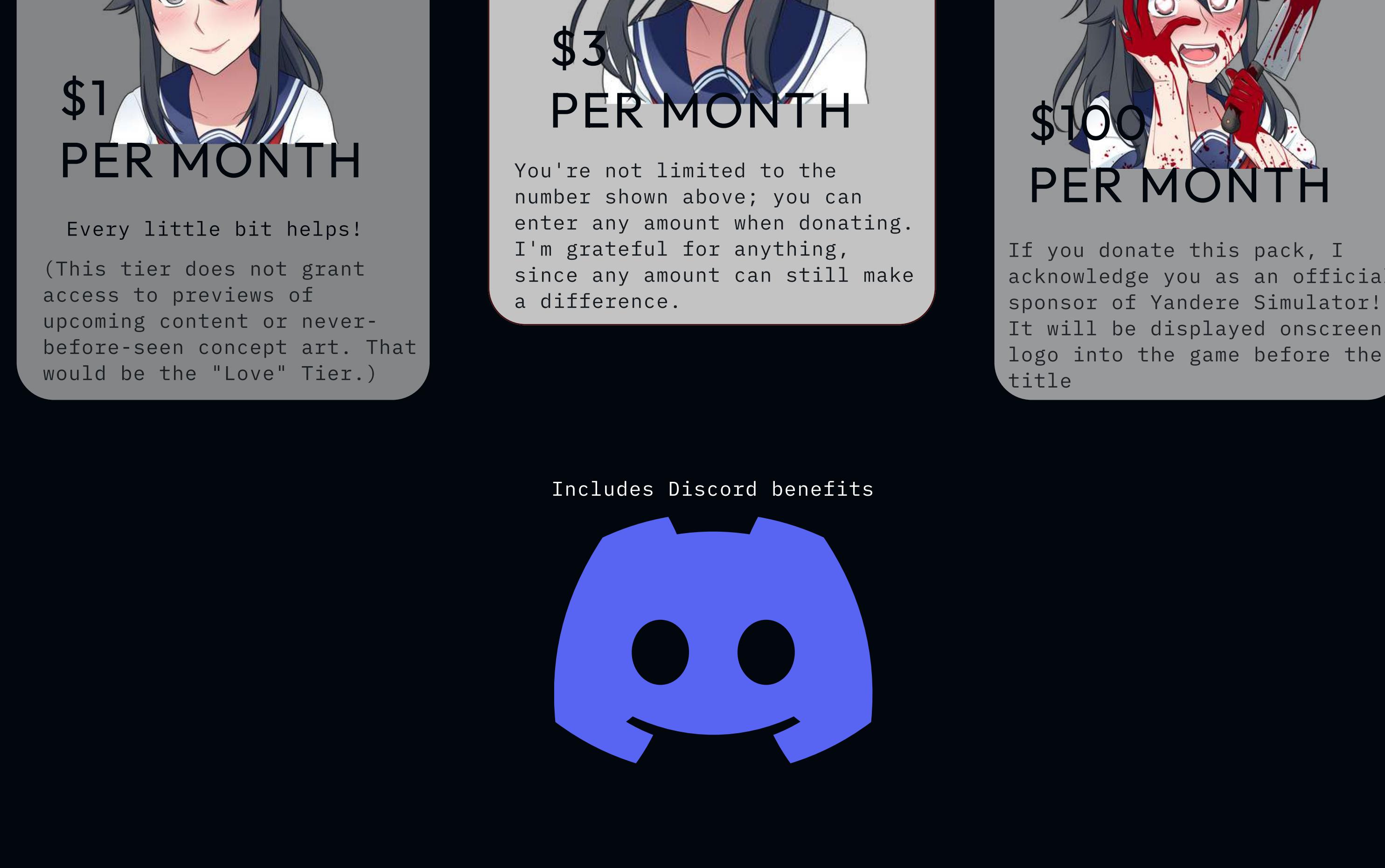
YANDERE

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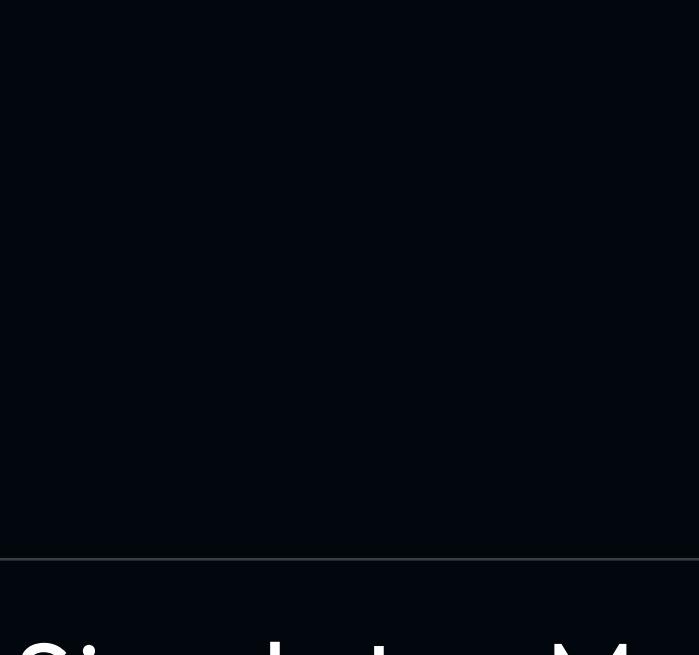
Yandere Simulator Donations!

Before Yandere Simulator became popular, I was a freelance programmer, and working on indie games was only a hobby.
I wanted to stop taking freelance jobs and work on Yandere Simulator full time, so I created a Patreon:

Select a membership level



Includes Discord benefits



Please be aware that the Patreon is not the game's budget. If anything, it would be most accurate to call it a "tip jar" that you drop a donation into if you appreciate my work on the game.

If you'd rather make a one-time contribution, I would recommend donating via PayPal instead. Use the about to contact me and ask for my PayPal address.

Yandere Simulator Merchandise!

Back in June 2017, I showed off some Yandere Simulator t-shirts that I wore to Anime Expo. I explained that the shirts weren't for sale because I felt like I should make further progress with the game before selling any merchandise. I made a poll asking whether or not fans would disapprove if I started selling merch. The majority of people voted that they would be okay with it, and the people I met at Anime Expo expressed a lot of interest in buying the shirts I was wearing, too!

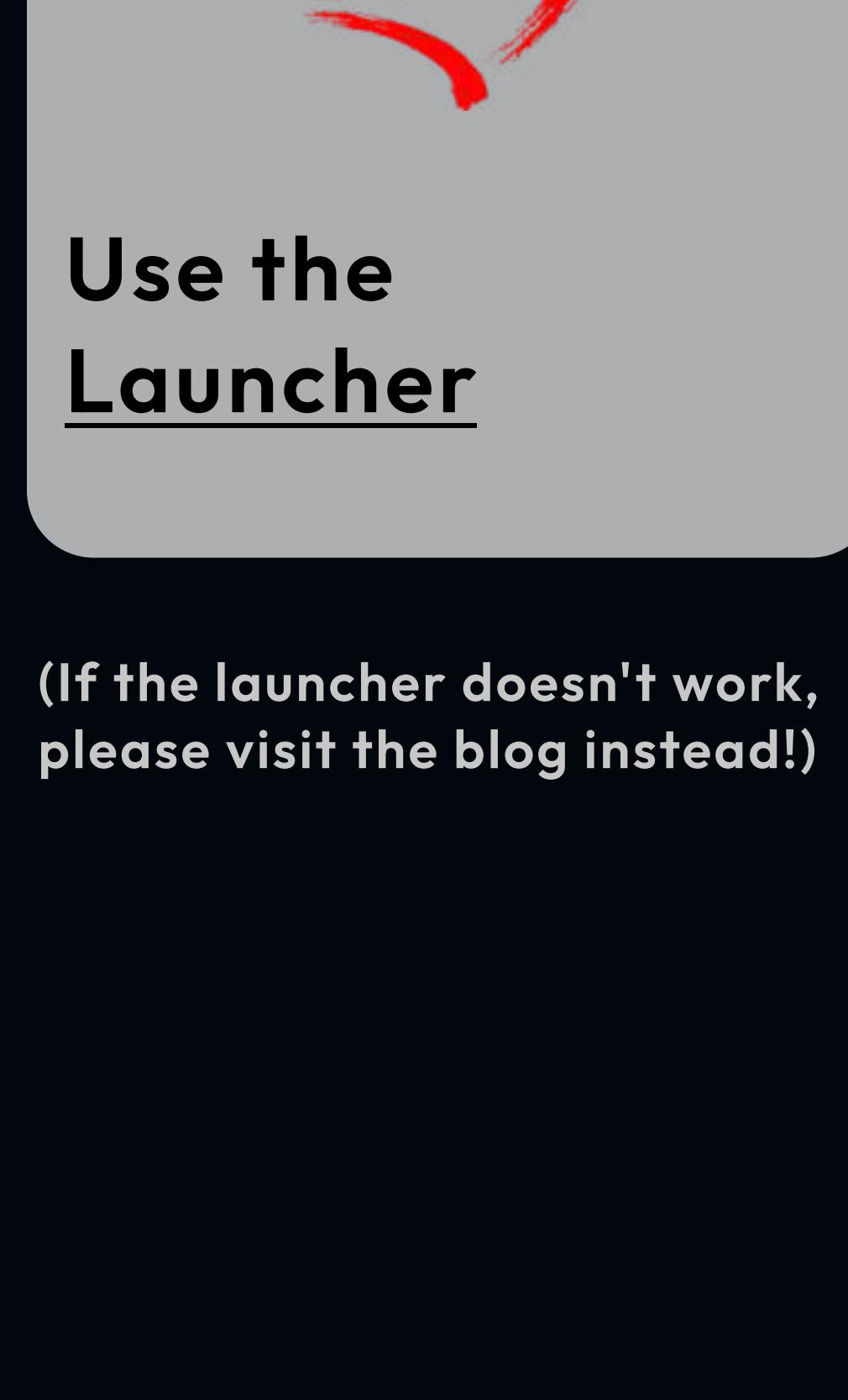
If you wanna support us buying our merch would be a great help!

We currently have 41 products!

<https://crowdmade.com/collections/yandere>



Yandere Simulator is still in development, but you can download a demo! There are two ways to download the demo:



(If the launcher doesn't work, please visit the blog instead!)

Before playing the demo, please keep the following information in mind:

- Some features are currently missing or unfinished.
- The demo uses placeholder graphics and animations.
- The final game will have much better graphics and animations.
- Yandere Simulator does not contain pornographic content, but it is intended to be played by adults. This game is not appropriate for children.

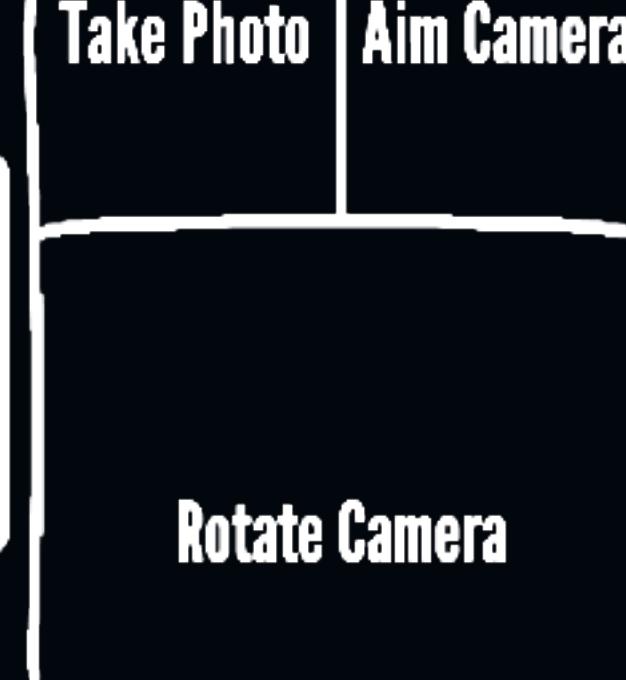
Additional information:

- As of now, Yandere Simulator is a PC-only game. I cannot provide you with a Mac, Linux, or Android build of the game right now. I'm sorry.
- The demo is updated frequently. If the demo doesn't run smoothly for you, please wait for a future update with improved performance.
- This demo is roughly representative of the final game, but the final game will be much more polished than the demo.
- Please only report bugs after reading all of the information on the [Bug Reporting page](#).

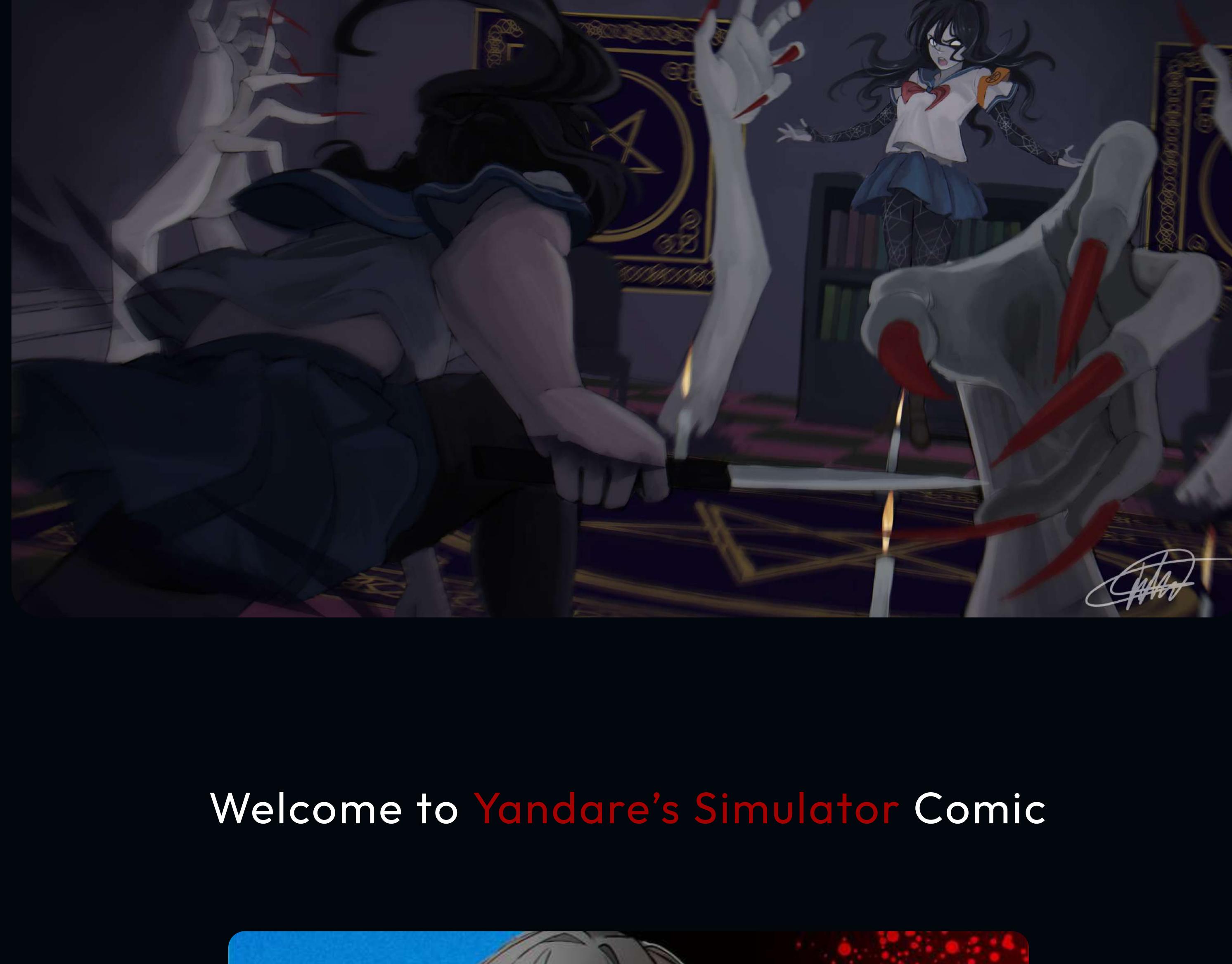
Gamepad Controls



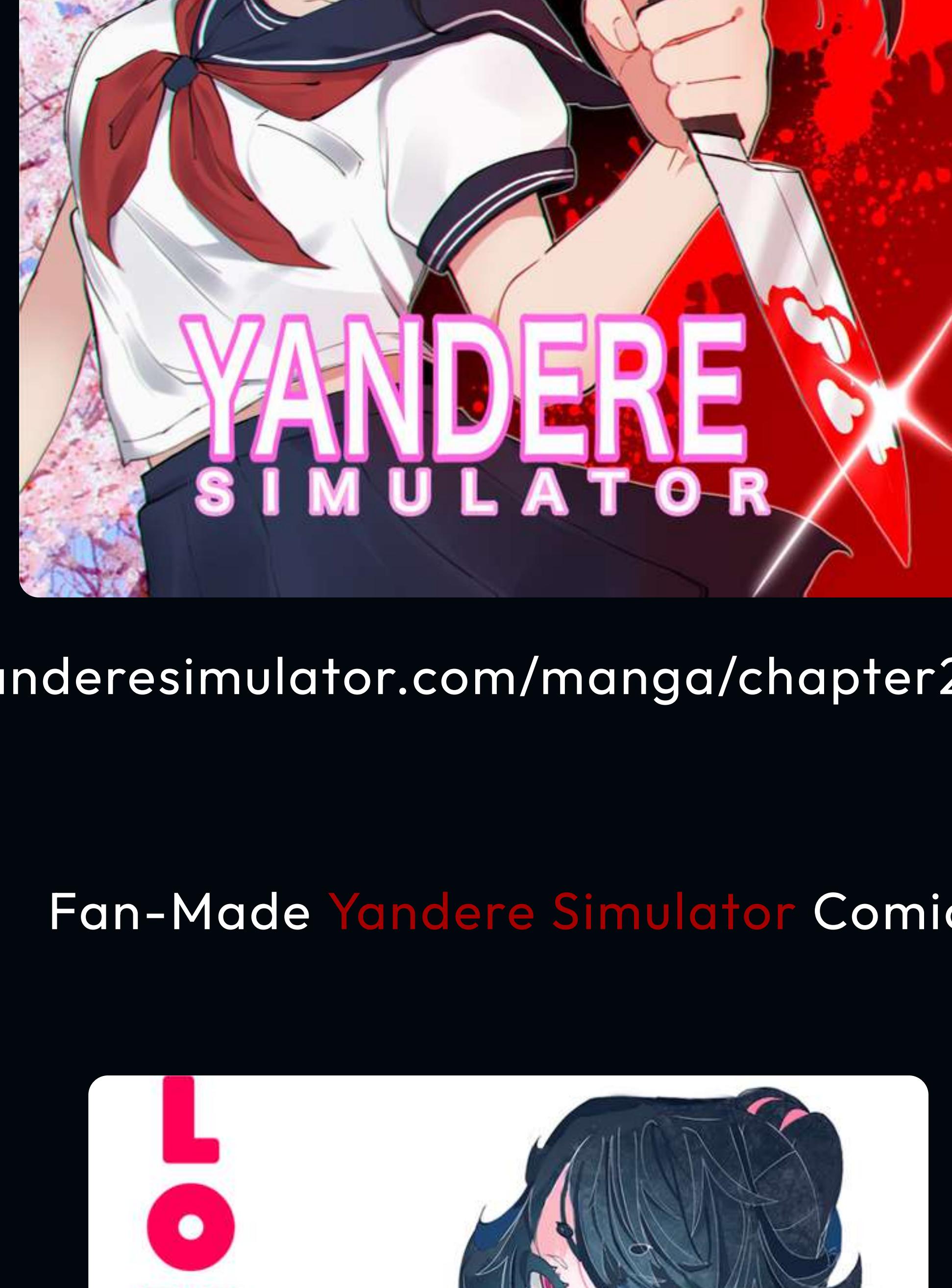
Keyboard Controls



Teaser :

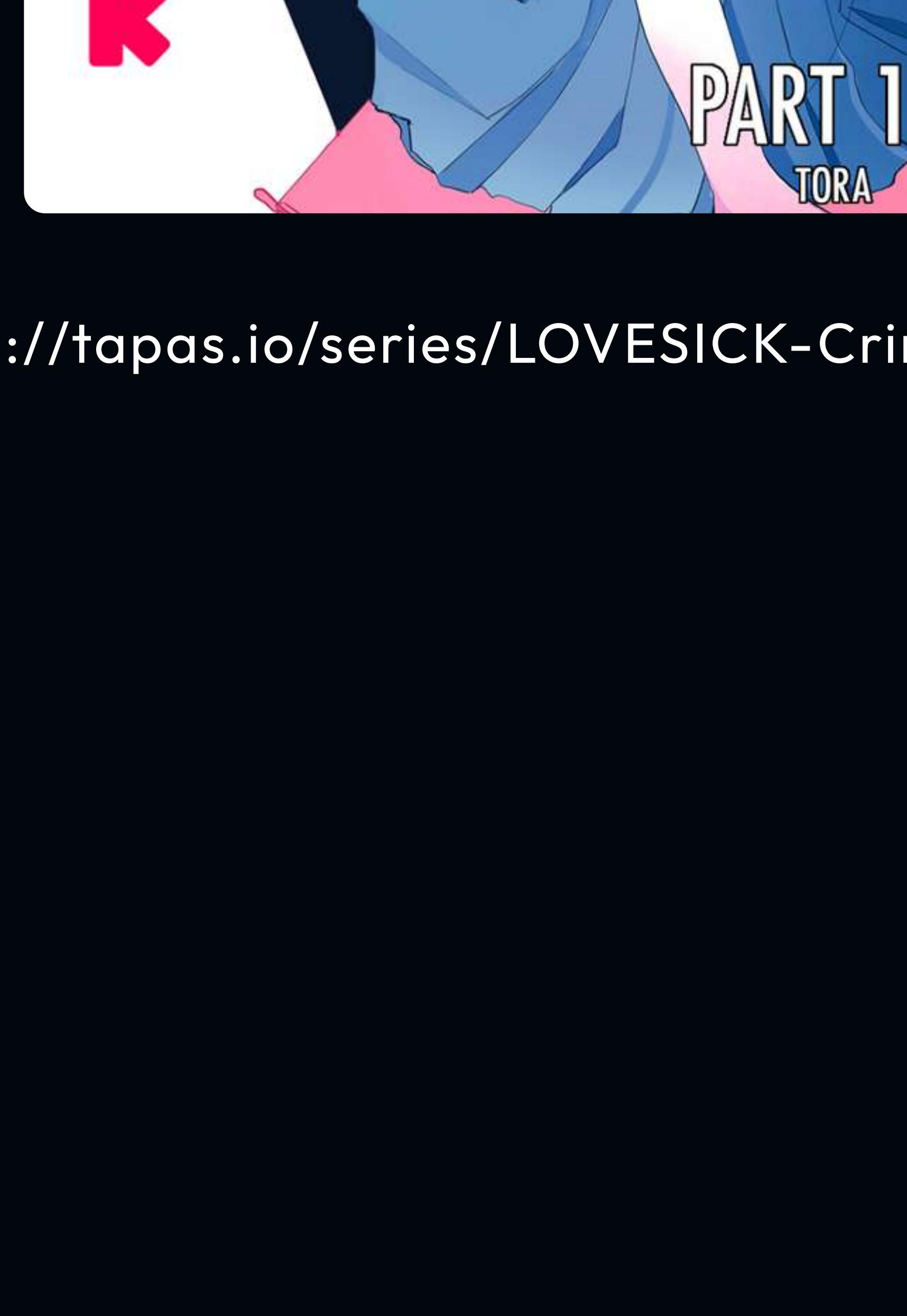


Welcome to **Yandare's Simulator** Comic

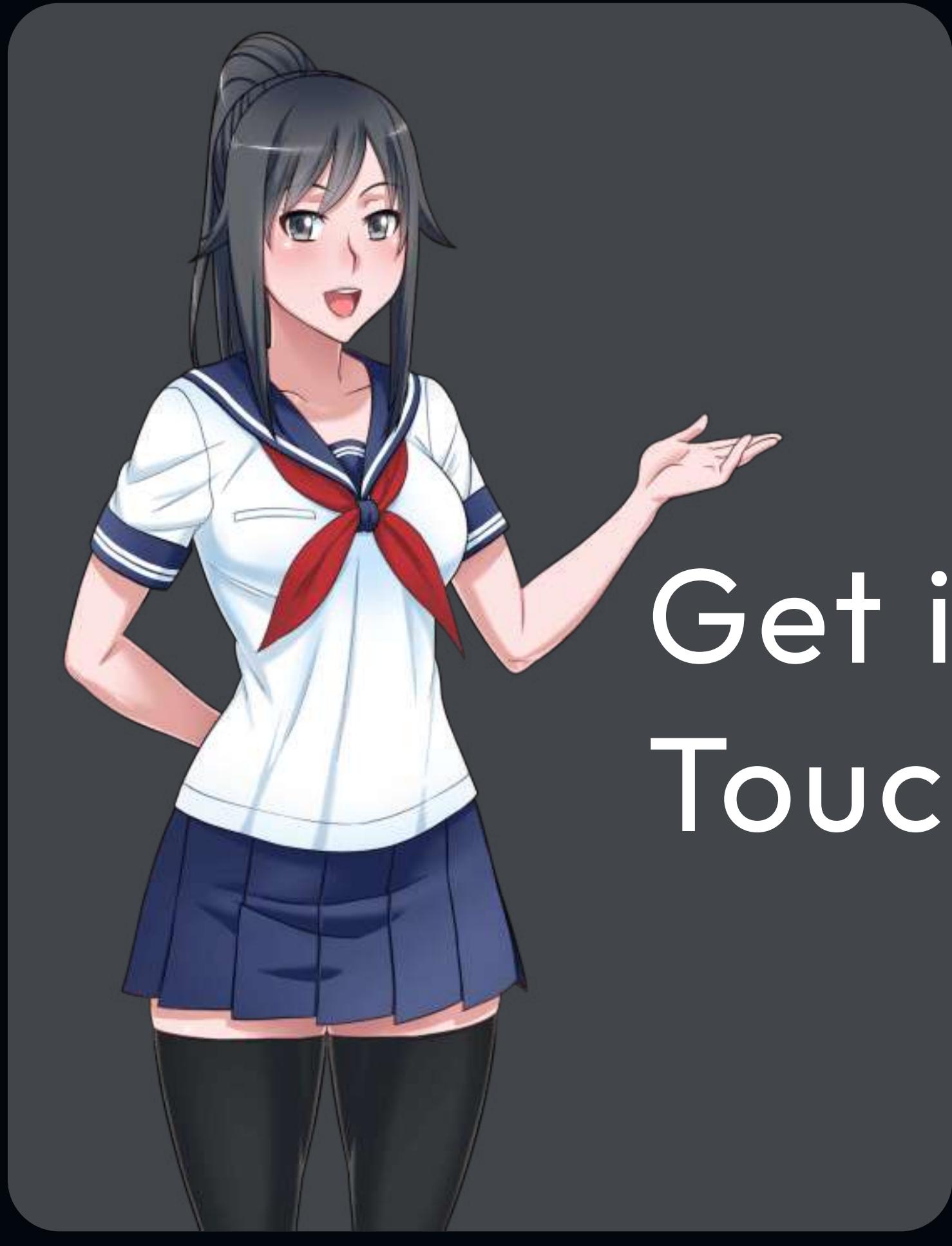


<https://yanderesimulator.com/manga/chapter2/nemesis2.html>

Fan-Made Yandere Simulator Comic



<https://tapas.io/series/LOVESICK-Crimson>



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Other

over 18?



Your name

Your email

Project Details

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Who Am I?

I'm YandereDev! I worked at a video game company for 3 years, then left to become a freelance programmer and pursue my dream of becoming an independent game developer. In the past, I've worked on 5 console games (for Wii, 360, and PS3) and 5 mobile games (for Vita and iPhone).

Games Release date?

Unfortunately, it's not easy to give a meaningful answer to this question, since the outcome relies on several factors that are out of my hands. I'll explain:

After I have finished implementing the game's first rival, "Osana", I will hold a crowdfunding campaign with the intention of raising enough money to pay a team of professionals to help me complete the game. There are several potential outcomes for the crowdfunding campaign:

- If the crowdfunding campaign cannot meet its bare minimum goal, Yandere Simulator will have to be completed without professional assistance. I will be very limited in what I can do, so the production values will be low, and every rival will feel like a clone of Osana. The final game will feel nearly identical to the current debug sandbox, and it will most likely be released sometime in early 2021.
- If the crowdfunding campaign can meet its bare minimum goal, I will be able to afford to hire professionals to assist me in completing the game. Many of the game's assets will be improved or replaced (such as the character models), the overall production values of the game will be much higher, and each rival will feel unique. Because of the additional work that will be done on the game, it will most likely be released sometime in late 2021.
- If the crowdfunding campaign can meet its first "stretch goal", I will be able to hire a professional software engineer to replace me as the game's lead programmer. As a result, the speed of the game's development will increase drastically, since the rate of progress won't be hindered by my personal availability. The engineer will most likely improve many aspects of the game, as well. In this scenario, the game would most likely be released in mid 2021.
- If the crowdfunding campaign can meet additional "stretch goals", I will be able to pay professionals to work on the game for a longer amount of time, which would allow the game to have "dream" features such as a female Senpai, "1980s Mode", a mode where the layout of the school can be customized, etc. Because of the time required to work on these additional features, the game would most likely be released in early 2022.
- Past this point, further funding could pay for more programmers so that various responsibilities could be spread across multiple people instead of held exclusively by one person, further increasing the game's development speed.

If the crowdfunding campaign fails, there are alternate ways to secure funding for the game. It's possible that I could raise money from investors (in exchange for promising them a portion of the game's profits) or partner with a company (most likely in exchange for ownership of the Yandere Simulator brand). So, if the crowdfunding campaign fails, it doesn't immediately spell doom for the project.

You can expect all of these numbers and estimates to change as we get closer to the crowdfunding campaign, and the amount of time/money/assets required to finish the game becomes more apparent.

Game Specs

Because the game is currently in development, it is changing all the time. I am constantly improving the performance and increasing the optimization of the code. Thus, the minimum specs are always getting lower.

It's possible to run the game with only 6GB of RAM, but it's recommended to have at least 8GB of RAM.

To run the game at over 55 FPS consistently, you'd need at least a i7 5820k processor, and at least a GTX 970 graphics card. (The hardware I just named is 6 years old.)

Frequently Asked Questions

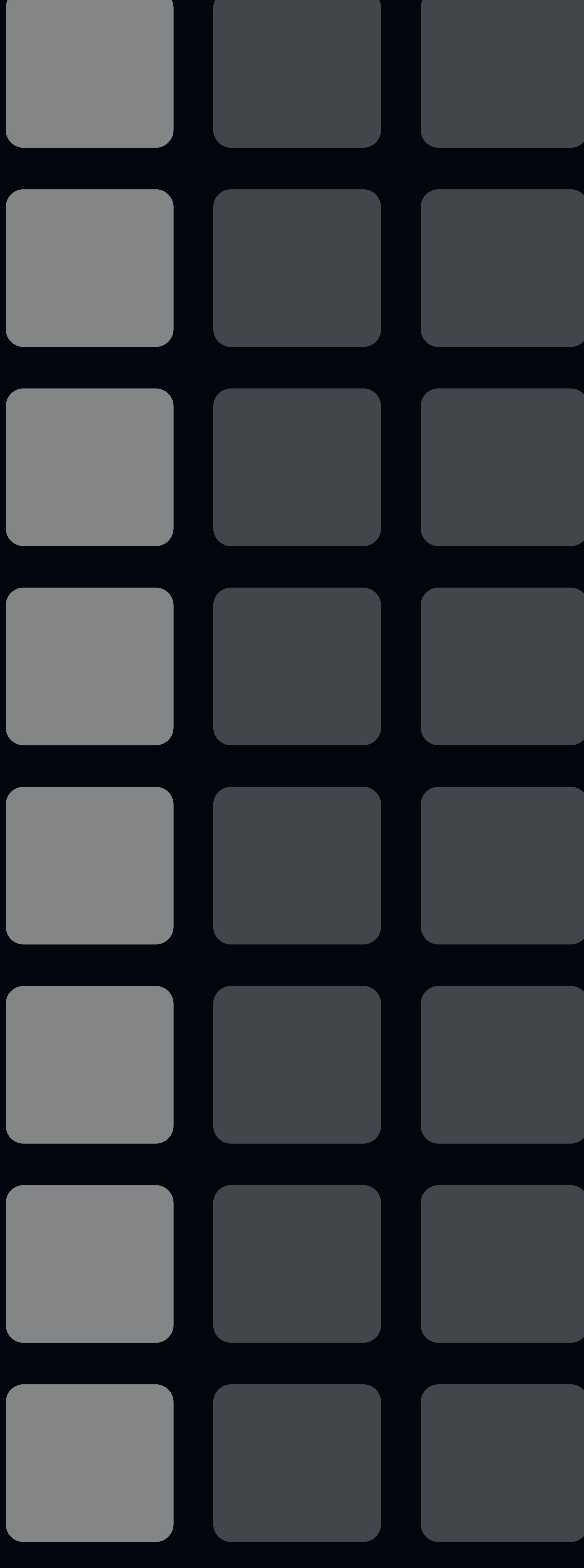
Try seeking an answer here:

https://docs.google.com/document/d/1IXbfSuJexGEFLRxcUdv_pTQTpC6iEhTqPYcsHTIA48k/edit?usp=sharing



Ms. Ginkiru

Thank You Everyone for the Support You have given me these years, a few years ago i wouldn't have imagined any of this without your help guys <3

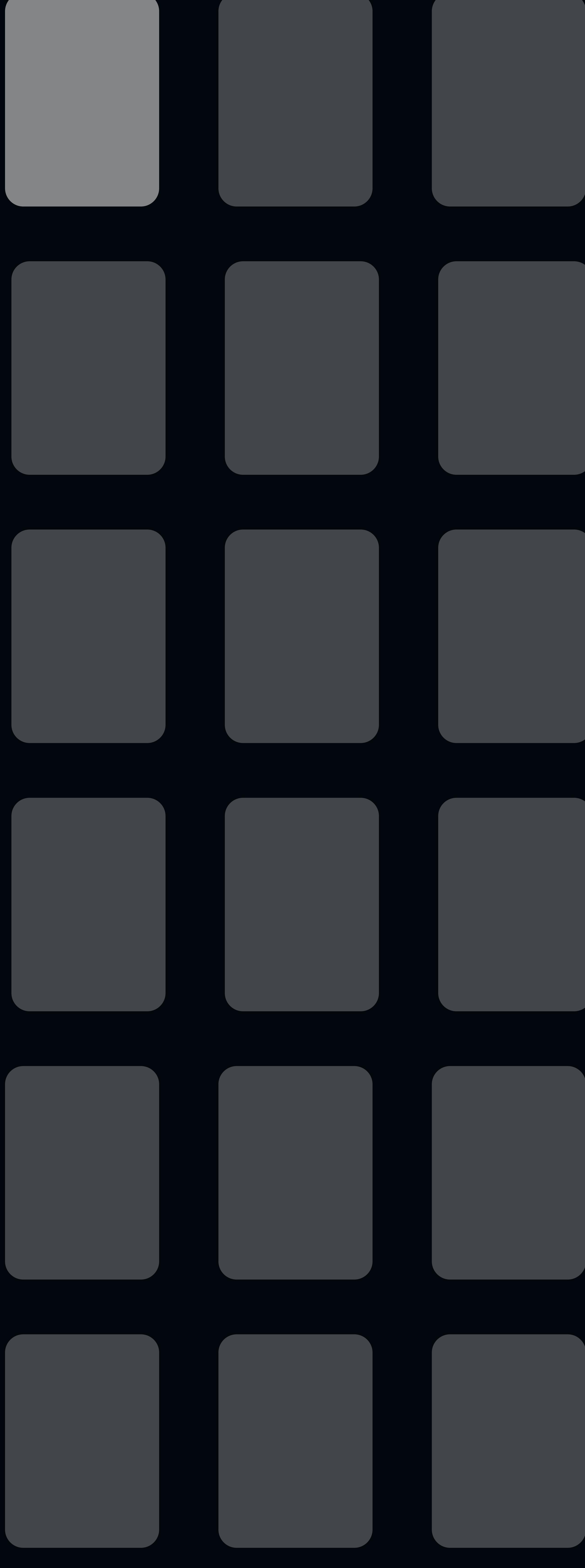


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