

= Chulip =

Chulip (??????) , stylized as Chu ? lip , is an adventure / simulation video game developed by Punchline and released on October 3 , 2002 in Japan by Victor Interactive Software for the PlayStation 2 (PS2) video game console . After numerous delays , the game was released in North America by Natsume on February 13 , 2007 as a GameStop @-@ exclusive title . Chulip was released on the PlayStation Network as a " PS2 Classic " on December 4 , 2012 .

Chulip puts the player in the role of a young man who has just moved to a new town and next door to the girl of his dreams . Although she wants nothing to do with him due to his family 's poor economic status , he decides to write her a heartfelt love letter . When the letter is stolen , it is up to the protagonist to travel around the village and retrieve all of its pieces . The gameplay of Chulip revolves around improving the player 's reputation with the citizens in order to access all parts of the town . To do this , the player must impress each member of the community and then kiss them .

Chulip was directed by Yoshirou Kimura , a former employee of Love @-@ de @-@ Lic . Kimura wanted the game 's focus to be on kissing in public , a more Western @-@ accepted custom , within a Japanese setting . Chulip suffered dismal sales , while its overall critical reception has been negative to average . Most reviews cited the game 's quirkiness and charm as its strong points yet criticized its tedious gameplay mechanics .

= = Plot = =

Chulip opens with a dream sequence in which the unnamed , male protagonist kisses the girl he loves under the talking " Lover 's Tree " on a green hill . The dream takes its course , the tree ends the sequence saying they lived happily ever after . However , once the protagonist wakes up , he and his father are just moving into Long Life Town , which appears very much like a small , Japanese village . Coincidentally , the girl of his dreams lives in this town , but she flatly rejects him due to his status as coming from a very poor family . Taking his father 's advice , the hero decides to kiss the odd citizens of the town in order to strengthen his heart and improve his reputation . En route to doing so , he also resolves to write a love letter to his crush . When this treasured set of papers is stolen , he must search Long Life Town for the missing pieces . The hero 's journey involves numerous bizarre incidents that lead him to cheating his way to the top of a major corporation , making contact with aliens , and acting as a defense lawyer in court . Once the three pieces of the love letter (the ink , paper , and pen) are collected , he writes and mails it to the girl . The game 's ending shows the two meeting and kissing beneath the Lover 's Tree , as the protagonist had dreamed .

= = Gameplay = =

Chulip is an adventure / simulation game in which the player must improve the hero 's reputation in the community of Long Life Town by kissing its various citizens . The player 's health is represented by a number of hearts . To gain more hearts the player has to find and kiss other characters in the game . Finding out how and when to kiss other characters is a puzzle in of itself . The game and each of its non @-@ player characters (NPCs) follow a 24 @-@ hour day schedule . In the daytime , many of the NPCs of the game are walking around the streets . To succeed in kissing an NPC , the player is required to wait for the correct time where they will be happy and press the corresponding button . The player must sometimes complete a certain task for that NPC . Choosing the wrong time to kiss will often result in the player getting hit and losing health . Exploring Long Life Town presents the player with numerous environmental hazards discovered by trial and error . For instance , attempting to use the town 's playground equipment or being suddenly shot at by the night @-@ patrolling policeman will cause instant death . One mission ends in the player being struck by lightning , removing more than ten hearts and resulting in a game over if the player does not have sufficient health .

Some denizens of Chulip only come out of their underground , living apartments through holes in

the ground at certain times of the day . If the player looks through these holes , clues are given in regard to when they come out or when to kiss them . After an NPC comes out of the ground , the player has a very limited opportunity to give them a kiss . If the player successfully kisses enough NPCs and returns home to sleep , the hero 's father will recite his progress and the Lover 's Tree will give the player more hearts and an improved reputation if he advances . Secondary to improving his reputation , the player must track down all the pieces to the " Love Letter Set " by traveling throughout Long Life Town . As the story progresses , the player gains access to new areas of the game world via train , which include many more underground residents and hazards . Saving takes place in various bathrooms .

= = Development = =

Chulip was developed by a team of 12 to 14 people at Punchline . The game took two and a half years to complete after its initial planning ; one year and three months were devoted to programming . Director Yoshirou Kimura started work on the project as he helped his colleagues at Love @-@ de @-@ Lic finish that company 's final game , L.O.L. : Lack of Love . Production of Chulip began in the earliest days of the PS2 , making it a challenge for the development team who only had experience with the original PlayStation . Kimura valued his team members ' opinions and ideas while working on it . " It was challenging and interesting at the same time to program a game for a new console , " he stated . " We were definitely eager to see what we could do with it . " The original idea for Chulip came when Kimura visited Western countries and saw couples kissing in public , a custom not often performed among Japanese people . Kimura came up with game 's title after attending a party in Tokyo . As the intoxicated partygoers talked about video games , they began to humorously say " chu @-@ shite " (lit . " kiss me ") . The title Chulip is a play on words : a cross between chu (the Japanese onomatopoeia for the sound of a kiss) and the English word lip , as well as the Japanese rendering of the word tulip .

Kimura eventually spoke with Marvelous Entertainment 's Yoshiro Wada about creating a game mixing a " flare of Moon and Japan a little while ago (say about 40 years ago) " . Kimura wanted Chulip to be localized to show the world certain aspects of Japanese culture and " all the kind of interesting stuff that you can see every day " . He also wanted to display a real , modern truancy problem for Japanese students with the game 's cast of underground dwellers . Norikazu Yasunaga designed many of the game 's mechanics . According to Kimura , " for efficient procedure , [Yasunaga] set it up so that the personality and the characteristics for each NPC had to be one @-@ by @-@ one " . The character designs were done by Ryuji Nouguchi , who used items from Kimura 's personal scrapbook and " made them funny " . The musical score to Chulip was composed by Hirofumi Taniguchi , another former member of Love @-@ de @-@ Lic . The soundtrack was released by King Records in Japan on a single disc on November 22 , 2002 . Songs 35 through 44 represent the " Tsurukame Movie Soundtrack " , consisting of music for each of the game 's short films , while songs 45 and 46 are bonus tracks .

Publisher Natsume licensed the game for a projected North American release in early 2004 . The game was then shown at the Electronic Entertainment Expo that year . Natsume realized early on that it would be an extremely obscure title and thus planned on releasing it at a low retail price . The game was delayed , and Natsume assured that it would be released sometime in 2005 . After more delays , Chulip was ultimately released in North America on February 13 , 2007 , the day before Valentine 's Day , exclusively to GameStop stores . The North American version was supposed to feature updated graphics and an " accurately meticulous " translation of Japanese text . Natsume claimed that Punchline 's busy schedule resulted in such a long delay for the localization and that it also prevented them from making any graphical changes .

= = Reception and legacy = =

Chulip received mostly average critical scores upon its release in North America . The game currently holds a 57 % on the aggregate websites GameRankings and Metacritic . The ambitious

gameplay of Chulip has been almost universally criticized . Ray Barnholt of 1UP.com , Ryan Davis of GameSpot , Micah Seff of IGN , and Gus Mastrapa of X @-@ Play all labeled the often @-@ unclear progression presented to the player as " frustrating " and " tedious " , requiring an excessive amount of patience . Mastrapa summarized , " Since the game is on 24 @-@ hour clock a missed opportunity means having to wait until the next day to take another crack . Add the fact that your inexperienced , young avatar can die from heartbreak , resulting in a ' game over ' screen and the loss of unsaved progress and you 've got a recipe for annoyance . " Barnholt , Davis , and Seff did positively credit Natsume for the inclusion of the mini @-@ strategy guide . Despite faulting the " indistinct objectives " , Davis found gratification in successful kisses . " The whole kissing thing is absolutely fantastic in concept , " Davis stated , " And there 's something unsettling about your character 's encouraged promiscuity . " However , Game Informer writer Ben Reeves described the game as one of the most poorly designed games he has ever played due to its lack of in @-@ game direction and frequency of game overs . In January 2008 , Game Informer listed Chulip one of the worst games of 2007 .

Reviewers have praised Chulip for a charming presentation , quirky characters , and absurd , Japanese humor . Admitting that the game had some blurry or pixelated textures and cramped environments , both Seff and Davis noted the peculiar art style of Chulip to be aesthetically pleasing . Seff specifically found the game " surprisingly easy on the eyes " and to feature unique character designs , " wacky " dialogue , and an art style comparable to other titles like the Mother series and Katamari Damacy . Davis was amused by the script and the townsfolk 's gibberish speech , and was satisfied with largely a cappella soundtrack . Seff was unimpressed by the game 's audio , remarking the music as " entirely boring " .

According to Media Create information , Chulip sold only 6 @, @ 645 units during its first week of release in Japan . Despite such low sales , Chulip was re @-@ released in Japan two separate times , first as part of the " Victor the Best " selection on April 24 , 2003 and second as part of the " Super Best Collection " on July 6 , 2006 . Many of Chulip 's key development members and their design philosophies were carried over to the 2009 Wii game Little King 's Story . That year , Kimura stated that he would like to make a sequel to Chulip . He was also contemplating creating a version set in an American location such as The Bronx with a protagonist that is African @-@ American , Caucasian , or other ethnicity .