

# Game Narrative Review

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**Game Title:** Needy Streamer Overload  
**Platform:** MacOS / Microsoft Windows / Nintendo Switch / PlayStation 4&5  
**Genre:** Visual Novel, Denpa, Management Simulation  
**Release Date:** January 21, 2022 (PC)  
**Developer:** Xemono, WSS Playground  
**Publisher:** WSS Playground, Alliance Arts Inc.  
**Game Writer/Creative Director/Narrative Designer:** nyalra

## Overview

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*“P-Chan, I'll follow all your orders perfectly and I promise you I'll become the best streamer. 'Coz if not, I...I think I'll just break and fall apart.” [1]*

— Ame-chan

*Needy Streamer Overload*, originally named *Needy Girl Overdose* but later changed its title for the Western release, is a multi-ending management simulation ADV in which the player is P-chan, both the boyfriend and manager of a rookie female online streamer Ame-chan, helping her make important daily decisions to ensure that she can achieve her ambition of reaching one million followers within a month. Meanwhile, P need also pay great attention to different statuses reflecting Ame’s unstable mental and physical conditions since one tiny mistake can lead to multiple unexpected disastrous endings.

## Characters

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- **Ame-chan** - The female protagonist, an insecure, lonely, and sensitive young girl who dropped out of high school and confined herself at home, living with her boyfriend “P-chan”. Due to her mental illness (likely bipolar disorder), Ame has a

pretty troublesome personality that always seeks others' attention/approval and can easily get carried away or become furious. She also shows great hatred for adults and nerdy culture despite being an adult otaku herself. She claims that P is one of the three things she likes most in the world and that she will always follow P's instructions no matter what, but this toxic relationship might meet its change point during gameplay progression.

In the middle stage of the game, Ame will reveal her history to P if both her affection and mental darkness status reach a certain amount. She has a broken family with terrible economic conditions, and her mother nearly forced her into prostitution. Ame was neglected by her parents at home and got thoroughly bullied by classmates at primary school due to her good-looking face, which eventually led to her mental disorder and shaped her troublesome nature.

When the number of followers reaches half a million, Ame will tell P that her real name is "Rain." In Japanese, the word "Ame" can stand for both candy and rain. Most of the time, Ame implies that her name represents cute candies, but "Rain" comes from the English pronunciation, which represents only rain.

- **"OMGkawaiiAngel" (KAngel)** - Ame's online streamer persona, pretends to be an incredibly kind and sweet "Internet Angel" with a completely different make-up outlook, like platinum blonde hair or shiny bright tone skirts compared to her original messy gothic indoor clothing. Unlike her off-stream self, KAngel is often bold enough to constantly flirt with her fans, especially nerd types, and seek more attention both from them and from haters with a condescending attitude.

Most of the time, Ame can perfectly hide her real identity and behavior beneath the KAngel avatar unless she gets extremely stressed out, and the fact that the boundary between the ego (Ame) and alter ego (KAngel) becomes more blurry as time passes embeds the seed for some chaotic outcomes.

- **P-chan** - The protagonist and player-controlled figure, a self-insert character whose every detail, including gender and age, is unknown except the nickname "P-chan" coming from Ame, who claims that P stands for "Perfect, Partner, and Producer". P's everyday job is to take care of Ame's life and KAngel's stream while instructing her on how to reach the goal of one million followers.

## Breakdown

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### Fragmented but Highly Focused Information

Thirty days with Ame and her avatar, KAngel, is actually not that long. Although P-chan can divide each day into different periods of time and - hopefully concisely - plan Ame's schedule based on that, normally it will only take 40 minutes or less for players to reach one of the endings of the game while reading all the dialogues. Meanwhile, unlike ordinary ADVs, the narrative information in *Needy Streamer Overload* is mostly presented to players in a fragmented but highly focused way - around Ame - in the following formats:

- Private messages between Ame and P
- KAngel's dialogue and listeners' comments during the stream
- KAngel's public tweets
- Ame's private tweets (only accessible by P)
- Anonymous trends on the discussion board

It's worth noticing that within this format of storytelling, there is no space left for other potential sub-characters to build their figures, but put the spotlight only on Ame-chan, the irreplaceable core of the narrative, and build up her character arc with thoughtful details under a limited amount of one-on-one gameplay moments, make her existence feel "special" which also matches the relation between Ame and P in the background setting. Also, the high efficiency of fragmented information presentation allows simultaneous multi-angle storytelling - one iconic example used throughout the game is the comparison between Ame and KAngel's tweet posts.

*"Who cares about school?! We shouldn't have to go!!!"* [1]

— KAngel

*"We shouldn't, but... it's still better if we do..."* [1]

— Ame-chan

The ego and alter-ego, most of the time, represent different emotions and thoughts regarding the same matter and convey the complicated character figure of Ame. Meanwhile, the "matched group" did not fall into the common circle of labeling that KAngel is always pretending to be extroverted for attention, or Ame-chan is always depressed and troublesome in contrast. In the private account, Ame-chan can

sometimes express more affection on streaming than KAngel due to the motivation from increasing followers or posting sweet selfies just for P, and when KAngel is sharing her greatest nightmare to fans that she might one day crash everything down on her own hands, Ame-chan is only concerned if P still loves her years later. These details are what make the figure of Ame so vivid since players are allowed to understand her through multiple angles, take a step to slowly start realizing the inner struggle of the mentally ill girl, and get immersed in the story, in a moderate and empathic way to do so.

Or, it's possible to fall into another more "direct and impactful" trap like many players who were caught off guard: During the gameplay, Ame will constantly DM P-chan as one of the narrative formats listed above, most of the messages did not contain many contexts but just like daily pointless discussions between lovers, and what player can do mostly for interaction is just send emoji back - however, this seeming unimportant sub-system can actually lead to one of the endings of *Needy Streamer Overload*.

*"Thank god this is just a game, huh?" [1]*

— *Ending: Flatline*

If players fail to respond to Ame's message on time (before taking any other action) over 5 times, Ame will leave a disappointed message *"I can't take being ignored anymore. It's really over for us. Goodbye P-chan, I really did love you."* and walks away from the game cam, which triggers the End "Flatline".

Here, it is arguable whether this setting is a good game design or not since it can be easy to miss as the story progresses and cause negative feedback on players, but in terms of narrative, the player is now forced to get involved in the build-up of Ame's character arc through a simulation of an actual relationship - at the beginning of the game (love bubble) players might take the DMs seriously with choices of emojis that fit the discussion but as time passed and the context becomes pointless repeating, players can feel out of play and be detached back to the position of observers like the burnout phase in a relationship, that's when the Flatline ending might hit them hard with great emotional impact and strengthening the insecure nature of Ame. Although she is just a game character made by 0s and 1s and the bad ending can be reversed by save&load, inside the fictional world behind the webcam, P-chan or the player is taking an important role both in her messed-up life and identity, the sense of responsibility to echo this dependency now becomes part of players' motivation and lead to further empathy of the core character figure.

## Ending-Driven Narrative: Unpredicted but Reasonable Future Kaleidoscope

It can be said that the overall narrative structure of *Needy Streamer Overload* is somehow innovative - the story progression among the 30 days of daily management gameplay is presented only in a restricted and fragmented way, as analyzed above, with the major emotionally unexpected or stunning narrative events shifted to the various endings of the game. Within the 22 (+1) different endings (before the switch version releases which adds 4 more endings) that are triggered by unique conditions, the potential futures of Ame are exhibited in front of players like a kaleidoscope, and no matter how bizarre they are, highlight the narrative core of the story through different angles - an aggressive dissection of modern sub-culture internet environment, a reflection on capitalism, mental illness, and toxic love.

Furthermore, when considering all the endings as branches of the main storyline instead of separate permanent finales, it's worth noticing that a certain number among the endings can be separated into different categories, and each category is located at a specific moment throughout the 30-day experience that divides the story into different parts or even acts mainly around Ame's career growth as a streamer. Endings in the same category share a similar large trigger condition and only vary based on detailed differences like Ame's status or specific actions.

### Act 1: Unfulfilled Desire

The first category of endings of *Needy Streamer Overload* is triggered by the common condition that the follower number of KAngel failed to reach a certain amount and used Ame's status to further determine which branch players will eventually reach.

*"Money is the great equalizer."* [1]

— *Ending: So Close Yet So Far*

"So Close Yet So Far" triggers when KAngel fails to reach 10,000 followers by day 11. The lack of followers means Ame cannot monetize the stream channel and pay the house rent, so both she and P got kicked out of their home and can only return to her parents for a living. Money is the foundation of the streaming industry, and it is the rules of profit that build up the foundation of the cyber frictional environment for streamers or vtubers like KAngel to exist. Without profit, the story loses its purpose for proceeding, and Ame also has no choice but to give up both her ambition and P.

*"Did she seem happy living a regular life?"* [1]

— *Ending: Labor Is Evil*

“Labor Is Evil” triggers when KAngel gains less than half a million followers after 30 days and has an affection status over 60 / a mental darkness status under 60. Ame told P that they’ve tried their best, it’s probably time to cut out for streaming, and they should both get out and find a job. Later one day, Ame complained about her job to P, like always, and soon became “not found”. Even though the internet angel in Ame’s imagination cannot get used to life in reality, through the game, she desperately tries to connect her ego with this exact fictional figure. “Find a job” is just a temporary excuse or unconscious approach for Ame to escape from her (and P’s) failure, but the regular life is no longer regular to Ame anymore, and certainly won’t last long.

*"This might be just a game to you. But maybe try a little harder."* [1]

— *Ending: Catastrophe*

“Catastrophe” triggers when KAngel gains less than half a million followers after 30 days and has both affection and mental darkness status under 60. Ame blamed the failure of KAngel’s streaming career on both the internet environment and P, then blocked him on Twitter. If in the “Labor Is Evil” ending Ame is pretending she can take the failure and try the ordinary life, here P’s lack of care causes the break in the relationship and becomes an instrument of catharsis. What is also expressed part of Ame’s inner self - if the relationship with P goes down, Ame will naturally seek protection for herself due to her insecure nature, since P is the only figure she can actually rely on, which also foreshadows some future possible endings.

*"Let her be loved by more people so she can find happiness outside of you".* [1]

— *Ending: Needy Girl Overdose*

“Needy Girl Overdose” triggers when KAngel gains less than half a million followers after 30 days and has both affection and mental darkness status above 60. In contrast with “Catastrophe”, Ame suffered from a mental breakdown and kept asking P sensitive questions regarding their relationship. One wrong answer will lead to a meta-ish game-over scene in which Ame uses a knife to crack the screen apart. Only by getting all questions right, the last question is an open typing one that requires players to type at least 100 words with “Ame” somewhere inside to pass, and copying from elsewhere without any change can also lead to failure. Then, the only action allowed is to click \*\*\*, a subtle expression of having sex. Now, P has become the new supporting figure that

Ame shifted her endless desire from the internet society, but it can never be fulfilled by an individual, which is still just another dissolute form of escape from reality.

*"Love and online numbers are her coping mechanisms." [1]*

— *Ending: There Are No Angels*

"There Are No Angels" triggers when KAngel gains less than half a million followers after 30 days and has an affection status under 60 / a mental darkness status above 60. Ame cannot find the purpose of living after failure, she gets so tired that she starts her farewell stream. In the stream, KAngel jumps down from a rooftop and commits suicide. Although this could arguably be one of the worst endings in the game, it demonstrates part of Ame's core character identity: Her subjectivity is approaching breakdown that requires the existence of external supporting pillars to put herself back together - P-chan, the internet environment, followers, profits, numbers - Ame desperately need something even anything to give reason or value for her existence, and when the things she used to rely on become not trust worthy anymore, the desperation will lead her to the tragic ending.

If considering the narrative and gameplay as a whole, the follower number requirement is just like the last crucial challenge or milestone before Ame is finally able to shift her identity toward the desired popular streamer figure and embrace the frantic environment of the subculture internet. The endings in this category seem to want players to believe that the internet attention and persona of KAngel is the only way to save Ame's collapsing identity, but is that true?

### Act 2: Stressed Out

The second category of endings all get triggered after Ame hits the sub-goal of having half a million followers by one specific status that rarely gets analyzed in previous discussions - stress. The stress status is majorly influenced by KAngel's streaming actions and comments from haters: a factor that is unable to be ignored when talking about modern internet behaviors.

*"Being strict for her sake is not the same as being kind to her."*

— *Ending: Bomber Girl*

*"Abj, fur vf gehyl uncl." ("Now, she is truly happy.") [1]*

### — *Ending: Internet Overdose*

Both representative endings here share a similar structure and trigger condition. In “Bomber Girl” (Stress = 120), Ame cannot take the attacks from haters anymore, so she deletes the account of KAngel and quits the internet. In “Internet Overdose” (Stress ≥ 80), Ame vomits during streaming due to high mental pressure caused by haters, which becomes a public laughing stock and receives more attacks and humiliation. She even later got doxxed, and all her personal information was exposed, which drives Ame to fall deeply into paranoia and hallucinations. In the last streaming of KAngel, Ame is bloodied and holding what is supposed to be a funeral portrait of her real self, while all the comments are creepingly acting like it’s still a normal one.

When Ame relies on external elements to support and fulfill her identity, the haters are doing the same thing, but their way of self-completion, like what we can witness in online reality, is to attack another figure hiding beneath the curtain of the internet for pleasure, pretending that the echoing of their action won’t fall to one specific real individual. Ame seeks positive interactions from the internet, but we all know that most of the time, hatred occupies the mainstream instead, and her ideal dreamland never exists. Meanwhile, ironically, Ame’s personality also shows great disgust for adults and nerdy groups - to some extent both Ame and haters as figures who got overly exposed to the internet environment share similar archetypes, the only difference is Ame stands out using the persona of KAngel, which also made her become targets of millions of “Ame” who only judge a person based on their online appearance and popularity.

### *Act 3: Go Astray*

The third category of endings is triggered after KAngel performs one of the three whole sequences of “special streaming”, each representing a potential astray that she might step into and cannot get away from in the quagmire of the internet.

*“People can’t live on lust alone” [1]*

### — *Ending: Fallen Angel*

“Fallen Angel” triggers after KAngel performs all five “Sexy” streams. In the final stream, Ame uses a “super sexy and super naughty” teasing image, which gets her banned. The blowing up number of views motivates her to further her “electrifying debut” in the pornography industry. The desire to get famous has taken over Ame’s consciousness, which is surely a demonstration of her “easily get carried away” nature and highlights

the potential danger from the internet environment that might take this nature as an advantage.

*"She's gone off the deep end of streaming." [1]*

— *Ending: Painful Future*

"Painful Future" triggers after KAngel performs all five "Breakdown" streams - mainly around meditation and getting overdosed. In the final stream, "I AM LEGEND", Ame shows her actual self on screen and is silently smoking weed, while soon getting promptly banned during the stream. The existence of Internet Angel is no longer needed, since for addicts, drugs can provide an equal or even better sense of self-fulfillment.

*"She was not ready for the "truth" yet." [1]*

— *Ending: Welcome To My Religion*

"Welcome To My Religion" triggers after KAngel performs all five "Conspiracy theory" streams. Ame gets overly attracted to the conspiracy she told in the stream and eventually becomes a believer. In the final stream, "The Truth", Ame wears robes and claims that the world is ending, only she can guide the nerd viewers, but the plan is to reduce the global population to 10% to prevent any war from taking place. All three endings in this category symbolize that Ame has found certain replacements for the KAngel figure, but they are all, in fact, different forms of self-degradation that won't lead to anything except destruction, not to mention metaphysical "truth".

#### *Act 4: Internet Angel Ascension*

The fourth and last selected category of endings happened after KAngel successfully hit the goal of having 1 million followers and made her celebration stream. Compared to previously introduced endings, the ones in this category are more like the common definition of "endings" in normal ADV products, which usually have more specific and restricted trigger conditions that sometimes even relate to meta elements.

*"Be careful of overdosing on emotions." [1]*

— *Ending: Do You Love Me?*

“Do You Love Me?” requires Ame’s status to have stress under 120, while affection and mental darkness above 80. After the celebration stream, Ame dressed in KAngel’s costume and hung out with P-chan at the amusement park. She posted multiple sweet selfies on the carousel and Ferris wheel, and a photo in which she is “kissing” someone at night. Although P got edited out, still went viral. Later, Ame hosts a stream on the Ferris wheel with colors that soon become oversaturated, and the words in comments can no longer be identified, instead only a colorful background, which indicates a large number of super chat donations scrolling. The Internet Angel finally reached its completion with all the emotions falling to this figure. KAngel, in this ending, seems to become something more towards a sub-culture symbol or even an artificial eikon. However, as players, we all know that Ame or KAngel is in fact far from the perfect figure that the internet followers build for themselves, and the fragile dreamscape created by the overdosed idolatry will eventually come to its armageddon.

*"An ordinary happiness may not have been what she wished for." [1]*

— *Ending: (Un)happy End World*

“(Un)happy End World” requires Ame’s status to have stress under 80, affection above 80, and mental darkness under 80. Also, the gaming device must be connected to the internet. In the 1 million followers celebration stream, Ame reveals the new large house she brought to her fans and appreciates their support to let her make a lot of money. She also later thanked P by saying, “I’m happy, life is good, and it’s all thanks to you, P-chan. Let us keep living our best life together!” However, P soon received a DM from Ame through an alternative account called Abyss@fmPf1KVp6, claiming that she feels the happiness is so bland and streaming becomes a drag, also living with P is actually boring. When P tries to follow this account, he finds that he has already been blocked. Opposing the character figure of KAngel in “Do You Love Me?” as a condescending paragon, “(Un)happy End World” depicts a more realistic KAngel - pretending to have a wonderful life just for streaming content and satisfying the entertainment needs for viewers, while in fact she has already lost passion after hitting her ambition. The mental defect of Ame did not get cured during this process, and she is still seeking her unreachable fulfillment from the boundless, bizarre world of the internet.

*"You've reached an unknown ending..." [1]*

— *Ending: Happy End World*

“Happy End World” requires mostly the same as “(Un)happy End World”, except the gaming device must be disconnected from the internet. After reaching 1 million

followers, KAngel posted a tweet claiming that she would ascend from the internet and become a real angel. Her followers also imitated this action and returned to their lives in reality, which made Twitter eventually become a wasteland with only a small number of users left, and the number is still decreasing. After an unknown amount of time passed, KAngel came back to Twitter and posted a tweet with a selfie: "Ask and you shall receive! The internet angel is back, cuter than ever!" But no one is still left here to respond, so she later deleted this tweet, and everything returned to silence. The meta elements here also strengthen the emotional expression of this ending to make it one of the coolest moments throughout the game - before plugging back into the internet once again, the device used by the player is in the same situation as the frictional wasteland Twitter, and the sense of detachment is now transferred to the player as well. Despite all the terrible aspects of the internet depicted in the previous endings, it's still a crucial and irreplaceable factor for human civilization. It's not promising that real life can always be better than the internet - but it's also no harm to sometimes shift the focus away from the digital life, trying to appreciate things in reality that can be interacted with by physical form, and find some mental relaxation from the rest of the world. After all, the internet is never the only thing important in life.

*"...A powerful illusion, like that of an angel's smile." [1]*

— *Ending: Happy End World*



## **Strongest Element**

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The strongest element of *Needy Streamer Overload*'s story is the clever choice of focus, which builds up one solid and vivid character figure within a limited amount of gameplay time and information-rich dialogues, then uses the character to offer support for the narrative progression in reply. Also, the storytelling structure blends well with the encouraging subsequent playthrough experience that uses various endings to motivate players to proceed with the storyline instead of the common ADV narrative structure to

let different events drive players to the ending through proper transference, which resulted in an innovative way of presentation and sometimes unpredictable but impressive emotional impacts.

## Unsuccessful Element

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Still, as a Denpa genre product, *Needy Streamer Overload* has its weaknesses in terms of narrative. One major controversy is that, as a widely released game, the theme contained way too many (Japanese) sub-culture elements that can only fully evoke certain groups of players who shared the same interest, while for the rest of the players, their narrative experience naturally got influenced without the understanding of some specific contents like Menhara issues or Virtual Youtuber Culture. Based on that, the attitude of players towards Ame-chan can also be a crucial factor when proceeding with the story that Ame-chan fans might enjoy a lot since she is the only focus of the game while if players find it hard to feel empathy with the character, the game itself can become unattractive - also due to the fact that Ame's setting is a mentally disordered and troublesome person, it sets an even higher threshold for the potential audiences that result in polarized reviews.

Besides, although personally, I take the ending-driven narrative structure as a positive feature, it still has a downside that is hard to ignore. During this form of presentation, the gameplay feedback and logic of story development can easily make way for furious emotional expressions - like for the "*Welcome To My Religion*" ending, which surely has lots of impactful moments on the first run but when coming back for detailed analysis, the logic chain between conspiracy theory streams and the fanatic guru which Ame turns in to is missing many supportive pieces, and it's hard to re-experience the same sense of emotional strike like the first run after calms the mind down and noticing the embedded flaws. Also, some players found it frustrating to see the plot develop wildly into some unacceptable, harsh endings just because they missed small details or made one choice, but it's hard to relate them to the coming tragic moments, which eventually lead to negative feedback and break the flow of story experiences.

## Highlight

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*"Thanks for everything, P-chan."*

*"But now I'm going to pursue my own future with my own hands."*

*"So... goodbye."*

— *Ame-chan, True Ending: Comment te dire adieu*

After unlocking all 22 normal endings, a new save slot “Data0” will be available in the file menu, which leads to one of the best moments and the hidden true ending of *Needy Streamer Overload* - “Comment te dire adieu”, translated to English is “How to tell you goodbye”.

Unlike the previous runs, the true ending does not require players to do anything since the game will play itself automatically until reaching the end. In this version of the story, Ame decides to try both living and streaming without the player as P instructs her what to do, and surprisingly, everything works out fine and “correct”. Eventually, KAngel hits her ambition of having 1 million followers, and Ame sends the farewell message to P before walking off the webcam screen. After that, players can close all the opened windows, which will reveal a document on the desktop beneath: Secret.txt.

*Notes on the current P-chan:*

*Profile: My favorite person in the world and also my producer. Tells me what to do so we can turn KAngel into the strongest internet angel. Also supports me emotionally and mentally. I wuv my P-chan!*

*Thoughts: The current P-Chan isn't bad, but I kind of can't deal with people only being nice to me, so. I made things work by myself but it's still not ideal. I'll just make a better P-chan next time. One that's so dreamy that I'll never wake. I think I'll start off with the goal of making marriage material next.*

*I can't wait to live a new life happily married~! [1]*

The document reveals the hidden truth of the story - P-chan does not exist, and he is only Ame's imaginary friend or superego, who was made to maintain the autistic wonderland that both Ame and KAngel can live in without external pressure.

This emotional climax also comes along with various details: On day 22 of this ending, Ame tells P that she wants to find a new future, and if players pause the fast-forwarding auto gameplay, they can find that after this message, Ame leaves her home and goes to the hospital, whose in-game function is to decrease the mental darkness status. Meanwhile, the true ending route is the only exception that after KAngel's first stream, she only gets 999 followers compared to 1000 in the normal route, as P-chan is the only follower missing - but still, Ame's affection status can normally increase throughout the auto-run gameplay until reaching 100 maximum, represents she finally understands what does "love P-chan (herself)" mean. After getting through the swirl formed by various chaotic endings, players finally witnessed the growth toward completeness of Ame-chan's character arc and the slight step forward she decided to take after all the bruises - eventhough sometimes both the internet and reality can be a complete mess filled by pain and breakdown, still keeping the courage to move forward alone is already good enough for Ame-chan, as it's something players can hardly expect on the beginning of the game, like nestlings finally turn into fledglings flying freely under sunlight.

## Critical Reception

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Shin Imai from IGN Japan gives this game a 7.0/10. He affirms the game's value in deconstructing modern live-streaming culture and toxic relationships while having a fascinating art and visual presentation of its story content. However, he also criticizes that players can often hardly be aware of the consequences of their actions that might cause frustration; meanwhile, the player avatar is not expressed enough through limited choices of dialogue. [2]

Orpheus Joshua from Noisy Pixel gives this game an 8.5/10. He commends the game as an unhinged aberration of management simulations, with a realistic portrayal of mental illness and internet reception, especially from its multiple endings. He claims, "It's clearly intent on trying its hardest to internally resonate with players, which I believe it wholeheartedly excels at doing." [3]

Runa Li from United Daily News compared the game experience with another narrative-enriching title, *Undertale*, highlighting the progress that players understand more and more about Ame-chan through each subsequent playthrough towards different endings. Although the topic might be too heavy for certain audiences, the game is still a

“masterpiece” for players who have an interest in Menhera issues and Denpa culture.  
[4]

## Lessons

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- **Multi-angle depiction to build up an important character figure**
  - Avoid simple labeling and dig more into complicated characteristics from different angles. The depressing off-stream Ame can sometimes find motivation and express her joy, the always shining KAngel has her own breakdown moments from stress, and even the most introverted P-chan has a dialogue claiming he can become a devil coach for Ame, while all these contradictory aspects belong back to Ame-chan as an individual character and thus make her arc complete. For the players, it should also be good to understand the inner core of a character in this way, feeling that the distance between them moves closer and forms a certain type of emotional boundary.
- **Narrative elements can not only be conveyed through sentences written down**
  - One of the common methods used in *Needy Streamer Overload* other than direct dialogues to present necessary narrative elements is through creatively visual presentations: like in the ending “Ground Control to Psychoelectric Angel” (affection reach 100), instead of letting Ame type down how exactly she loves P-chan now, the screen will be slowly covered by small words “I love you” in pink while Ame did not do anything but staring at the player while touching her blushing cheeks. Here, without further description, players can immediately understand the narrative and easily get attracted by this sort of visual impact.
- **Find a good balance between emotion and logic during story development**
  - It can be easy to break the balance between these two slightly contrasted elements during storytelling. One takeaway that might be beneficial from *Needy Streamer Overload* is it’s probably good to set up an emotionally enriched scene like the various endings in the game first cause it is the most important climax, then retrodict the logic chain back from that scene to further justify its existence - the chain does not necessarily have to be impeccable since small leaks can likely be covered by emotional oscillation, just set some major key points and ensure they can have a sense of connection in between can probably do most of the job, while reducing chances for players to feel lack of useful clues or feedback.

## Summation

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*Needy Streamer Overload* is one of the best narrative-focused Denpa games I have ever experienced, and it's surprisingly easy to find my own experience related to the internet environment, echoing the various memorable events depicted throughout the story. We probably shall never know whether, in the end, Ame-chan finds the future belongs to her in reality or it's just another determined inconclusive attempt since the Internet Angel should naturally be shining in the digital binary world as the savior of her loyal nerd fans, cause despite all the darkness, toxic sub-cultures, filthy and malicious, as one of the extra endings added with the release of the switch version suggests...

*"Wasn't the internet so much fun?" [1]*

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