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## About This Game

Trading cards: According to new policy of Steam, trading cards will be available when the quantity of copies of game sold reaches a certain amount.

This is a galgame about college love story and girls with animal ears.

Have you ever wondered why you don't have a girlfriend? Or, have you ever wondered how you will get a girlfriend? Sometimes the acquaintance between people is just because of the inner impulse in a moment, or just may be a thoughtful arrangement by some God.

Can someone read human's mind? Well, what if he is the God?

☑Perhaps the fox spirit also has its own frankness. Maybe it has always been straightforward.☑

Yan is a college student with a special girl at his side, and she is Yan's Guardian.

☑If my girlfriend is as beautiful as Mori, then my life must be blessed by gods....☑

When he is saying that, he has no clue that another girl is coming into his life....

## Features

- Live2D dynamic characters
- Well drawn background and CG
- Semi-dynamic scene show

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## Charter Introduction

### Mori

A fox spirit from a shrine in the mountains, she has been staying with Yan since his childhood. Sometimes she is quiet like an elegant lady and sometimes is brisk like a rabbit. As the existence of God, could her mind be read by human....

### Liya

A girl who carries around a "weapon" all the time, she has a wealth of knowledge, but lack of practical experience.

☒....not any experience, but I have basic knowledge.☒

But even so, there still is a question that bothers her.

### Yan

A college student who lives in an old book store, usually he will just transcribe some old books in the store. And beyond all doubt, as the main character, he is the one who "blessed" by the God....

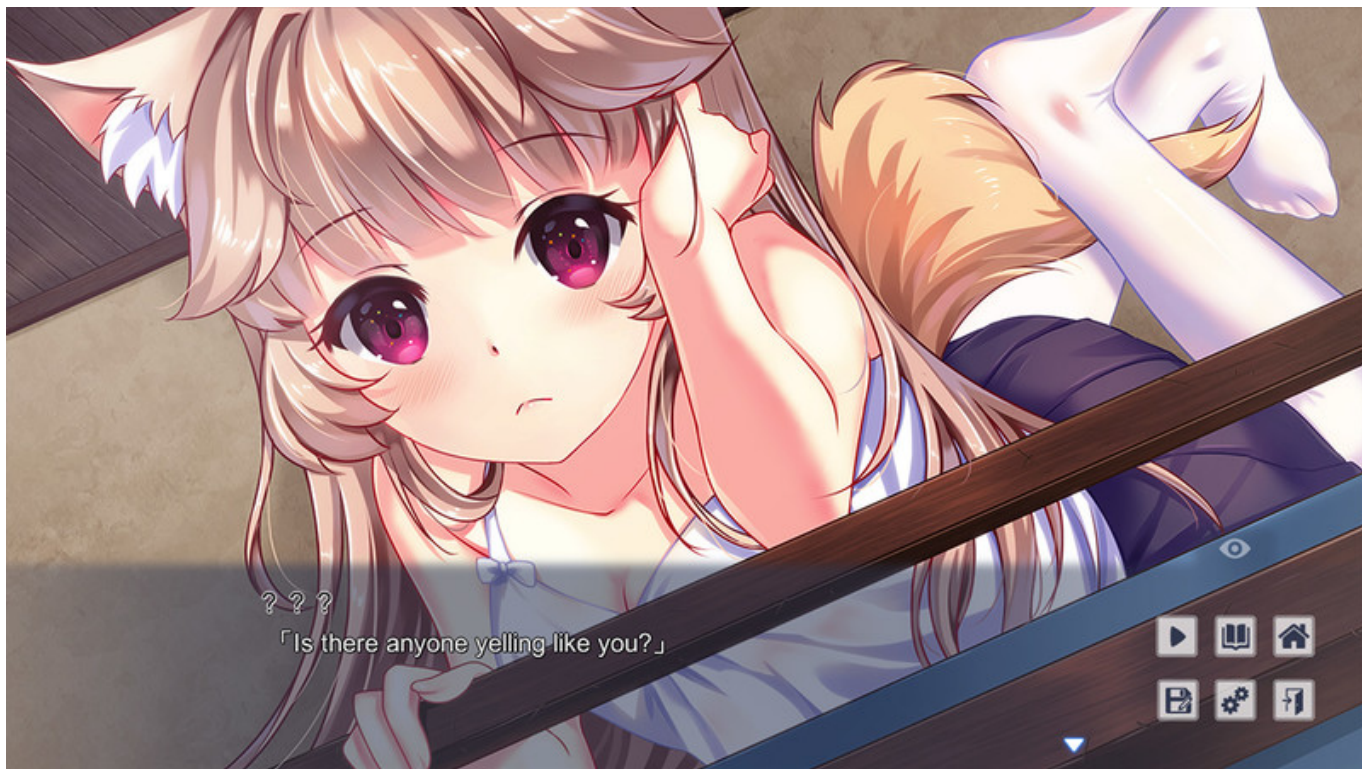
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Title: Fox Hime  
Genre: Adventure, Casual, Indie  
Developer:  
AsicxArt  
Publisher:  
SakuraGame  
Release Date: 2 Nov, 2017

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English,Traditional Chinese,Simplified Chinese







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what a drama in the end. cant believe the fox spirit have granted her wish to be with him. Great story. I really liked it, 10V10 would buy again. Money well spent.

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**Patch 1.0.1:**

Hello Everyone!

I know there have been some issues, mostly revolving around scores entering and events triggering within the Steam API. So i've been working at fixing some of the more important issues, here is a list of what's been worked on. Please if you have any issues or suggestions drop them in the forums or contact me directly on [Discord](#)[discord.gg].

- Normalized Puzzle Scores so they have an equal impact on Total Score
- Fixed it forcing tutorial every time you log in. You should just have to exit it one more time! (Really sorry for this)
- Updating scores in all modes more consistently.
- Fixed small visual issues with Green + Yellow combos

There's alot more i need to fix and tweak so i'll likely have more changes in by the end of the week. Hope you are enjoying yourselves in the meantime. Seriously if anything comes up please let us know so i can fix it ASAP!

We are REALLY happy to have finally released the game. We are planning on continually improving/adding to the game for a while. Thanks so much for playing!

Cheers.

**Ecky. Patch 1.2.0:**

Hello Everyone!

Noobs rejoice! Today is the day Spark got a whole lot easier. Based on data and some feedback from players... it appers things were WAY too hard. Especially for those who have never seen or played Spark before release. In this patch, the difficulty curve has been smoothed out in Conquest and Survival. Expect to be able to survive much longer than before, and hopefully get some higher scores! If you think it still needs to be tuned down or tuned up, don't hesitate to drop a suggestion. We are all ears. In the meantime, I hope you guys enjoy yourselves much more!

**PRO TIP:** Focus on the combos!

Please if you have any issues or suggestions drop them in the forums or contact me directly on [Discord](#)[discord.gg].

- Reduced difficulty of first section of Conquest
- Reduced difficulty of first boss.
- Reduced difficulty of second section of Conquest
- Defeated bosses now give +1 HP
- Smoothed out difficulty curve in survival mode so it takes much longer to get to the more difficult mobs.
- Switched the positioning of Survival in the play list to be the top. New players should have an easier and more entertaining time learning the combos if they are under less pressure and have the help of powerups. We saw too may people giving up on the game entirely after playing only Conquest. We hope to see players stick around longer with this



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change.

You can catch me on [Twitch](http://www.twitch.tv)[www.twitch.tv], if you want to see me working on patches or failing at climbing the leaderboards.

Please if you put a decent amount of time into the game and have any feedback on how we can improve the game, leave a review. It helps me a ton to know where to focus on continuing development.

Cheers.

Ecky. **Patch 1.1.0:**

Hello Everyone!

We still have had some issues with the leaderboards. That is a high priority for me, and i am hoping these changes will fix the issue entirely, but let me know if it does not! Also some quality of life changes, balance changes to the sharks and dolphins, and some achievements are now... uh... achievable. Please if you have any issues or suggestions drop them in the forums or contact me directly on [Discord](https://discord.gg)[discord.gg].

- Fixed another bug with scores not submitting consistently to the Steam Leaderboards.
- Now shows when you have set a new PR in the post game lobby.
- **Scores in game now have commas!**
- Fixed bug with first boss explosion SFX.
- Nerfed probabilities multiple sharks spawn in the late game.
- Nerfed health of Sharks.
- Nerfed probabilities of Dolphin spawning early game.
- Fixed Conquest Achievements

You can catch me on [Twitch](http://www.twitch.tv)[www.twitch.tv], if you want to see me working on patches or failing at climbing the leaderboards.

Cheers.

Ecky. **Survival Highscore Competition:**

Survival Highscore Competition. **The Future of Spark:**

Hello Everyone!

With the last patch, we have not received any reports of leaderboard malfunctions anymore, so hopefully that is all in check. Yippee! Please if you have any issues or suggestions drop them in the forums or contact me directly on [Discord](https://discord.gg)[discord.gg]. The only way for me to know about a problem and fix it is if you report it to us.

So what's next?

Well, that is kind of where you guys come in... I have some quality of life changes I want to patch in. I am going to reorder the menu so that Survival is the first game mode you choose, Conquest is much more difficult and can lead to a more frustrating experience if you haven't quite grasped the combo system. Survival is much more forgiving with the early intensity and use of power ups. There have been some ideas about listing combos in the pause menu, helping align combos with for the player automatically while moving, and straight nerfing the early stages of conquest. So be on the lookout for thing like that in the next

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patch. But other than that we have no real major plans unless you guys voice something.

.... And beyond that.

Well, we have more games we would like to make, and are going to start development on those soon. That doesn't mean I will not be fixing things here in Spark and checking up on things here, but that might mean any larger features will be put on hold for Spark 2! If you think there is something you really want in the game before we start our next project, please reach out to me!

On behalf of everyone who worked on Spark, I want to thank the people who have played this game, and anyone who plays it in the future. It means the world to us to see you guys enjoying the game.

You can catch me on [Twitch](http://www.twitch.tv)[www.twitch.tv], if you want to see me working on patches or failing at climbing the leaderboards.

Cheers.

Ecky. **SEASON 2!:**

Welcome to Season 2 of Spark! Spark has been updated and should be much easier for everyone.

I have reset the leaderboards so it is fair game for everyone after the gameplay changes. Maybe this season someone will beat the final boss in Conquest.

Also, congrats to these players who have forever been immortalized in the in-game credits for their performance in Season 1.

Season 1 Champion: Some1xx. Keystones Spark **Kickstarter now live!:**

We just launched a [Kickstarter](http://kck.st)[kck.st] for our next game Last Call for Alcohol. It is a drinking card game with a game-manager mobile app. If any of you are interested we really appreciated the support.

If you haven't heard. We also announced Spark 2 and GDC2019 and will have a Steam store page and a demo up this month!

Cheers

Ecky

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