

# *Solanaceae: Another Time*

A KINETIC VISUAL NOVEL BY DCS

HELLO! FIRST OF ALL, THANK YOU SO MUCH FOR YOUR GENEROUS PURCHASE!

THIS PDF IS A COLLECTION OF GAME ASSETS AND MY OWN THOUGHTS ON SOLANACEAE: ANOTHER TIME. THIS IS MY THIRD VISUAL NOVEL AND WAS ORIGINALLY SUBMITTED TO YAOIJAM 2016 AS A DEMO. AS SUCH, THE GAME WAS ORIGINALLY PLANNED TO BE MUCH SHORTER-- BUT THANKS TO A BUNCH OF TROUBLE IN MY LIFE AROUND THE TIME OF THE JAM, THE PRODUCTION (AND GAME LENGTH) INCREASED SIGNIFICANTLY.

THOUGH THE PRODUCTION OF THIS GAME WAS LONG, AND OFTEN HAD ME WANTING TO GIVE UP-- I LOVE BATTAM AND SAL TOO MUCH! I COULDN'T NOT FINISH THIS GAME! EVEN NOW I'M GETTING EMOTIONAL PUTTING THIS PDF TOGETHER!

SOLANACEAE IS A REALLY IMPORTANT STORY TO ME, AND I'VE BEEN SITTING ON THIS MODERN AU IDEA FOR A WHILE. (IF YOU HAVEN'T READ MY ORIGINAL COMIC FOR IT YET, PLEASE DO! IF YOU LIKE THIS, YOU'LL LIKE THE COMIC.)

THERE WAS SO MUCH I WANTED TO PACK INTO THIS GAME-- BUT MOSTLY I JUST WANTED TO TELL A FUN, SIMPLE LOVE STORY. I WANTED TO WRITE A STORY ABOUT ACCEPTANCE AND HOME AND BEING ABLE TO CRY TOGETHER WITH SOMEONE...

I REALLY HOPE YOU ENJOYED THE GAME-- AND I REALLY HOPE YOU ENJOY THIS PDF.

-DCS



# ITCH.IO ASSETS

THIS WAS MY FIRST TIME INCLUDING PROFILES ON MY ITCH.IO PAGE, SO I THOUGHT I'D INCLUDE THEM HERE TOO FOR FUN. ALSO-- THE ICON!

Golanaceae  
Another Time  
by DCS

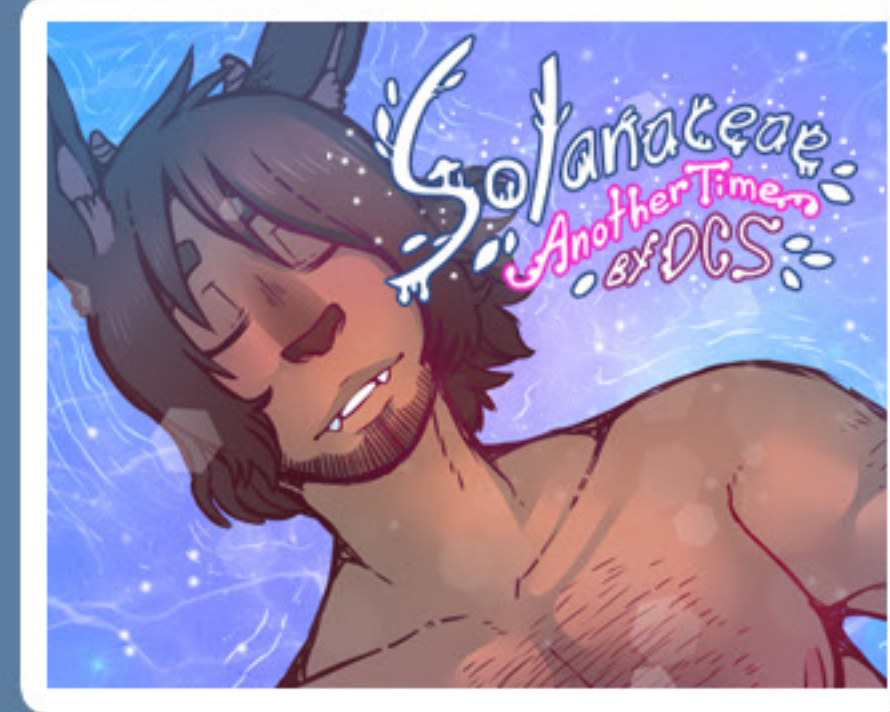
**BATTAM**

A WITCH WHO SPECIALIZES IN FORTUNE TELLING. HE'S CONVINCED THAT HIM AND SAL WERE LOVERS IN A PAST LIFE. WHETHER THAT'S TRUE OR NOT IS YET TO BE SEEN. HAS A SPOOKY FACE, BUT AN EXTREMELY KIND SOUL.

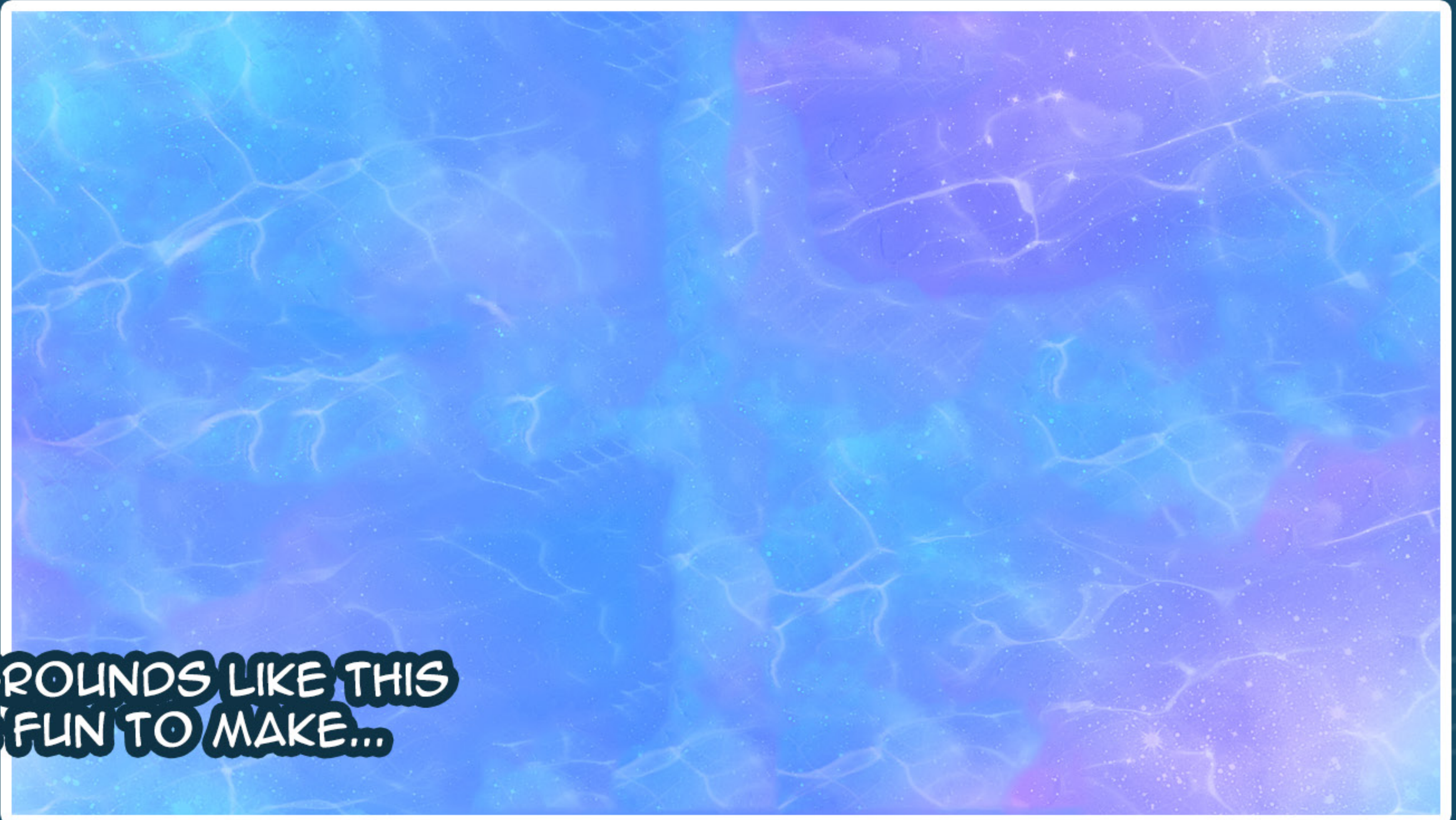


**SAL**

A SATYR WHO COOKS FOR A LIVING. HIS LIFE ISN'T BAD, BUT IT'S QUITE MUNDANE. HE'S GOT SOME TRUST ISSUES AND THERE'S AN AURA AROUND HIM OF GROUCHINESS. BUT IN REALITY, HE'S QUITE SWEET.



BACKGROUNDS LIKE THIS ARE FUN TO MAKE...



THE MUSIC IN THIS GAME WAS DONE BY LYDIANCHORD AND I'M SO IMPRESSED AND HAPPY WITH IT. I ALWAYS SCRIPT WITH THE MUSIC FOR A SCENE PLAYING, AND THESE TRACKS REALLY HELPED INSPIRE A LOT OF THE DIFFERENT MOODS FOR THE GAME. EVEN AFTER MONTHS OF HEARING EACH SONG, I'M STILL NOT TIRED OF THEM...

I'LL CHERISH THEM FOREVER!



# Sal



IT WAS SO GREAT TO HAVE SAL AS THE MAIN CHARACTER OF THIS GAME BECAUSE I'VE ALWAYS IMAGINED HIM AS THE MAIN CHARACTER WHEN SAL AND BATTAM FIRST ORIGINALLY MEET-- SO IT WAS COOL TO MIRROR THAT HERE.

IN TERMS OF THE ORIGINAL COMIC, THERE'S A LOT OF SPOILING OF SAL'S PAST IN THIS VN BUT I FIGURE, HEY, PEOPLE ARE GONNA FIND OUT ANYWAYS AND IT AIN'T GONNA BE SOON-- SO I MIGHT AS WELL GIVE THEM THIS TASTE.

IT WAS JUST SO MUCH FUN TO WRITE SAL GOING FROM BEING GROUCHY TOWARDS BATTAM TO TOTALLY ADORING HIM.

GETTING TO WRITE SAL JUST LITTERLY IN LOVE, SO IN LOVE THAT HE JUST WANTS TO SPOIL BATTAM ROTTEN HAS ALWAYS BEEN ONE OF MY FAVORITE ELEMENTS OF THE SERIES.

PLUS, SAL IS JUST A SUPER CUTIE. I LOVE HIM, I LOVE HIS FLURRY BUTT, HIS CUTE BEARD, HIS CUTE EARS, HIS CUTE LITTLE NOSE-- SAL IS GREAT.

I HOPE YOU FELL IN LOVE WITH HIM TOO.



SAL HAS 97 BUSTS  
IN TOTAL!  
BATTAM HAS 67.  
AND SATINE  
ONLY HAS  
16...

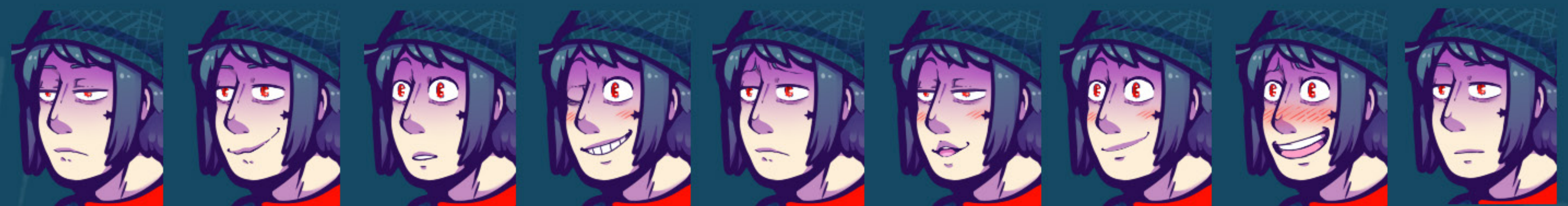
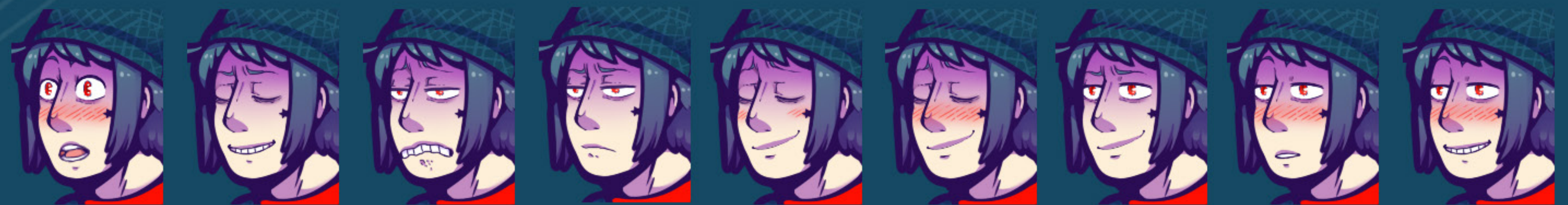
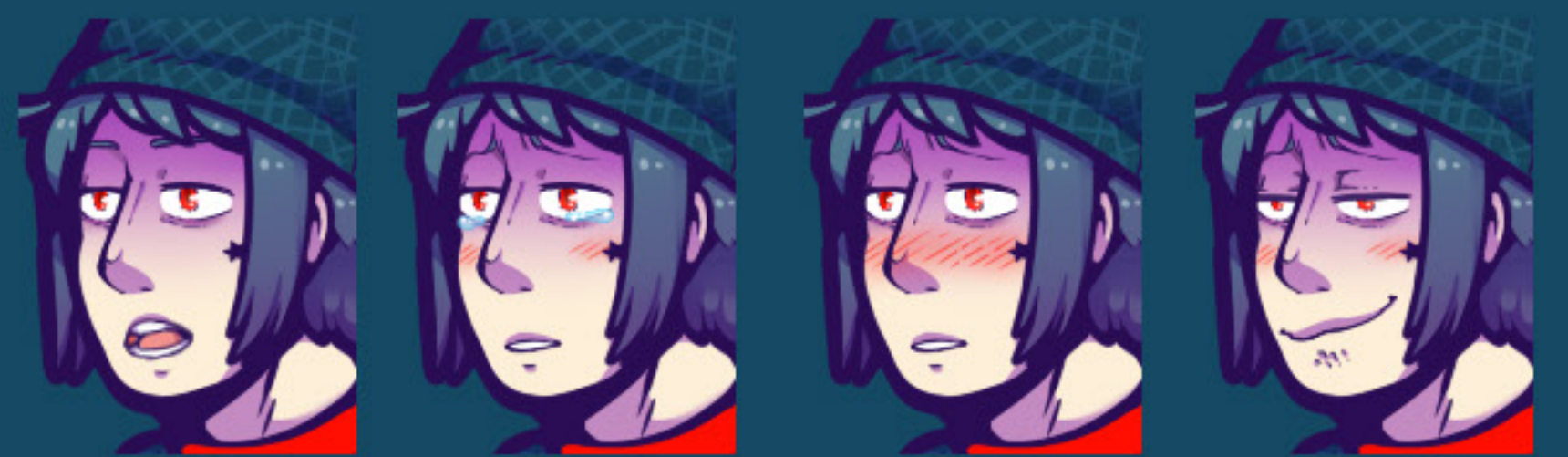


# Battam



BATTAM IS A CHARACTER WHO IS INCREDIBLY CLOSE TO MY HEART AND HAS HELPED ME THRU SOME PERSONAL STUFF-- I LOVE HIM!

HE'S GOT A SPOOKY FACE, BUT A VERY GOOD HEART. I WAS HAPPY TO WRITE THIS 2ND BATTAM BECAUSE HE DIDN'T HAVE TO GO THRU SOME OF THE STUFF 1ST BATTAM DID-- AND THEREFORE GOT TO BE A LITTLE LESS GROUCHY THAN HE IS IN THE ORIGINAL COMIC. BUT, I'M ALSO JUST GLAD 2ND BATTAM GOT TO LIVE A LIFE WHERE HE WAS FREE TO BE AS EMOTIONAL AS HE LIKED WITHOUT OTHER WITCHES LOOKING DOWN ON HIM, UNLIKE ORIGINAL BATTAM.





AT FIRST, I WAS GOING TO INCORPORATE BATTAM'S MAGIC COMING OFF OF HIM IN THE BUSTS-- LIKE IT HAPPENS IN THE COMICS-- BUT IT WAS TOO JARRING WITH HOW MANY DIFFERENT SPRITES I USE AND IT WOULD HAVE BEEN WAY TOO MUCH EXTRA WORK AS WELL, SO I SCRAPPED IT. HEH.



(BATTAM'S BIKE IS ACTUALLY CONSIDERED A CHARACTER BUST CUZ THAT WAS THE EASIEST WAY TO CODE IT IN.)



## Satine



IT WAS NICE TO GET TO WRITE BATTAM AND SATINE GETTING ALONG FOR ONCE, ESPECIALLY SINCE THEIR RELATIONSHIP IS STILL STRAINED IN THE COMIC. SATINE'S ROLE IN THIS GAME WAS SMALL, BUT IMPORTANT!

I HOPE WHAT LITTLE OF HIM YOU SAW, YOU ENJOYED!

I'M STILL NOT SURE WHY SATINE GOT REINCARNATED TOO-- BUT IT JUST WASN'T RIGHT THINKING OF A WORLD WHERE HE WASN'T PART OF BATTAM AND SAL'S LIFE, HE'S VERY IMPORTANT TO THEM.

OH! AND I SHOULD MENTION, IT WAS DEFINITELY THE ORIGINAL SATINE AND HIS DESCENDANTS WHO PASSED DOWN OLD ARTIFACTS FROM 500 YEARS AGO-- LIKE VIOLANA'S OLD HAT, THE PAINTBRUSH, ETC! KNOWING SATINE, I BET HE HAD A LOT OF KIDS AND GRANDKIDS. I THINK THE BOTTLE MUST HAVE GOTTEN LOST OR BOUGHT AT SOME POINT AND EVENTUALLY MADE IT'S WAY BACK INTO SAL'S HANDS BECAUSE IT WAS DRAWN TO HIM.

SATINE'S DESCENDANTS ALSO KEPT ONE MORE ARTIFACT FROM THAT TIME, BUT THAT ONE IS A SECRET FOR NOW. WINK!  
IT'S TOO BAD THAT THIS BATTAM AND SAL CAN'T REMEMBER THE OLD SATINE, ISN'T IT?





THE RIVERBANK WAS ONE OF THE ONLY BACKGROUNDS I CAME IN KNOWING FOR SURE HOW I WANTED IT TO LOOK.



AFTER ALL, IT'S NOT SOLANACEAE IF THERE ISN'T A RIVER SOMEHOW!



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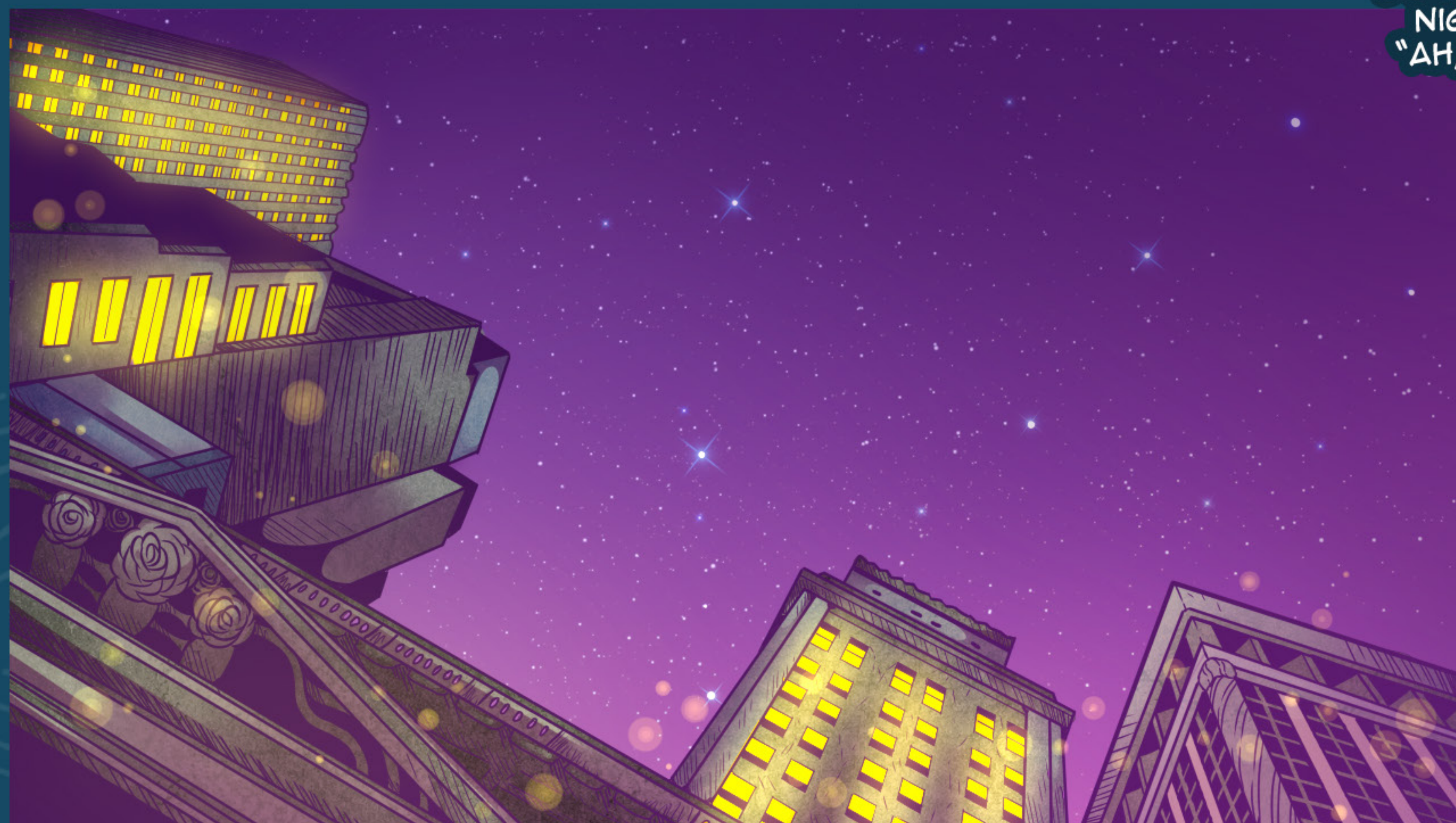




BACKGROUNDS  
LIKE THIS ARE  
MY FAVORITE  
BECAUSE WITH  
RENPY'S SYSTEM  
THEY CAN REALLY  
CREATE A SENSE  
OF TIME.



WHENEVER I SEE  
MY BACKGROUNDS  
GO FROM DAY TO  
NIGHT I THINK,  
"AH, IT'S A REAL  
GAME!"







THE BEST BACKGROUND  
IN THE GAME WITHOUT  
A DOUBT!

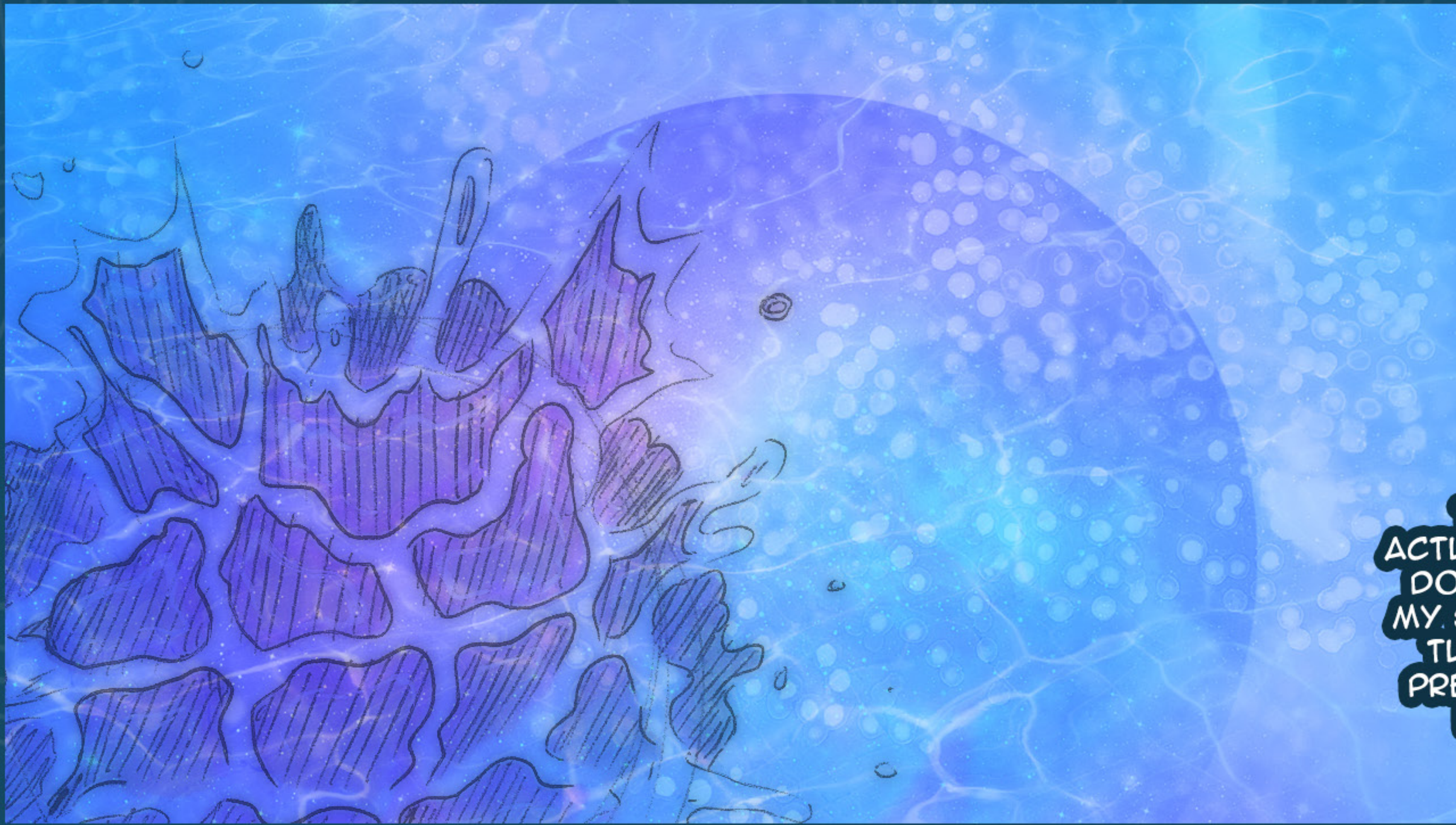


ALTS FOR BACKGROUNDS  
AND MUSIC AND STUFF  
CAN REALLY  
CHANGE THE MOOD  
OF A SCENE INSTANTLY.  
I'D RECOMMEND IT!



KUDOS IF  
YOU CAN TELL THIS IS  
FROM THE ORIGINAL COMIC!  
I WAS TRYING TO CUT DOWN  
ON WORK TIME BACK  
WHEN I HAD A  
SHORTER DEV TIME.





THIS WAS ACTUALLY AN OLD DOODLE FROM MY SKETCHBOOK TURNED INTO PRETTY WATER. I LOVE IT.



I HAVE ONE OF THESE BACKGROUNDS IN ALMOST ALL OF MY GAMES. IT'S CALLED "INBETWEEN" AND HELPS MAKE A TRANSITION FEEL A LITTLE MORE ALIVE THAN JUST A BLACK SCREEN.



THO I STILL THINK A BLACK SCREEN IS THE CORRECT CHOICE DEPENDING ON THE SCENE-- I THINK THESE TYPES OF IMAGES HELP KEEP YOU IN THE MOMENT.





HAHA REALLY  
JUST AN  
EXCUSE TO DRAW  
SOMETHING  
MODERN  
AND COOL!



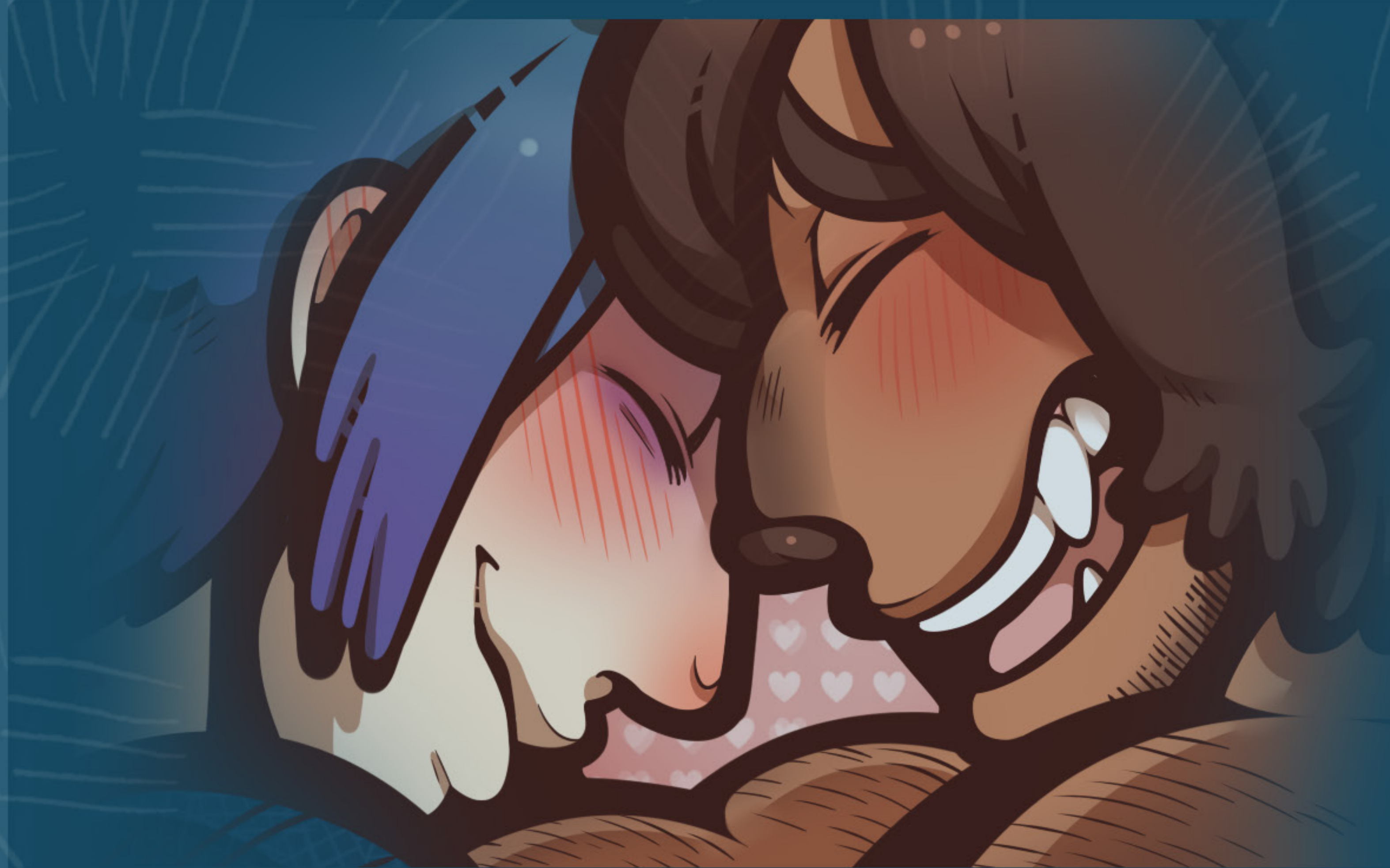
HONESTLY A  
BACKGROUND  
I THREW TOGETHER  
AT THE LAST MINUTE.  
MY LEAST  
FAVORITE.



I WAITED  
TO SHOW  
SAL'S ROOM  
UNTIL THE END  
FOR WHATEVER  
REASON.

I LIKE IT.





THESE ARE ALL PANELS FROM THE ACTUAL COMIC, AND REALLY-- THAT'S WHAT I LOVE ABOUT THEM! IT REALLY IS LIKE PEEKING INTO ANOTHER LIFE BECAUSE THE STYLE IS JUST SO DIFFERENT FROM WHAT I CHOSE FOR THE GAME.



HEY, READ THE COMIC, HAHA. (THERE'S PDFS ON MY ITCHIO PAGE!)





AH, SAL,  
MY DARLING!

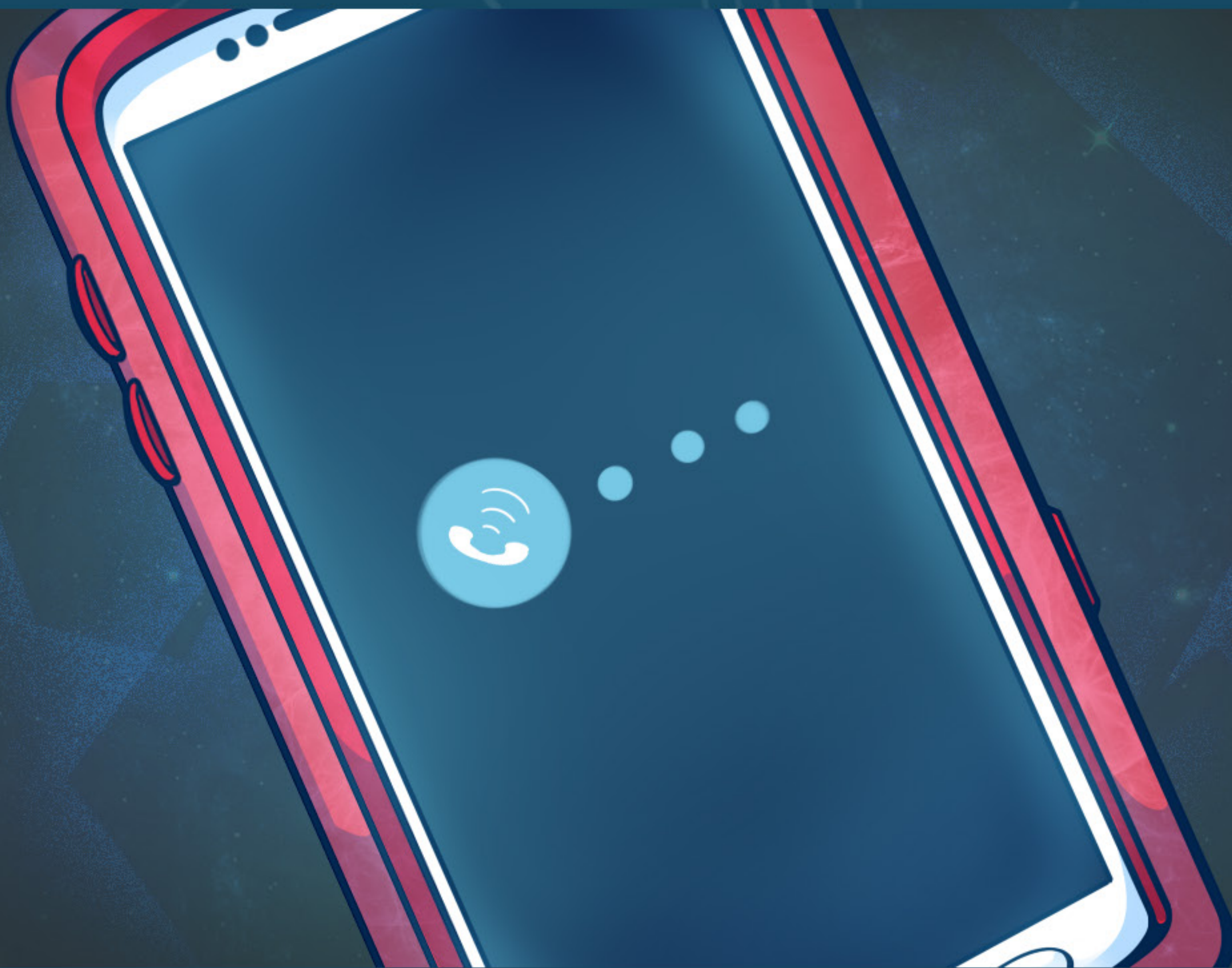


I'M GLAD  
THIS CG IS  
EARLY ON  
BECAUSE THEN  
YOU KNOW  
SAL HAS  
NOT-HUMAN-LEGS.



DOWNSIDE OF  
VISUAL NOVELS:  
NOT A LOT OF  
SEEING LEGS.





THIS EFFECT  
WAS SO MUCH FUN  
TO DO.

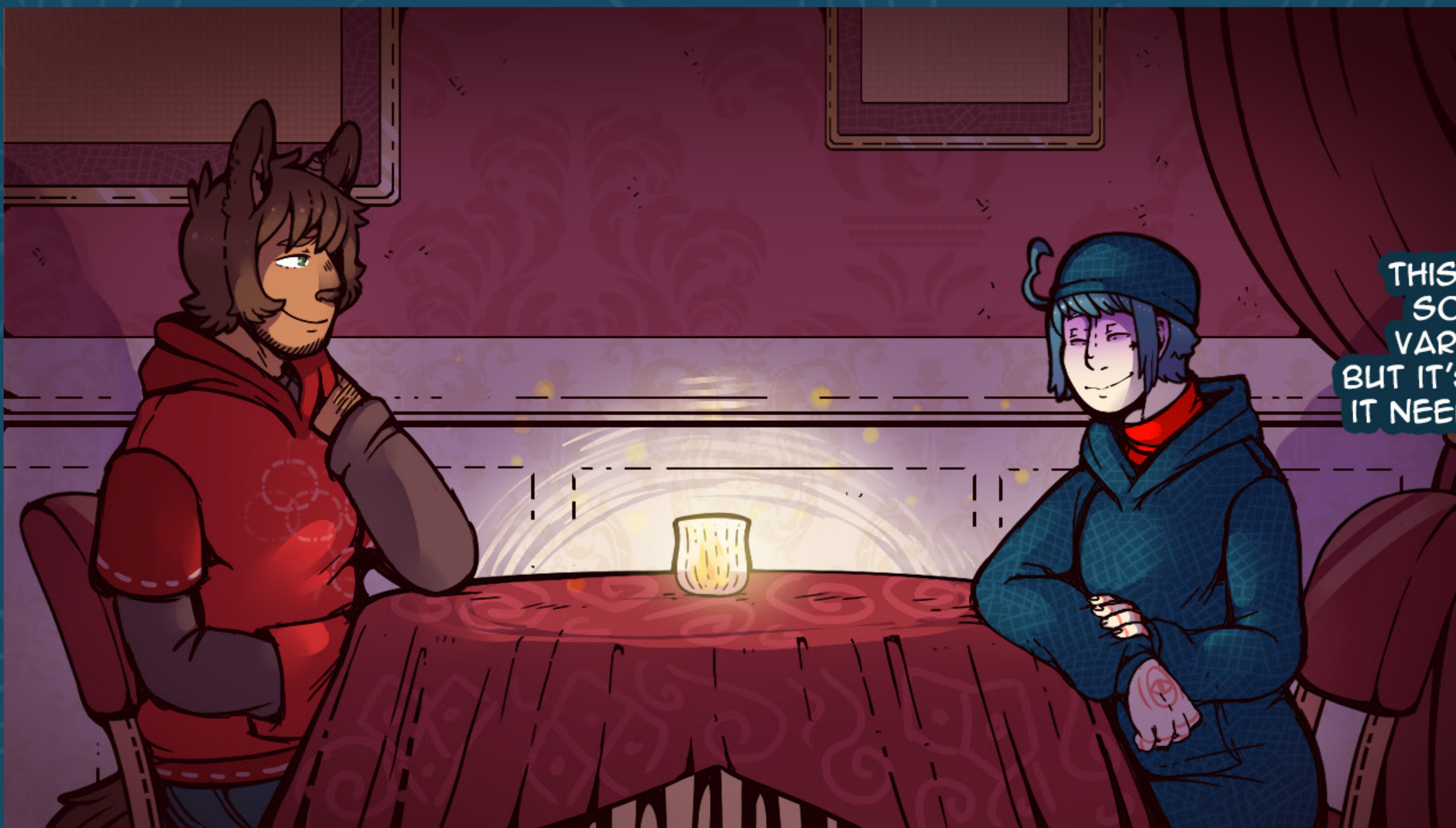
EVEN MAKING  
THE PHONE  
CALL SOUNDS  
WAS FUN!



RING RING.  
HELLO,  
IT'S YOUR  
SOUL MATE.

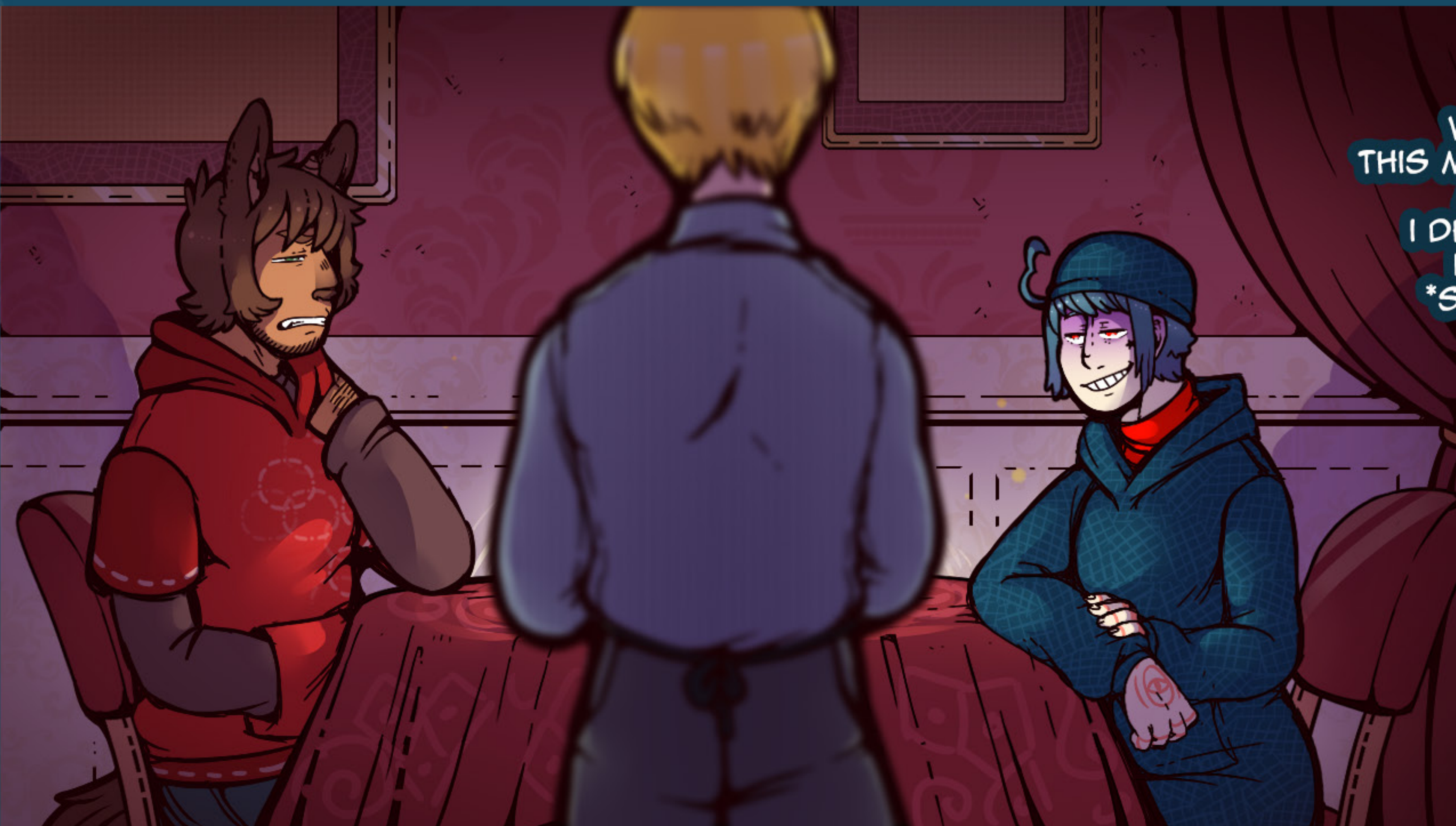






THIS CG HAS SO MANY VARIATIONS, BUT IT'S BECAUSE IT NEEDED THEM!

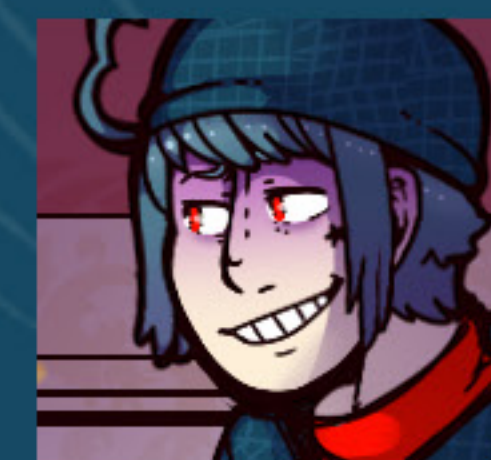
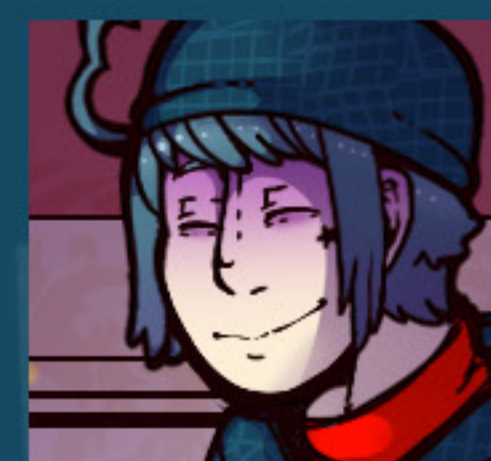
FORGIVE ME, THERE'S LIKE 30 AND I DON'T WANNA TAKE UP THE WHOLE PDF WITH THEM, SO I'M GONNA DO CUT-OUTS!



WHO IS THIS MYSTERIOUS MAN? I DEF DON'T KNOW. \*SWEATS\*



I LOVE BATTAM AND SAL SO MUCH AND THEIR EXPRESSIONS ARE SO DIFFERENT FROM ONE ANOTHER, AH! IT'S SO FUN!







TIME  
FOR SOME  
COMFORT...







I SHOULD  
HAVE DRAWN  
EVEN MORE  
KISSING  
CG'S, HONESTLY!



MEEEEEEEE  
EEEEEEEEEE  
EEEEEEEEEE  
EEEEEE!



THE MOST  
IMPORTANT  
AND BEST CG  
IN THE GAME.





I ALMOST  
CRIED  
DRAWING A  
LOT OF THESE,  
THEIR  
STORY IS  
JUST SO  
IMPORTANT  
TO ME,  
AH...



ME TOO, SAL.  
COOK FOR  
ME TOO!



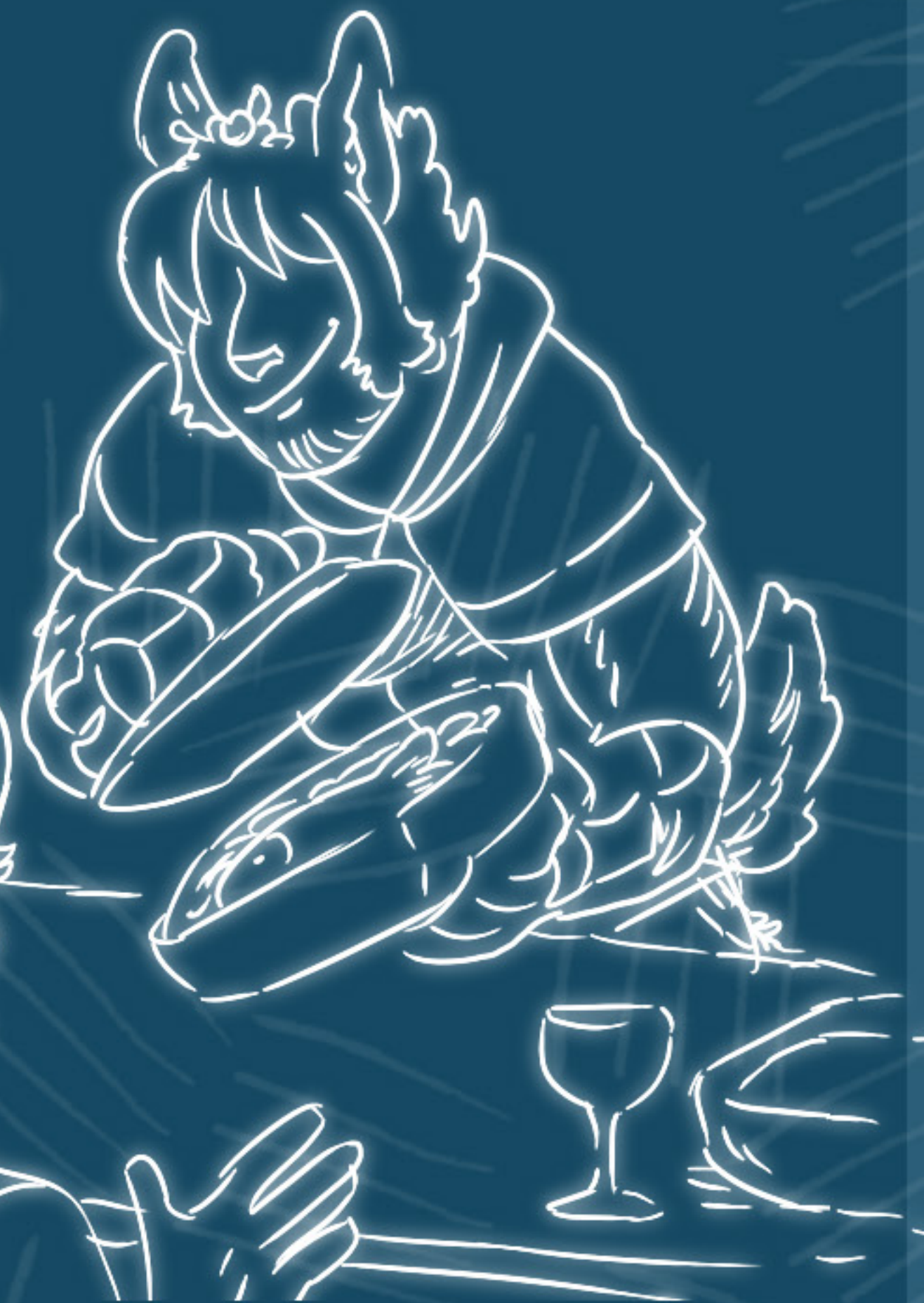
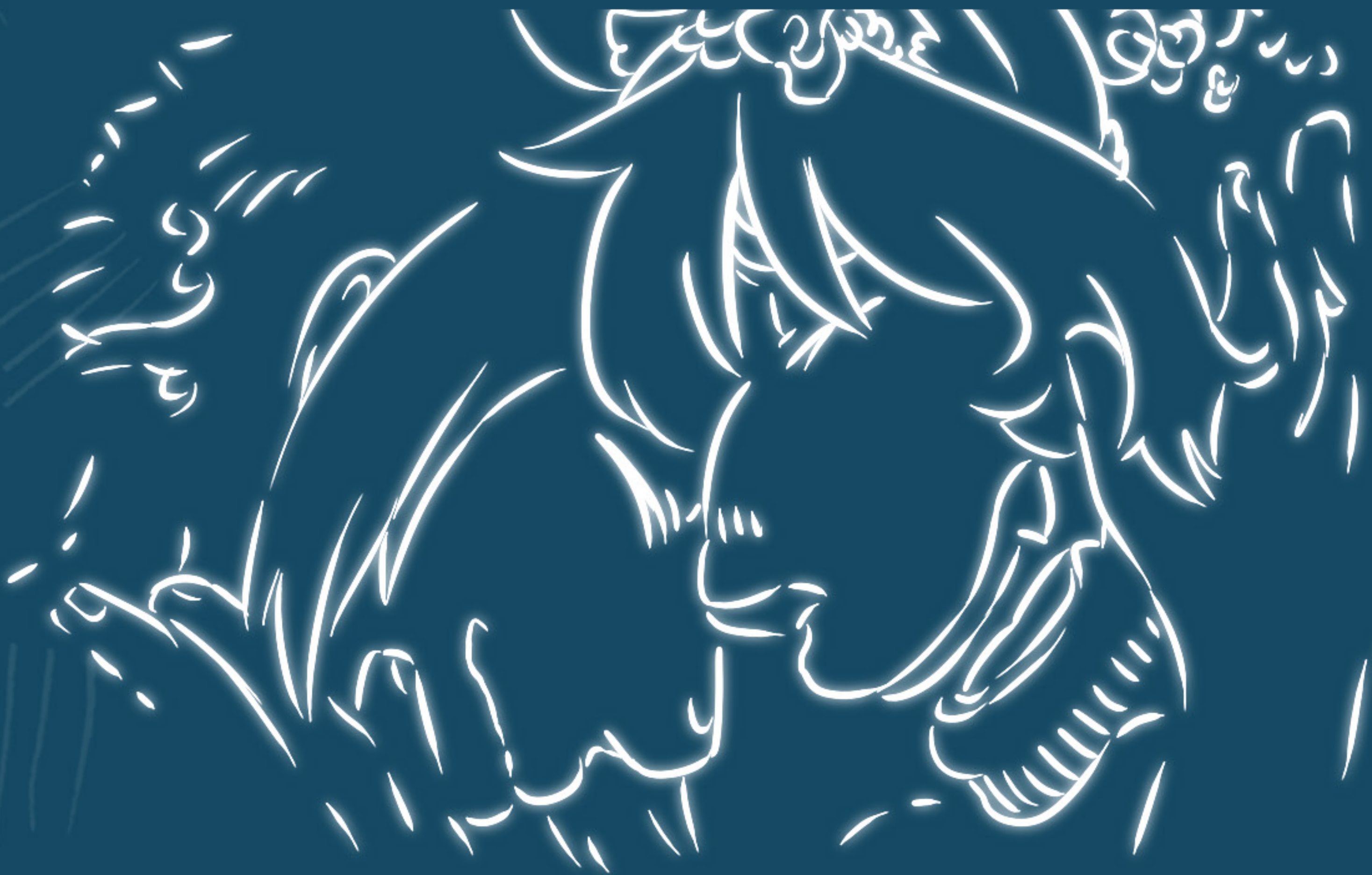
MY HOPE  
IS THEY  
GO TO ALL  
THE PLACES  
OLD THEM  
WENT TO,  
AND THEN  
FAR FAR  
BEYOND THAT  
TOO...



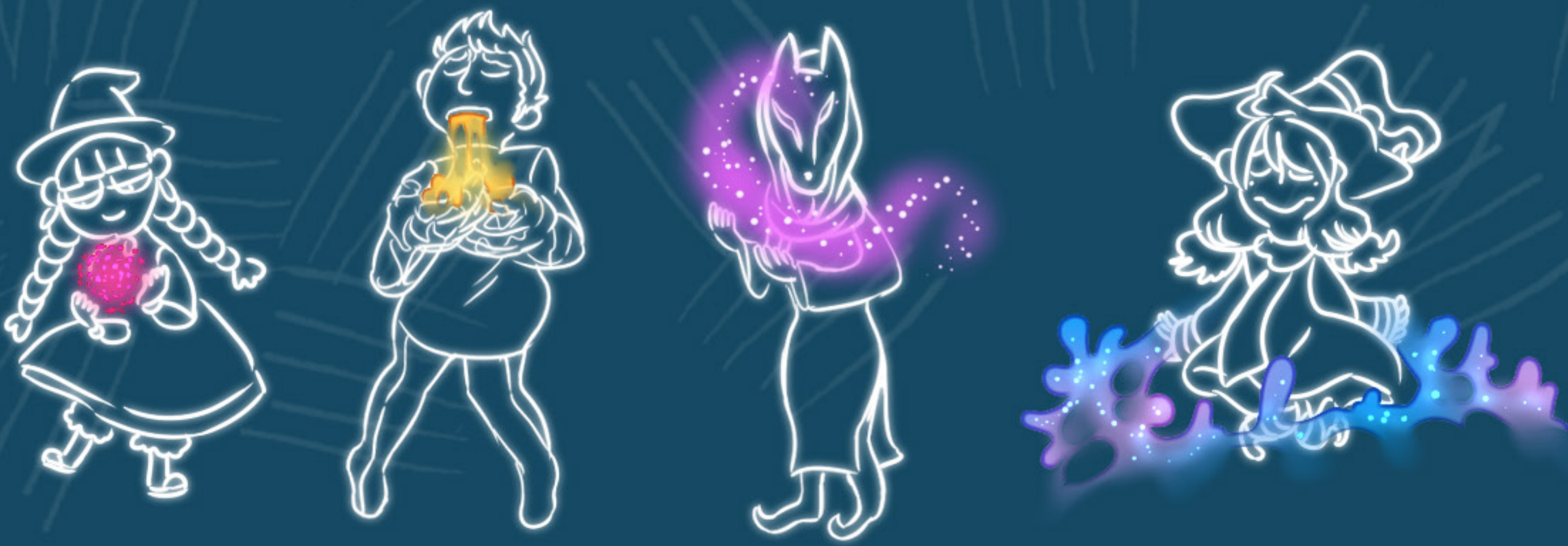


A HAPPY  
ENDING!

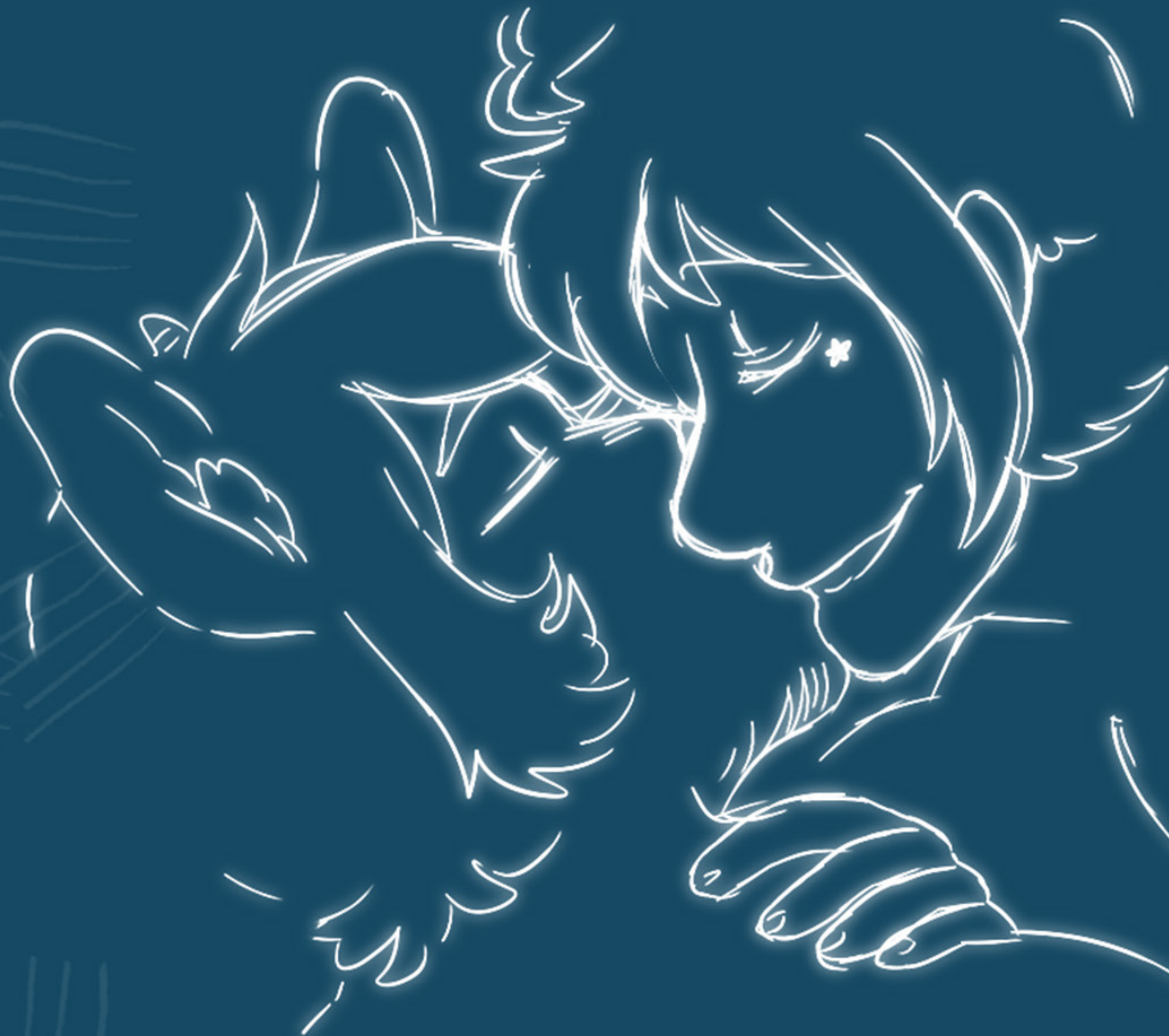
THIS EFFECT  
REALLY ENDING  
UP DEFINING  
A LOT OF MOMENTS IN  
THIS GAME.  
I'M GLAD I TRIED IT!



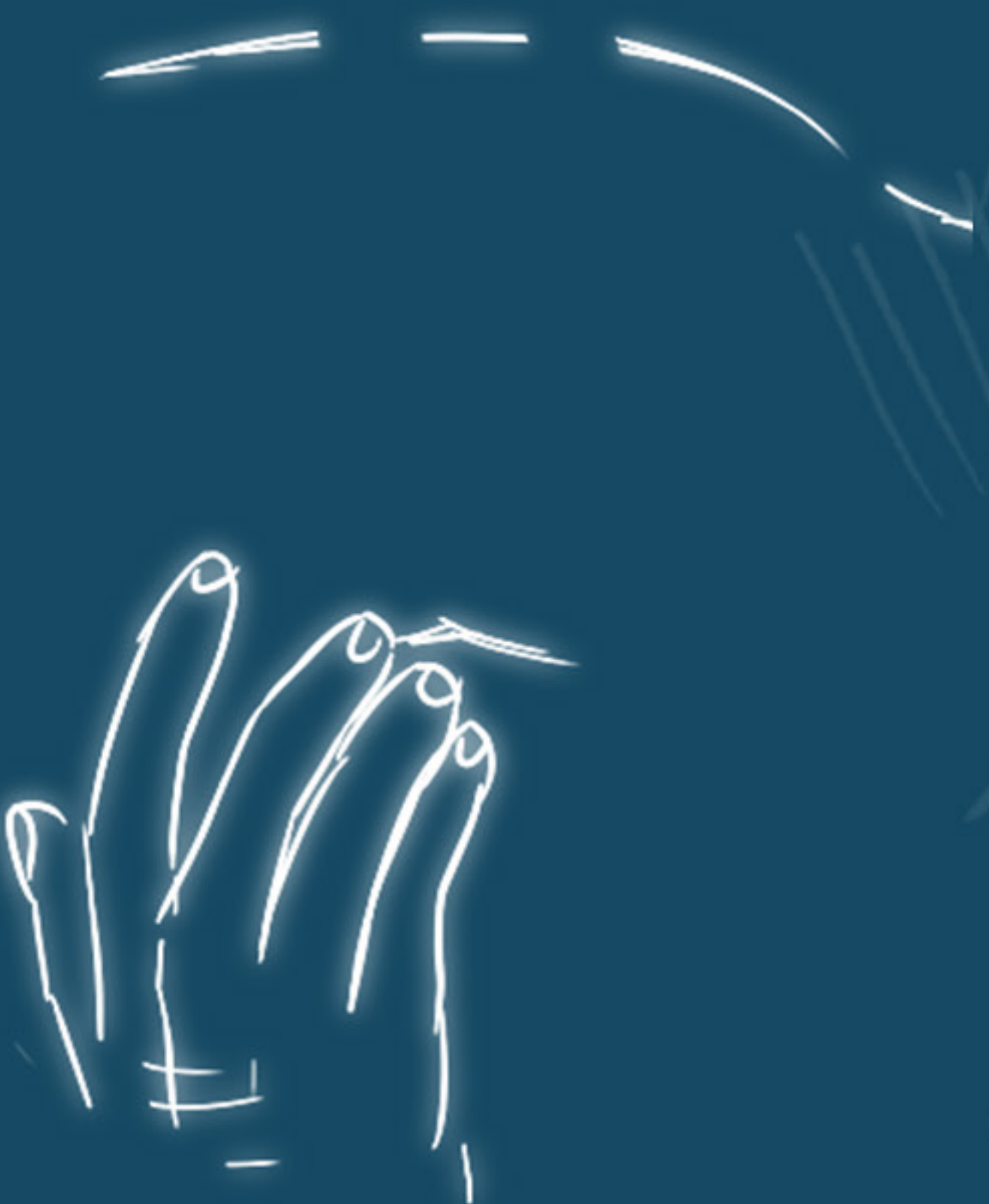




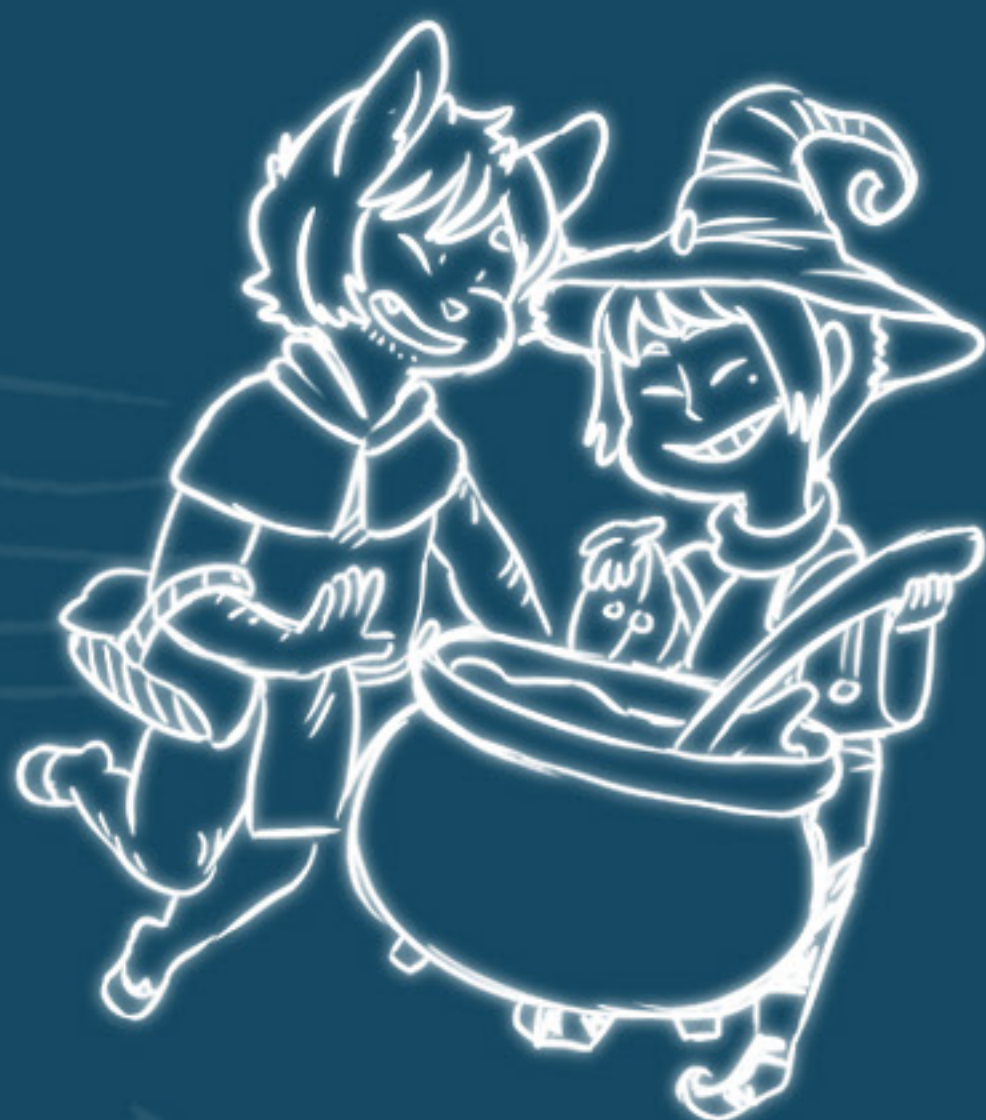
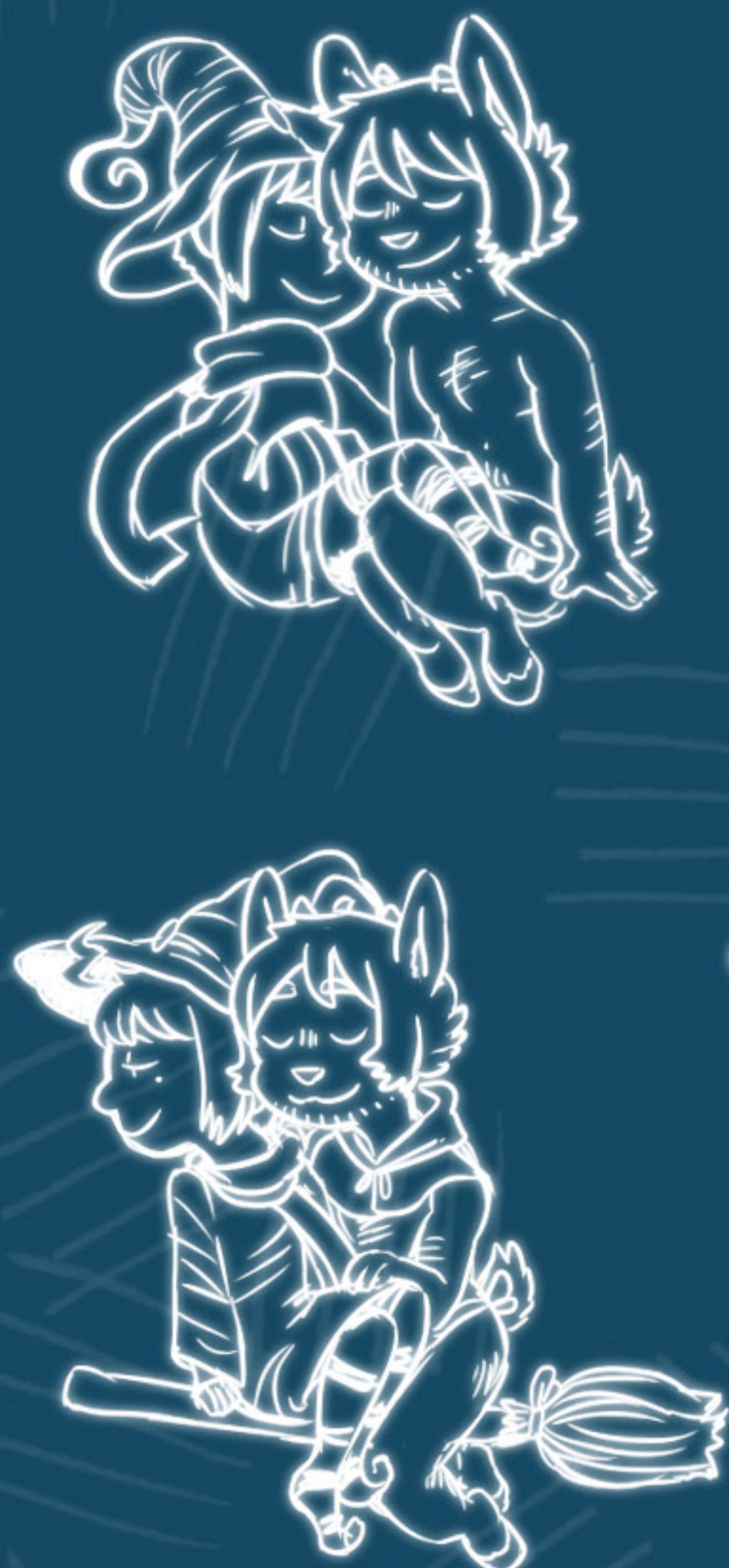
SO GLAD I WAS ABLE TO FIND A WAY TO PUT ALL THE COVEN LADIES IN, HEH!



THIS WAS THE FIRST GAME I ACTUALLY DREW SOMETHING FOR THE PG-13 ROUTE. AND BOY, IT'S CUTE!



A GLIMPSE INTO THE PAST...



THIS WAS THE DRAWING THAT INSPIRED ME TO CONTINUE DOING IT IN THE REST OF THE GAME. THANKS BATTAM!





I'D REALLY LIKE TO MAKE A GAME WHERE I USE MORE OF THESE TYPES OF CUT-INS, THEY'RE REALLY FUN!

BELIEVE IT OR NOT, AT THE BEGINNING, I HAD NO CLUE WHAT ITEMS THEY SHOULD FIND. BUT THEN IT HIT ME LIKE A TON OF BRICKS-- THEIR WEDDING STUFF, OF COURSE!

## *Some Final Thoughts...*

THOUGH THE MAKING AND COMPLETING OF THIS GAME WAS ROCKY BECAUSE OF MY PERSONAL LIFE, I REALLY BELIEVE IT TOOK ALL THE TIME IT NEEDED. SOLANACEAE AS A WHOLE IS A STORY THAT'S SO CLOSE TO MY HEART, AND AS SUCH, ONE I REALLY DON'T MIND TAKING MY TIME CREATING IT. I'M REALLY I MADE MY FIRST SPIN-OFF VISUAL NOVEL WITH THIS STORY, AND I'M INSPIRED TO KEEP CREATING MORE OF THE COMIC AND MAYBE EVEN MORE VNS? WHO KNOWS!

ALL I DO KNOW, IS THAT THIS IS MY BIGGEST GAME SO FAR IN WORD COUNT AND ASSETS, AND I'M ALWAYS HOPING FOR BIGGER AND BETTER THINGS IN THE FUTURE.

THANK YOU SO MUCH AGAIN FOR YOUR PURCHASE OF THIS PDF AND FOR PLAYING MY GAME. IT REALLY MEANS SO MUCH TO ME, AND I HOPE THIS STORY HAS TOUCHED YOU IN SOME WAY.

UNTIL NEXT TIME,  
DCS