

VA-11 Hall-A KIDS!

What would happen if all of your favorite VA-11 Hall-A characters went to the same high school? **VA-11 Hall-A KIDS™** is an official spin-off of VA-11 Hall-A: Cyberpunk Bartender Action where Dana Zane™ and the gang have adventures every day!

Sei was just about to get her booth ready for the school festival, but it got destroyed! It's now up to Dana Zane™ to find whoever did this to break their backs and make them humble!

Explore the school and find your favorite characters in this awesome family-friendly adventure!

Disclaimer: All depicted characters are over 18 years old, even if their dialog could contradict this statement.

- Writer and Programmer: @ironiclark
- Art direction and Backgrounds: @kiririn51
- Sprites and CGs: @merenge_doll
- Music and SFX: Juneji
- Editing and proofreading: @shadocchi

[More information](#) ▾

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VA11HallAKIDS-1.1-linux.tar.bz2 69 MB

VA11HallAKIDS-1.1-mac.zip 63 MB


VA11HallAKIDS-1.1-win.zip 64 MB

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**BOTFrosty** 156 days ago

funny short game to satiate the VA11HallA addiction, although the hidden password's sequence is inverted for some reason, thought I was going insane missing the last Anna apparition, nope, just the password

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**pyrogaming09** 1 year ago (+3)

i love Dana Zane™

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**GalacticSpaceLynx** 1 year ago

Fun simple visual novel. Also really like the artstyle, thats kinda what made me want to play this.

also that disclaimer is very silly

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**cobaltex** 2 years ago (1 edit) (+1)

Here's hoping for an official Android release please.

Also, for anyone wondering, yes it does work in joiply

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**Zen010** 3 years ago (+1)

oh my god...crying jill is so cute.....

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**vaguehit** 4 years ago (+19)(-8)

your disclaimer reads a little like "all characters are over 18, even if the game makes it obvious at least one isn't"

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[Cannedguttz](#) 1 year ago (+1)(-1)

thats still weird as hell but ok...


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[Callum John](#) 4 years ago (+1)

I have no prior experience with VA-11 Hall-A, but I *did* play it all the way to the end. I guess that counts for something...


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[Ch4size](#) 4 years ago (+1)

this is such a cute and awesome game!


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[730](#) 3 years ago (+1)

and funny

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[loradisurawo](#) 5 years ago (+11)

Missed oportunity to call the game "VA-11 Hall-A Q"

Great game btw.


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[doodlestein](#) 4 years ago (+7)(-1)

such a rare sight, a persona q reference...

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[LochMessMonster](#) 5 years ago (+4)

Great game. The sprites were cute and Loved the music.

Took forever to find every Anna appearance for the password....

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[MarcoJung](#) 5 years ago

so cute and maybe good enough for fan-service game :)

Sometimes I wonder how you guys get the sense of japanese maniac style, lol

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[Agnaktor Sun](#) 5 years ago

what a nice game. the crying jill is so cute!!!!!!!!!!!!!!!!!!!!!!

so what is the dam keyyyyyy!!!!!!!!!!

i need the keyyyyyyyyyy!


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[MegaSaberEXE](#) 6 years ago

weird cool


[Reply](#)



[itsthepo](#) 6 years ago (+2)

I AM THE LAW


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[swiftswim22](#) 6 years ago (-1)


Any way we could get a dump of all the character sprites? Wanna make a background with everyone's cute younger selves!

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[Raithias](#) 6 years ago

Click to activate YouTube video



It's hilarious and, sexual innuendos all wrapped into one!

This might be slap stick comedy but, it's a great game!

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GUNblaster601 6 years ago (1 edit) (+2)

EDIT: I found the solution. If you extract the zip on (presumably non-Japanese) Windows 7, it changes the font file name to some gibberish, renaming it to `ちはやゴシック.ttf` fixes it.

I'm getting this error on Windows 7:

...

I'm sorry, but an uncaught exception occurred.

While running game code:
Exception: Could not find font
`u'\u3061\u306f\u3084\u30b4\u30b7\u30c3\u30af.ttf'`.

-- Full Traceback -----

Full traceback:
File "renpy/common/_layout/screen_main_menu.rpym", line 28, in script python hide:
File "E:\Downloads\VA11HallAKIDS-1.0-win\VA11HallAKIDS-1.0-win\renpy\ast.py", line 848, in execute
 renpy.python.py_exec_bytecode(self.code.bytecode, self.hide, store=self.store)
File "E:\Downloads\VA11HallAKIDS-1.0-win\VA11HallAKIDS-1.0-win\renpy\python.py", line 1812, in py_exec_bytecode
 exec bytecode in globals, locals
File "renpy/common/_layout/screen_main_menu.rpym", line 35, in <module>
 ui.interact()
File "E:\Downloads\VA11HallAKIDS-1.0-win\VA11HallAKIDS-1.0-win\renpy\ui.py", line 287, in interact
 rv = renpy.game.interface.interact(roll_forward=roll_forward, **kwargs)
File "E:\Downloads\VA11HallAKIDS-1.0-win\VA11HallAKIDS-1.0-win\renpy\display\core.py", line 2624, in interact
 repeat, rv = self.interact_core(preloads=preloads, trans_pause=trans_pause, **kwargs)
File "E:\Downloads\VA11HallAKIDS-1.0-win\VA11HallAKIDS-1.0-win\renpy\display\core.py", line 3098, in interact_core
 self.draw_screen(root_widget, fullscreen_video, (not fullscreen_video) or video_frame_drawn)
File "E:\Downloads\VA11HallAKIDS-1.0-win\VA11HallAKIDS-1.0-win\renpy\display\core.py", line 2038, in draw_screen
 renpy.config.screen_height,
File "render.pyx", line 485, in renpy.display.render.render_screen
File "render.pyx", line 233, in renpy.display.render.render
File "E:\Downloads\VA11HallAKIDS-1.0-win\VA11HallAKIDS-1.0-win\renpy\display\layout.py", line 711, in render
 surf = render(child, width, height, cst, cat)
File "render.pyx", line 145, in renpy.display.render.render
File "render.pyx", line 233, in renpy.display.render.render
File "E:\Downloads\VA11HallAKIDS-1.0-win\VA11HallAKIDS-1.0-win\renpy\display\layout.py", line 711, in render
 surf = render(child, width, height, cst, cat)
File "render.pyx", line 145, in renpy.display.render.render
File "render.pyx", line 233, in renpy.display.render.render
File "E:\Downloads\VA11HallAKIDS-1.0-win\VA11HallAKIDS-1.0-win\renpy\display\layout.py", line 711, in render
 surf = render(child, width, height, cst, cat)
File "render.pyx", line 145, in renpy.display.render.render
File "render.pyx", line 233, in renpy.display.render.render
File "E:\Downloads\VA11HallAKIDS-1.0-win\VA11HallAKIDS-1.0-win\renpy\display\screen.py", line 639, in render
 child = renpy.display.render.render(self.child, w, h, st, at)
File "render.pyx", line 145, in renpy.display.render.render
File "render.pyx", line 233, in renpy.display.render.render
File "E:\Downloads\VA11HallAKIDS-1.0-win\VA11HallAKIDS-1.0-win\renpy\display\layout.py", line 711, in render
 surf = render(child, width, height, cst, cat)
File "render.pyx", line 145, in renpy.display.render.render
File "render.pyx", line 233, in renpy.display.render.render
File "E:\Downloads\VA11HallAKIDS-1.0-win\VA11HallAKIDS-1.0-win\renpy\display\layout.py", line 913, in render
 surf = render(d, width - x, rh, cst, cat)
File "render.pyx", line 145, in renpy.display.render.render
File "render.pyx", line 233, in renpy.display.render.render
File "E:\Downloads\VA11HallAKIDS-1.0-win\VA11HallAKIDS-1.0-win\renpy\display\behavior.py", line 715, in render
 rv = super(Button, self).render(width, height, st, at)
File "E:\Downloads\VA11HallAKIDS-1.0-win\VA11HallAKIDS-1.0-win\renpy\display\layout.py", line 1083, in render
 xminimum = max(xminimum, size_groups[size_group].width(width, height, st, at))
File "E:\Downloads\VA11HallAKIDS-1.0-win\VA11HallAKIDS-1.0-win\renpy\display\layout.py", line 1025, in width
 rend = i.render(width, height, st, at)

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```
File "E:\Downloads\VA11HallAKIDS-1.0-win\VA11HallAKIDS-1.0-
win\renpy\display\behavior.py", line 715, in render
    rv = super(Button, self).render(width, height, st, at)
File "E:\Downloads\VA11HallAKIDS-1.0-win\VA11HallAKIDS-1.0-
win\renpy\display\layout.py", line 1110, in render
    st, at)
File "render.pyx", line 145, in renpy.display.render.render
File "render.pyx", line 233, in renpy.display.render.render
File "E:\Downloads\VA11HallAKIDS-1.0-win\VA11HallAKIDS-1.0-
win\renpy\text\text.py", line 1807, in render
    virtual_layout = Layout(self, width, height, renders, drawable_res=False,
size_only=True)
File "E:\Downloads\VA11HallAKIDS-1.0-win\VA11HallAKIDS-1.0-
win\renpy\text\text.py", line 590, in __init__
    glyphs = ts.glyphs(s, self)
File "E:\Downloads\VA11HallAKIDS-1.0-win\VA11HallAKIDS-1.0-
win\renpy\text\text.py", line 238, in glyphs
    fo = font.get_font(self.font, self.size, self.bold, self.italic, 0, self.antialias,
self.vertical, self.hinting, layout.oversample)
File "E:\Downloads\VA11HallAKIDS-1.0-win\VA11HallAKIDS-1.0-
win\renpy\text\font.py", line 650, in get_font
    face = load_face(fn)
File "E:\Downloads\VA11HallAKIDS-1.0-win\VA11HallAKIDS-1.0-
win\renpy\text\font.py", line 591, in load_face
    raise Exception("Could not find font {0!r}:".format(orig_fn))
Exception: Could not find font
u'\u3061\u306f\u3084\u30b4\u30b7\u30c3\u30af.ttf'.
```

Windows-7-6.1.7601-SP1
Ren'Py 6.99.14.1.3218
VA-11 Hall-A KIDS 1.0
Sun Apr 01 18:37:38 2018

...

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 Deleted account 6 years ago

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 Oldtaku 6 years ago

If this is a teaser, looks cool!

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 jusplathemus 6 years ago

Thanks for this! I've got to admit, I replayed this several times, and I've found Anna at 4 or 5 places at least, but still couldn't find the password, before I lost my will to try again.

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 Sylverstone Khandr 6 years ago

Where else does she pop up? I only find her in the auditorium!

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 jusplathemus 6 years ago (+2)

Yeah, that's the first occasion. After that, I remember her popping up in the Base, that's for sure. Just keep going to places that are NOT your goal, and looking at/talking to everything and everyone multiple times before you go to your next objective.

[Reply](#)



 Sylverstone Khandr 6 years ago

Thank you!

[Reply](#)




 zozolka 6 years ago

you can get stuck in infinite loop with dana talking to herself when trying to talk to someone at the base when no one's there

otherwise - it was fun and crying jill is just too cute

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 jusplathemus 6 years ago

Yes, and it's the same with looking, if I remember correctly.

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 Allan Christophersen 6 years ago

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On launching the Linux executable I get the following error message, after which the application fails to launch:

```
I'm sorry, but an uncaught exception occurred.
Before loading the script.
UnicodeDecodeError: 'utf8' codec can't decode byte 0x82 in
position 0: invalid start byte
-- Full Traceback -----
-----
Full traceback:
  File "/home/username/Game Data/VA11HallAKIDS-1.0-
linux/VA11HallAKIDS-1.0-linux/renpy/bootstrap.py", line
306, in bootstrap
    renpy.main.main()
  File "/home/username/Game Data/VA11HallAKIDS-1.0-
linux/VA11HallAKIDS-1.0-linux/renpy/main.py", line 291, in
main
    for i in sorted(os.listdir(renpy.config.gamedir)):
  File "/home/tom/ab/x64lucid-
deps/install/lib/python2.7/encodings/utf_8.py", line 16, in
decode
UnicodeDecodeError: 'utf8' codec can't decode byte 0x82 in
position 0: invalid start byte
Linux-4.4.0-116-generic-x86_64-with-debian-stretch-sid
Ren'Py 6.99.14.1.3218

Sun Apr 1 11:41:11 2018
```

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