

Progress Report and a Diana Defeat CG Release

Continuing from last time, I'd like to introduce the latter half of the prologue.

Also, for those with a free Support Plan, I'd like to introduce a Event CG that appears when Diana's defeated in battle.

Diana's Departure



Diana, who has decided to become an adventurer, upon seeing her father Robert off on his expedition, heads straight to the Adventurer's Guild, and registers as one.

However... apparently, there is a membership fee to enter the guild. She doesn't have any money, even though she's a noble's daughter. Her family is fallen nobility, however, so it really can't be helped.

Whatever shall she do...



Diana somehow manages to pay the fee, and receives a Guild certificate to become an adventurer!

With the Guild's support, she's been prepared with the minimum equipment, and now looks like the real thing.

Actually, this story diverges once based on how Diana puts the money together.

We'll be introducing the basic story called the "Righteous Path" this time.



The first request for her as an adventurer is a quest to "deliver lost items."
However, Diana's dissatisfied with the requested mission, even though she'd become an adventurer.

She's just a fledgling adventurer, so really, there's nothing to be done about it...



The owner of the lost articles is a lord who lives in a town called Sylveto, so Diana sets out on a journey directly for the town.

Without knowing that hardships will suddenly come her way, just three seconds later---

So, this is where we are with the prologue.

As explained in the middle, depending on how the money for the Guild membership is obtained, the story can diverge in a big way, and the story development and characters that appear will be completely different.

Furthermore, since story branches will occur even after that, I'm doing my best to produce a game with the tagline, "Enjoy the game by playing it three times through!"

Next is the introduction of the long-awaited CG that appears when Diana is defeated (° ▽ °) 3
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