

"Imperial Knights" Information: Introducing the Imperial Capital Maldonia

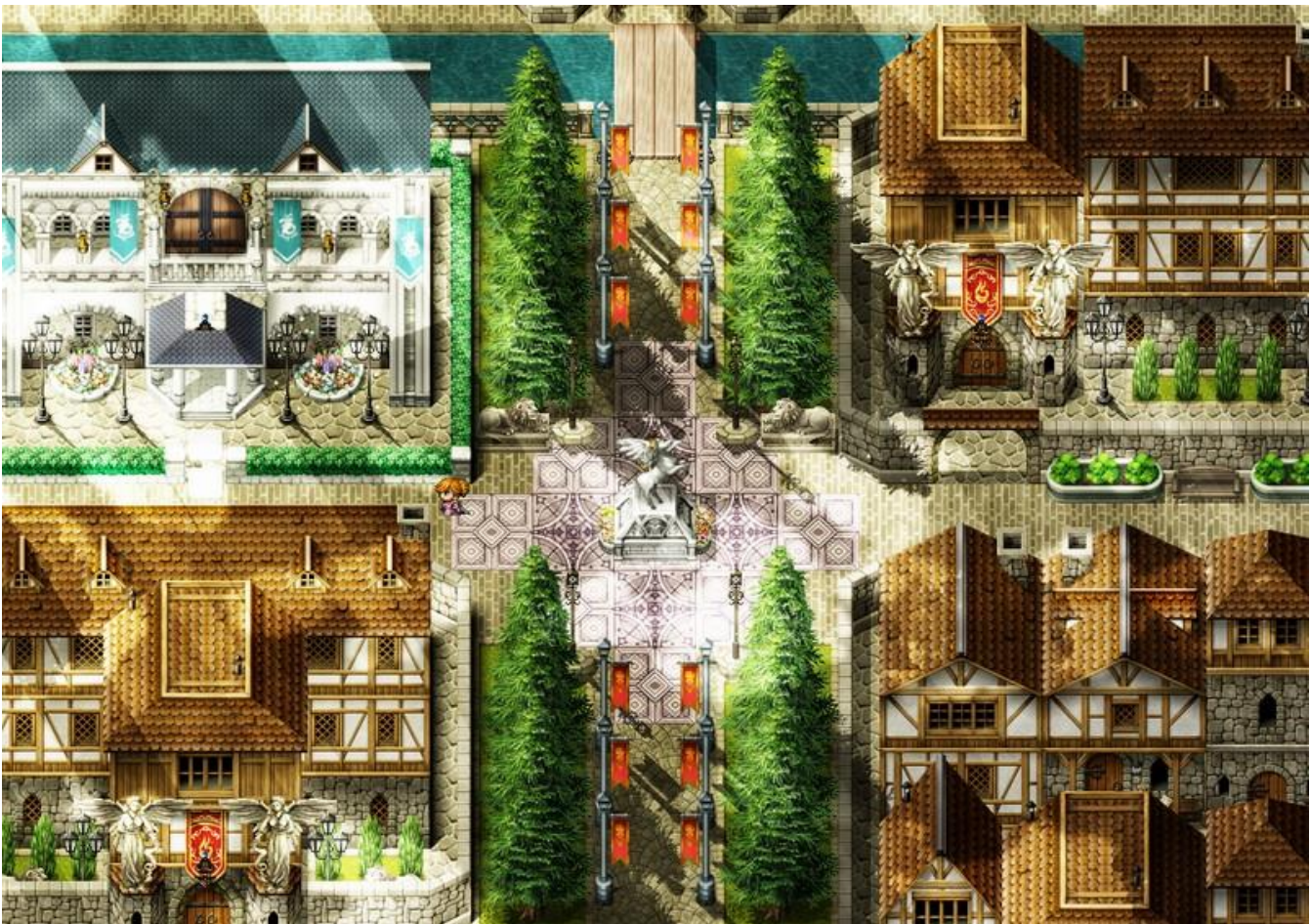
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The Maldonian Empire is one that uses its massive military power to wage war on countries all over the continent, invading them one after another, maintaining control over the majority of the continent.

The Imperial Capital, Maldonia, is the town where the heroine, "Diana Arsully" lives, and the starting town of "Imperial Knights."

The Imperial Capital Maldonia itself appeared in "Slave's Sword 2," but in "Imperial Knights," the map and buildings were all renewed, and is being renovated into the largest city map in the game. We'd like to introduce you to each block in the Capital.

Aristocratic District



As the name suggests, it's the most beautiful part of the Capital, where many nobles live.

The building with the white walls to the upper right of the screen is the mansion where Diana lives.

Also, on the north side of the aristocratic district is a gate which leads to the castle, but you can't enter from the start, as only authorized personnel are allowed to enter.

To the south is the commercial district, which can be said to be the center of the Imperial Capital.

Commercial District



Moving the map south from the aristocratic district, we find the commercial district.

This is where the so-called commoners live, from tool stores to libraries, brothels to guilds, and because to the south lies the entrance to the city, many stores and facilities crowd the area in consideration of convenience to adventurers, making it a quite lively area.

Industrial District



Walking the road on the west side of the commercial district leads us to the industrial district, smelling of oil.

Here, oil is made out of coal (called coal liquefaction), and amazing things are made out of this medieval fantasy.

The labor force consists of ordinary workers, many slaves, and soldiers who oversee them, so they manufacture oil at full capacity, 24 hours a day (° ∂ ° ;)

Also, there is a large waterway in the industrial district, and seems to harbor some sort of secret, so we're making it a little thrilling (´ ∇ `)

Poverty District



This is a somewhat desolate district with a suspicious atmosphere.

The image is one of a slum town, where wanderers and beggars gather.

We want to make it an area where various suspicious activities occur, such as obtaining info under the table, or erotic events at times (° ∇ °)

The introduction was a bit quick, but the Imperial Capital Maldonia is made up of these four areas, inside of a castle.

This time, Lib from "Lib's Map," who also creates official maps using RPG Maker, will be giving us his full cooperation in the making of this map.

We've often heard, "Maps from Poison are too wide!"

With that in mind, the map is being finished as a good map to play in, having generally eliminated waste and making it more compact.

Bonus

We'd like to announce one Event CG from the beginning of "Imperial Knights."

Those with a Support Plan or higher can view it.



