

"The Hero Never Seen Again" Summary Article

We've introduced a wide variety of articles about "The Hero," so I'd like to introduce them in an easy-to-understand summary article.

We eventually plan to make an all-together introduction page, but because there are still many parts in production, as well as the chance the specs may significantly change, this time, we'd like to lightly introduce the story, as well as the battle system.



"The Hero Never Seen Again"

"The Hero," for short, begins when the "Hero Aster" defeats the Demon King.

However..... right as the Demon King was beaten, he was wrapped in a mysterious light, and the Hero Aster transformed into a girl.



Then, Aster starts employment at "Wall Post," which her former companion manages, and through various

incidents, she solves the "mystery of the world" with her allies.

■ アステル(Aster/亞斯蒂)



The main character of this work. The hero who, after defeating the Demon King, was transformed into a girl by unknown magic. She has a strong sense of justice and has a cheerful and straightforward personality. Becoming a girl was a shock at first, causing her to withdraw, but presently, she's gotten used to it, she is no longer worried.

■ イマ (Ima/伊瑪)





Former demon and aristocrat. Having her hometown overrun by "Real Demons" the Demon King created, she alone survived and lives peacefully in society with normal people.

■ディザスタ(Disaster/狄澤絲塔)



A silver-haired girl who is met chasing the mysterious "Bronze Phantom," causing a ruckus in the Kingdom of Granterre. She's apparently looking for something, and cooperates with Aster and company on their investigation.

Battle System



The battle system of "The Hero" uses orthodox front-view battles.

Also, for those who are not interested in combat, the game comes with a "Super Easy Mode" where you can win battles just by touching the enemy symbol.

*However, Super Easy Mode has some demerits, such as not earning experience points.



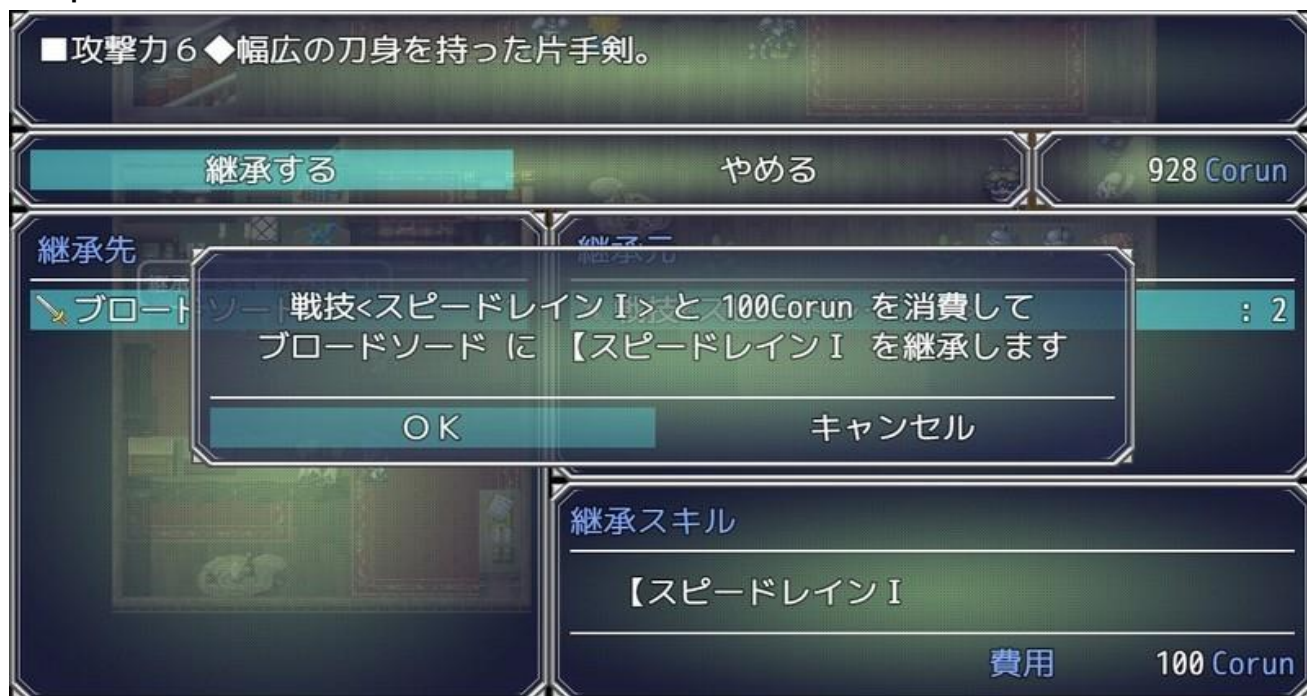
Super Easy Mode can be freely selected from Options, depending on the situation.

Attack A and Attack B



In "The Hero", you can equip 2 types of weapons with different attributes on each character, and can fight while switching weapons according to the current situation.

Weapon Techs



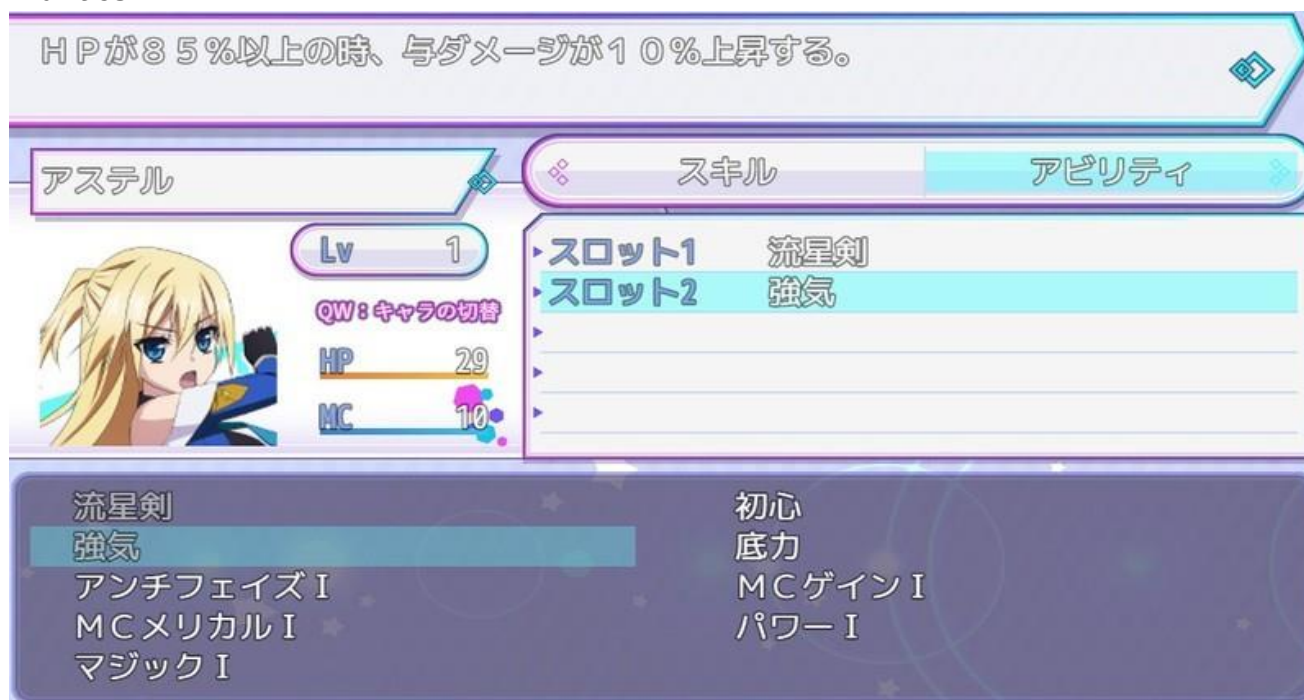
Weapon Techs are skills that can be used by assigning the special abilities of items called "rusted weapons" onto your own weapons.

Weapon Techs have many powerful attack skills, and 1 can be given to each weapon, so in a case like giving weapon A a skill with powerful damage to a single target, and weapon B a skill with ranged damage, you can turn the tide in battle.

By the way, usually only rusted weapons' Techs can be assigned to another weapon, but by using a special

establishment or "Blacksmith's Satchel • Revised," it's possible to transfer a Tech from a weapon it's been granted to, to yet another one.

Abilities



In contrast to Weapon Techs that grant weapons special powers, Abilities grant characters special powers.

Abilities are characterized by the fact that they often grant passive skills, such as increased stats, like attack power and maximum HP.

You only have 2 slots for Abilities at the beginning, but that can be expanded to up to 5 slots depending on your erotic experience level-up bonus.

HCG

In "The Hero," defeat events are like a "meanwhile, at that time....." sort of thing, and we have prepared event CGs for every heroine that participates in battle.

In other words, with 1 defeat event, you can enjoy a maximum of 3 event CGs (´▽`)

I tried to summarize the battle system, which seems a little difficult to understand, as easily as possible, but how was it?

Next time, I'd like to introduce the erotic system portion of "The Hero" (´▽`)