

"Imperial Knights" Info. Summary Article © System Compilation

Fast Travel

This is a system where you can instantly move to a movable point, like in the video.

As a result, "Imperial Knights" doesn't have movement in the field, and by shortening movement time, you can focus more on the story and quests.

Mercenary System

In "Imperial Knights," in addition to the fixed members according to the story, you can also hire mercenaries at Guilds, and form a party of up to 4 people.

That system is the mercenary system, shown in the video.

To put it simply, it's like a paid version of Ruida's Tavern in Dragon Quest 3.

Pre-registered NPC's can be hired from the beginning as long as you have the money.

After characters involved in the stories of Lysithea and Tia become your companions, you can hire them and use them as mercenaries here.

If a character is forced into your party due to an event when the party's at 4 people,

1 mercenary will be removed, as opposed to Diana, or other essential characters in the story.

By the way, "Imperial Knights" can branch into three stories from the beginning, which largely differ according to the player's choices.

Characters who have become friends in each route will be registered as a Guild mercenary from the beginning when conquering another route on a replay, so you can play with various members as the number of routes you complete increases.

*This plug-in has been modified based on Mr. Izumi's

"Party Formation (Actor Depositor)"

Erotic Status

Erotic status in "Imperial Knights" will be something to record your progress in the game.

At this stage, the use of each value in the game has not been decided, and it has simply become something to record your progress.

Therefore, we would like to link them to various elements in the game in future development, so we will update this point as soon as the content is decided.

Prostitution System

It's the quickest money-making system in 'Imperial Knights.'

You can only work 'at night' in a town with a brothel.

The amount of money a heroine can earn will vary depending on her experience and popularity as a prostitute, and whether she's a virgin or not.

Prostitution can also be done in various places, such as back alleys and unpopular warehouses, in addition

Prostitution can also be done in various places, such as back alleys and unpopular warehouses, in addition to brothels.

Card Gacha System

You can play a gacha machine installed at a town's tool shop, 1 time for 500G.

The gacha cards are equipment cards.

There are three types of card rarity, "Gold," "Silver," and "Bronze," and the gacha appearance rate and the effect given to the card are different for each.

The higher the rarity, the lower the chance a card appear, and the stronger the effect it will have.

In addition, once the card is acquired, it is registered in a gacha book, where it is possible to check the card design and effect list at any time.

The design of the cards this time is 7:08, who's drawn Hololive's Shirakami Fubuki SD Illustrations, and he has drawn almost all of Poison's characters so adorably.

Gear Tempering System

In "Imperial Knights," you can temper gear at a blacksmith, excluding some pieces.

Tempering is generally as good as, and cheaper, than buying gear of 1 rank higher, so it can be used as a temporary strength increase, or as a final tempering of the strongest weapon sold in the store.

When tempering is successful, the number of enhancements is counted with something like "+●" next to the gear name.

However, there is a 1% chance that gear tempering will fail, in which non-gear materials and the fee will disappear.

(Example: Failure to temper a short sword= only the short sword remains)