

"Imperial Knights" Progress Report

Game Story (20/100%)



About 20% of the total 100% of the game is already playable, is how things are going.

"Imperial Knights" is created in such a way that the storyline changes 90% over 3 main branches.

If you don't take detours such as prostitution or Guild quests and simply head through the story, it seems for the game creator to play through 1 route took about 4 hours.

Therefore, I feel like 1 route's worth of content has been completed, to the point of being playable.

Game System (80/100%)





The most difficult thing, the enemy erotic attack system, has been assembled, so the game system part is almost complete.

However, the Erotic Status and the Gallery Modes of "The Hero" are very excellent systems, and we'd like to use them in "Imperial Knights," so the remaining 20% will be the built-in work of the Erotic Status and Gallery Modes.

However, if this proves technically difficult, we'll keep the systems as is with no changes.

Therefore, progress can be said to be at 100%.

Event CG Related(40/100%)



There are currently about 70 erotic battle CGs and event CGs, excluding images.

About 100 more are left..... eep!

In addition, we would like to add a few more erotic attack CGs for each character during battle, so we think the completion of CGs will probably be the final thing.

Erotic Scenarios (10/100%)





To be blunt, we've only written the trial version so far!

We're planning to write this with an outsourced scenario writer, so we feel like this won't progress until the very end.....

Planned Release Date



We hope to release by the spring of 2024, but the number of CG images has become larger than expected, so this is currently difficult to answer.

We will do our best to allow everyone to play as soon as possible, so it would be helpful if you could understand this point.

About the Trial Version

Thank you for your comments and bug reports for the trial version, Ver. 0.81.

These are very helpful, because we can objectively find problems and balance adjustments that cannot be found in debugging alone.

Also, if there is a new adoption, we would like to release it in advance on Ci-en.

Then, in the future, we would like to provide new data under the guise of "verification versions" on an irregular basis for those with a Support Plan.

(Maybe the first installment will be released as early as January?)

Therefore, it's still far from finished, but now that the skeleton parts have been completed, it's become quite a bit more comfortable, as we can focus on incorporating the story and erotic events from now on.

Also, Guild quests and happening-like erotic events that occur in the city haven't really been decided for any of the characters.

If you're feeling you want a certain scene, definitely let us know, as we'll refer to it (´▽`)

About Support Plan + Benefits

You can download the original event CGs used in the Support Plan advance release as a PSD file.

(You can play with various combinations, such as blonde/silver hair differences.)

However, the size of the original images have been reduced to the size of the game screen, and the genitals, etc., have mosaics in accordance with domestic Japanese laws.