

About Armor Break

■ Watch the video I posted on the site.

We've experimented with and implemented the much-requested feeling of wanting to always fight in the armor break state' into the game.

Now, when armor break occurs during battle, the armor break state will persist permanently until it is fixed with the item 'Sewing Tool.'

Since this is not linked to HP, it seems the same as "Divine Miko Koyori" at a glance, but while durability values are set for each piece of equipment in "Divine Miko Koyori," in "Imperial Knights," armor break is simply set as an abnormal status for a character.

Therefore, unless you use a Sewing Tool, even if you buy new equipment, the character will remain in the armor break state.

This is a problem within RPG Maker specifications, so unfortunately, there's nothing we can do (´・ω・`)

*Images during conversation are displayed in the standard state, not the armor break state.

Also, in the armor break state, enemies will perform erotic attacks in the heat state.

(Although in rare cases, the enemy will perform standard attacks, such as damage attacks.)

Understanding this, please try playing in the armor break state!

I've Fondled Breasts!





Early in the the new year, we tried making some changes to the thief's breast-fondling attack, which is also recorded in the trial version, and turning that into the erotic attack of other enemies.

While repeating this work, I could play with the character's breasts over and over.

And of course, we can tug on ALL of the character's breasts!