

Watch the stream here: <https://www.youtube.com/watch?v=xVE8-NjaLcc>

YZ: Welcome, I'm YZ, long time no see.

SN: People say they keep seeing you in weird places.

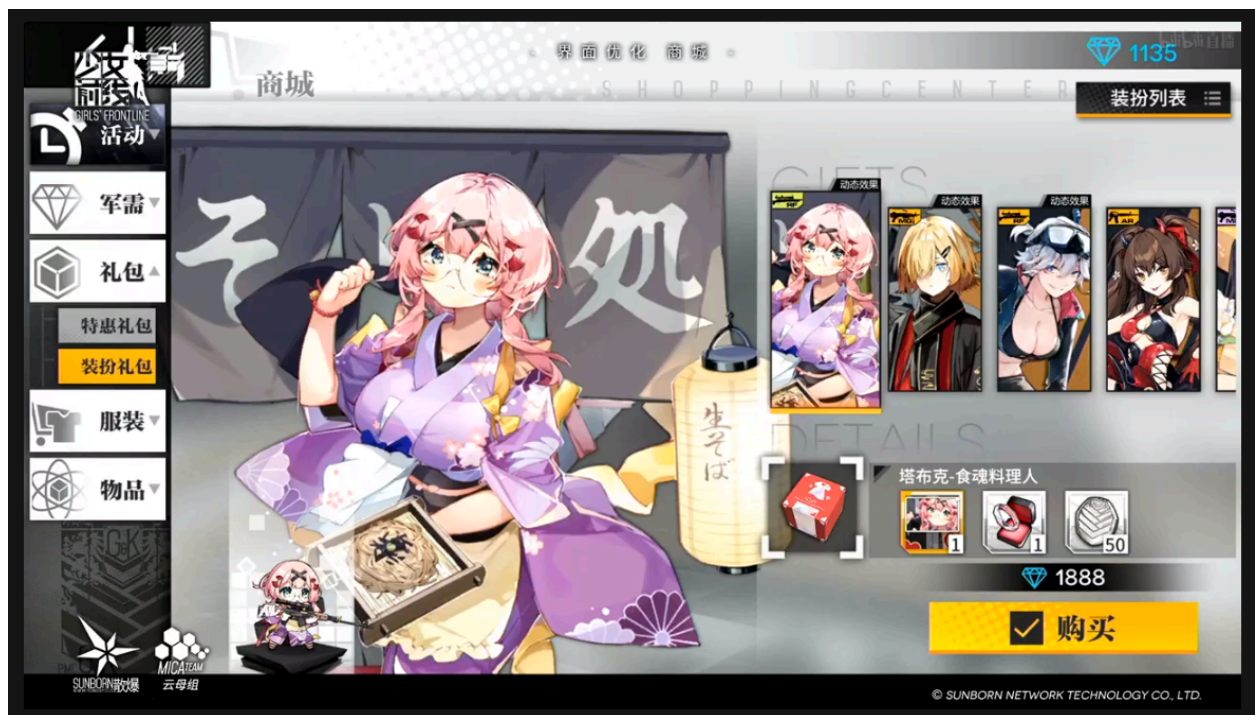
New client update and new event!

There's apparently a picture-based version on the official weibo?



## PART1 - NEW CLIENT UPDATE

Human adjutant system!



New shop interface!

Now includes chibi in the lower left so you don't need to search it up yourself

Also shows the contents of shop bundles.





Furniture gacha interface has been streamlined and brightened, it seems.  
Radiant Collection is going to be changed after the new client update, apparently they will separate the contents of the individual banners into their own tabs.

Apparently costume bundles are going to be permanently on sale in the shop, no need to wait for reruns.  
And apparently they will also enter the permanent gacha one year after release?



Black Card exchange interface optimization!



Armory optimization - not many changes but they want to display descriptions more clearly and include info on how to obtain them.





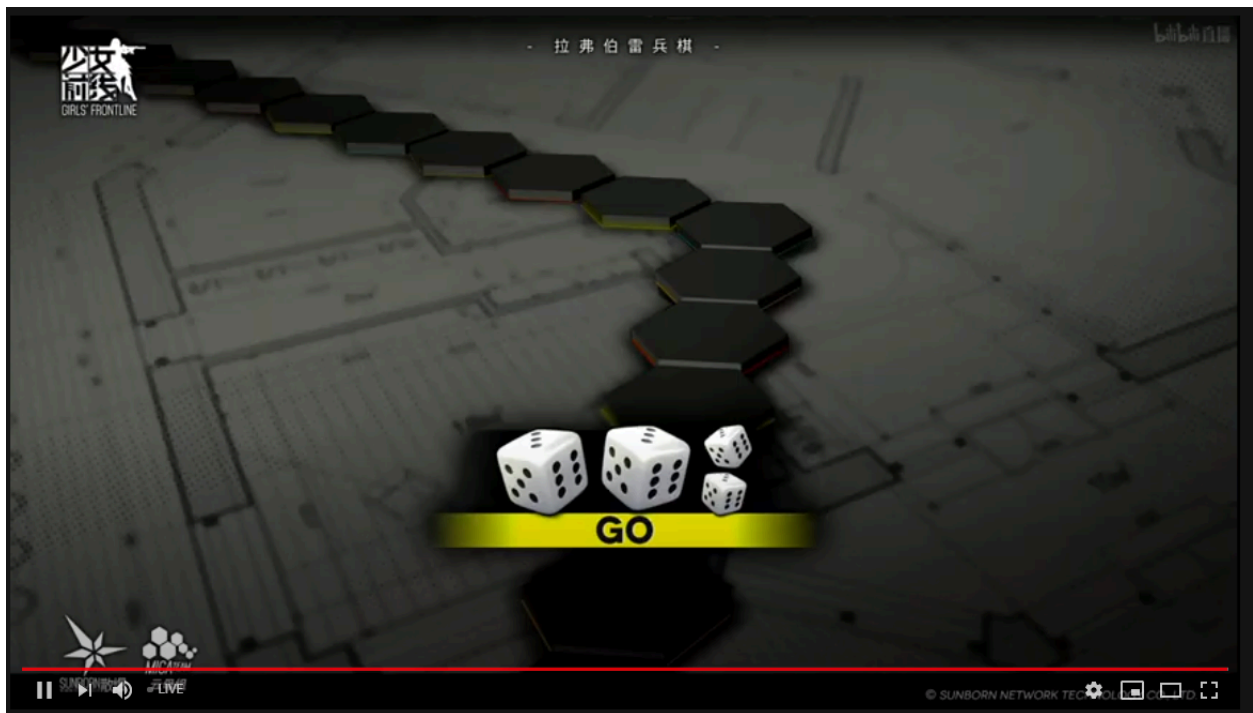
Practice option, basically allows you to set up a fight with the forces on a target node in simulation? Shows up when selecting a node for detailed information, during combat pause menu or when you lose a battle. So you can take revenge practice on them before, during and after a battle



Other optimizations - Universal HOC Data that can be used for promoting or iterating them, has a % chance of being produced during intel analysis

Can freely apply SFX to SKK's avatar now

A skill animation display counter (how many times you want to see a skill cut-in being played) will be added to combat, I assume it can be set as low as 0.



A new system! Some kind of... warchess?

拉弗伯雷 - Lufbery Circle?

<https://baike.baidu.com/item/%E6%8B%89%E5%BC%97%E4%BC%AF%E9%9B%B7%E5%9C%86%E5%9C%88>

[https://en.wikipedia.org/wiki/Lufbery\\_circle](https://en.wikipedia.org/wiki/Lufbery_circle)

Upon further research it makes sense - the dorks essentially chase each other in a big circle, so it's much like the Lufbery Circle tactic of each friendly unit covering each other's butt in a wide orbit.







Scenes from the game



Game lobby?





Chat and emote system?





Turn-based, roll dice to determine initiative and to pick your skill



Pick your team - different gun types have different characteristics





You can go clockwise and anticlockwise

Killing an enemy doll gives 1 point

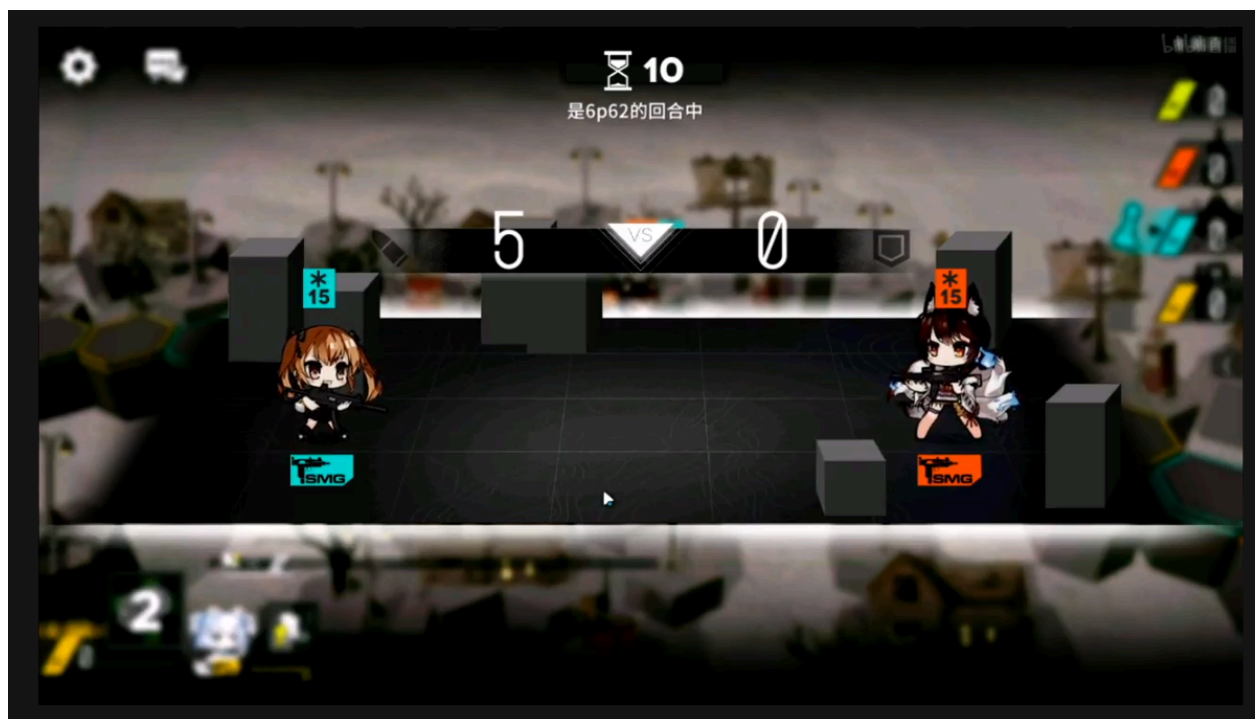
Doing a lap gives 2 points

For this particular game, first to 5 points wins



You roll dice and that decides how many spaces you move  
 Rolling a 6 lets you roll again  
 H spaces let you move between H spaces on the board  
 SMGs have a +1 move ability.





If you land on an enemy or they get in your range, you can attack.  
 Attacker rolls 2d6 to attack, defender rolls 1d6 to defend. Then they add their respective combat strengths and inflict damage?





Apparently you get to pick a card every turn?

RFs have long range, but move slowly (just like in the game)

(The 4 of them just play the game for a while)



Ruzhu has finished a lap and scores 2 points

SN:"Rifles seem to be the strongest, they can beat the crap out of everyone"



When you run into a three way, apparently you pick who to attack (some SMGs have a grenade skill which lets them damage everyone on a hex)



When someone reach 5 points, the game does not end instantly; if you get 6 points before the round ends you can still win



Teh winrar!



SN: "Time is limited so we had to cut this game short, but when playing among friends, you can backstab and betray as much as you want!"

This is just a brief intro to the system; they'll polish it and release it ASAP.

CODE: Y5569D8SA5

## PART 2 - NEW EVENT: MIRROR STAGE



SN: "Welcome back! We sent the dev team back to do OT."



"What's that symmetrical thing in the back? Is it a bird? A butterfly? A clone?"

More Lunasia! More Dandelei!

(Cue PV, which involves girls being pregnant with bees for some reason)

This event is going back to the usual gritty action.



Welrod MOD3!

And there are three more in the background - SKKs may have guessed who they are already but we have to show them off anyway.

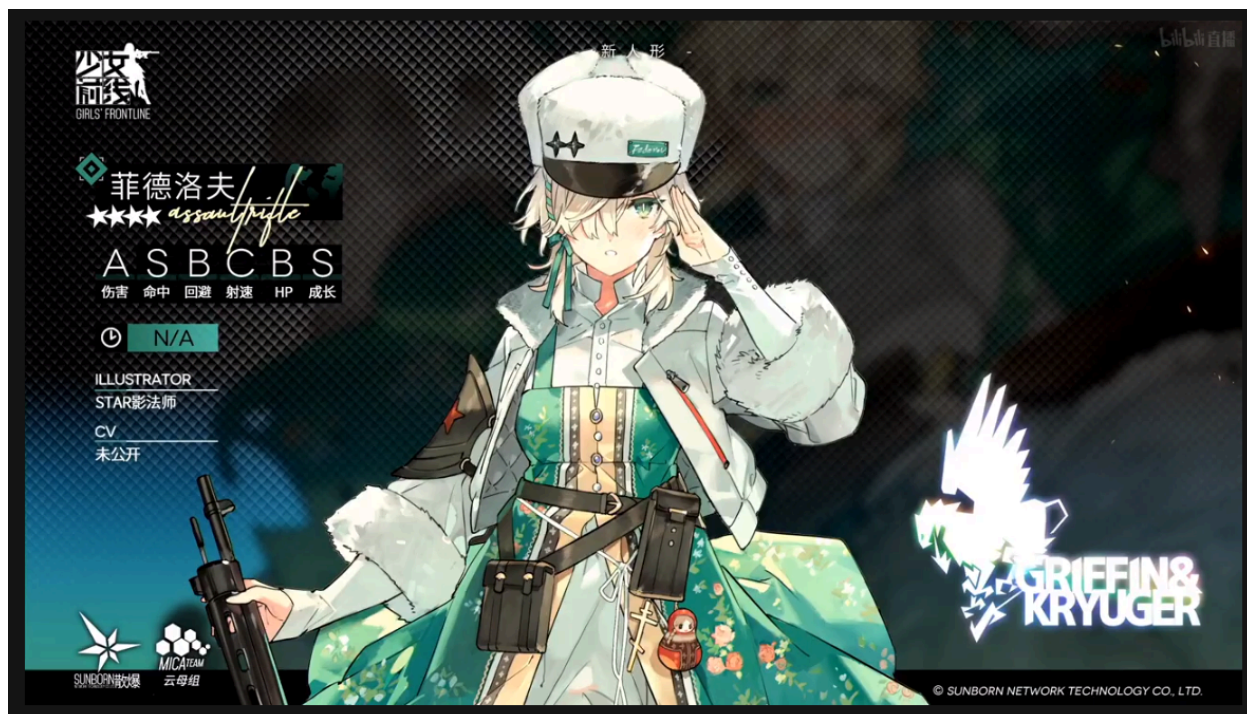




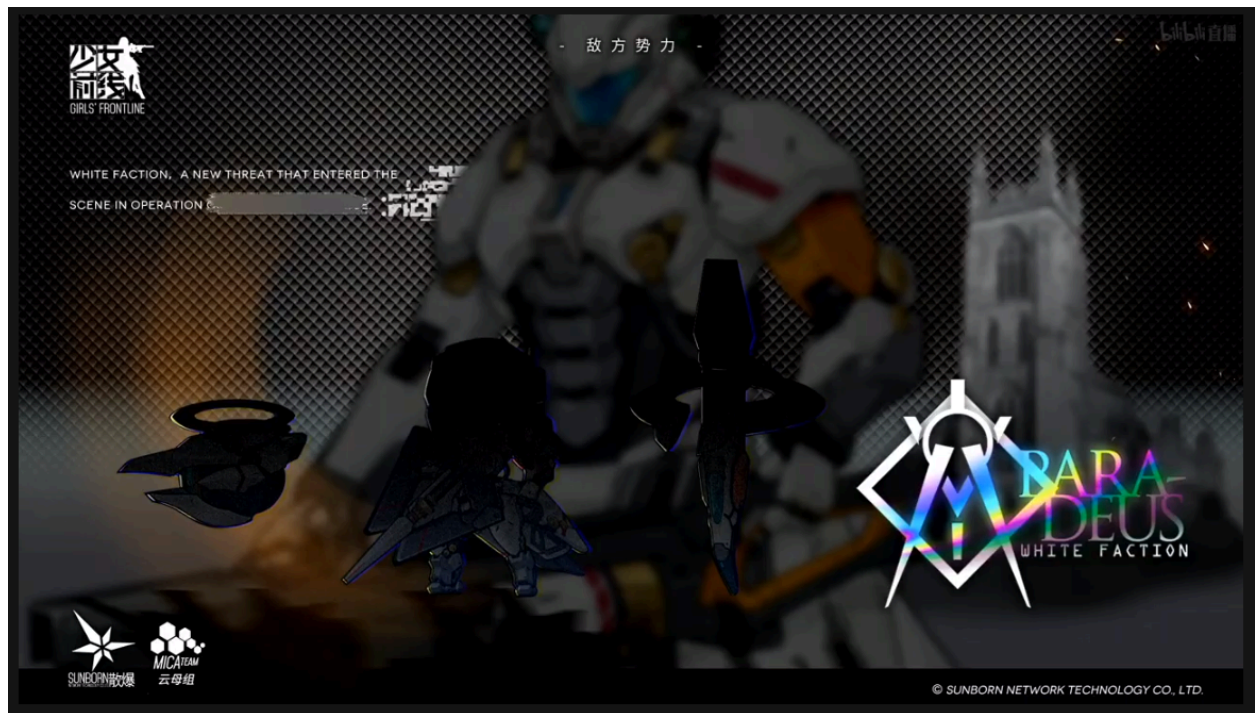
Another very cute 5\* HG dork (by Jimmy, no less). Looks to be the Kolibri/Hummingbird.



A cool big sis of an SMG?



Fedorov!



And on to the enemy units! (For some reason the players love the enemy units as well as the new Dolls)

Apparently the first one buffs enemy units (but it's apparently more fragile than the others and is easily eliminated).

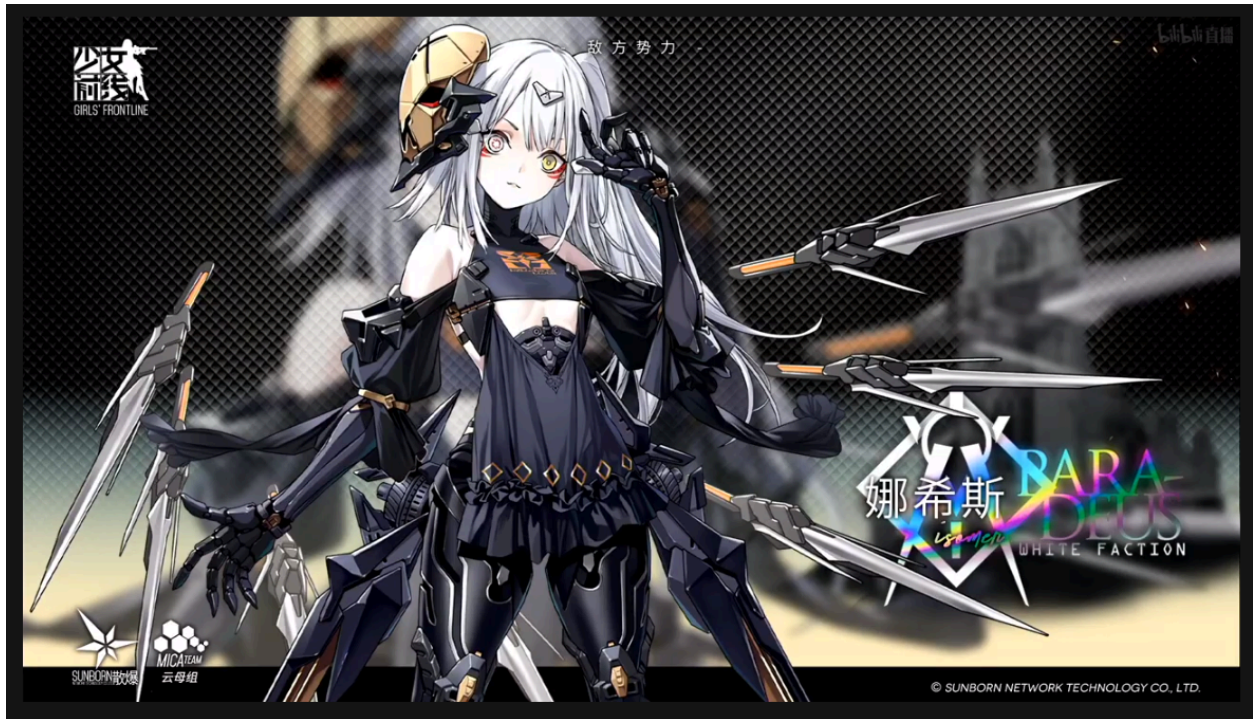
The second one is humanoid, but wears a skirt. Features new(?) and stronger attack methods.

The enemy has been improving their forces too.

The third is a mechanical-type unit - apparently it inflicts a DOT on the enemy?

Other factions might get extra units of their own too, in addition to Paradeus.





The newest Nyto type - Narcissus?



Lady Grey (yes, she's an enemy, yes, she gets revealed soon enough, yes, she's also a Nyto)



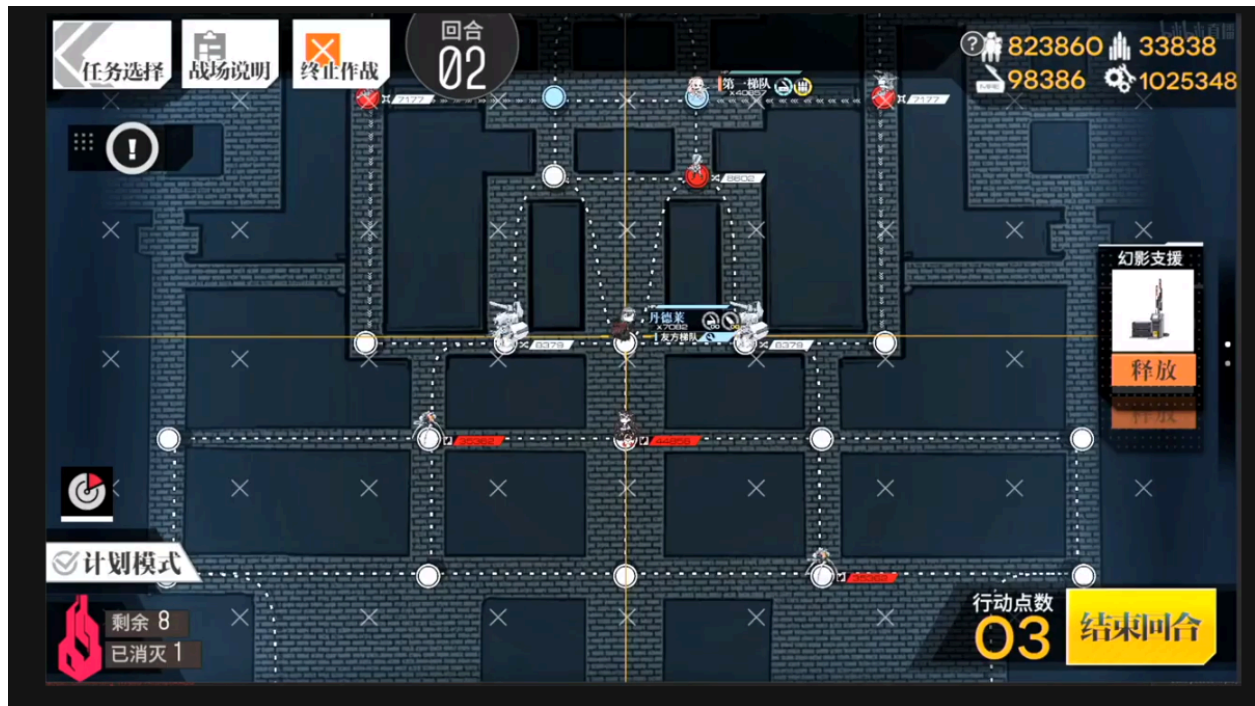
As you can see, Paradeus is steadily infiltrating human society.

Apparently Paradeus is gearing up for an even bigger operation in Berlin...



Playable Dande?!

Dande offers map-wide buffs and support, it seems (an enemy debuff, in this case)



She can also reveal hidden paths and map sections.

These are just 2 of her many abilities, it seems.



Tile flipping - G becomes K, and so on. You want to make all the tiles the same, which apparently triggers an event?

Ranking map now has a point-accumulation system - your points every day add up?

CODE:Y54TG8DJ7P

## PART 3 - FUTURE PLANS



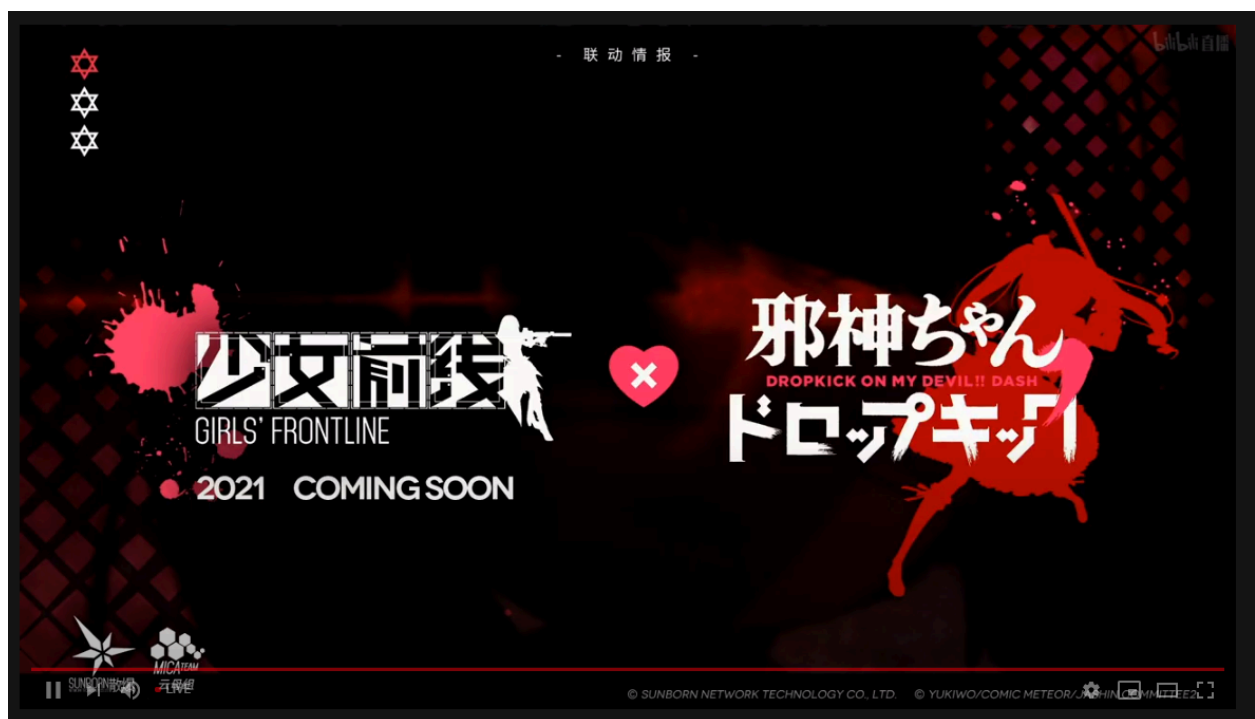
Minor collab with Searchdog/Sougou?

Apparently Springfield (and the other dorks) will stare at you when you're typing text.





The official 5th anniversary celebration, which was cancelled this year because of the coof.  
Includes info about other projects as well as GF stuff.  
Takes place on May 2nd.



Mysterious new collab! What the fuck is this?



Looks like a serious anime project for GF, a full 30 minute long thing.  
(publicity poster courtesy of DYJ)

YZ: "GF will need to do its best to keep up with its spinoffs."

## PART 3.5 - THE MERCHENING



Rice and Nico - they're new Dolls who've done a lot of work for Griffin, it seems.  
Are they micats?





SN and YZ modelling the latest in GF fashion



Junya and Suomi mugs! (They have no brains!)



AR Team hand puppets, now you can fist them all.

"You can wear them on your hands and feet and put RO on your head and portray the entire AR Team by yourself."

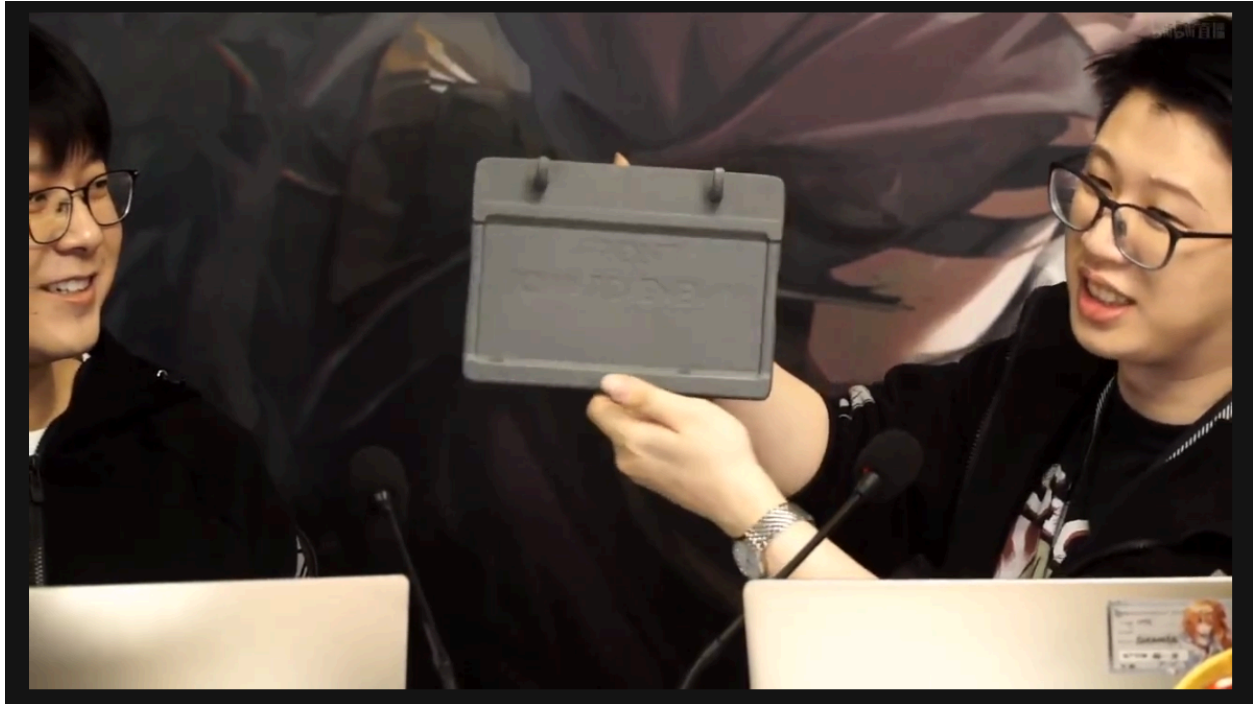


Calendar and Golyat+ Cushion



The pictures are scored so once the month is over you can tear them out and use them as postcards.





The very solid and practical backing.

You can also hang your keys on it if you put it on your desk, or your phone, etc.

It's a steal! Calendar, postcards and desk stand all in one.



You can use it as a cushion or a back rest, and the 00:01 will never become 00:00 so you don't need to worry.



1/7 416 MOD 3 figure

"She's taken some minor clothing damage, which reveals her pure white skin that contrasts with her dark clothing. And since she prides herself on being perfect, she's blushing, something which only you will see."



IDW stress ball dangle (no amusing sounds though).



Christmas-themed fridge magnets of the AR Team.

"You can stick them to your fridge or yourself or anywhere with metal."





These are apparently the squishy toys featured in the previous PV, and they're random (more gacha?)



Suomi and Pasta

CODE: Y532V3BDPE

## PART 4 - ???

Clarification - the "random cans" are not gacha, you can choose what you want. It's just that the cans are opaque.

"We forgot to mention - Morridow jumped into the river, but she'll be back."

SN: "We're dedicated to improving the quality of the content we release, from the winter event to the upcoming warchess thing."



SN and YZ wish everyone a happy, healthy Chinese New Year.

THE END