

Watch the stream here! See all the shit I couldn't cover in time here!

<https://www.youtube.com/watch?v=Qnt7MDf7XSo>



Nani?



IDW speaking doll GET!
"The King Chong and Shaonian Double Act" returns
Lots of content, apparently!



PART 1: NEW CLIENT

(Girls in suits look great, according to them)

- Griffin Employee Manual (looks like a tutorial for game systems)



Includes combat and doll growth advice? (because sometimes you skip past the tutorials like a brainlet)

Take a look even if you're a vet; your feedback could be helpful!

Database module:



Griffin Memories (Bond system?)

They aim to explore the stories of the Griffin Dolls, the secrets between them, and to better explore the personalities of the non MC dolls (about fucking time)

The stories will be sweet and not too cruel



Damage simulator system?

People have been asking for a way to test out team comps, so they made an ingame way to do it without having to fight actual battles

(note: the Vespids are tagged Very Strong x3)

Supposedly shows all kinds of combat info too? Lets you monitor DPS, etc.



Proper enemy CGs!

Many people complained so they're putting proper portraits in

They went to a great deal of effort to do CGs for everyone, and they're supposedly very polished?

They'll also be adding other enemy CGs gradually

They guarantee every enemy will (eventually) get a CG

Other Improvements

- Ability to set multiple adjutants ("They're all my waifus!")
- You can designate a group of adjutants/assistants and every time you go back to the main page/go to a new page you get a random pick from among them
- You can pick a pair of adjutants to show up at once, like Cano and Ceno
- Directed/Specific Gear Production (because it's hard to make specific pieces of gear)
- Apparently you can just fiat-create a specific type of gear a certain number of times a week?
- Star rarity is still a gamble, but it will ALWAYS be of that type.

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New Purchase Animations (they've all been remade to be kuuuru, apparently)

- An old friend will make a dazzling return among them?

SF OATH CONFIRMED!!!!!!

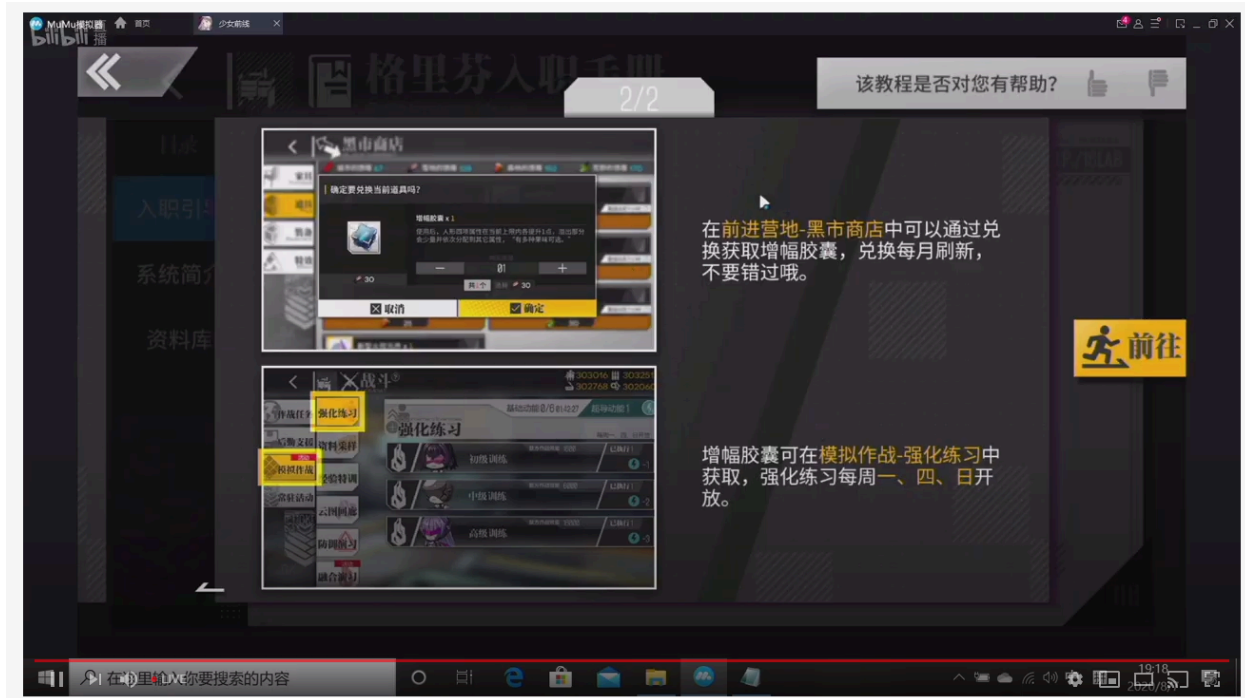
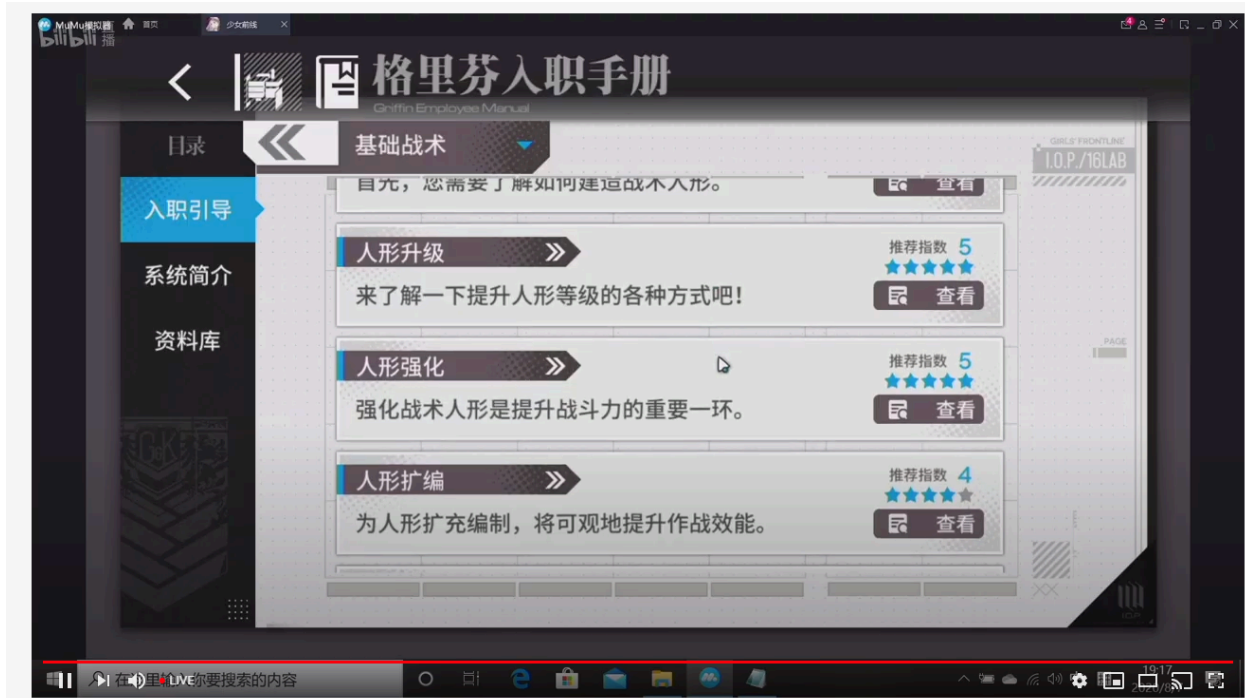
- They're releasing the oath system for 3* SF units (mainly ringleaders)
- "If I raise my Dinergate to 3* can I oath him too?"

Can set Coalition Units as adjutants

- Finally, I can make Manticore-chan my adjutant!



Note the tutorial tab in the lower left



There's also a feedback option for how useful (or not) each particular tutorial was



“Was it helpful?” “No”

There's also some setting material



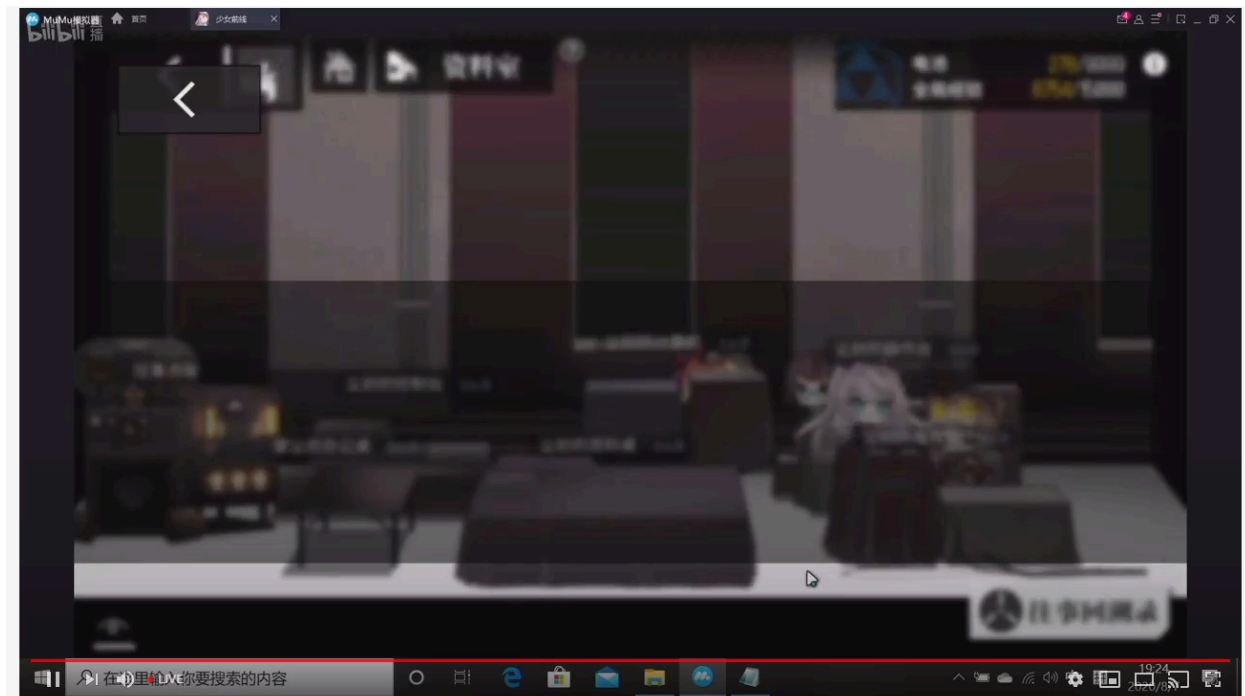


Base layout screen! Apparently it shows the internal organization of the various Griffin departments



The Doll Club

- Shows stuff like where they work, I guess?
- You get stuff for collecting dolls





Dolls give points for collecting them, as mentioned before,



The points (or stars) unlock stories and backgrounds as you collect more of them?



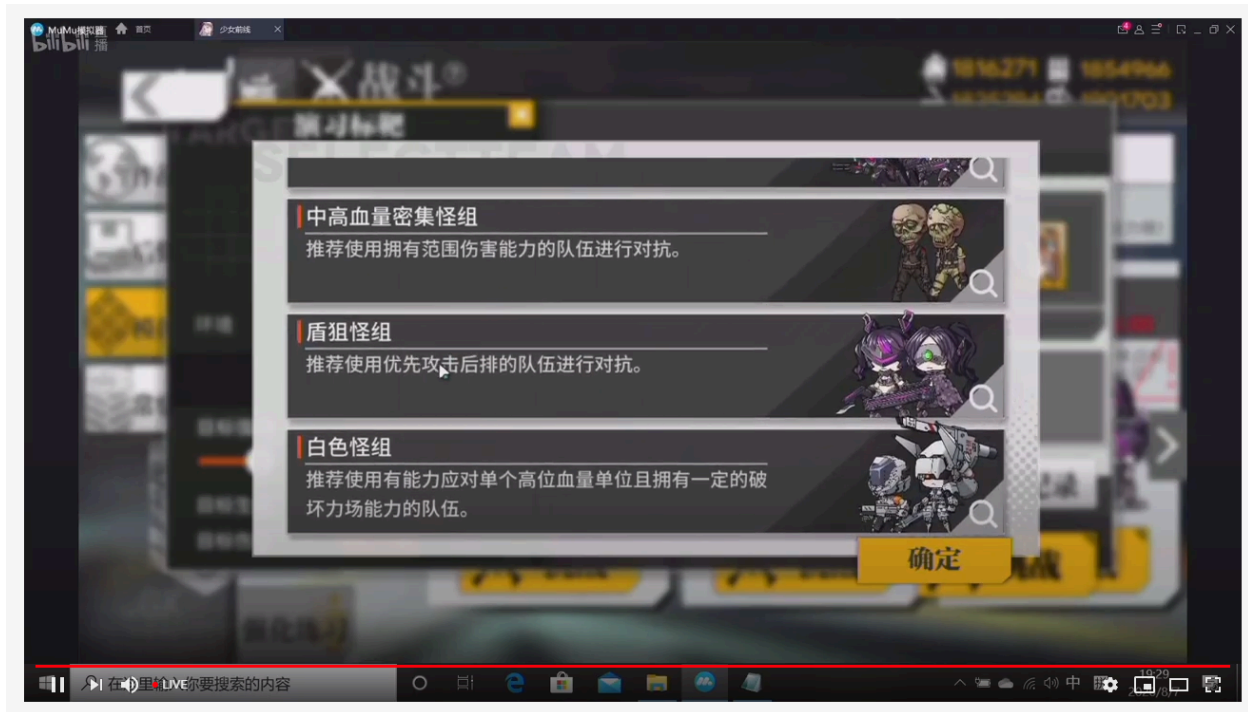
You also get other rewards like commander costumes and stuff



Some kind of link module? When deployed together they can use a link skill?



Is this the damage simulator?



Select enemy types
(drones are pure DPS meters, while actual enemies test your echelons' performance in (simulated) combat)



Select enemy numbers, HP and difficulty
You can also disable enemy damage



Sim results - shows DPS, amount of shields broken, etc.

They'll try to add more (and more useful) enemy groups to the sim as time goes by, so players can learn how to better defeat various enemies



Challenge sim: mainly for flexing?

"The more you sweat in training, the less you bleed in battle"

All sims are free - they take place in Level Two.



The assistant system!



Setting an adjutant



Setting ANOTHER adjutant
(you can change backdrops, positions, etc.)



Et voila! ("Very creative, Shaonian")

Then you can click and cycle through them. The game also randomly picks a new adjutant from your group when you go back to the main screen



You can also pick from humans (currently only Kalina)



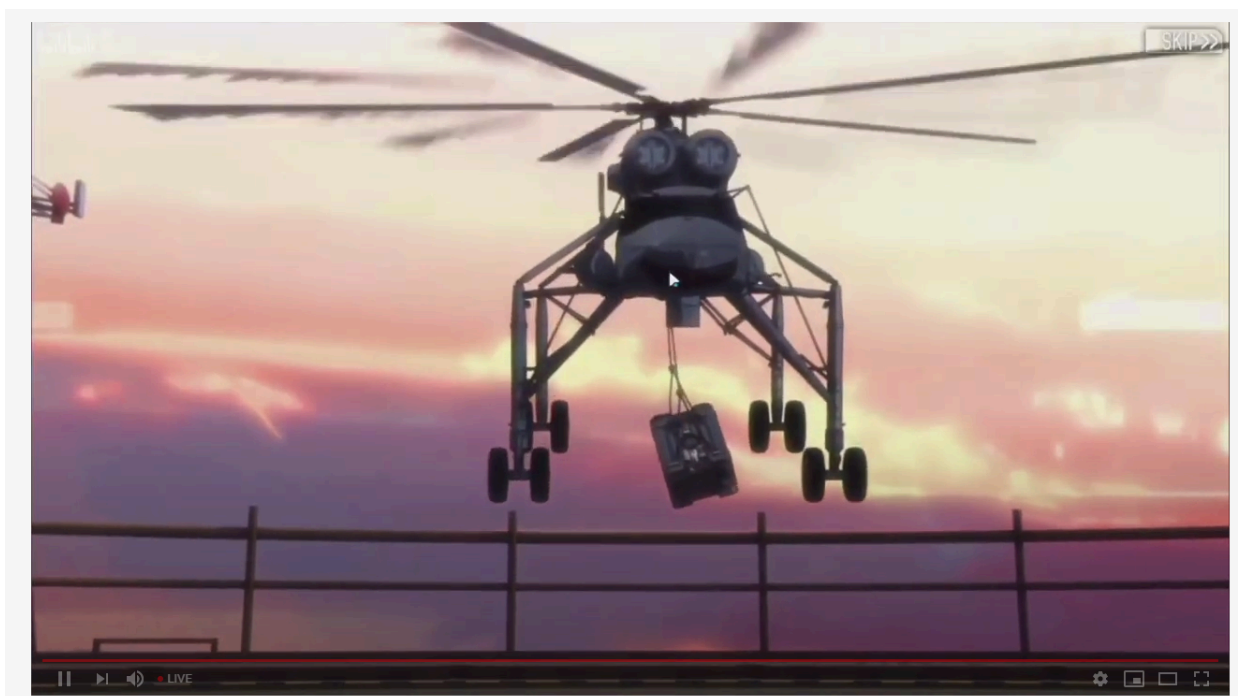
Specific gear production button

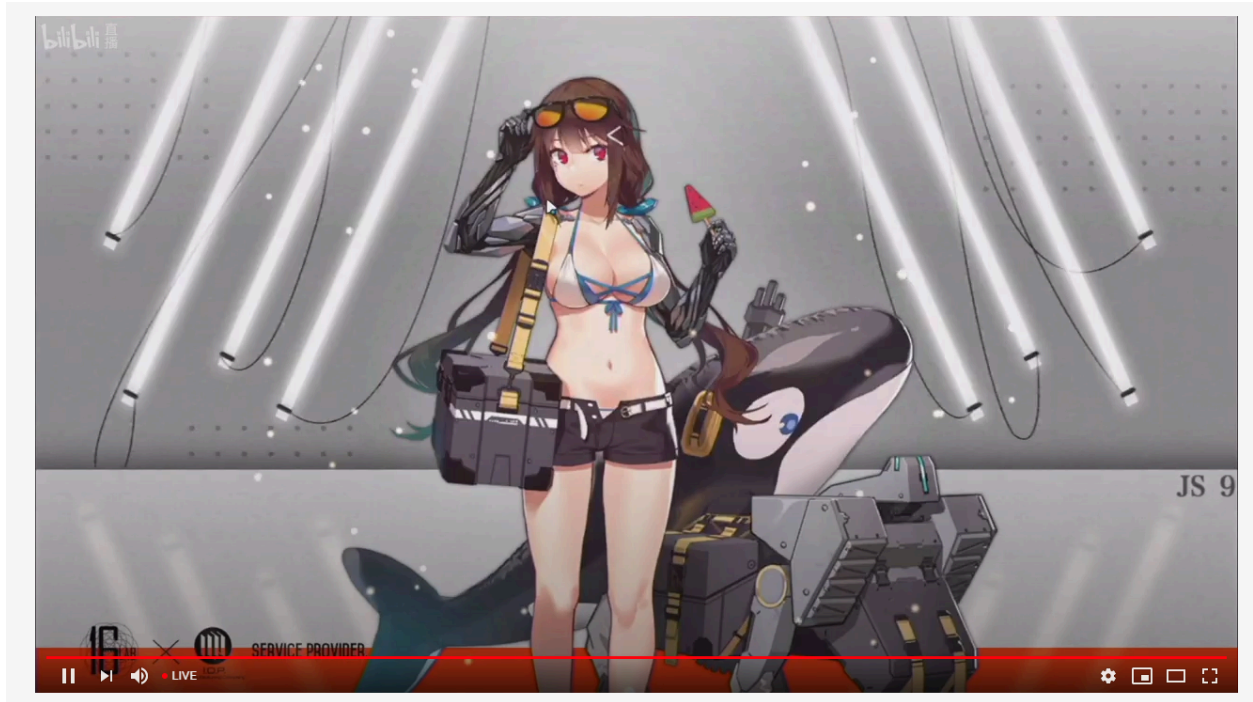


How you know you're doing a specific production

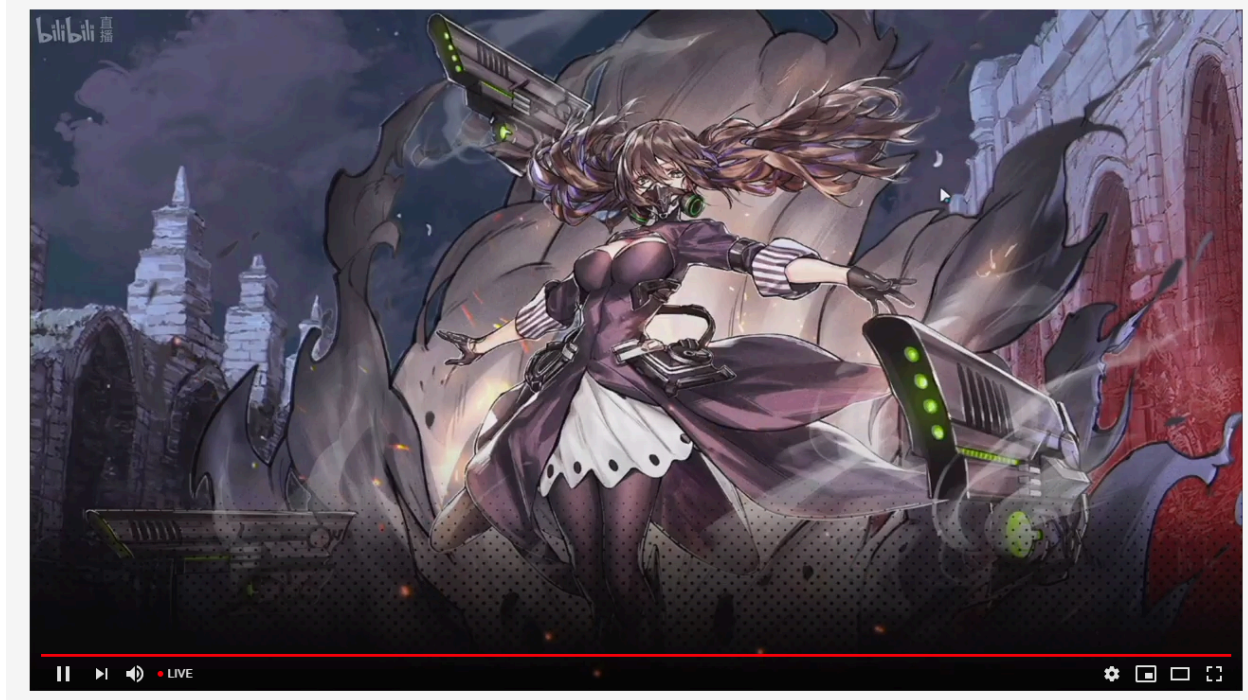


Kalina Airdrop!

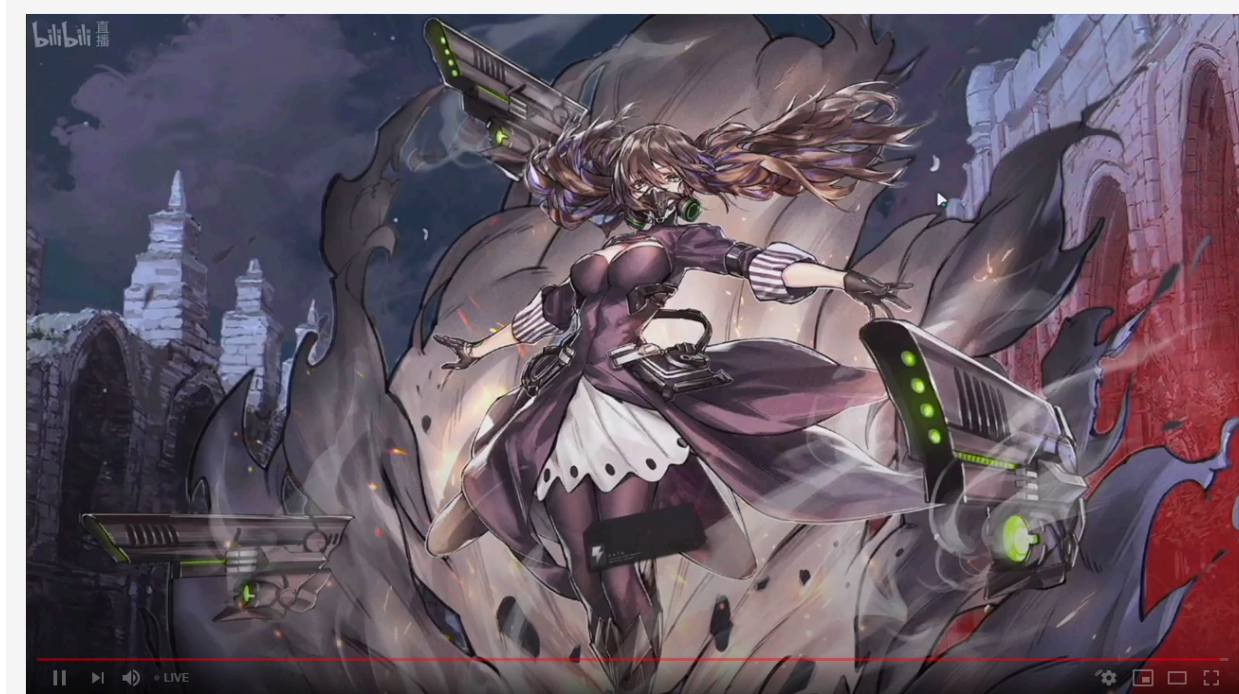




Getting a costume has a fancy animation!



SF OATH!!!!!!

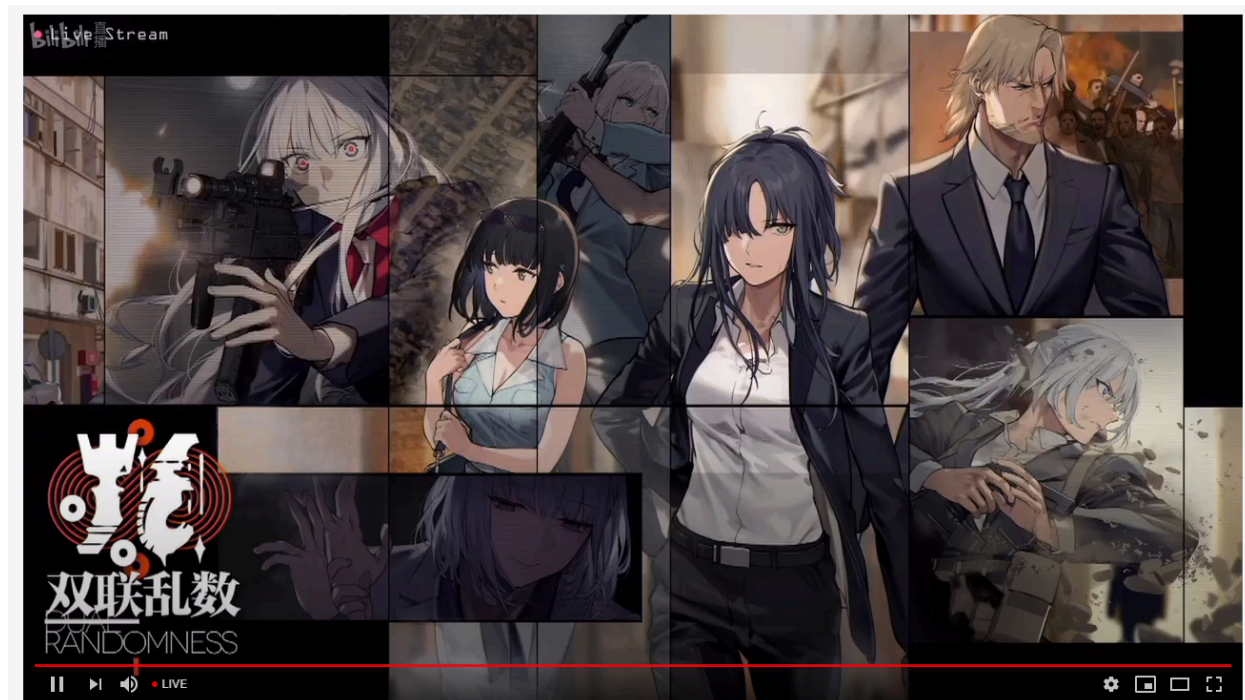


Notice the black envelope, and how SF oaths at night. Incidentally, the boilerplate for SF is different too: “Are you willing to raise the curtain on a new journey with her”, that sort of thing

The ring LOOKS the same though, hopefully it’s not a different thing



PART 2: SUMMER EVENT



DEFY, Ange, and a mysterious new character
Apparently DEFY went outside of the USSR to collect info?

SKK will be cleaning up SF too (even though he's technically on vacation)
Dual Randomness - showing the story on both sides
Yuzhong: "I'm working on it!"



New dorks (some are blacked out)
AUG Para(?) is obtained from resource crates, the other (VHS-2?) is a stage reward
They'll be introduced over time



9th mod batch! (Is dat sum Roro in the corner!?)



Apparently you'll be fighting them in the summer event
 Supposedly this event will address SF capture (at fucking last) and "give their stories a proper conclusion"
 Campaign will be divided into mainline stories and branch stories, basically like Isomer?
 They're also including special farm/rescue maps which don't drop intel but let you farm dolls?

"We don't want to make farming a negative point for the game"?



PORTALS

A brand new terrain facility that only exists in electronic battles. Can transport combat echelons a long way.



NODE ELEVATOR

A brand new terrain feature that lifts Dolls to the appropriate battlefield level
(They're now making multilevelled maps?)



RABBIT HOLE

A brand new terrain feature that drops you onto a lower level. A key structure of tactical significance.

They got some good feedback from the GSG event

They'll also try to incorporate feedback into our new events

They're not elaborating too much because they've got lots of interesting stuff in store?



PART 3: SPECULATION



HEALING CHAPTER 2 CONFIRMED!

(also includes SF and other guests)



Coming in October!

New characters will show up in the anime since new charas are being introduced in the main storyline ("Dandelai might show up in season 3 or 4?")

<https://www.youtube.com/watch?v=eX5PDFNRleM>



The Division - coming in winter

They'll be going on an adventure in New York?

"We don't have too much to reveal right now"

They usually introduce new dolls with each collab - so what Dolls are they going to introduce?

How will GF's story intersect with the Division's? Supposedly it's got the most Griffin Dolls of any collab and any Griffin Doll can be an agent?

They're looking for some kind of vaccine (I've never played Division) and the Doll that gets it will get what they want?

They'll be introducing play modes similar to Division, but in a GF style?



"A girl's part-time job diary begins here!"

This is an "offline" collab - features art, merch, etc.

Apparently Eggroll will be in a Lawson uniform?

"We hope that we can fill your lives with more GF elements through this offline collab"

Q&A



Q: What is GF2's system like? I want to know when BG is going on sale! Will there be any prequel material before GF1 besides NC?

A: GF2 - American warchess, like X-Com, with big adjustments for mobiles to the point it's not THAT similar to X-com

BG/NC/etc. - We aren't talking too much about the other games because this is a GF stream BUT we will have a special program just for this

Prequel - We have lots of stories we want to tell, please look forward to them!

Will the development of these games affect GF1? - We have separate dev teams for each of them and they're independent, they will not affect the development of GF

When GF1 first started development, they only had 50ish

Now they have like 300+ people as of the 4th anniversary

They're expanding the scope of the project

They apologize if they've inconvenienced anyone

The livestream will revolve around GF1 stuff because including other games would bloat it to 4 hours



Training is too grindy! Raising takes too long! Modding is hard!

While the system ALLOWS players to grind as much as they want, they don't want to FORCE people to do that shit

They want players to be able to grow characters in a convenient way, instead of spending time grinding on the game?

They try to give the players new experiences (like say through fairies, etc.)

They've also been paying close attention to the sheer number of shit that needs to be raised

They're thinking of how to speed up various raising elements (such as with the PPrototype fairy)

Things like Chip Tetris might not be as optimized as they should have been, so they want to see if they can make it better

All in all, they want to reduce the amount of time spent grinding on maps



Farming and building new dolls is tiring! I don't have enough gold gear!

They've introduced autobattles and the medal/pity system to help with grinding, they're still working on the problem.

As for gold gear - hopefully the specific crafting system will help. It's meant to combat things like "all right, gold gear! Fuck, it's not what I wanted!" - that sort of thing

Green/blue/white gear doesn't mean much, they're just a way to get by

They'll introduce more ways to get gold gear

People have complained that rateups don't feel like they're working, so they check their data and find the rateup has actually been activated

In general the rateup multiplies the chance of getting a specific gun within a class/rarity, but there are still a bunch of guns within those confines

They're using the TCM to help combat this so you can pick whoever you want

They're also thinking about how to revamp the crafting system - however it needs to be slowly considered and integrated into the overall game. It's not a one-and-done kind of thing.

Once they come up with a satisfactory solution they'll let everyone know

They're aware of the problem and they're working on it ASAP

The gacha system is actually meant to introduce an element of surprise to the game (surprise mechanics!?)



The imbalance in doll distribution leads to some dolls not showing up much

They're thinking of ways to address this problem

For example, how to simplify doll echelon compositions

They're trying to make doll echelons more specialized and not one size fits all (so you're encouraged to use more dolls?)

They want to give every doll a time/place to shine?

The bond system also introduces certain effects when certain dolls are deployed together (this is meant to encourage the use of non-meta dolls?)

Each doll only has one skill, which may feel a bit lacking (even if mods add another skill)

They know evade SMGs and bamboos aren't fantastic, so they're trying to rebalance things?



Ranking is hard! Can you introduce enemies with different characteristics?

As devs, they want everyone to enjoy ranking, so they'll introduce ways for players of all skill levels to enjoy it?

They also want to make it obvious how to deal with various kinds of enemies, so you can tune your echelons to fight them more effectively

Each group of enemies has been internally tested before they're implemented, and they don't always use a standard team against them. They use certain specialized teams to fight them, but players might not know this, which leads to a bad play experience as they get stomped.

This is addressed through enemy tags and the battle sim system



There's too much RNG, so we have to reset battles a lot...

They'll adjust the need to reset to get high scores?

Most players know how to deal with an echelon when they see it, but some are intended to be more challenging. The dev team puts in warnings/etc. to help players take care of them? They want to avoid situations where the player is screwed by factors beyond their control, but there's bound to be some RNG



What's the role of Coalition Units? Will they powercreep Griffin units?

Our design does not include them powercreeping Griffin units, we want them all to have different development routes / space for growth

Coalition Units are more effective fighters, but dolls are your waifus?

They want SKKs to play the way they like, and they hope people will enjoy whichever path they want to follow?

People have complained about how hard it is to catch SF bosses

The intention is to allow people to capture a majority of units with the free items, and you can save them up for a boss you really want?

They'll also work on a way to fight your African luck

They're also going to use in-game events to elaborate on Protocol Assimilation, especially the really popular units - it's very important to the devs and they're going to spend a lot of time on it



Split-screen when? Subtitles when? When can we randomly allocate dolls to our dorms?

The devs collect improvement requests then address the ones they feel which are most important with each version

Each mandatory update needs lots of testing, they can't just change it and be done

That said they CAN update minor things with hotfixes

They'll slowly introduce fixes over time



PART 4: THE MERCHENING

"We're sure none of you will disappoint Kalina"

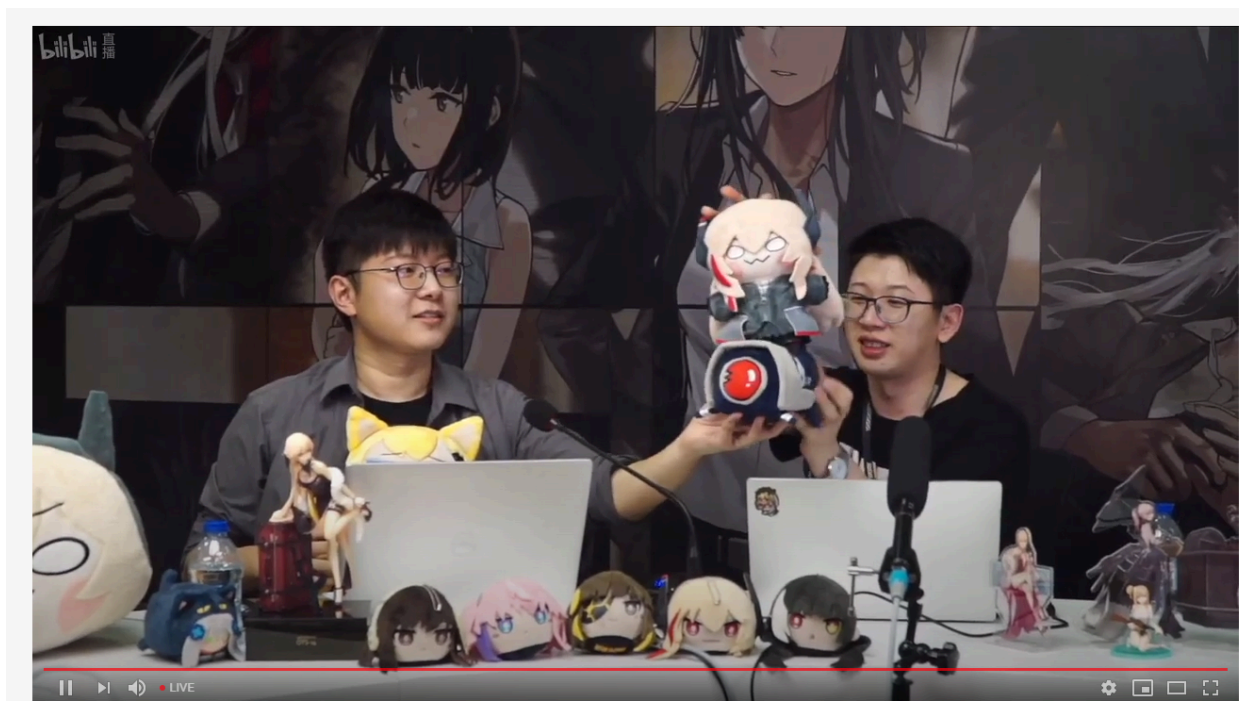
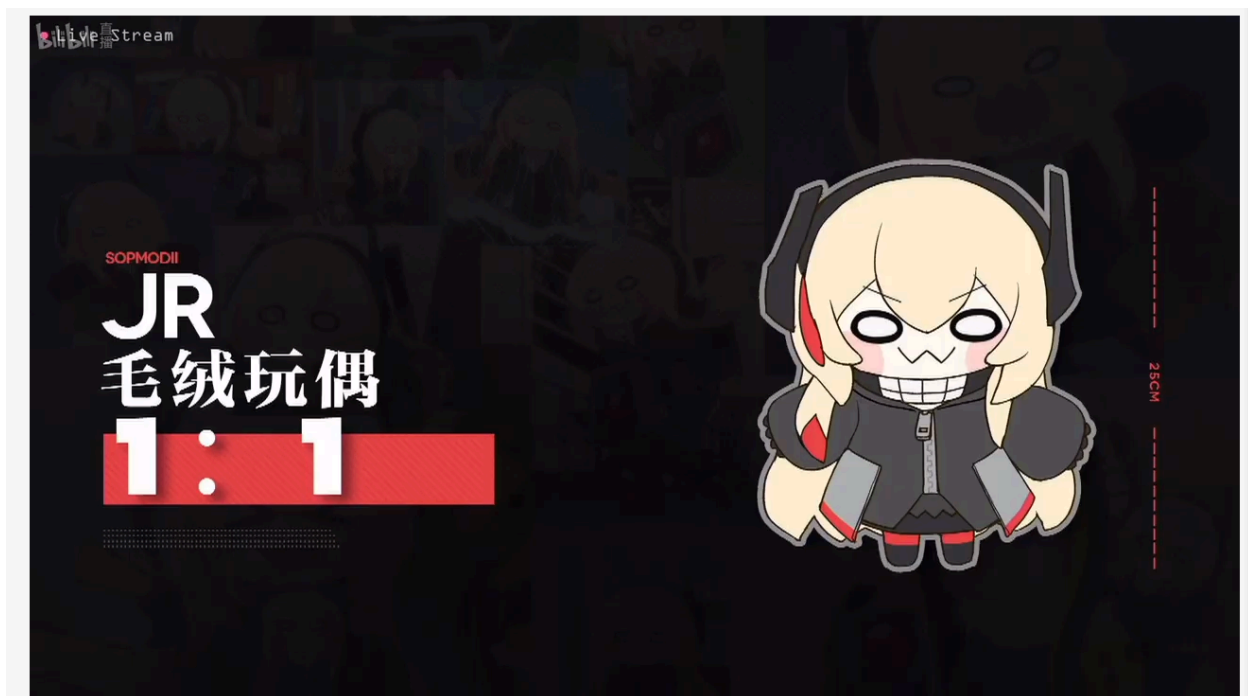


"Behold, the giant RO!"



Official comicize on sale on TMall
 Will include some tweaks to make it look better
 "Buy one, put it at home. Better yet, buy three!"

M4A1 Umbrella: Anti Rain? (error: umbrella not found)



Junya plush! Mount her on Dinergate!

Squeez



Squeeze me IDW (there's a special button you press)



Long IDW bolster is loooooong (there's a zipper on it, you pull it and her head falls off)



DEFY keychains! (to go with AR Team keychains)



What the fuck are these?

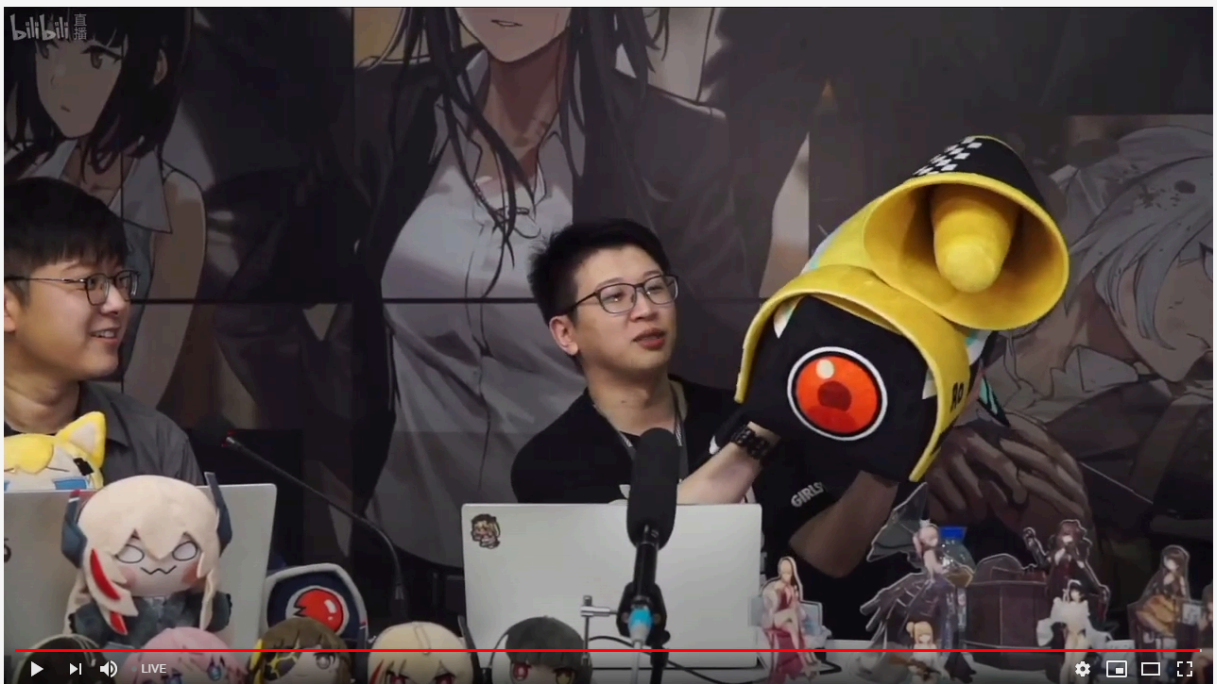


Can be docked infinitely onto Dinergate

"We want to put Velcro on them so you can mount Junya on Dinergate"

"416 looks like she got eaten by a rat, but she's cute anyway" / "Isn't it a cat?" / "She has a cat in her loli skin, right?"

"We couldn't find the umbrella so please check our weibo for it"



“We want to mass produce the MegaRO and put it on sale”



“Lightning-nee is super popular, get your phones out and order her ASAP!”

"Ultimately, the most important thing is: We'll listen to your feedback and change the things we feel need to be changed."

"We'll give you the highest-quality work we can deliver to ensure you enjoy your experience"

They might have a short event to elaborate on the new projects (GF2/BG/etc.)?

(and then the stream dies halfway)



CURSE YOU, IMOKO! YOU CAN'T KEEP GETTING AWAY WITH THIS!!!!

EDIT:



They found the Antirain umbrella at last