■ Backlog Ver. 1.30

- 衣装チェンジ実装　特定タイミング以降、人里の服屋で人形の姿を変更可能に
- Implementation of 'Outfit Change'; you can change the puppets appearances after a certain time at the clothes shop in the human village.
- 対戦リプレイ機能を実装　通信メニューの「サーバー・ルール設定」からリプレイ保存の可否を設定可能に
- 'Battle Replay' has been implemented. You can configure the settings in the "Server Rules" option in the Wi-Fi menu.
- 通信対戦選出画面で人形の属性が見えるように変更
- Changes to what doll attributes you're able to see on the 'Wi-Fi Battle Selection Screen' have been made. (May not be correct.)
- 通信対戦戦績に直近30戦の勝率を追加　プロフィール画面で参照可能に（ver1.30以降有効）
- The win percentage of your most recent 30 Wi-Fi Battles are recorded and can be viewed on your profile screen.
- 通信対戦時の肩書の種類を追加
- Type of degree of Wi-Fi Battle has been added. (Don't quite understand)
- 人形全般の能力や習得スキルを変更　変更対象は別添参照
- Every doll has had some base stat and learnable skill change. Changes are located in the attached file.
- 一部の属性相性や特性を変更　変更対象は別添参照
- Some changes to the affinity tree and unique qualities have been made. Changes are located in the attached file.
- 一部のスキルの効果を変更　変更対象は別添参照
- Some skill effects have been changed. Changes are located in the attached file.
- 一部のアビリティの効果を変更　変更対象は別添参照
- Some abilities have been changes. Changes are located in the attached file.
- 一部の装飾品の効果を変更　変更対象は別添参照
- Some items effectiveness have been changed. Changes are located in the attached file.
- 地相「朱雀」の対象範囲と効果を変更　変更後対象と効果は別添参照
- The scope of effectiveness of "Field 'Suzaku'" has been changed. The new changes and effects are in the text document.
- 衰弱の状態異常の時、スキル「コンティニュー」が失敗するように変更
- Skill 'Continue' failing when weak status is active has been changed.
- 道具「数珠」「護符」「勾玉」を値下げ
- The price(s) of items 'Rosary', 'Talisman', and 'Magatama' have been cut.
- 戦闘不能状態の人形のみを手持ちに残して他を人形箱に入れてしまえる不具合を修正するため、人形箱を開いた際に手持ち人形を全回復させるように変更
- Fixed a bug where putting a fainted doll in the doll box did not completely heal it.
- アビリティ「強気」で、相手の集防と散防を比較すべきところを相手の集防と散弾を比較していた不具合を修正
- Fixed a bug with ability 'Aggressive', where the opponent's FoDef and SpAtk was being compared instead of FoDef and SpDef.

- スキル「逆境の一手」の説明文に「暗闇状態でも集弾が低下しない。」の一文を追加
- Added to the explanatory note on the skill, ‘Inner Struggle’. “Even with darkness status, FoAtk will not fall.”
- アビリティ「浸透戦術」の人形による一部スキルが、相手にバリアオプションがある状態で失敗してしまったり追加効果が出ない不具合を修正
- Fixed a bug with the ability ‘Infiltration’, where the secondary effect of a doll’s skill would not come out due to the opponent’s barrier condition. (May not be completely correct.)
- スキル「怒号」の効果が相手の集防を大きく下げる効果になっていた不具合を説明文通りになるよう修正
- Fixed a bug for skill ‘Roar’. (Details in the attached document.)
- 連続スキルの最中にアビリティ「不屈」「正々堂々」が2回以上発動するとゲームが進行しなくなる不具合を修正
- Fixed a bug where the abilities ‘Indomitable’ and ‘Fair and Square’, would not work if a skill was used 2 or more times in concession.
- その他誤字脱字修正を含む微修正
- Cleaned up some typos within the game.