

CoA FAQ

Q: What is Chronicles of Acorn?

A: Chronicles of Acorn(CoA) is a fan made Role Playing Game in development by Team Acorn. It's main cast of heroes are the popular female characters of the Sonic the Hedgehog Archie comics. Such as; Princess Sally, Fiona Fox, Bunnie Rabbot, and Nicole the Lynx.

Q: What is Team Acorn?

A: Team Acorn is an artist collaboration between Sallyhot and Blazeymix, along with a bunch of like minded Sonic Hentai artists that deliver high quality art to public spaces for free. In the beginning, TA consisted of many artists with Sallyhot and Blazeymix at the helm. Over the years, Artists have come and gone but the original dynamic duo remain to keep TA alive.

Q: Who are the team members developing the game?

A: Blazeymix is the writer, director, programmer, level designer, and gameplay designer of CoA. Sallyhot is the Art Director and primary artist for the game's battler enemies, characters and cutscene art. Cilantro is the composer for the 40+ themes from the original soundtrack. KetchupwithFries, Shelby, and Pedrovin have contributed sprites for the game, with Pedrovin's sprites the permanent choice for the characters in battle. Other contributors wish to remain anonymous!

Q: What engine is CoA being developed with?

A: RPG Maker MV.

Q: Is CoA a Hentai game?

A: No.

Q: But didn't you say it would be a hentai game at one point?

A: While in concept it was originally intended to have some adult elements, Team Acorn decided to scrap them to focus more on the gameplay and story. Blazeymix also wishes the game to be accessible to ANY Sonic fan, as the game is a passion project and a lot of effort is put into all elements of the game.

Q: Will there ever be any hentai elements added later?

A: When the game has been developed enough that the main project is in a semi-finished state, NSFW story add-ons may be put into the game as optional content for those who would enjoy it.

Q: What is the game about?

A: Chronicles of Acorn follows Princess Sally after the ultimate defeat of the Freedom Fighters and Sonic the Hedgehog. Sally seems to be the only one left.. She searches the forest for any friends that have made it, and after reaching Knothole village, Rotor comes up with a plan for building a weapon that would have the firepower needed to defeat Robotnik once and for all.

Q: Is the game finished?

A: No, not even close.

Q: What content is planned for the game?

A: CoA is intended to consist of two primary sections of the game: The Great Forest and Robotropolis Missions. Gameplay and story are divided into episodes, with each episode consisting of new story and adding new areas and gameplay to the experience. Aside from the main story, Side Quests or Side Stories will feature storylines and objectives that encourage exploration and rewards for completing challenging battles.

Q: Will there be new content added after the game is finished with development?

A: New episodes are planned post game, featuring a new main villain and new playable characters such as Blaze the Cat, Rouge the Bat, Amy Rose and others from the comics and games.

Q: Is there a roadmap?

A: Not at current. Blazeymix will provide a roadmap for CoA when the TA Patreon has reached a high enough goal that she can work on the game more consistently and even full time.

Q: Where can I download the game?

A: In our discord! We'd really like folks to come try it and provide feedback there! Plus it's where Blazeymix and Sallyhot talk about the game and updates! Discord link:
<https://discord.gg/RsW4gCcf>

Q: How old is the current build?

A: Content for the game was last updated in 2017, however various small updates have released since that have added new assets and improvements to episodes 1 and 2, including brand new battle sprites for Sally and Bunnie Rabbot.

Q: When will you release a new build?

A: Blazeymix is currently working on a new build that will add some new content and several new gameplay features. She expects to release it in September 2021.

Q: Where can I support the development of the game and future updates?

A: TA has a Patreon! If you wanna see this game get new and frequent updates, please consider supporting its developer! The more help she has, the more often she can work on the game and her other project, PokeBuns. Patreon link: <https://www.patreon.com/PokeBuns>

Q: Can I add my own OC to the game?

A: If there is interest in doing so, Blazeymix may open a tier on patreon for that.

PokeBuns FAQ

Q: What is PokeBuns?

PokeBuns is a Visual Novel fan project that takes place in a non-canon region from within the

Pokemon world. It stars Bianca, a teenage anthropomorphic rabbit. The story revolves around her journey from a late blooming Pokemon Trainer novice to challenging the Pokemon League Championship. The Visual Novel is intended for adults, as there are sexually explicit scenes included, however the story and characters take priority, and is not intended to be a purely hentai Visual Novel. The Novel is currently in development and there is no build available to try right now.

Q: Who is developing it?

A: Blazeymix is the writer and programmer of PokeBuns. Art Director is Fruitbloodmilkshake and all art is done by him. Currently no composer is signed on to provide music.

Q: What engine do you use to develop PokeBuns?

A: Visual Novel Maker.

Q: Where can I see updates and news?

A: The PokeBuns discord is the best place!