

News #01 – Princess in the Tower II

April 10

Hey everyone,

First, I want to say a huge thank you to everyone who supported this project. Despite my long break, many of you were still playing and talking about the game, and that kept its spirit alive.

To be honest, I lost all drive to keep developing Princess in the Tower 1. I was doing everything on the fly, with very limited resources, the game had too many issues and fixing that took a lot of time and keep working on that was really difficult when it no longer reflected my vision, I wanted to add and fix many things but it was almost impossible to do and that was very frustration, and over time, working on it just to finish it drained all my motivation.

After taking a break, I decided to tackle everything from the ground up to fix the issues properly and finally implement the ideas I had always envisioned. In the end, it was simply easier and more effective to start from scratch and do things right this time.

Nobody likes remakes and reworks, including me, but they're also a natural part of a developer's journey. Especially for me if I'm not happy with what I've made, I find it nearly impossible to stay motivated. Creating something new is often the best way to reset, find new energy, and move forward with passion. This new project is not a remake, in fact it's a new project. It's built in the same engines RPG Maker MV and Studio NeoV2 but this time with a lot more experience, proper planning, and much better tools and resources.

I've invested a lot to push these engines as far as I possibly can, developed my own plugins to implement features I once thought were impossible. It took a lot of time and trial and error, but I'm happy to say that everything finally works and I can introduce you this new project.

Overview of the major improvements

Movement & Combat

Movement is no longer limited to tiles, you can now move smoothly, pixel by pixel. It's a small change on the surface, but it makes moving and interaction feel more natural. Combat stays true to the original design but has been cleaned up and improved to work with the new movement. It makes the whole combat feel a lot better.

There's also a new AOE Attack that can be unlocked + much more coming

Time System & Daily Routines

Time now progresses automatically in real-time, with a full day and night cycle. Characters follow daily routines moving between rooms, sleeping, eating, or interacting depending on the hour.

Crafting System + Tech Trees

Crafting works much like it did before, but with an improved progression system. Profession XP is only gained by crafting items that match your current profession level. For example, if you've reached level 2 in a profession, crafting level 1 items will no longer provide profession experience.

Each profession now has its own dedicated Tech Tree, allowing you to unlock unique perks, and recipes.

In addition, every craft that grants profession XP also contributes to your overall character experience and improves the Mind attribute.

Recipes Reload: In the first game, adding new recipes would break the game and force players to start over each update. That's no longer the case old save files will now remain compatible even when new recipes are added in future updates.

Stat System + Talent Trees

Your character now develops across three main attributes: Fighting, Vitality and Mind.

Each main attribute ties into a specific Talent Tree, allowing you to unlock new active or passive abilities.

Your character now has physical needs Satiation, Rest, Hygiene, and Bodyheat. They're present enough to matter, but not so demanding that they slow down the pacing or get in the way of casual play.

All active effects on the MC positive or negative can be visible.

In addition your character also has personal traits like Charisma, Insight, Wit, Deception, and more. These stats influence everything from how conversations play out to how easily you can persuade, charm, or manipulate others. They grow over time based on your actions and choices.

Princess Behavior & Personality System

The princess's behavior is shaped by how she's treated, what she goes through, and how she feels about the player. This doesn't just affect her dialogue it influences her entire personality, which can evolve naturally over time based on your actions and choices.

The princess has deeper emotional layers like Trust, Attraction, Respect, and Fear toward the player. These values shift over time, growing or diminishing depending on your choices and how you treat her.

Her emotional state is based on how she feels moment to moment Joy, Anger, Frustration, Shame, Guilt, and more. These feelings don't reset daily but they grow or fade naturally over time.

Beyond that, she has personal traits such as Naivety, Laziness, Acceptance, Comfort, Confidence, and more. These influence how she responds to situations, conversations, and even her daily routine in the castle.

Her overall development is shaped by two main dual-core stats:

- Purity - Corruption, with four substats on each side
- Submission - Domination, also with four substats per role

That affect her attitude and behavior in the relationship

The old 0–100 stat bars are gone. Every stat now progresses using a level-based system. These levels are tied to hidden progress bars you won't see the exact numbers, just whether a stat level goes up or down.

As you interact with her, all of these elements shift sometimes subtly, sometimes dramatically making every relationship path feel unique and personal.

Conversation Styles

The game features a Conversation Style system, where the player chooses how to speak during specific events.

Each event has its own set of available styles, typically around four. Examples include Intellectual, Respectful, Authoritative, Commanding, Sassy, Provocative, and more.

The outcome of each choice is determined by a combination of stats. For example, Intellectual depends on Wit and Insight, and in some cases, the princess's Naivety, while a style like Commanding relies on a more complex mix of stats.

Every style in every event has its own requirements. Choosing an inappropriate style without meeting the necessary conditions can have consequences damaging her trust, escalating the

tension, or changing the direction of the scene entirely.

Animation, Physics & Sound

Animations now use better physics and motion detail. Thanks to new mods, there's now potential to create much higher-quality scenes with high-detail body parts and improved interaction especially for the adult animation.

I'm not aiming for 100% perfection in every minor animation, since spending days on tiny details would slow things down way too much. But for the most important scenes, I'll be putting in full effort to deliver the best animation possible with many variations and camera views, because it has always been one of my top priorities.

The game will include much better scene control, with flawless transitions during animations, + some animations will include sound effects.

2K Resolution & Ultrawide Animations

One of the biggest issues with the first game was the resolution. It was locked to 1366x768, which meant native Full HD animations (1920x1080) had to be downscaled, with no way to display them at full resolution in-game. Running the RPG Maker engine at a higher resolution caused visual scaling problems, making it impractical to go beyond 1366x768.

That issue is now fully resolved.

The new game still runs at 1366x768 by default for compatibility, but all animations now scale automatically to match your game window's resolution. Whether you fullscreen or resize the window, animations will play at the highest possible quality for your setup.

All scenes are now rendered in 2K (3440x1440) ultrawide resolution. While the game displays a standard 16:9 frame by default, you can click and drag with your mouse during scenes to explore the full width of the animation up to 21:9. You can also drag vertically to reveal content behind the text/interface bar, which can now be fully hidden with one click.

The game supports ultrawide monitors, so if you resize your window to a wider 21:9 ratio, you'll see the animation in full view.

Even if you don't have an ultrawide monitor, you can still experience this feature. For example, on a 1920×1080 screen, resizing your window to something like 1920×622 will give you the full 21:9 view, but downscaled from 3440×1440. On a 2K ultrawide monitor, you'll see the full animation in native quality.

The game is still designed with 16:9 as the default aspect ratio for both gameplay and UI, so the full ultrawide feature is entirely optional just a bonus for those who want the full cinematic experience during animations.

Final Words

All of these systems and features are things I wanted to include in the first game but couldn't get working due to time limitation and other issues. Now, everything I wanted and more is fully implemented and available right from the beginning.

The most difficult part is over. From here, it's all about going forward. The game is still at its beginning, but you can expect updates to come quickly. This project took a lot to build, and after such a long break I'm all in no matter what.

I want to sincerely thank everyone who supported me whether you stayed active or just dropped by from time to time. Seeing the community alive during my absence gave me the push and purpose I needed to go all in and build the game the way I wanted not just patching things together on the run, but starting from zero to create in-depth systems designed to work with dynamic interactions and bring the world to life. Everything is properly planned and purposefully made. And beyond all the mechanics, the story is receiving the same level of care. I'm not saying everything is 100% final there might still be changes during development but having this solid foundation makes it much easier to expand, improve and optimize as things progress.

Princess in the Tower I is currently on hold. I've worked on it a few times and made some progress, but it wasn't driven by passion. It became increasingly difficult for me to develop new

updates for a game built on a flawed and limiting foundation, and I wasn't able to finish it with a rushed, low-effort update. Making new updates simply became too difficult for me, but I still plan to complete it sooner or later, likely with two or three final updates with some high-quality animations and multiple endings, but right now I'm fully driven working on this project.

And for those who liked Princess Victoria, don't close the book just yet.

Princess in the Tower II coming soon...

No exact release date yet, but it's not far off. I'll be sharing early previews on Discord, so stay tuned!

**(25.5.2025) This is an answer on discord,
where the dev explains some of the differences
between game 1 and 2,
and why it didnt make sense for him to continue with game 1**

Thank you ..., that was the main issue in the first game. Many events only triggered under very specific conditions and couldn't be repeated unless a new day started. For example, mornings were locked to specific interactions like giving her potions or cake, and mischief was only possible at one precise moment, with no option to save beforehand. This made it very hard to expand the event system later on.

In Game 2, required scenes with the princess can now trigger at almost any time. Major story events or confrontations can also occur nearly whenever, as long as the princess isn't busy.

This works now because the same common event is used and all animations systematically adapt to her current location whether she's at Breakfast, Lunch, Grooming, or Resting. (Some animations/reactions aren't final yet, as I've been adjusting them to suit the Goblin, but they'll be optimized as more content is added.)

Aside from these specific events, duties/daily chores will also be possible to do almost anytime, in specific timeblocks, and they're no longer required to progress time like before. For example, watering the flowers will be possible anytime the MC has access to her room. It can be skipped, unless or until the princess notices that something wasn't done, was done poorly, or was done completely wrong. In such cases, she'll confront the MC.

More chores will be possible as relationship with the princess develops, by building trust or reducing stats like laziness or confidence.

It will also be possible to assign certain daily duties to the princess herself, like preparing the Daily Dish or starting a Skincare routine that the Goblin helps with. This would be a morning event before breakfast, but I'm still deciding how to implement it.

One idea is that, once persuaded, the skincare routine remains active for a set number of days (or until interrupted). Both characters would need to attend each morning, potentially with consequences for either side if skipped, and the outcome could vary depending on the chosen procedure. After the cycle ends, she would need to be persuaded again to continue.

Later on, with the right relationship dynamics, the princess might agree to continue the skincare routine daily without interruption, even if the MC occasionally skips it due to other priorities. The routine itself would remain active. Whether or not she's available for the skincare event could be toggled anytime during normal conversation, so it doesn't block other possible early-morning events.