

**FOR IMMEDIATE RELEASE**

**New Translation Released on Halloween for Visual Novel Game *Libra of the Vampire Princess***

Physical & Steam versions out, and for the first time ever, a stand alone digital version, now on FAKKU!

**Seattle, WA.** - Hold on to your waifu's butt. Manga and game publisher MiKandi Japan has partnered once again with Japanese studio onomatope\* to bring you a brand new English translation of fan-favorite Japanese adventure game *Libra of the Vampire Princess*. This new translation is being released on October 31<sup>st</sup>, timed perfectly for vampires lurking around on Halloween!

This translation has been a long time in the making, so of course we reached out to ourselves for comment, and boy oh boy did we have a lot to say. For those of you who like to read (and we know you do because you love visual novels), please enjoy every last drop of these juicy, neck-biting details...

Surprise, surprise, and dhat dhat dhat, everyone! We're back from vampiric hibernation ("Vampires don't hibernate!" "Yes, they do!" "Vampires aren't real, you idiots." "Yes, they are!")

Now that you've all had a chance to reach adulthood, marry and impregnate a vampire princess, have a bunch of babies, raise 'em up, and send them off to school in Racronia, we're finally releasing the brand Iris-spanking new, centuries-in-the-making, zero-use-of-AI, updated English translation of *Libra of the Vampire Princess*.

Here's everything that's dropping!

- New translation for the Steam version! ([Now live on Steam!](#))
- New R-18 patch for the Steam version! ([Now live on FAKKU!](#))
- New translation for the physical version! ([Now live on Libra's shop!](#))
- New R-18 patch for the physical version! ([Now live on FAKKU!](#))
- And last but not least... a new digital version of *Libra*, off Steam, for the first time ever! This version is fully patched to include the new translation and R-18 content and has been [released on FAKKU](#). Thank you, Meru-chan! Wahoo!

So why, oh why, did we ever work on a new translation of *Libra* in the first place? You're definitely *not* asking because you forgot about the game and surely moved on to something like *NekoMimi Vampire Waifus in Space: Shoot Them Between the Legs or They'll Bite!*. Well... to tell you the truth, that question crossed our minds quite regularly throughout this entire process.

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It all started many full moons ago, before we were ever bitten. Being green behind the ears and new to working with huge visual novels, we released *Libra of the Vampire Princess* to much acclaim, but also to some disappointment about how the translation came out—both publicly and internally ("Master said a naughty word!" "Mari!!!")

That was a gut-punching tough situation, and while it's clear we didn't think hard enough about how FRIGGIN' HUGE visual novels are, we did what we thought was the right thing to do. We declared we

would “fix *Libra*.” “No problem, guys, easy peasy, piece of cake!” (cracks knuckles and rubs hands together like it ain’t nothin’).

And so, like most adventurers who set out on journeys they can’t yet imagine, journeys that they’re totally not prepared for but must be taken nonetheless, we set out on that journey. With the help of onomatopoe\*, the Japanese studio that made the original game (can you believe they stuck it out with us? They rock!), a small group of dedicated supporters, volunteers, and paid translators (who are all thanked in the update’s text file, so check it out), we set aside time every month to fuel an ongoing effort to retranslate the game.

Of course, there were obstacles along the way, like the time we fought over who would KEEP KAEDE SAFE FOREVER! “I WILL! BACK OFF, YOU FREAK!!!” And times we took breaks to sneak out with Lycoris behind Aoi’s back and vice versa (they never found out that they were indirectly swapping liquids, WUHAHAHA!), but one thing we never did was yank the brake and call it quits.

We didn’t know how long it would take, but we knew one thing: Sakurako was waiting by the school gate to walk home with us and we were going to retranslate *Libra* NO MATTER WHAT because we owed it to her, we owed it to our fans, we owed it to ourselves, and because “NO MATTER WHAT” means “NO MATTER WHAT,” and that’s that!!!

And while it took friggin’ forever, we friggin’ did it. We retranslated *Libra*. And since us vampires will never die, we can finally rest in peace with sleepyhead Calen curled up next to us during the sunlight hours knowing that we never gave up and that world order has been restored... at least until the next ripe-for-the-sucking waifu comes along and sets off our impulses to do something new and stupid.

If you’ve never played *Libra*, the time has finally arrived! And if you’ve already played it, it’s definitely worth playing again. The new translation reads a lot smoother, makes more sense, and the characters’ personalities really shine like never before—just like the original text intended.

One last note on why we *never* gave up... it’s because we simply love the game. *Libra* truly is a nice little gem that deserved a loving translation. It’s full of lighthearted fun, silly situations, and lovely, memorable characters who you’ll fall head over heels for while they pee their panties. It’s a great escape that will make you laugh and put you in a genuinely good mood.

In addition to the launch of this new translation, we’re also reopening the *Libra* store, where you can purchase game-related goods. Please note, though, that many items have very low stock, and we won’t keep this shop open forever, so grab things up before they’re gone. We’re also releasing character artwork from artists who drew their favorite *Libra* characters for us to celebrate the release. Make sure to check out their other work and support them if you like what they’re doing.

Happy Halloween, and happy vampire hunting!  
~The OG MiKandi Japan Team

Homepage: <https://mikandijapan.com/libra/>  
FAKKU: <https://www.fakku.net/publishers/mikandi-japan>  
X: <https://x.com/MiKandiJapan>

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