

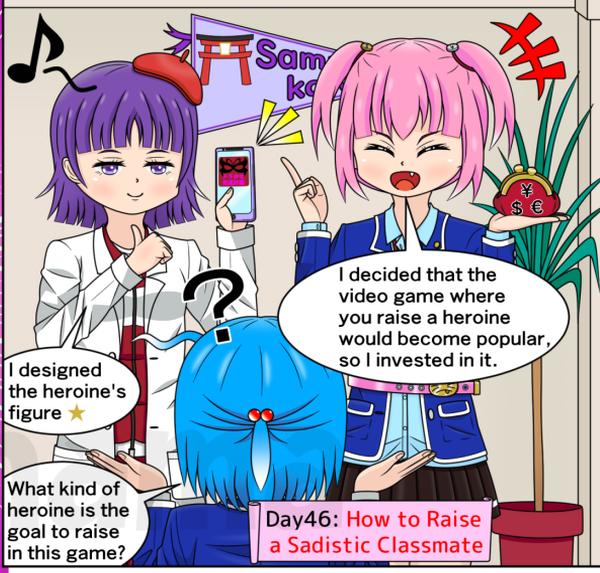


Name: Chinako
Sadistic LV: ∞
Attack LV: ∞

This image represents the heroine's final form.

It's about raising heroine to be the most sadistic girl at school.

For that purpose, players need to obtain items and participate in events.



I designed the heroine's figure ★

What kind of heroine is the goal to raise in this game?

I decided that the video game where you raise a heroine would become popular, so I invested in it.

Day46: How to Raise a Sadistic Classmate



So, the Act doesn't protect all images.

A lot of money is being invested in developing images for electronic devices. The Design Act seeks to encourage investment in such images.



This is because this image is unrelated to the operation or function of the electronic device.

Does Japanese design Act protect the figure of video game characters as a "graphic image design"?



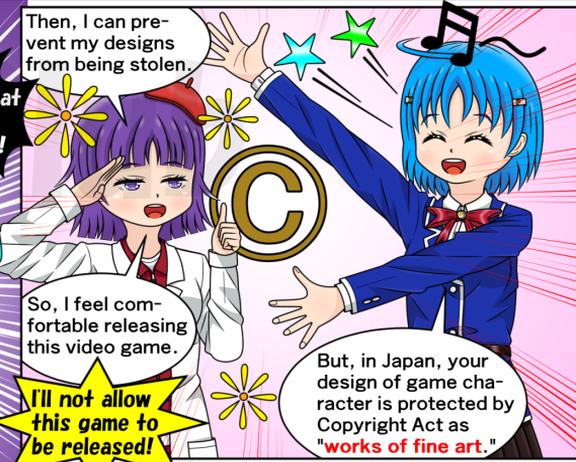
Don't invest in weird games, Kurika-chan!

Don't make character that resemble me, Misube-chan!

Mmph!

Please, return my investment money!!

It seems the model had raised into quite the sadistic girl ...



Then, I can prevent my designs from being stolen.

So, I feel comfortable releasing this video game.

I'll not allow this game to be released!

But, in Japan, your design of game character is protected by Copyright Act as "works of fine art."