



## PRESS KIT

Media Kit: [Google Drive](#) • ZIP Download (142 MB)

Last Updated: October 28th 2024

<b>RELEASE DATE</b>	December 2024
<b>DEMO RELEASE DATE</b>	November 1st 2024 (Steam)
<b>PRICE</b>	\$59.99
<b>TARGET PLATFORMS*</b>	PC, PS5
<b>WEBSITE</b>	<a href="http://www.shujinkou.com">www.shujinkou.com</a>
<b>CONTACT</b>	<a href="mailto:contact@ricegames.net">contact@ricegames.net</a> , <a href="mailto:julian@ricegames.net">julian@ricegames.net</a>

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## WEBSITES & SOCIAL MEDIA

- Steam Storefront: <https://store.steampowered.com/app/1386630>
- Instagram: <https://www.instagram.com/rice.games>
- Facebook: <https://facebook.com/projectshujinkou>
- X / Twitter: <https://x.com/ricegames>
- Discord Community: <https://discord.gg/UdCdvSuwPk>
- Rice Games Website: <https://ricegames.net/>

\*We are aiming for a staggered release for the PS4 and Nintendo Switch in 2025. Porting is already under way, but we are aiming to initially release Shujinkou first on PC and PS5.

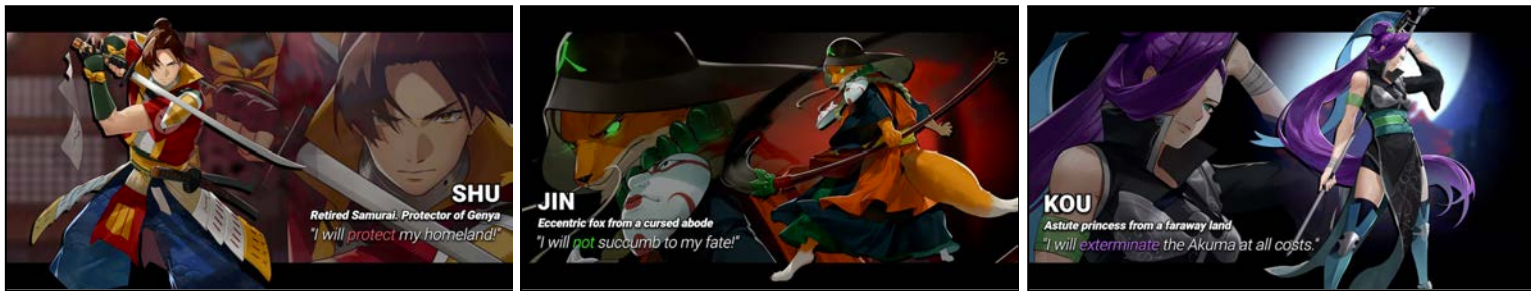
# What is Shujinkou™?

## INTRODUCTION

Shujinkou is a dungeon-crawling JRPG that offers a unique opportunity to learn Japanese as you play. It features thousands of Japanese words, phrases, kana, kanji, and grammar elements that players can master through focus, diligence, and consistency. The language content spans from JLPT N5 to N1 standards, accommodating learners at any stage.

However, learning Japanese is entirely optional. For those more interested in the adventure, Shujinkou delivers a rich JRPG experience. Players can immerse themselves in hundreds of skills, items, equipment forging, cooking, fishing, quests, minigames, shops, and countless achievements and records to break.

Explore a vast world, engage with a riveting story, meet multifaceted characters, enjoy stunning artwork, and lose yourself in hours of dynamic music.



Shujinkou (主人公) means "Main Protagonist" or "Hero." Players will get to play as Shu (主), Jin (人), Kou (公), and various other heroes throughout the story.

We have plans on releasing more than just the *Base Game* for launch, but have yet to announce the two other release editions. Please look forward to a future announcement.



## STORY

A retired samurai (主) is entrusted with saving his home from intelligent, language-devouring "Akuma" alongside an eccentric fox (人) freed from a cursed abode and an astute princess (公) with her own ambitions.

This title explores two of the six nations in the world of Shujinkou™, each with their own 30-40 hour story campaign. The first arc revolves around the Japanese language being stolen by a mysterious demonic force, inspired by Edo-period *ukiyo-e* art, and how a retired samurai, Shu, needs to leave his hometown and investigate the cause.

Shu and his friends must figure out what started the invasion and what needs to be done to stop it. Because his family, friends, and former colleagues' lives are now at stake, deep character development across the board (especially Shu) takes place during this arc.

The second arc takes place shortly after the first arc's conclusion, and explores Jin and Kou's personality and past in greater detail. There are many surprises in store for the player here.

## KEY FEATURES

- ❖ Experience an 80-hour story—the campaign is primarily split into two major arcs.
- ❖ Explore 16 handcrafted labyrinths, each filled with dozens of challenges.
- ❖ Learn all hiragana, katakana, and hundreds of kanji through the Kanakae system.
- ❖ Learn over 100 types of grammar corresponding from JLPT's N5 to N3 standards and listen to over 700 vocal lines each from native Japanese male and female speakers.
- ❖ Fight over 300 enemies with unique names using hiragana, katakana, and kanji.
- ❖ Learn over 180 Arawasu skills for usage in battle, the field, and as bonuses.
- ❖ Bond with six passionate partners and experience 42 story quests & 120 short events.
- ❖ View over 80 special 4K illustrations throughout the main story and partner content.
- ❖ Play six minigames that review various aspects of Japanese—there's fishing too!
- ❖ Enjoy a seven-hour, 158 track soundtrack featuring over a dozen musical genres.

**No Generative AI was used in the process of creating Shujinkou.**

# SCREENSHOTS

Here are ten screenshots, which can be downloaded [here](#).



**Screenshot\_Hasseiki.jpg**

Story Cutscene with the Hasseiki



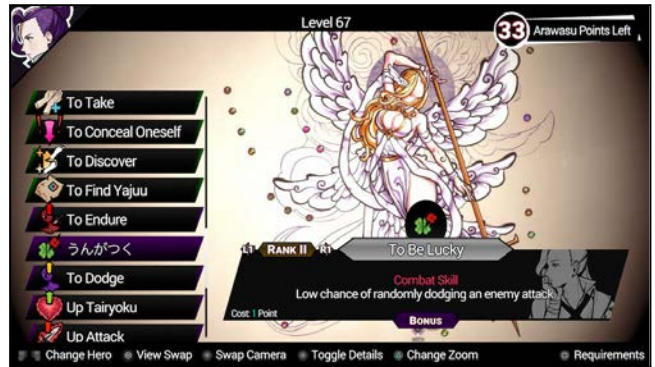
**Screenshot\_Kanakae.jpg**

Using Kanakae Orbs in Battle



**Screenshot\_Natsuame.jpg**

Selecting Arawasu Skills in Battle



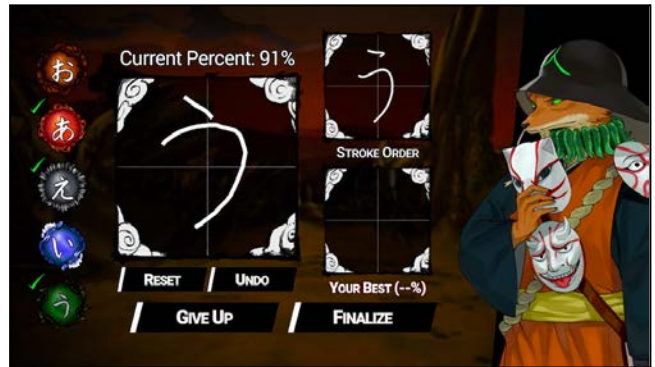
**Screenshot\_Arawasu.jpg**

Navigating the Arawasu Skill Tree Menu



**Screenshot\_Momoko.jpg**

Dialogue between Shu and his sister



**Screenshot\_Nenoshi.jpg**

Daily Writing Practice with Jin (Nen'oshi)



**Screenshot\_Kendama.jpg**

Kendama Kombo (Learn Counter Words)



**Screenshot\_Yajuu.jpg**

Getting noticed by a hostile Ihan Yajuu

**Screenshot\_Okkake.jpg**

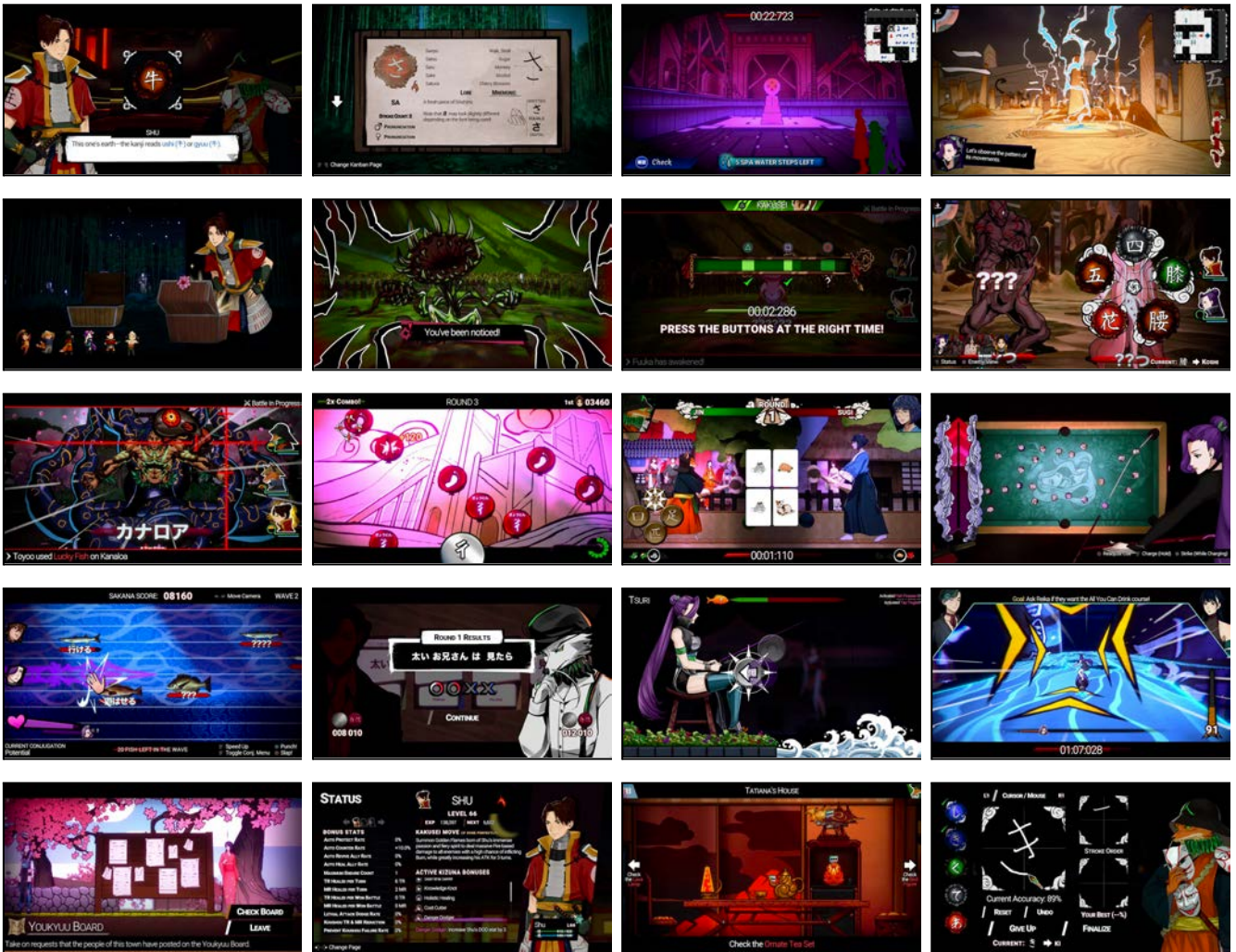
Okkake no Osakenori (Create Sentences)



**Screenshot\_GenyaKaikou.jpg**

Moving around in a Town

Find over 150 screenshots from the *Gameplay Trailer* in the **Screenshots > Gameplay Trailer** folder in the Media Press Kit [here](#).

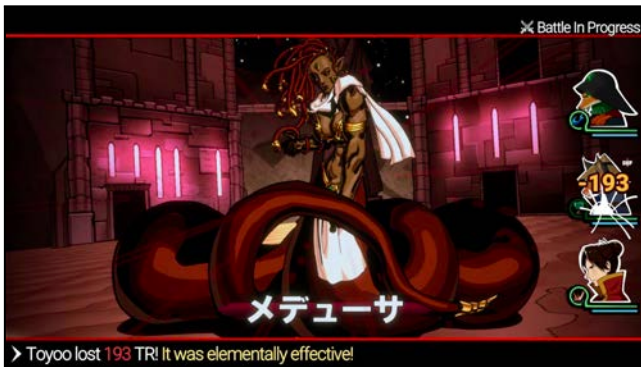
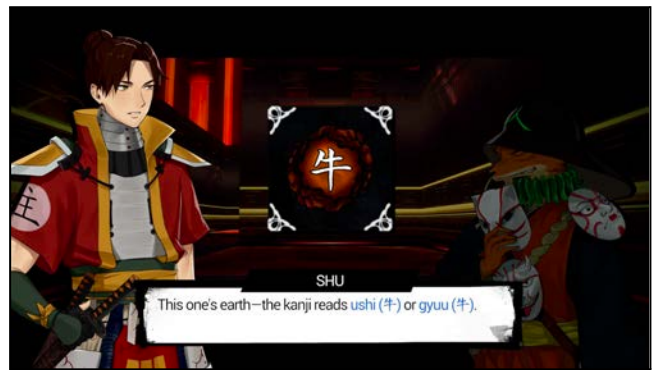


## VIDEOS

Currently, we only have one finished video—the **Shujinkou Gameplay Trailer**, which is scheduled to be released on **October 30th 2024 @ 8:00 AM (PST)**. Depending on feedback, we may release trailers outlining each of the larger systems in the game. **We want to release a Launch Trailer and Story Trailer too**, but it will depend on Rice Games Inc personnel's availability.

The **Shujinkou Gameplay Trailer** covers five major systems in the game:

- *Exploration*: Kanakae, Kanban, puzzles, resources, treasure, and the dangerous *Yajuu*.
- *Battle*: Ontological and elemental weaknesses, Arawasu, Kakusei, akuma negotiation.
- *Youkyuu/Kouryuu*: 200 quests, Onsen, and six partners' story events and bonuses.
- *Minigames*: 6 partner minigames, Fishing (Tsuru), and hold-to-mash accessibility.
- *Learn/Review Japanese*: Customizable experience, writing with Jin, English-only mode.



Don't forget! View over 150 HD stills (screenshots) from the *Gameplay Trailer* [here](#).



## ABOUT RICE GAMES INC

Rice Games Inc was founded by Julian Rice in late November 2018 (incorporated in 2019) when he first began development creating the world of Shujinkou.

While still a student at UCLA double majoring in Linguistics & Computer Science and Japanese and minoring in Entrepreneurship, Julian started Rice Games Inc, recruiting artists and composers in 2019, narrative writers in 2021, and QA testers in 2023. Today, he leads a global, multicultural team of 20 part-time professionals, each bringing unique experience from the video game industry.

Growing up across California, Hong Kong, and Taiwan, Julian emphasizes multicultural communication, empathy, and a shared vision for *Shujinkou*. After a preliminary Kickstarter campaign following the 2019 Tokyo Game Show ([Kickstarter: Here](#)), the project pivoted, redefined its genre, and focused on scaling in alignment with the Shujinkou vision.

Now based in Tokyo, Julian oversees Rice Games Inc. as a fully remote studio, with team members across the U.S., UK, Germany, Australia, Japan, and beyond. Privately funded by Julian, all scenario and lore writing, gameplay and level design, planning, balancing, programming, user interface, tools, porting, production, directing, marketing, financing, video editing, project management, business development, and overall project polish are handled in-house by Julian.

With Shujinkou™ as a pending USPTO trademark, Rice Games Inc. is excited to expand the IP beyond gaming in the near future.

## SELECTED QUOTES

Rice Games Inc hosted a Closed Beta testing period from June to July 2024, where we received feedback from many players who played the Windows version of Shujinkou. They had access to around 30% of the story campaign. Three quotes have been included below, but you can view more Closed Beta feedback and critique by checking out the August 2024 mailing update [here](#).

"My favorite part was that I'm learning a skill I can use with time, so it's not even that guilty of a pastime like most other games."

*-Closed Beta tester who had no knowledge of Japanese before playing.*

"I basically played it every day I was able to, and found myself genuinely learning things to the point that I, without any help, read what someone wrote (in Japanese) on a Discord server the other day."

*-Closed Beta tester who has wanted to, but struggled to learn Japanese for over a decade.*

"Shujinkou has been great for getting me to re-engage with learning Japanese and I basically enjoyed all of the characters that I met from minor NPCs to the playable cast, which isn't a small feat."

*-Closed Beta tester who actively studied Japanese in the past.*

"I could tell, from playing this game, that this is a game that is seriously trying to teach the player Japanese."

*-Ma-san, Dengeki Online (2019 Tokyo Game Show)*

"I like the idea of trying to fit (Japanese language learning) into an RPG that you could really get into."

*-Spawn Wave, Youtube (August 6th 2020 News, @4:52)*

## LOGOS

Find Shujinkou's logo in the **Logos** folder in the Media Press Kit [here](#).

- **Shujinkou\_Logo.png, Shujinkou\_Logo\_Square.jpg, Shujinkou\_Logo\_Square\_NoOutline.png, Shujinkou\_Demo\_Logo.png**
- **RiceGames\_Logo\_White.png, RiceGames\_Logo\_Black.png, RiceGames\_Logo\_Long\_White.png, RiceGames\_Logo\_Long\_Black.png**
- **MainArt\_Banner.jpg, MainArt\_1080p.jpg, MainArt\_4-3.png**

## SELECT ARTWORK

Find select artwork in the **Select Artwork** folder in the Media Press Kit [here](#).

- **Special\_Shu.png, Special\_Jin.png, Special\_Kou.png**
- **MainArt.jpeg**



## ORIGINAL SOUNDTRACK

The Shujinkou Original Soundtrack includes *seven discs*, 158 tracks, and *roughly seven hours of music* spanning a variety of genres, including classical, rock, metal, gypsy, jazz, electronic, Chinese, Japanese, Middle Eastern, and plenty more.

Seven composers and more than 10 musicians performed for the soundtrack.

- **Composers:** Brian LaGuardia, Robert Mullis, Ryo Noguchi (*Ex-Konami*), Frank Tedesco, Masaki Takao, Kana Kitada, and Julian Rice

The soundtrack is being mastered by Ryuuichi Tanaka of Warner Music Japan. He has 39 years of mastering experience, with some of his recent anime and video game original soundtrack credits including being the sole mastering engineer for:

- Pokémon Sword and Shield OST
- Pokémon Scarlet and Violet OST
- Pokémon Legends Arceus OST
- One Punch Man Season 2 OST
- Dozens of IDOLM@STER & Hatsune Miku Albums



The OST will launch with the full game's release in December 2024. We will prepare a separate press kit and press release for this gigantic soundtrack, as it is currently still being mastered. The release will feature unique art, lyric sheets for songs with vocals, and multiple 4K desktop backgrounds (if purchased on Steam).

The original soundtrack will be distributed to dozens of platforms, including Spotify, Youtube Music, Apple Music, and more.