



DF's

# KIKUnoKAGE

菊の影

*Ogni riferimento a persone esistenti o a fatti realmente accaduti è puramente casuale. Il contenuto di tale documento è meramente a scopo didattico.  
Le immagini in esso contenute sono dei rispettivi proprietari e sono usate puramente per scopi esercitativi.*



*"like the broken blade of a forsaken warrior. i will pursue my **fate** to my last breath.*

*not for **glory**. but for **honor**, **vengeance** and **redemption**"*

# Game Sheet

## Target

*RPG Players*

*Asian Game oriented Players*

*Nostalgie Players*

## Genre

*Action RPG*

*Japanese Horror Action Adventure*

*Platform*

*Hack & Slash*

## Target Age

*18+*

## Platform

*PS5*

*Windows*

*Xbox One*

## Main Tech

*Unreal Engine 5*

## Game Mode

*Single Player*

## Key Markets

*EU*

*Asia*

*USA*

## Business Model

*Buy to Play*

## Price

*24,99€*



# Game Concept

*Kiku no Kami ("Ombra del Crisantemo") is an Action RPG which the main target is to make the Player feel a **typical japanese expereince**, living a story of repentance and love*

*The story will set up in a pure japanese enviorment with some **horrororific style**, living a novel about Danichiro, an ex Samurai who is driven by revenge and redemption. He will have to travel trough Edo, Yokohama and Kyoto following his emotions*

*During his journey, Danichiro face up some people and discover several places that help him to find the truth*

# Story

*In the mid-19th century, during what we call Bakumatsu (the final years of the Edo period) was fought the Boshin War between the Tokugawa Shogunate and various factions with western influence that were following the Emperor*



*The story follows Danichiro and his in the Resistance group*

*Trained by his Sensei, Danichiro begins his journey to overthrow the Shogunate*



# Creative Mix



*Feels like*



*Travel like*



*Move like*



*Looks and Fight like*

# Game Pillars

## *Real 2D Pixel Art Japanese experience*

The target of the game is to give a *real japanese experience* but adding some *fantasy elements*, like dark style environment (including Bosses and enemies), a lot of power up and *real-life martial arts technics* in order to live a fantastic *pixel art story*

## *Fight n' Help*

You will meet a lot of people during your journey, and in every case *you can choose to help or not* them. You can discover a lot of informations concerning of the World of play (and maybe precious *allies!*)

## *Forge your Fate*

You can choose your *Combat Style* over than 10 different real style that modifies the fighting approach. Each weapon can give you an *active combat styles* that can be switched at anytime during combat



# Key Mechanics

## *Poetical Dark Fantasy World*

Explore three *real japanese Cities*, each one with *unique environments, enemies and mechanics*

## *Extra missions and Puzzle games*

Unlock special *Technics and Abilities* during the journey to resolve puzzles and extra missions

## *Choose you Path*

Face the consequences of your *choices*





# Financial projection

*Base Funds*

600.000

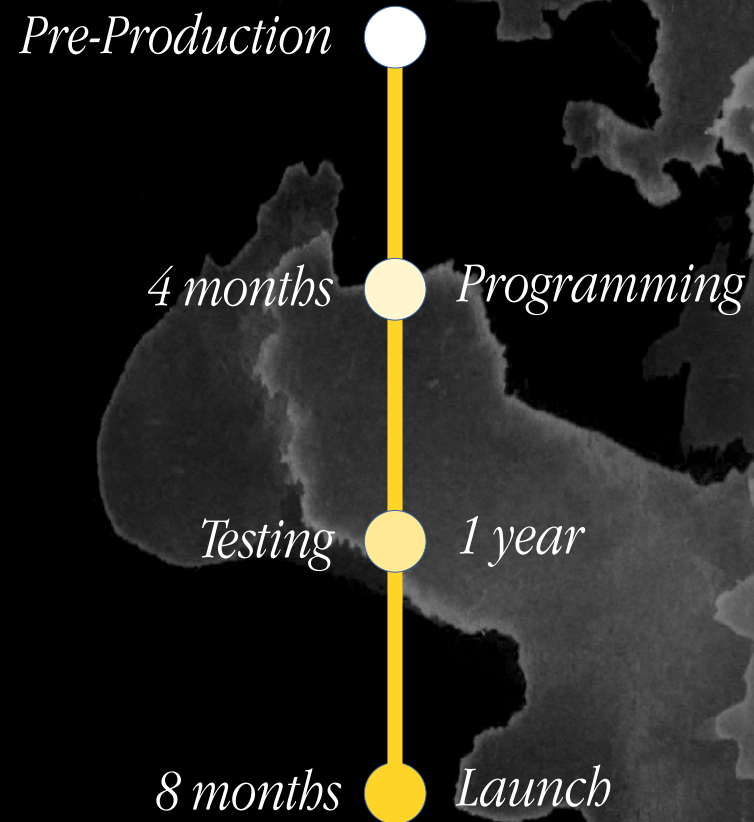
*Selling Price*

24.99

*Team Costs  
(2 years)*

300.000

# Production Timeline





# Who We are



*Thanks a lot!*

*DF*

