

Riichi Book 1, the Visual Novel

NOTE: THIS IS JUST A SCRATCHPAD ABOUT THE STORY, NOTHING IS FINALIZED.

Synopsis: Running away from a painful heartbreak, nameless MC takes on the ticket of Minami Toru, a ticket that leads him to an island where the best of the best is taught mahjong: Mah Jong General Academy. Here he meets several characters, along with the CEO of MJG Academy and a strange group of resistance fighters going against a conspiracy that threatens the very foundations of riichi mahjong. What will (You) do against the forces of conspiracies and love swirling around you like a storm?

[About the non-usage of majsoul characters: using majsoul characters might lessen our burden in making sprites, but if we're doing a mahjong story about ai vs soul, might as well go original. Also I didn't read the majsoul vns to know the DEEP LORE behind each of these characters.]

World info: It's a world where everything revolves around mahjong: your prospects in life, world policies, etc. Think Wizards Soul but mahjong instead of mtg.

Main Characters:

(You)

The main character of the story. You got rejected by your crush because you suck at mahjong, so you run away. You accidentally meet a guy named Minami Toru. After listening to your life story, he decides to give you his ticket to a special island where the greatest of the greatest mahjong players gather to learn more about mahjong. But there's a catch: You have to pretend to be him and take on his name.

What you don't know is that arriving on the island, you have a little sister waiting for you...

Lily Princess

Real Name: Minami Manami. She doesn't like her name so she calls herself Lily Princess. Little sister of the real Minami Toru, also secretly the head of the terrorist organization Mahjong SOUL society, or MSS. She goes against the hidden conspiracy of the mahjong island: the Academy takes the souls of the mahjong players and uses

them to sharpen and bring their AI copebots to a higher level. Lily's goal is the liberation of mahjong and bringing back what makes the game fun.

The problem is, her fun style of mahjong is not enough to go against the heavy digital mahjongs of the top of the academy.

She was expecting her brother, who was actually one of the rising stars of mahjong, to arrive on the island to help her, but instead finds (You), a shitter in mahjong.

Erika

CEO of Akoch. Industries and principal of the Mah Jong General Academy. A person obsessed with the advancement of mahjong, and will do anything to improve her AI copebots to be able to reliably beat up any mahjonger. Suffered a humiliating defeat after a battle between Mahjonger Z, a legendary mahjong old man player, and her three best AIs, when Mahjonger Z beats them all and takes first at 10 hanchans played. Because of this, Erika the digitalfag decides to go to the extreme: hiring occultists to gather the souls of mahjongers into items falsely presented as "Lucky Charms". The lucky charms use your soul in exchange for luck in the mahjong table. And then Erika gathers these lucky charms to place them in her AIs.

In summary, just a sore loser obsessed with winning at all costs.

Alistina

(You) meet her on the boat on the way to an island, a kind soul who becomes your first friend. Later you learn that she's the daughter of Mahjonger Z. But she's not as good or as talented in mahjong as her father, which is why she wants to go to this island to learn more mahjong. Just your normal average girl, and a true friend to (You).

...She pulls a certain trick in the middle of the story. During the main route, she slowly falls in love with you, and decides to learn mahjong in order to impress you with her mahjong skills. When asked to create a lucky charm, what Alistina does instead is make YOU her lucky charm, putting her soul into you. This will be why, during the first two routes, when you choose a lucky charm, you aren't as affected, since you're using Alistina's soul instead.

[This will be foreshadowed by someone choosing a dog as a lucky charm, showing that you can use living things as lucky charms]

During the first two routes as well, she confesses her love in the middle of the story, but of course you reject her because you're now deep into the story of the respective routes.

Only during this route do you realize that the key to mahjong is not fun or skill, but love.

Really, this route will only be the traditional moege-type story, compared to the more whimsical fun but tense kaiji-like tone of Lily Princess route and Erika.

Routes

[I can't think of names for shit]

Route 1: Lily Princess Route

"Mahjong is Fun"

Route 2: Erika Route

"Will you give up your soul, to play with soul?"

Route 3: Alistina Route

"Break the Possibilities and Play your Mahjong"

ANYWAYS in the end, we'll be focusing on two first: the common route and the first route which should be the sister's. The format of the story will be like this:

[Common Route / All RB1 lessons in here]

—> [Route 1 / "Flow" tricks and general fun lessons]

—> [Route 2 / Lessons from RB2 (the videos)]

(After the two routes) —> [Route 3 / no lessons]

Something common with all these routes is that the final table will always contain those four characters: (You), Lily, Erika, and Alistina. Always build up to the final confrontation among these four. However, each route will have different circumstances and alliances. Also don't forget the confession scenes from Alistina.

Maybe I'll change the names in the future. Who knows.

Story Outlining

Characters:

I'll plan the characters tomorrow