

# Shizuka Teahouse

By Justine Stewart

## Summary

Emi is a female spirit that runs a teahouse in the spirit world. She must run a tight ship and spice things up to keep her customers happy and generous. The game is similar to 'Diner Dash' but has a 'tea collecting' component that allows the player to make extra money by growing or acquiring rare types of tea. During business hours, the player brews and prepares tea for the guests, as well as clean tables and provide musical entertainment.

## Location

The game takes place at Shizuka Teahouse, a humble but cozy little house, made in the traditional Japanese style. The player can expand the the building and add decorations by spending coins.

## Time of Day

Business hours are from dawn to dusk. After nightfall, the player can spend time cultivating their tea garden or search the market for rare tea leaves or seeds.

## History

Emi was a poor housewife as a mortal. Her husband was a cheating, lying, gambling drunk. Emi refused to bear him children and ended up burying him on their property herself when he died of poor health. She lived out the rest of her mortal days in loneliness and idleness. When she died and became an restless spirit, she decided to start anew and reinvent herself as a business woman. Shizuka Teahouse is her way of redeeming herself and finding happiness in the afterlife.

## Inhabitants

Emi lives by herself at the teahouse, enjoying only the company of her loyal customers.

## Use

Spirits visit the teahouse for a place to rest, drink, eat, socialize, and rejuvenate themselves. Teahouses are a sacred and communal place of relaxation and good cheer--and Emi must strive to make it so.

## Images

