

New Creature-Collecting RPG "Disc Creatures WORLD" Officially Announced!

300+ Pixel Art Creatures Await – Play the Steam Demo Today!

Experience Strategic Turn-Based Battles and the Game-Changing "Shake System."



Phoenixx Inc. (Musashino, Tokyo; Representative Director: Kazunori Sakamoto) is pleased to announce that it will be publishing the monster-taming RPG "Disc Creatures WORLD," developed by Picorinne Soft.

In conjunction with this announcement, we are excited to release a playable demo on Steam.

Furthermore, we are pleased to confirm our participation in the upcoming Steam digital event "Turn Based Thursday Fest" starting March 10, 2026, as well as the "TOKYO INDIE GAMES SUMMIT 2026" to be held on March 20 and 21, 2026.

■ "Disc Creatures WORLD" Demo Now Available on Steam!

A fusion of nostalgic pixel art and an all-new battle system is about to be "shaken" up!

The creature-collecting RPG where you capture, raise, and adventure alongside unique partners—Disc Creatures WORLD—has finally released its playable demo covering the opening chapters of the story!

Play the demo here:

<https://store.steampowered.com/app/3440740/WORLD/>

■ Upcoming Game Events!

Experience the world of Disc Creatures WORLD both online and in person! We've prepared two special opportunities for you to dive into our meticulously crafted pixel-art universe. Don't miss your chance to see and play it for yourself!

1. Turn Based Thursday Fest

We are thrilled to participate in this Steam-wide digital event dedicated to fans of strategic, turn-based gameplay. Join players from around the globe and test your tactical mettle in our deep battle system!

Dates: Monday, March 9 – Monday, March 16, 2026 (PST)

2. TOKYO INDIE GAMES SUMMIT 2026

Disc Creatures WORLD is coming to Koenji, Tokyo, for this premier celebration of indie games! Visit our booth to play the latest demo and receive exclusive physical novelties (available to players while supplies last). We look forward to seeing you there!

Dates: * March 20 (Fri/Holiday): Business Day

March 21 (Sat): General Public Day

Venue: Suginami Science Lab IMAGINUS (2-14-13 Koenji-kita, Suginami-ku, Tokyo)

Official Event Website: <https://indiegamessummit.tokyo/>

■ What is "Disc Creatures WORLD"?



This title reimagines the excitement of the classic "monster-taming RPGs" that once captivated players, now rebuilt with a unique and strategic battle system.

The story unfolds in a world where "Creatures"—intelligent life forms capable of communicating with humans—coexist as members of society. Using a specialized arm gadget, players capture these beings to

generate "Data Disks." From these disks, over 300 distinct Creatures can be brought to life, becoming trusted partners to explore a vast world together. Beyond being mere tools for combat, the core of this game lies in the irreplaceable bond shared with your partners.

While the original Disc Creatures garnered a cult following overseas for its intricate pixel art and deep world-building, this new remake pushes those boundaries even further—evolving the experience through enhanced visuals and a completely refined battle and growth system.

Visit the Steam Store Page here

<https://store.steampowered.com/app/3440740/WORLD/>

■ Simple yet Deep: Original Gameplay Systems

1. Strategic "3-on-3 Command Battles" where every decision shifts the tide of war.

The combat in this title features a turn-based command system that puts the player's strategic vision to the test. The following unique mechanics create a level of tension not found in traditional creature-collecting RPGs:

Shared "Energy" Resource:

The "Energy" required to unleash special skills is shared across your entire three-creature party. Deciding "who uses how much energy, and when" is the strategic core that determines victory or defeat.

Dramatic Strikes via "Mana":

Each creature generates one "Mana" per turn. By consuming accumulated Mana, you can drastically boost a skill's accuracy and damage. Saving up Mana to unleash a decisive strike at the perfect moment is the ultimate trump card for overcoming formidable foes.

The "Keeper" System – The Ultimate Defense:

Designate one party member as the "Keeper" to bolster your defenses. Half of the Keeper's defense stat is added to the other two creatures, significantly increasing the party's overall survivability. This iconic defensive



strategy is a hallmark of the game's tactical depth.



2. The "Shake" System: Where Strategy Meets Individuality

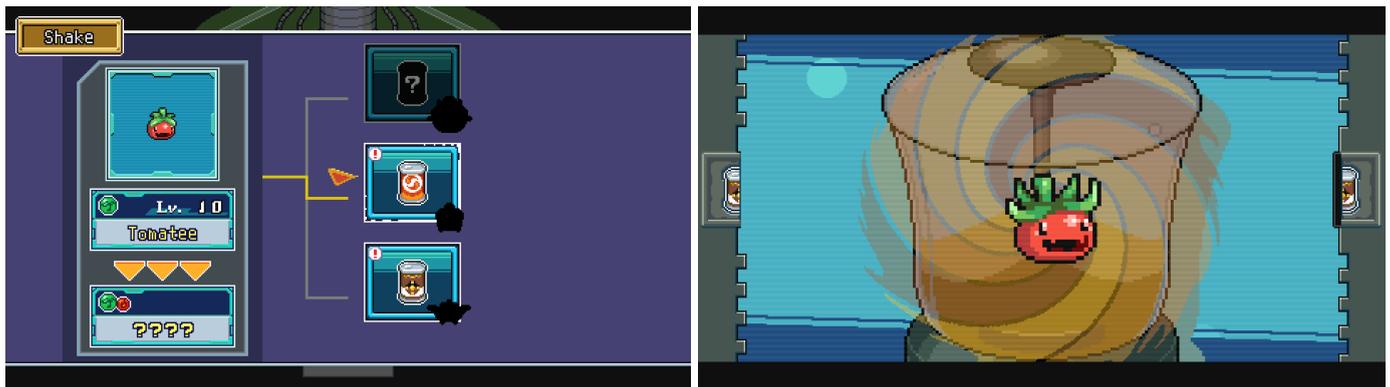
Expand your possibilities with a single item through the "Shake" system, a core feature unique to this title.

Creative Customization:

By using "Blend Recipes" (items) obtained through exploration and battle, you can transform your creatures into various forms. Depending on the recipe used, even the same creature can take on different types and appearances, allowing for flexible growth tailored to your playstyle.

"Change," not "Evolution"

Shaking isn't just a one-way path to a stronger version. You can revert to the creature's original form at any time based on your strategy or preference. The freedom to experiment and adapt to any situation is where the true joy of taming lies.



3. A Vast Array of Over 300 Diverse "Creatures"

Experience a world inhabited by more than 300 unique "Creatures." Each one is brought to life with charming pixel-art animations and features its own distinct ecological background, fostering a deep sense of attachment.

Overwhelming Variety:

As you explore the world, you'll encounter never-before-seen creatures in every region. You can have any of them follow you through the fields, allowing you to enjoy the thrill of traveling the world with your favorite companions by your side.

The Joy of Collection and Discovery:

Embark on a quest to befriend all 300+ species and complete your "Disc-o-LeCard" (the in-game encyclopedia). The deep collection elements ensure a rewarding experience for every explorer.



【Product Overview】

Title	Disc Creatures WORLD
-------	----------------------

Developer	Picorinne Soft
Genre	Creature Collector
Players	1 player
Platforms	PC (Steam)
Release date	Scheduled for 2026
Price (incl. tax)	to be decided
Languages	Japanese, English
Copyright	© PICORINNE SOFT Published by Phoenixx Inc.

©2025 Valve Corporation. Steam and the Steam logo are trademarks and/or registered trademarks of Valve Corporation in the U.S. and/or other countries.

Picorinne Soft

Developer X: https://x.com/picorinne_satto <@picorinne_satto >

Developer YouTube: https://www.youtube.com/@picorinnesoft_official

Phoenixx Inc.

Official Website: <https://phoenixx.ne.jp/>

X: https://x.com/Phoenixx_Inc <@Phoenixx_Inc>

YouTube: <https://www.youtube.com/@PhoenixxGames>

Creators - Centric

Creators hold infinite potential.

Phoenixx supports all creators to succeed globally by expanding Japanese creators to the world and bringing global creators to Japan and Asia.

Our mission is to create a state where the gaming and entertainment industry will be even more vibrant ten years from now. We aim to nurture the people and titles that children all over the world look up to and aspire to be.

To inspire and nurture the human spirit – one creator, one game and one neighborhood at a time.
