

THE PEACH COBBLER

A blue line-art logo depicting a peach with a small leaf on a pedestal, with a large wing extending from the side. The text "THE PEACH" is arched above and "COBBLER" is below in a stylized, outlined font.

Vol. 2, Issue 8, November 2025



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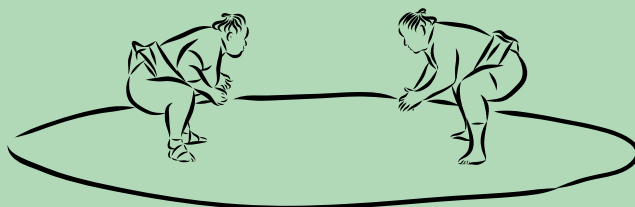
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はっけよい! Hakkeiyoi!

The Way of Sumo

All of my students know that I am very passionate about sumo, as I always include it in my self-introductions. I stumbled upon sumo while waiting for NHK news on cable TV back when I was studying Japanese on my own in the Philippines during the pandemic. I started to watch sumo for kanji reading practice, and the next thing I knew, I was hooked. A visit to Japan and attending my first sumo exhibition match just cemented my interest further, and before I realized it, I'm already travelling to different prefectures just to get a glimpse of my favorite wrestlers in action.

Sumo is considered as Japan's national sport, a competitive, full-contact wrestling match wherein a wrestler (hereon called rikishi) forces his opponent out of a raised clay ring (dohyo) or makes them touch any part of their opponent's body into the ground, usually by forcing, shoving, throwing, or pushing down. Rikishis are equipped with nothing but their mawashi or the piece of long loincloth that they wear around their waist during training and competitions.



The rules in sumo are pretty simple and straightforward: just force the opponent out of the 15-foot (or 4.5 meter) diameter dohyo or make any of their body parts (except the soles of the feet) touch the ground. The basic movements that one can use to win are called kimarite, which include pushing, shoving, forcing out, thrusting, throwing, and lifting. Some kinjite or forbidden techniques that call for automatic disqualification include punching, kicking, grabbing the mawashi near the groin, pulling the opponent's hair, interlocking with the opponent's fingers, and choking, amongst others.



Grand Sumo Tournaments, called Honbashi, are held 6 times a year and over 600 rikishis compete in different ranks and the fans look forward to watching the matches of the five highest ranks (called Makunouchi) comprising of Maegashira, Komusubi, Sekiwake, Ozeki and the highest among them, the Yokozuna.

Tournaments last for 15 days and the rikishi with the most number of wins is declared the yuusho or the Grand Sumo champion. If a rikishi scores more wins than losses (or kachi-koshi), then they go up the ranks, otherwise (called make-koshi) they get demoted. 4

In between these tournaments, rikishis tour around Japan (called Jungyo) and visit prefectures to do exhibition matches and interact with fans. A typical Jungyo will start at 9 AM, with a taiko drum beaten to signal the start of the event. In the morning, rikishis would do their morning practice in the dohyo, and from noon, the actual bouts will start from the lower ranks to the higher ranks. Around 3 PM, the event is concluded with a bow-twirling ceremony.



Sumo bouts may be very short, but they are made of almost ceremonial actions in between like accepting purification water or *chikara-mizu*, which they symbolically receive by touching it to their lips, wiping their mouths with a *chikara-gami* or power paper, and throwing salt into the ring or *shio-maki*. Afterwards, both wrestlers would stare down at each other, and once they put both fists on the ground, through mutual readiness, the actual bout starts. The action happens fast and once one wrestler steps out of the ring or touches the ground, the *gyoji* (referee) declares the winner of the match.

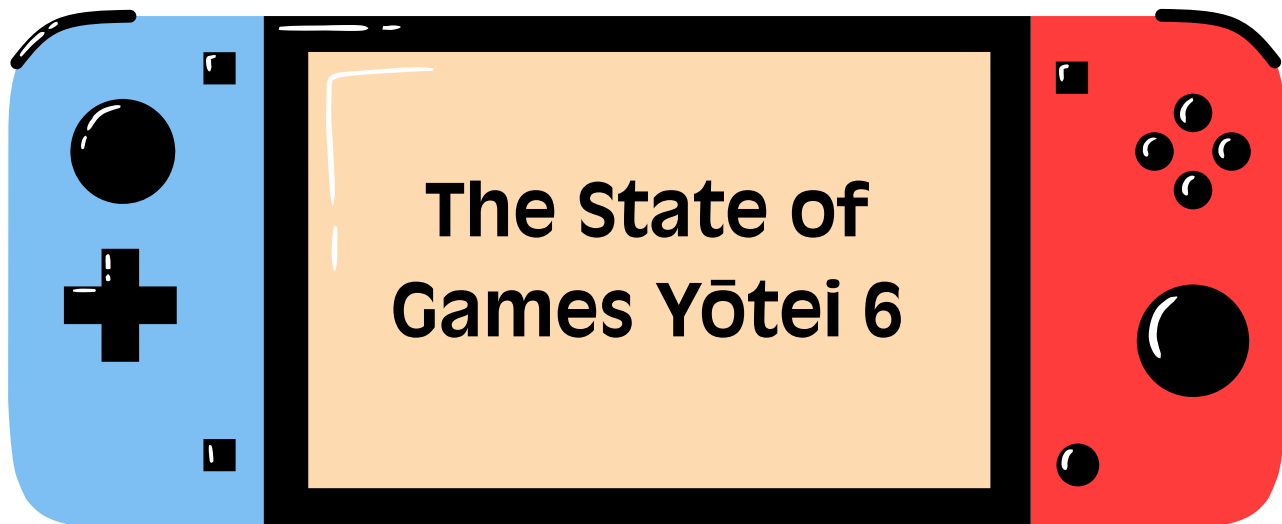
During these tours, some attractions become part of the program to appeal to the audience while introducing the basics of sumo. A Sumo Jinku or Sumo Folk Song is rendered by sumo wrestlers while clapping and stomping their feet, Shokkiri or Sumo comic is when two wrestlers and a referee would explain sumo techniques and illegal moves in a playful, comical way and then followed by the Yagura taiko drum performance. Before the bouts, you can meet the wrestlers up close and personal and ask for their autograph or a photo op.



If you are interested in watching the Grand Sumo Tournaments or the provincial tours, tickets sell out fast so my advice is grab them on the first day of ticket selling. You can buy tickets online or even in convenience stores. Check out the official website of Japan Sumo Association (sumo.or.jp) for more details on schedules and ticket sales.



Written by
@pacetherina



I'll warn you well in advance, this issue will be filled with a review for Ghost of Yōtei. I will not be giving away major spoilers, I obviously won't touch on every minute detail, but I wouldn't want anyone's experience being ruined here if you're seeking to go in completely blind.



Ghost of Yōtei is a spectacular experience in a variety of ways. The gorgeous visuals, a score that blends enchantment with blood-pumping adrenaline, a fluid combat system that can be both rewarding and satisfying, and a story that really makes you root for the heroes. It offers an expansive map with several regions of Ezo to explore and a plethora of side stories and characters to meet. The only drawbacks are certain minor storybeats and some tedious, contrived, and repetitive puzzles.



Atsu, our protagonist, begins her journey by confronting a member of the 'Yōtei Six'. A group terrorising the region in an attempt to gain power and fend off Clan Matsumae. We learn that they were responsible for the death of her family many years prior, and she spent her days training on the mainland in the ways of a mercenary to one day prepare herself for revenge. This earns her the title of 'Onryō', a vengeful spirit back to bring justice.

Lord Saito stands firmly in her way, the leader of the six, he at first ignores her attempts to strike fear into his regime, until it becomes impossible. He is chased and hounded around Ezo, his plans scuppered and many bases destroyed, before the two reunite where everything began, at Atsu's family abode.



It's a classic story about the desire for revenge, but as your story progresses, the tone shifts and guides us towards the alternatives, showing Atsu what she has to live for, rather than what she might die to achieve.

Strong themes are the crux of the 'Ghost series', with Ghost of Tsushima, the predecessor to Yōtei, having a narrative built around sacrifice. It is impossible to talk about one of the games without mentioning the other, but I do want to reiterate that Ghost of Yōtei was a fantastic game overall. It does, however, fall into the category of good, but not as good as what came before.



Let me put this as bluntly as possible: Ghost of Tsushima has the sauce. Yōtei has sauce, but it's on the side in one of those small ceramic pots.

Jin Sakai abandoned his code, disgraced himself in the eyes of the samurai, all to save the people of Tsushima, he destroyed the man he was to his uncle, to become a legend. All within another fantastically crafted environment with memorable cinematics and performances.

Atsu is a very intriguing character in her own right, you genuinely want her to hunt down those who did her wrong, she's a class above Saito's band of bandits, able to go toe to toe with any of his generals and then some. Some newly introduced equipment like rifles, pistols, fire bombs, and Kusarigama add depth and flavour whilst showing Atsu's adaptability. They're introduced very naturally through meeting masters and teachers all throughout the land, each with their own grievances with Saito.



Lord Saito himself however, leaves just a tad to be desired. No doubt he's a fearless, capable, collected leader with skills to boot, but comparing him to Khotun Khan from Tsushima is like comparing a hydrogen bomb to a coughing baby. Saito is a nasty man, Khan was an absolutely loathsome beast who took pleasure in the havoc he wrought. Side storylines like Lady Masato and Sensei Ishikawa with his protégé in Tsushima blow Yōtei's out of the water like a Mongol warship. 12

I'd happily give Ghost of Yōtei a total score of 8/10. If you enjoyed the first game, undoubtedly you'd love this one too, just don't set your expectations sky high.



Take care everyone!

GAME
OVER

Written by



@lewischissio

SDC: Skill Development Conference (Nov 17-19)

Howdy peaches! Just as a general reminder, from November 17th through the 19th, we have SDC in Okayama city! We have this conference once a year to help evaluate and work on our skills as JETS. It is also a great opportunity for any new and old JETS to get to meet everyone and get to know each other!

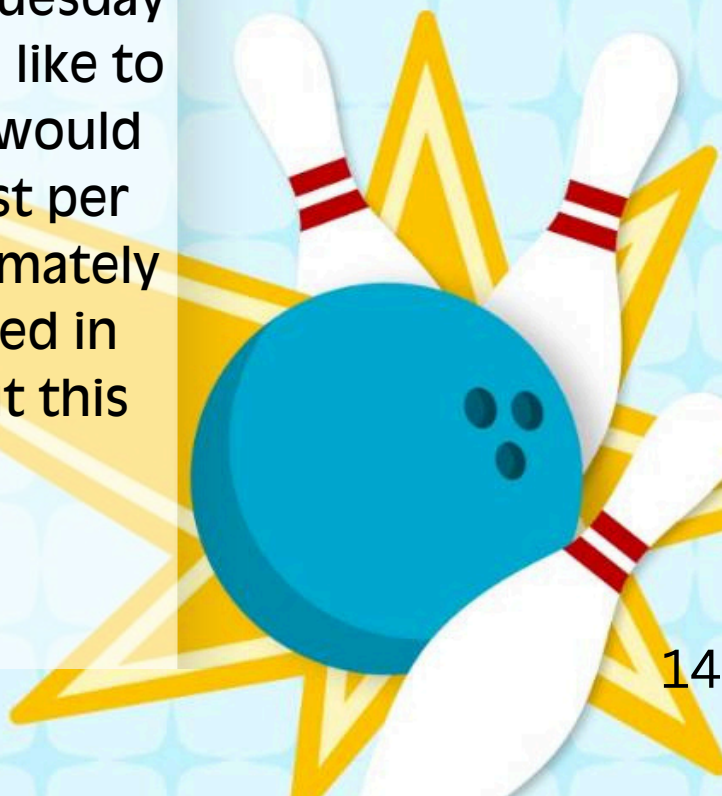


Let's go

BOWLING

Therefore, on the evening Tuesday November 18th, AJET would like to host a bowling night! This would take place at Fairlanes. Cost per game per person is approximately 550yen. If you are interested in participating, please fill out this form!

[Sign up form](#)



LET'S GO HIKING

Saturday, 22 November 2025

Meet @ JR Hattori Station, Soja City, 10am~
to Kinojo Castle Ruins! Let's enjoy the fall foliage & the
home of Momotaro's demons!



SIGN UP:

Scan or click above ^^

Events in Okayama

第7回吉備高原パカパカフェスタ2025

7th Kibi Plateau PakaPaka Festa 2025

Date: Saturday, November 1st

More Info: [日本語](#)

Location: Okayama Horse Riding Club (Kibichuo)

Time: 10:00 - 15:30

Admission: Admission is free, but there are fees for different experiences.



あさくち花火大会

Asakuchi Fireworks Festival



Date: Saturday, November 1st

More Info: [日本語](#)

Location: Mitsuyama Sports Park area (Asakuchi city)

Time: 16:00 - 19:30 (Fireworks start @19:00)

Admission: Free

西大寺五福通りレトロマルシェ

Saidaiji Gofuku Street Retro Marche

Date: Sunday, November 2nd

More Info: [日本語](#)

Location: Gofuku Street and Koshu Park (10min on foot from Saidaiji Station)

Time: 10:00 - 15:00 (will be cancelled in case of extreme weather)

Admission: Free



第2回てらBEERフェスタ@西大寺観音院

Saidaiji Kannonin Temple Beer Festival



Date: Sunday, November 2nd

More Info: [日本語](#)

Location: Saidaiji Kannonin Temple

Time: 10:00 - 18:00

Admission: Free, Food and Drink tickets: 550yen per piece or set of 5 for 2,500 yen (one ticket to be exchanged for one food/drink)

Advance ticket purchases: 2,400 yen for set of 5 tickets



岡山レインボーフェスタ2025 Okayama Rainbow Festa 2025

Date: Sat&Sun, November 1st and 2nd

More Info: [日本語](#)

Location: Okayama City, Shimoishii Park area

Time: 15:00 - 20:00 (Saturday) 10:00 - 17:00, parade @14:00(Sunday),

Admission: Free

第4回ロハスパーク岡山@北長瀬未来ふれあい総合公園 4th Loha Park @ Okayama Kitanagase Future Park

Date: Sat&Sun, November 8th and 9th

More info: [日本語](#)

Location: Hokubo Cosmos Square, Maniwa City

Time: 10:00 - 16:00

Admission: Free



ジャングルハンターin岡山 Jungle Hunter in Okayama

Date: Sunday, November 9th

More Info: [日本語](#)

Location: Okayama Convention Center, 1F Event Hall

Time: 11:00 - 16:00

Admission: General Admission: 1,500 yen per person

Early admission: 2000 yen containing a 500 yen gift certificate



倉敷シティロゲイニングin真備 Kurashiki City Rogaining

Date: Saturday, November 15th

More info: [日本語](#)

Location: Kurashiki City Mabi Branch office

Time: Registration: 9:00, Opening Ceremony: 10:00, Start time: 10:30

Admission: 1,500 yen



おかやま秋の収穫祭 地産地消マルシェ2025 Okayama Autumn Harvest Festival Locally Produced Market 2025

Date: Sunday, November 16th
Location: Shimoishii Park, Okayama City
Time: 9:00 - 15:00
Admission: Free

More info: [日本語](#)



theグルメin岡山 The Gourmet in Okayama



Date: Sat - Mon, November 22nd - 24th
Location: Okayama Dome Event Square
Time: 10:00 - 21:00
Admission: Free

More info: [日本語](#)

おかやま秋の収穫祭 地産地消マルシェ2025 Okayama Coffee Festival

Date: Sat&Sun, November 29th and 30th
Location: Okayama Castle, Okayama City
Time: 9:30 - 16:00
Admission: Advance Tickets: 2,500yen for 4枚 Same day Tickets: 2,700 for 4枚 (There are more pricing options, so please see the link for more information)

More info: [日本語](#)



International Meetup Party 「せかつく」



Date: Saturdays, November 1st and December 6th
Location: Matador (Bar in Okayama City)
Time: 20:00 - 22:00

More info: [Insta](#)

Admission: *Men ~ ¥4000
*Women ~ ¥3500

All you can drink and buffet style food included

Answer Key

Monthly Sudoku

October 2025

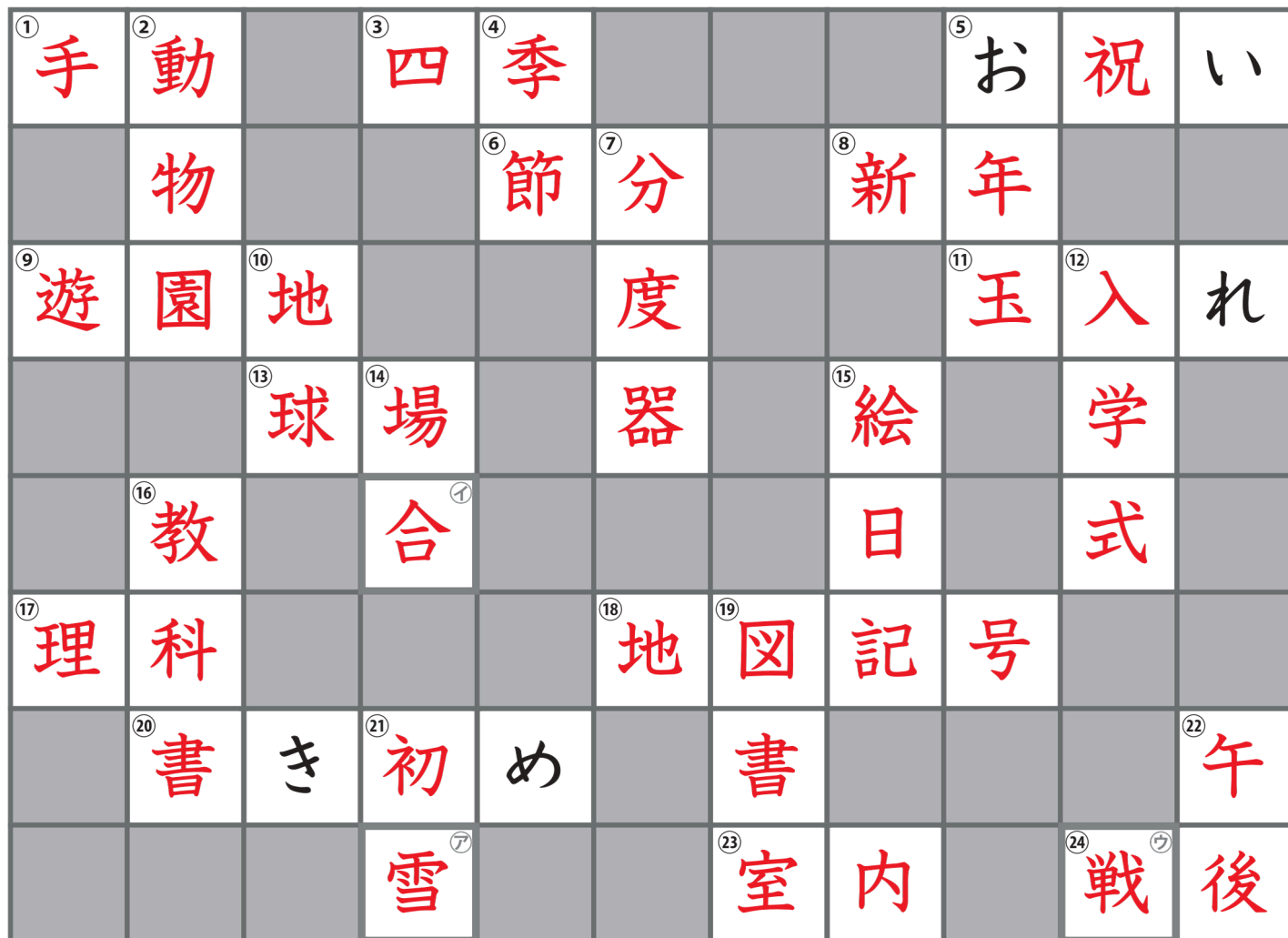
8	7	9	2	6	4	3	5	1
2	4	6	1	5	3	7	9	8
1	3	5	8	9	7	4	6	2
9	8	7	6	4	5	2	1	3
6	5	4	3	1	2	8	7	9
3	2	1	9	7	8	5	4	6
7	9	8	5	3	6	1	2	4
4	1	2	7	8	9	6	3	5
5	6	3	4	2	1	9	8	7

Fill in the puzzle so that every row across, every column down and every 9 by 9 box contains the numbers 1 to 9.

クロスワードパズルだよ！全部書けたら、㊦～㊵の文字を順にならべて、言葉を作ってね。

ヒント：冬のお楽しみ

答え 雪合戦



- タテのかぎ
- ② ゴウやライオンがいる。
- ④ ○○の変わり目はかぜを引きやすい。
- ⑤ お正月にもらう。
- ⑦ 角度をはかる道具。
- ⑩ 私たちの住む星。
- ⑫ 新一年生を、むかえる式。
- ⑭ 雨の○○は中止です。
- ⑮ 出来事を絵と文で書こう。
- ⑯ ○○とノートを出して下さい。
- ⑲ 本がたくさんある部屋。
- ㉑ その年、初めてふる雪。
- ㉒ お昼より後。
- ヨコのかぎ
- ① 手で動かす事。
- ③ 春夏秋冬。
- ⑤ おめでどうを伝える、○○いの言葉。
- ⑥ 豆をまいて、オニを追いはらう。
- ⑧ 一月一日から。
- ⑨ ジェットコースターに乗りたい。
- ⑪ 赤と白どっちが多く入ったかな？
- ⑬ 野球をやる所。
- ⑰ 実験や観察をする科目。
- ⑱ 学校は文、ゆう便局は㊦。
- ㉑ お正月に書く習字。
- ㉒ 部屋の中の事。
- ㉔ 戦争の後。

Monthly Sudoku

November 2025

		9		5	6	3	2	8
				3	8		7	
1	8			9		5	6	
2								5
		1	7		4	8		
		4		2	9	6	1	
3					2	9	5	1
	5				1		4	
4			9					3

Fill in the puzzle so that every row across, every column down and every 9 by 9 box contains the numbers 1 to 9.

漢字しりとり

名前

漢字の読みでしりとりをして、スタートからゴールまで行けるかな？

スタート

約	草	芽	道	兆
包	察	祝	組	歌
欠	通	牛	熊	達
続	級	毎	今	対
題	漁	石	下	束

ゴール

スタート

給	笛	徳	組	店
上	泳	糸	養	整
静	南	鏡	駅	家
麦	松	馬	時	岸
沖	通	魚	音	食

ゴール

タテかヨコに進んでね。
ナナメには行けないよ。



スタート

愛	題	候	参	量
色	老	倉	陸	銅
城	牛	課	板	玉
六	放	梅	名	毎
雲	物	農	浴	犬

ゴール

スタート

九	梅	明	息	笑
家	来	倉	極	勇
英	福	談	芽	失
一	父	楽	米	石
散	着	空	馬	州

ゴール


Advice Corner

Per a suggestion from one of you wonderful readers, the newsletter would like to try introducing an Advice corner!

With the arrival of new 1st year Jets, if you have any tips or tricks about Okayama, Japan, work, or the like, please send them through this link! And if any of the new first years want to share anything you've learned in your first month or so here in Japan, please fill out this form as well!

We would like to include this monthly, but we will start on a trial basis. This will require some participation from you all, we want to find a way to include everyone's voice in this! So please consider sending in some advice, no matter how small or big!

Advice Corner Form



Additionally, if you would like to write an article for the November newsletter, please email the newsletter. Any submissions must be made by the 3rd Saturday of the month. Anything is welcome, but if looking for inspiration, themes may include:

December's Themes:

Christmas/New Years/Winter

Want to be part of the Newsletter?

We are always looking for new talent and help at the newsletter, so if you have a writers itch you want to scratch, or have some ideas for the newsletter look, please contact us at our email!

newsletter@okayama-ajet.com



Additionally, if you have any suggestions or feedback for our newsletter, please fill out the form below!

Newsletter Feedback/Suggestion Form



See you next issue!