

# konshuu

presented by: Cal Animage Alpha

Cover Art by: Jen "hasuyawwn" Sy



Volume XLII, Issue V  
10.12.15



# THIS WEEK'S FEATURED SERIES

## ► ANIME SHOWING PING PONG THE ANIMATION

Tsukimoto Makoto (also called Smile) and Hoshino Yukata (also called Peco) are focused entirely on the game of ping pong. Smile is a stoic who plays ping pong carefully and purposefully, whereas Peco is thirsty for new blood with every match he wins. Both are talented and single-minded to the point where their ability to actually communicate, let alone cooperate, with the rest of their school team has dwindled. But anybody who has watched any sports anime knows that most main characters don't remain the big fish in the small pond for long, and Ping Pong is no exception, as Peco finds himself completely dominated by a Chinese exchange student that he himself challenged. Through sincere effort, which is a rarity for sports series, the two learn to be better players, as well as better people.



Studio: Tatsunoko Production  
Original Creator: Taiyou Matsumoto



Story and Art by: Natsuki Takaya

## MANGA SOCIAL ◀ FRUITS BASKET: ANOTHER

Eastern and Western society differ greatly, but they both share in the reality that being raised without the support of parents is a difficulty which many are unable to overcome. The main character of this sequel to Fruits Basket, Mitoma Sawa, was raised by a single mother who, rather than serving as a source of encouragement, is discouraging, when present at all. Not particularly gifted, and in fact causing trouble for others (albeit unintentionally), Mitoma has such low self-esteem that she would rather not interact with others in order to spare them from being burdened by her presence. However, a fateful encounter with the Souma family and a careless statement made in the heat of the moment leads to her being roped into the student council as the first year representative! Driven by the desire to change herself, Mitoma takes the first steps toward a new school life.



Whenever the Final Fantasy series is mentioned, one will usually think of the plethora of main games in the established series. Dating back to the release of Final Fantasy I, the series has always, along with its sister series Dragon Quest, completely defined the JRPG genre. However, although the series is notable for its unique and varied array of JRPGs, the one Final Fantasy game that always stands out in my mind is one of Squaresoft's first forays into the Tactics RPG genre: Final Fantasy Tactics. In particular, Squaresoft's ability to integrate the concepts that made its other Final Fantasy games so successful into the rather stagnant Tactics RPG genre helped FFT become a shining example that future Tactics RPGs would attempt to emulate and improve upon.

The biggest departure from tradition that FFT made was its inventive (for its time) Charge Time Battle (CTB) system. Traditional tactics games usually featured basic turn-based systems, where each player took turns giving commands to all of their movable units. Instead, in FFT, each unit has its own charge time meter, which fills up according to various stats. When the meter reaches 100, the unit is "ready" and allowed to execute an action. This means that, instead of alternating between players, each unit activates and moves whenever it is ready to act. Every action also has a CT cost to it, so casting a more powerful skill might result in a higher cooldown. Micromanaging cooldowns and cast time is crucial for controlling the flow of the battle, something unnecessary in old school turn-based Tactics RPGs.

The sheer amount of potential customization also allowed seasoned players to pick and choose unique strategies, while basic strategies were still available and potent, allowing the game to be playable and engaging for a casual audience. Various interesting combos could be created by simply utilizing certain equips and skills in tandem. For example, the Flame Shield allows a character to turn any fire-element damage they would

take into healed HP. By casting AoE fire spells on top of both yourself and an enemy, you could regain HP while also damaging opponents. Abilities that could be obtained and mastered from certain jobs were also present. While the classic, boring, passive stat-up abilities existed, more interesting abilities could also be learned and equipped. If the goal of a map was to assassinate a weak but well-guarded unit, one might have considered equipping the Teleport skill, which would allow a character to blink through the cavalry of guards and quickly knock out the target unit in the back. But of course, the Teleport skill is just a wasted skill slot in close quarters combat, so players would have to choose their skillset wisely for each character on each map.

Unfortunately, although many customization options exist, and players can use most of these options to create certain teams with certain strategies in mind, some job classes and equips are simply just bad or not optimized. For example, the Arithmetician class uses gimmick spells that only work on enemies whose stats satisfy certain mathematical equations. Yes, this does sound like it was pulled out of the mind of a bored intern. Regardless, it somehow made it into production, and the Arithmetician class in general proved to be noticeably underwhelming compared to the rest of the potential job classes in the game. Of course, it's impossible to balance a game completely, and there will always be certain classes that pale in comparison to others, but there were simply too many quirky classes and items that seemed like unnecessary additions to the game.

However, flaws notwithstanding, with its unique Charge Time Battle system, deep customization tree, and generally interesting mechanics, Final Fantasy Tactics was indeed a revolutionary game for its time. No Tactics RPG has even come close to emulating its success, and its legacy will likely continue for many years to come.



# THIS WEEK'S HOROSCOPES

JOSH "BUBEEZ" ROQUE

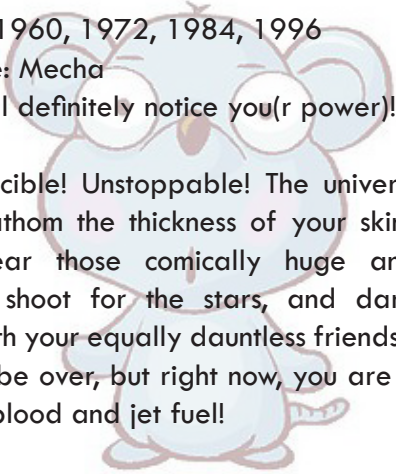
## RAT

Birth Year: 1960, 1972, 1984, 1996

Lucky genre: Mecha

Senpai: Will definitely notice you(r power)!

You're invincible! Unstoppable! The universe cannot begin to fathom the thickness of your skin, or your armor! Wear those comically huge and pointy sunglasses, shoot for the stars, and dare to get together with your equally dauntless friends! The fight may never be over, but right now, you are a volatile mix of hot blood and jet fuel!



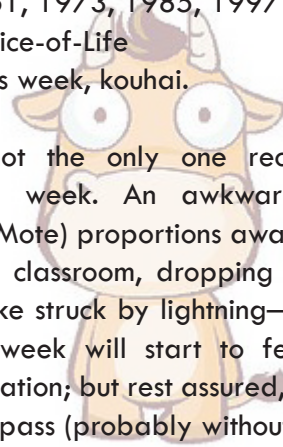
## OX

Birth year: 1961, 1973, 1985, 1997

Lucky genre: Slice-of-Life

Senpai: Not this week, kouhai.

Humanity is not the only one receiving a grim reminder next week. An awkward struggle of Tomoko (WataMote) proportions awaits you; walking into the wrong classroom, dropping textbooks, and having your bike struck by lightning—all completely possible. This week will start to feel like a bad Youtube compilation; but rest assured, all slices of life will eventually pass (probably without a season 2).



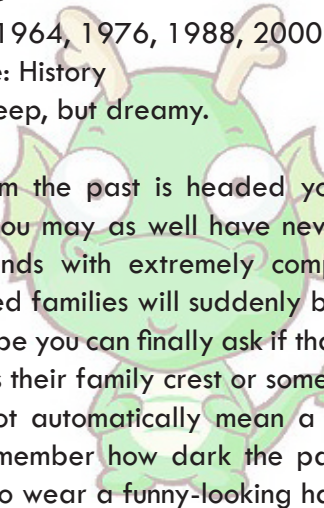
## DRAGON

Birth year: 1964, 1976, 1988, 2000

Lucky genre: History

Senpai: Asleep, but dreamy.

A blast from the past is headed your way, so far back that you may as well have never experienced it. Old friends with extremely complicated names and dignified families will suddenly become relevant again; maybe you can finally ask if that patch on their backpack is their family crest or something. However, this does not automatically mean a relaxing week. Beware, remember how dark the past can be, and make sure to wear a funny-looking hat.



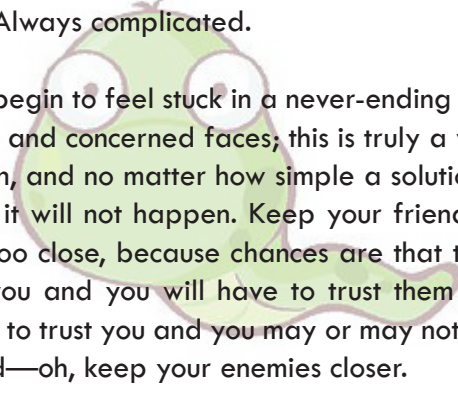
## SNAKE

Birth year: 1965, 1977, 1989, 2001

Lucky genre: Drama

Senpai: Always complicated.

You will begin to feel stuck in a never-ending cycle of soliloquy and concerned faces; this is truly a week of indecision, and no matter how simple a solution there may be, it will not happen. Keep your friends close, but not too close, because chances are that they will betray you and you will have to trust them or they will have to trust you and you may or may not forgive them and—oh, keep your enemies closer.



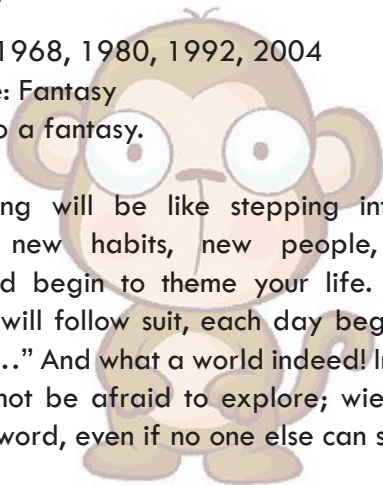
## MONKEY

Birth year: 1968, 1980, 1992, 2004

Lucky genre: Fantasy

Senpai: Also a fantasy.

Each morning will be like stepping into another dimension; new habits, new people, and the undiscovered begin to theme your life. Your inner monologue will follow suit, each day beginning with "in a world..." And what a world indeed! Imagination or not, do not be afraid to explore; wield that +5 STR Greatsword, even if no one else can see it.



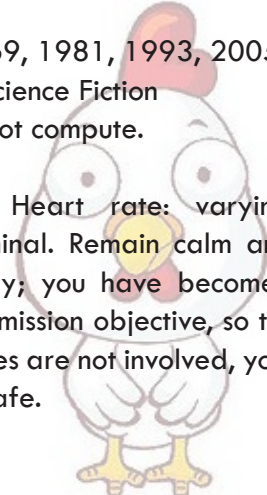
## ROOSTER

Birth year: 1969, 1981, 1993, 2005

Lucky genre: Science Fiction

Senpai: Does not compute.

Status: alive. Heart rate: varying. This week's efficiency: nominal. Remain calm and the days will pass by quickly; you have become quite good at staying on the mission objective, so to speak. As long as time machines are not involved, your continuity and bananas are safe.



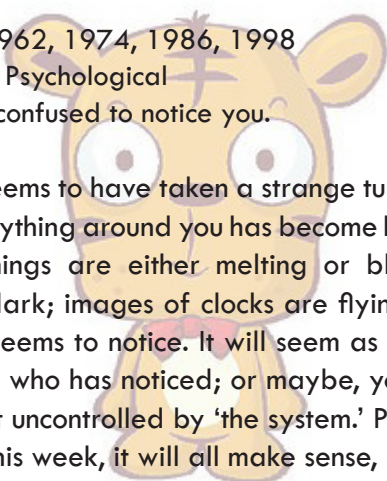
## TIGER

Birth year: 1962, 1974, 1986, 1998

Lucky genre: Psychological

Senpai: Too confused to notice you.

The world seems to have taken a strange turn. The art style of everything around you has become hopelessly variable: Things are either melting or blocky and hopelessly dark; images of clocks are flying around, but no one seems to notice. It will seem as if you are the only one who has noticed; or maybe, you are the only one left uncontrolled by 'the system.' Perhaps, at the end of this week, it will all make sense, at the cost of ruining your self-made conspiracy theory.



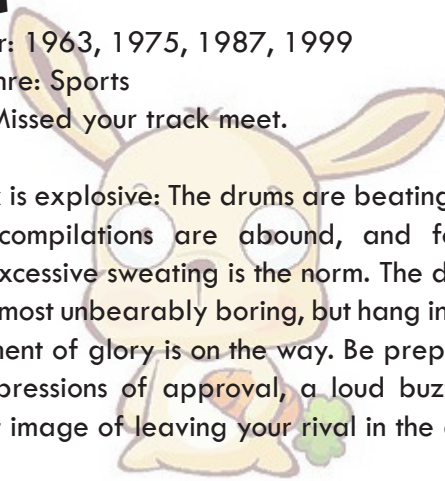
## RABBIT

Birth year: 1963, 1975, 1987, 1999

Lucky genre: Sports

Senpai: Missed your track meet.

This week is explosive: The drums are beating, intense training compilations are abound, and for some reason, excessive sweating is the norm. The downtime can be almost unbearably boring, but hang in there—your moment of glory is on the way. Be prepared for many expressions of approval, a loud buzzer, and the sweet image of leaving your rival in the dust.



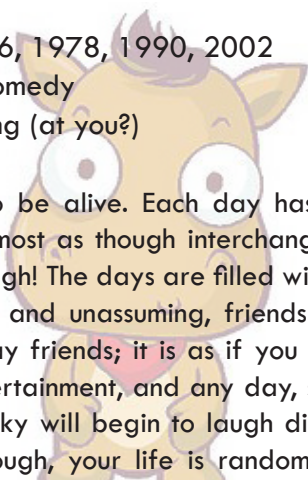
## HORSE

Birth year: 1966, 1978, 1990, 2002

Lucky genre: Comedy

Senpai: Laughing (at you?)

What a time to be alive. Each day has an episodic feeling to it, almost as though interchangeable; this is great news, though! The days are filled with hilarity, the music is bouncy and unassuming, friends stay friends, and enemies stay friends; it is as if you are living for the sake of entertainment, and any day, some ominous voice from the sky will begin to laugh directly at you. Don't worry, though, your life is random enough that such a strange occurrence will hardly phase you.



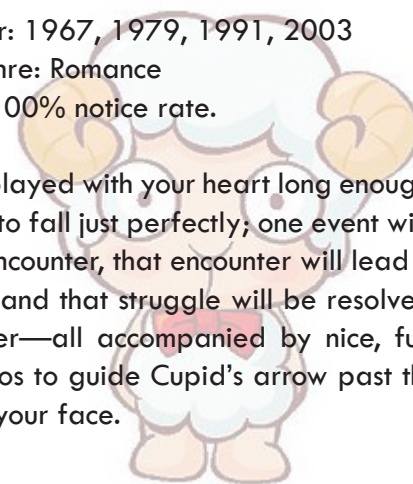
## GOAT

Birth year: 1967, 1979, 1991, 2003

Lucky genre: Romance

Senpai: 100% notice rate.

Life has played with your heart long enough! The cogs will start to fall just perfectly; one event will lead to a chance encounter, that encounter will lead to an inner struggle, and that struggle will be resolved one way or another—all accompanied by nice, fuzzy violins and pianos to guide Cupid's arrow past the constant blush on your face.



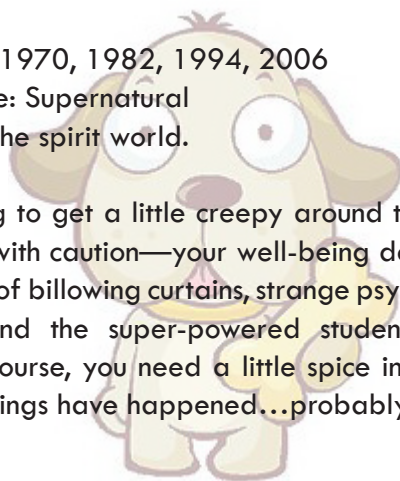
## DOG

Birth year: 1970, 1982, 1994, 2006

Lucky genre: Supernatural

Senpai: In the spirit world.

It is starting to get a little creepy around town. Take each step with caution—your well-being depends on it. Be wary of billowing curtains, strange psychological mishaps, and the super-powered student nearby; unless, of course, you need a little spice in your life. Stranger things have happened...probably.



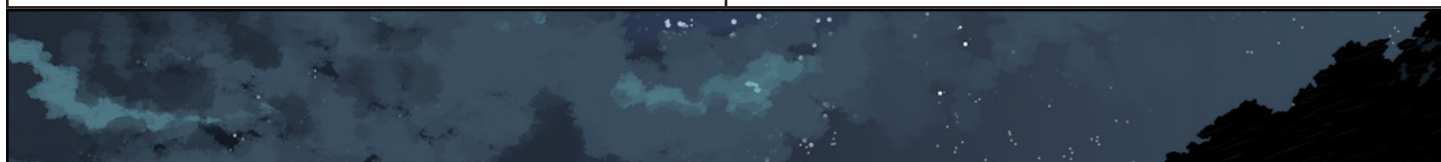
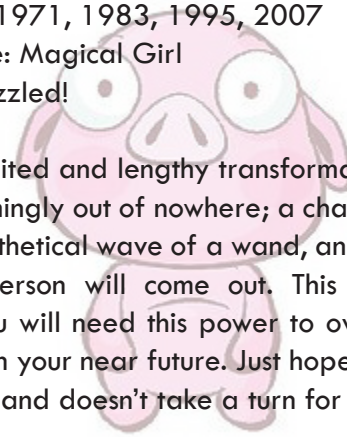
## PIG

Birth year: 1971, 1983, 1995, 2007

Lucky genre: Magical Girl

Senpai: Dazzled!

A long-awaited and lengthy transformation is in your future, seemingly out of nowhere; a change of clothes and a hypothetical wave of a wand, and a seemingly different person will come out. This is a positive change: You will need this power to overcome some difficulties in your near future. Just hope that it has no drawbacks and doesn't take a turn for the worst...





## GOSICK

CASSIE SONNE  
Freshman

Do you like mystery? Do you like romance? Do you like historical fiction? Have you ever wanted a show that combines these genres, complete with beautiful artwork, music, and a (relatively) conclusive ending? Then I have just the show for you: *Gosick*. In 2011, Bones adapted the light novel of the same name to a 24 episode series. It's a criminally underwatched and underappreciated show, despite its high rating on MyAnimeList, which is why I'm bringing it to your attention today.

So what, you ask, is *Gosick* about? How does it manage to blend so many genres? *Gosick* takes place in an alternate universe with many parallels to ours. It takes place at a boarding school in Sauville, a fictional country located in the very real Swiss Alps in Europe, following World War I. Our protagonist, Kujou, is an international student from—you guessed it—Japan. In Sauville, he meets Victorique de Blois, a reclusive genius who can seemingly solve any mystery presented to her. Together, Kujou and Victorique begin solving a series of mysteries that slowly reveal themselves to all be part of a larger web of familial fights and political intrigue. They are surrounded by a supporting cast, each with quirks and backstories that help immerse the viewer in the world of *Gosick*. As they tackle more and more mysteries, Kujou and Victorique realize that their feelings may extend beyond the detective partnership they've created.

The show doesn't shy away from dark themes, but it never gets overly grotesque or depressing. It is not a Japanese Sherlock Holmes, although this comparison often gets made. While the mysteries are important, they set the stage for a larger plot, deeper characterization, and—I'll come right out and say it—Kujou and Victorique's romance. Personally, I was pleased to find a romance that consistently moved forward, suffered from little unrealistic drama, and had true depth to it by the end. Also, *Gosick*'s animation is flawless. The art is unique, yet still visually appealing. The backgrounds and clothing, in particular, are incredibly detailed. No characters suffer from looking too similar.

Music is another high point of *Gosick*. The soundtrack primarily uses classical music, but where it really shines is the OP and two EDs. "Destin Histoire" by Risa Yoshiki serves as the OP for the entirety of the series. I never skipped it, and in fact immediately downloaded it on iTunes after hearing it. However, "Resuscitated Hope" by Lisa Komine, the first ED of *Gosick*, steals the show. It's rare for me to say this about an ED; so not only will I say that "Resuscitated Hope" is my favorite ED ever, I will also say that is one of my favorite songs from any anime, OP, ED, or insert. It's a beautifully haunting song that almost feels like it could have been sung by Nightwish. It manages to feel hopeful and wistful at the same time. "Unity," also by Lisa Komine, serves as the second ED. A less intense song than "Resuscitated Hope," with more of a Irish folk style, it can feel a bit jarring at first. Luckily, it has the benefit of growing on you with each episode; I ended up downloading it before the series ended.

I'll conclude by talking about one of my favorite scenes: the end of episode 17. By this time, the stakes of the plot had been revealed, and I had grown truly attached to all of the characters. In one of the most dramatic moments of the series, a purely instrumental version of "Resuscitated Hope" kicked in. I got chills, and the minute the episode finished, rewinded it back to the last few minutes so I could enjoy it again. (And again, and...) This scene remains one of my favorites out of any anime I've seen. Its only competition is the ending scene of *Gosick*, which I'm not at liberty to discuss without spoilers. Suffice it to say, *Gosick* has one of the most gripping and satisfying conclusions to any one season anime I've seen.

So what are you waiting for? If you want to watch a romance unfold with a backdrop of political intrigue, mystery, and beautiful art, animation, and music, then don't wait a minute longer before watching *Gosick*.



# SHINGEKI NO WORD SEARCH

**News:** The Attack on Titan: Junior High spinoff manga has gotten an anime adaptation! Shingeki! Kyojin Chugakkou finally aired on October 4th last week. The manga for the spinoff began its serialization in Bessatsu Shonen Magazine back in April 2012, and eight volumes have been released. The newly aired spinoff maintains its original cast and is a school comedy set in a junior high. The story revolves around the original manga's characters and shares the premise that these teenagers seek to fight against the titans. The catch is that the spinoff has a much lighter school setting and adds gags that are based off of the plot from the original series. For anyone who enjoyed the original Shingeki no Kyojin anime from 2012, the spinoff will likely give a good laugh and a new, lighter perspective on notable scenes from the original anime.

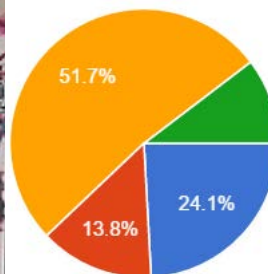
While you're in a titan-hunting mood, try finding these 104th Trainee Squad members:

ANNIE	ARMIN	BERTHOLT	CONNIE
EREN	HANJI	JEAN	KRISTA
MARCO	REINER	SASHA	YMIR

A	C	V	U	A	V	V	Y	O	A	M	L	R	P	G
P	R	V	M	V	P	P	T	T	A	A	K	V	L	C
Y	V	M	T	N	B	K	S	R	M	N	Y	Z	J	R
N	X	R	I	O	S	I	C	M	D	N	E	C	L	U
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K	A	E	F	Y	F	P	Q	B	N	S	N	C	Q	I
X	J	I	Q	N	B	Y	Y	E	N	N	R	M	Z	M
A	H	S	A	S	O	A	B	X	T	N	E	T	J	Y
V	B	E	O	H	V	T	S	I	R	Z	N	R	R	N
J	E	R	H	E	R	H	F	A	C	I	I	F	E	Y
T	D	L	O	H	T	R	E	B	K	B	E	P	I	I
C	O	N	N	I	E	E	T	T	S	I	R	I	P	K
L	H	M	M	A	J	D	I	K	L	J	M	R	R	G
M	W	R	X	S	Q	G	V	Y	O	C	C	F	P	V

## LAST WEEK'S POLL - RESULTS

WHAT'S YOUR FAVORITE TYPE OF ANIME/MANGA?



Shounen	24.1%
Shoujo	13.8%
Seinen	51.7%
Josei	10.3%
Kodomomuke	0%

## THIS WEEK'S POLL

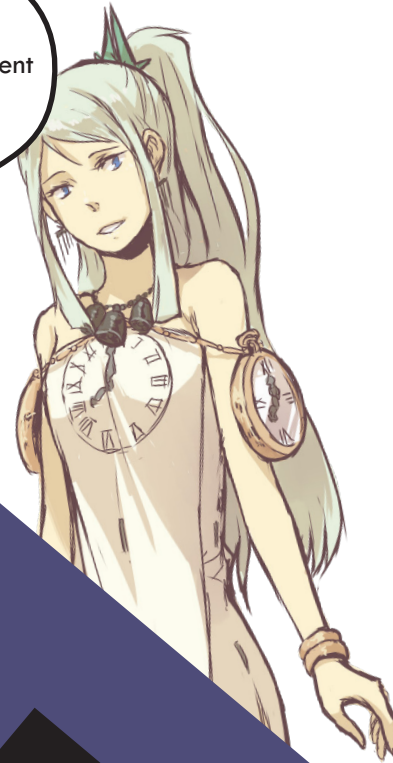
IT'S TIME FOR SEIYUU AUDITIONS!  
WHO'S YOUR FAVORITE FEMALE VOICE ACTRESS?

VOTE NOW AT: [J.MP/KONPOLL4205](http://J.MP/KONPOLL4205)



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twitter.com/calanimagealpha | calanimagealpha.tumblr.com

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guest submissions from club  
members! If you'd like to have content  
featured, please submit to:  
**J.MP/KONSUB**



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Andy Chen, Austin Tai, Josh Roque

**Illustrator:** Rika Sato

## REGULAR WEEKLY EVENTS

### Anime Showings and Socials

243/247 Dwinelle

Mondays, 7:00 - 10:00pm

### Manga Socials

121 Wheeler

Thursdays, 5:30 - 6:30pm

### Game Nights

85/87 Evans

Thursdays, 7:30 - 10:00pm

## WEEKLY SHOWINGS

Gangsta.

Gakkou Gurashi!

NEXT WEEK'S SHOWING: YOU DECIDE!

