

THE VALENTINE'S ISSUE

CAL ANIMAGE ALPHA presents

konshuu

Volume XLVII, Issue III



HITAGI SENJOUGAHARA
Bakemonogatari

Art by JOSEPH CHAN

THIS WEEK'S FEATURED SERIES



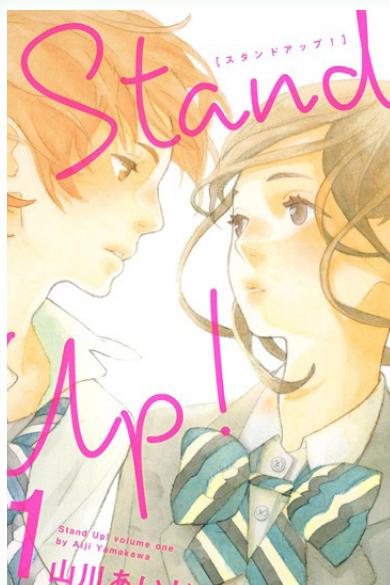
MANGA RECOMMENDATION

HORIMIYA

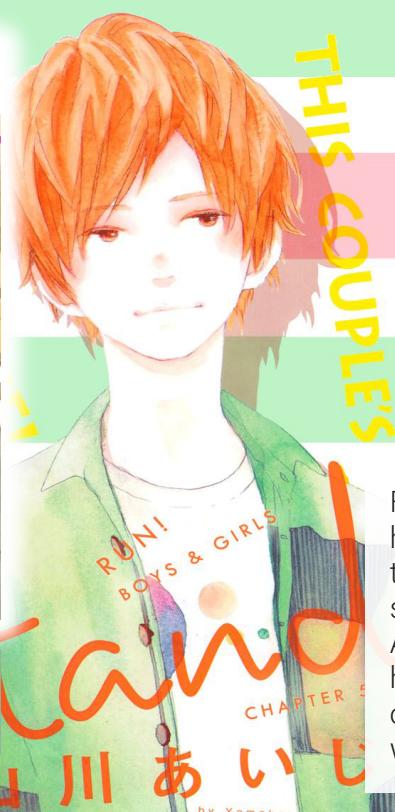


At school, Hori is your average popular girl, but at home, she transforms into a housewife, caring for her younger brother in place of her busy mother. One day, her brother brings home a flashy boy, covered in tattoos and piercings, who knows her. It turns out he's her quiet and dorky classmate, Miyamura! As they bond over the secret of their dual personas, friendship and love bloom for this quirky and adorable duo.

Story by HERO
Art by Daisuke Hagiwara



Story & Art by
Aiji Yamakawa



Furuya "Utamaru" Utako is shy and reserved, but her height makes her stand out. Her seat neighbor is the popular Harada Naoyuki, whose friendliness and straightforward attitude both surprise and fascinate her. As he tries to get closer to her, Utamaru tries to figure out his intentions, all the while trying to understand her own overwhelming feelings. A wholesome love story that will warm the heart.

MANGA RECOMMENDATION

STAND UP!



Now on Sale!

THE PERSONA 5 VALENTINE'S DATES, RANKED BY CURRY LEVEL


JOSH ROQUE

4TH YEAR, ENGLISH

Makoto best girl, sorry!

EDITOR-IN-CHIEF

Persona 5 is a resource management/dating simulation game masquerading as a dungeon-crawling *Pokémon* game—not that there's anything wrong with that, it just takes over one hundred hours and some skill and puzzle solving to get romantic closure. Valentine's Day is a pivotal point in the series: what happens to the protagonist's relationship after the protagonist finishes their grueling incarceration in the attic of Leblanc cafe, also known as the sweetest bachelor pad in existence? (*Persona 5* only allows you to play as a male character.)



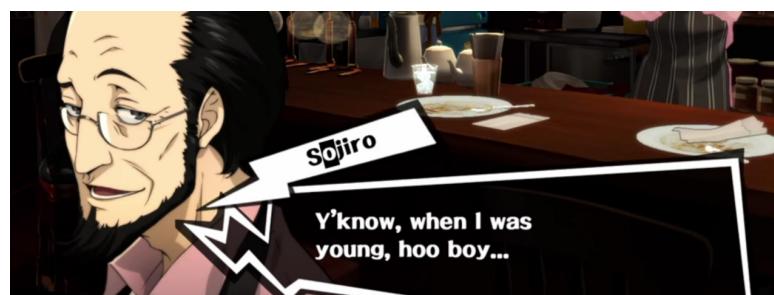
The Classmates: MILD

Makoto, Ann and Haru basically follow the same shape so their ranks are unfortunately evened up as the worst. Makoto may be my favorite romance within the game, but even I will secede to the fact that Makoto, Ann and Haru's faces really start to blend on Valentine's Day. Passing comments by Mona and Sojiro give a little flavor to it and offer a little mutation, but at the end of the day, Sojiro expects each and every one coming, gives a little smile, and leaves the protagonist for the night. The ultimate wingman, the sweet Valentine's Day, the after high school plans: Makoto goes to law school, Ann becomes a model, and Haru takes up Okamura Foods. They all promise to keep in touch once the protagonist goes back. Nice and smooth, but still up to standard for video game romance. Oh, and I guess Hifumi too. (Sorry Hifumi fans.)



Futaba: MEDIUM

Futaba would fall into the classmates of mild curry flavor if not for the fact that she is Sojiro's adopted daughter, and the protagonist has the gall to meet her on Valentine's Day under (practically) Sojiro's roof as his pseudo-adopted-son. Earlier in their romance line, Sojiro asks the protagonist not to get with Futaba—and this Valentine's Day date basically takes that advice, crumples it up, and returns it to the sender. Futaba also sidesteps most of the "can't believe you're going away" talk in exchange for edgier romantic passes at the protagonist—a rank above mild, but nothing that can't be digested.



The Older Ladies: SPICY

Takemi, Ohya, somewhat Chihaya, and Kawakami make up the brunt of the Valentine's Day guests to Leblanc that make Sojiro even the least bit surprised. Sojiro's expression only begs to ask, how did a high schooler manage to invite the neighborhood clinician, a street fortune teller, a journalist, or his own teacher to a Valentine's Day date? In Kawakami's case, Sojiro shows his utmost surprise. I'm sure Sojiro would be better off not knowing that she masqueraded as a maid for the protagonist on night shifts. Takemi, Ohya and Kawakami still ask the protagonist what will happen to them once he moves back home, but college plans and careers are the least of their concerns, it seems.

Ryuji: BLACK COFFEE

For the protagonist who only loves to dungeon crawl their way through the game, making infiltration tools and befriending airsoft gun shop owners and kids in arcades, there is the Ryuji ending. The long-winded "Yooo" travels through Leblanc and good ol' Sojiro and Mona give the two bachelors a few burns before leaving. Not that this is a bad ending in any case—it's just a flavor, and the game definitely treats this one like the slick cup of Leblanc coffee.

HOPEFULLY NOT CREEPY

THE STORY OF MY FIRST WAIFU

BOGEUN CHOI
3RD YEAR, APPLIED MATH

STAFF WRITER

This article gets the "Cringiest Article I Ever Wrote" award.

Huge disclaimer before I start this: I don't like the idea of waifus. Sure, when said as a joke it's all good. You know, something like "oh yeah Kirito is best waifu". But if it's actually serious, that's where I draw the line. Actually being in love with a fictional character is... creepy to say the least.

So having said that, the following is the story about the time I fell for a fictional character. Let us begin this fun descent into my sad past.

There are so many things wrong with this image.



It all started around high school, when I was really into visual novels (VNs). I was reading all of the popular VNs—I started with *Katawa Shoujo* (everybody's favorite disabled girl dating sim), then moved on to other works like *Grisaia no Kajitsu*, *G Senjou no Maou*, and *Little Busters*. They were all great, and though almost all of them were eroges, I never really cared for the girls in a romantic sense: it was more like a friendship sort of thing. Which made it all the more creepy during their h-scenes (sex scenes)—it's like secretly watching your friends doing the deed through their window.

Then I started reading a VN called *Maji de Watashi ni Koishinasai! (Majikoi)*, which roughly translates to "Please Love Me Seriously!". As you can tell from the title, *Majikoi* is about a group of close-knit friends who go to a school known for honoring its samurai ancestors. For example, their sports festival is an all-out war. The students are divided into classes by their grades. Stuff like that.

So there I was, reading the introductory chapters, when I met... her. Let me rephrase that in a less creepy way. I was introduced to all of the main characters while reading the common route of *Majikoi*. Standard visual novel stuff. We have Momoyo (the sort of big sister to the main character Yamato), Miyako (main character trait: obsessed with Yamato), Chris (the foreign tsundere), Yukie (the shy freshman), and Kazuko (the genki sporty type). As you can guess by the ordering of the characters, it was Kazuko that

I was most interested in. This wasn't exactly a new thing, though. With every visual novel that I read, there was always that one character who I was interested in—in the sense that their route was the first one you planned to read. Like Lilly from *Katawa Shoujo*, or Sachi from *Grisaia*, or Kanon from *GSnM*, or... you get the picture.



The topic of today's article.

So it started off normally: I was reading through the introductory chapters, learning about the close bond the friends have and then the slow introduction of the new characters to the group, with plenty of humor to go along with it. Through the whole thing, I was set on one route. As soon as the common route ended, it was time. *Majikoi*'s route selection system is a bit different from most VNs: instead of outright choosing a girl whose route you go to, you build up "points" by selecting a character during the selection phase, a period where certain girls (and guys) will pop up on screen every day to be selected. So naturally, I selected Kazuko each time she popped up on the selection screen, and soon enough I got into her route. Standard stuff so far.



An example of the selection phase.

Now let me stop here to go on a somewhat related tangent: a diagram representing my experience in romance:

Yup: nothing. Nada. Zip. I mean I had crushes in middle and high school (like any teenager) but nothing came out of them and they were unrealistic anyway.

Point is, I was an inexperienced little teenager staying in his room all summer reading romance visual novels instead of actually going outside.

So let's get back into *Majikoi*. As I continued to read through Kazuko's route, something felt... different. Like I mentioned above, usually I cared for the girls in VNs in a friendship way, learning about their struggles. It was the same in this case, but there was more to it. I think it was around the point when Yamato and Kazuko actually started dating that I realized something: "if this girl exists in real life, I would want to date her." That's when I realized that I just fell for a fictional character.

It was a weird feeling. Even at that time when I was still pretty new to visual novels (and didn't even care about anime), I still knew about waifuism, and wasn't about that life. After all, that was what turned me off from anime in the first place—the whole idea of having a waifu, along with the other negative weeb stereotypes.

So as with a lot of things in my life, I denied it. Throughout the whole route, I denied this weird feeling I had, and continued reading. I guess somewhere along the way I just kinda accepted my feelings. When I finally finished reading it, I immediately went to her after-story (which ended up just being a bunch of h-scenes). But after that, it was truly over. Normally, I would be gearing up to start the next route. But this time, I had no motivation to go to the next girl. I actually took a few days to rest until starting again, something I never did before and haven't done since. Eventually I finished *Majikoi* though: would highly recommend if you love comedy.

Anyways, that, my friends, is how I fell for a fictional character. I'm not sure if there's a lesson to be learned from this, honestly. I guess if anything, I learned my type (though it's evolved a bit to include kuaderes along with the mild genki-type). And I learned waifuism is an actual, serious thing. Which shows that for every weird idea or concept, there is somebody who's into it.

STAFF PICKS

KONSHUU | Volume 47, Issue 3

FAVORITE CONFESSIONS

BAKEMONOGATARI



Shaft, 2009

RE:ZERO



White Fox, 2016
I love Emilia.

NISEKOI

Kuno



Shaft, 2014

GEKKAN SHOJO NOZAKI-KUN



Doga Kobo, 2014

MADOKA MAGICA: REBELLION



Shaft, 2013

AMAGAMI SS



A-1 Pictures, 2014

SHIGATSU WA KIMI NO USO



AIC, 2010



Dear Konshuu-sensei

**Got a question about school?
Need some love advice?**
Don't worry, Konshuu-sensei
is here for you! Our newest
feature is an advice column
catered towards our readers!
Submit your questions based
on next week's theme and
Konshuu-sensei will (try to)
help you out.

*Here are examples of what
you can expect:*

Disclaimer: Konshuu-sensei is not
responsible for any consequences
that result from following their advice.

Anonymous asked:
**I have a crush on my really cute
senpai. How do I get him to
notice me?**

Be confident and be yourself!
Take the initiative! Ask him out
to study, or grab some boba,
and don't be afraid to flirt a
little. Senpai won't know you're
interested unless you let him
know.

Anniversary-san asked:
**My girlfriend and I are going
to celebrate our one-year
anniversary next month. I'd
like to take her someplace nice
around Berkeley, but I'm also on
a student budget. What's a good
place to take her?**

First, I'd like to say
congratulations, Anniversary-
san. You seem very sweet. If
you're looking for a nice and
classy place, Rivoli on Northside
is a really nice setting with
reasonable prices. If you're
looking for a more intimate
setting I'd recommend Ippuku.
It's a nice Japanese restaurant
where you have your own
separate rooms for eating.
Anyways, I'm sure your girlfriend
will be happy to have you care so
much about her.

Next week's theme: Moé

Submit your questions at
tinyurl.com/konshuusensei and
you could be in the next issue!

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SOCIAL MEDIA

Konshuu accepts guest submissions from club members! If you'd like to have content featured, please visit:
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Game Nights: Thurs, 8pm - 10pm, Wheeler 222

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