

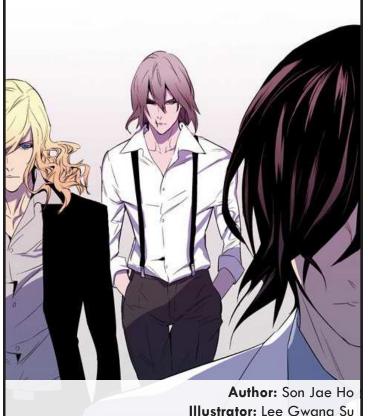
THIS WEEK'S SERIES

NOTICE BLACK LAGS

This series features a famous back-alley surgeon by the name of Kuroo Hazama, also known as "Black Jack." Fractures, implants, amputations, and litigations are no match for the medical prodigy, as he is capable of performing any medical operations with absolute perfection. Over the course of the show, we see the motivations behind Black Jack's profession. As a man who disagrees with the law, Black Jack operates on anybody without discrimination, regardless of their background or past. Will Black Jack come to regret his selfless nature and lack of regard for upholding the law? Or will he become an enemy of the law and save patients even at the cost of his own life? As a tale fraught with moral dilemmas, Young Black Jack resembles other critically-acclaimed medical drama shows like Monster and Team Medical Dragon.



Studio: Tezuka Productions
Original Creator: Osamu Tezuka



MANGA SOCIAL

Every so often, a manhwa goes above and beyond, achieving mainstream success in Japan, and sometimes, even the rest of the world. Noblesse is one of these shining stars, notable for being one of the few webcomics that has received an OVA adaption; in particular, Noblesse's was produced by none other than the famous studio Production I.G, which is a feat in and of itself. The story focuses on a young noble from the past named Cadis Etrama di Raizel; he has been asleep for 820 years and is blissfully unaware of mankind's societal and technological advances. With the help of his loyal servant Frankenstein, he manages to integrate into this new world, living life as a high school student. But Raizel's new day-to-day life is far from normal, as he soon finds himself accosted and attacked by a hostile group known as the "Unions."



Written by the late Kouji Miyata, Kikimimi Zukan is a series of wonderfully illustrated one-shots that share the unique element of sound. From the vibrant imagery of song to the power of words and even the beats of motion, each story tells a tale of sounds that begins with the everyday sensations that people relate to and then takes readers to different times and places that share this element. Some stories are about selfdiscovery, while others are about growing up, and still there are those that deal with loss and situations beyond common reason. Regardless, each story leaves readers curiously entranced by the sounds of the stories. The characters in each story vary greatly in accordance with the setting, but they feel very real, whether giving life to the sounds of the story or receiving life from them. The art tends to vary as well, matching the nature of the sound; in tales of calm or dullness, the art matches them with monotone colors, while stories with vibrant music have equally grandiose works. As a reader, I felt that this work was certainly worth the read, conveying a very simple and important message through a number of different mediums without dragging it out. Short, sweet, and to the point, Kikimimi Zukan reminds us that in whatever forms taken, sound is an important part of our daily lives.



From the New World is a tale that transcends mere clichés and delivers a profound message to its viewers. In a world where humans wield psychic powers, the very foundation of society will be shaken by the actions of Saki Watanabe and her five friends. Through the adventures of the protagonist, the secrets of a utopian village in Japan will gradually unfold to the viewers. The denizens of this psychic town oppress and persecute monsters and demons in order to maintain order, but the show continually challenges the shaky justice of the town's peacekeepers. Unlike other anime, From the New World builds up slowly and purposefully, because it was originally a novel before it became an anime. However, in exchange, the world-building and character development is not only satisfying, but also very unique. The crystal clear animation quality and tense music complement the show's style very well. Many anime show action for the sake of action, but From the New World's combat manages to strike fear into viewers' hearts while simultaneously building up significance for future events. Its ability to redefine your worldview and question moral and ethical conventions sets it apart from any other anime I have seen thus far.





GENRES: DRAMA, ROMANCE, SHOUJO

Love So Life seems like the prototypical shoujo manga. The main character, Shiharu, is an orphaned high schooler who works away her days taking care of children at her day care center. In many ways, Shiharu is a complete Mary Sue: good with crafts, cooking, and taking care of kids; her weakest trait might be that she's just too nice. And her love interest, Matsunaga-san, is a handsome, hardworking, and kindhearted news broadcaster who fathers two simply adorable baby twins that his troubled brother left with him. So, he's almost just as perfect. As Matsunaga gets busier with his work, he enlists the help of the young Shiharu, and so things kick off from there. Yet despite having the perfect setup you would expect from a generic shoujo manga, Love So Life's strength lies in its rather mature plot for an otherwise innocent and lighthearted manga. For example, the manga takes a rather somber and realistic walk through Shiharu and Matsunaga's troubles, as they come to terms with their feelings for each other, despite their age differences. With the ability to be bright, bubbly and cheery, yet at times painfully realistic, Love So Life stands tall as one of the pinnacles of the shoujo manga genre, and it is definitely a manga worth reading.



GENRES: ACTION, ADVENTURE, SLICE OF LIFE

Recommended by:

AUSTIN "COZZIEKUNS" TA

Every once in a while, an anime comes around that washes away the bile of its convoluted brethren. Kino's Journey is about a simple world with simple rules: Kino, the protagonist, rides on a talking motorcycle named Hermes, visiting different countries in search of nothing in particular. As part of being a wanderer, Kino only stays in one place for three days, for fear of ending a life of adventure. Kino's travels lead to some interesting places—cities inhabited by automatic machines, communities encased in sterile glass domes, and whole countries of cannibals and maniacs. Kino carries several guns (most notably, a badass revolver) and knives for self-defense; however, moral ambivalence is Kino's real power—time and time again, our protagonist proves one thing: Kino. Does. Not. Care. Whether it is killing, saving lives, or just observing, Kino keeps a straight face and a straight shot. A lot of questions immediately pop up with such a broad description. Why does Hermes talk? Where did Kino come from? Why does Kino visit a country but do nothing to solve their problems? What gender is Kino, anyway? The anime takes these questions quite seriously, in that they get completely ignored. The tagline for the series is: "The world is not beautiful, therefore it is." Focus on that. While these questions can get answered, the point is that they might as well stay unanswered. Kino's Journey is minimal. Asking questions adds extra baggage to the trip, weighing down the experience. Enjoy the ride, and remember that the world is not beautiful, therefore it is.



MANGA GENRES: ACTION, DRAMA, SPORTS

Sena Kobayakawa is a wimpy boy whose only saving grace is an explosive sprint developed through years of running errands for bullies. Upon attending Deimon High School, he's roped into the American football club and is given the alias of "Eyeshield 21," a mysterious transfer student rumored to have been the star running back of Notre Dame. Thus begins a truly exceptional story of friendship and rivalry, effort and talent, victory and defeat. Eyeshield 21 is one of those rare series that only gets better as the chapter count increases. It starts as a sports-comedy and evolves into an action-drama as the Deimon Devil Bats recruit enough members to compete against other teams for the national championship. Artist Yusuke Murata, now of One-Punch Man fame, brings the action and emotion of the football games to life with breathtaking detail; his partner, writer Riichiro Inagaki, is a master of creating memorable characters and inspirational dialogue. The two also do a splendid job of introducing less sports-savvy readers to the rules of the game. Eyeshield 21 features amazing character development, gorgeous art (in the latter half), unpredictable twists, and a host of awesome technique names. It's one of the most entertaining manga of the last decade; I would even go so far as to say that Eyeshield 21 is the best sports manga since Slam Dunk.





When considering a collaboration between Sunrise and Square Enix, the first thing that comes to mind is probably some sort of mecha-filled fantasy-adventure. After all, these names are associated with series like Gundam and Final Fantasy. Perhaps it's because of this expectation that the two companies created what they did: a complete subversion. Daily Lives of High School Boys contains mechas, explosions, and a magical storybook—but only in the first episode (which is actually a parody of the epic adventure it could've been). After the parody ends, the real fun begins, and the adventures transition from giant robots to crossdressing exploits and frighteningly powerful little sisters. The series' title is both accurate and misleading. Its episodic narratives are indeed about the daily lives of high school boys, but it'd be wrong to assume that they're just like any other slice-of-life snippets. Continuously drawing hilarity from the ridiculously mundane, it demonstrates that anything from changing a lightbulb to reading a book on a hillside can be used as joke material. But of course, such a feat wouldn't be possible if not for its colorful cast. Every character in the series, from the seemingly generic literary girl to the guy who never takes off his hat, has a unique story to tell, and their habits make their interactions with one another entertaining regardless of the situation. If you're looking for a laugh (and are prepared to not stop laughing), give Daily Lives of High School Boys a try.



GENRES: GAME. PSYCHOLOGICAL. SEINEN

It might be a surprise, but gambling is now one of the most prominent themes in manga alongside with battle and romance. Although I've read several gambling manga (like Kaiji, Akagi, and Hachi-one Diver), I strongly believe that Usoqui is the greatest masterpiece of them all! Usoqui, written by Toshio Sako, is about a handsome and charismatic gambler named Baku Madarame (a.k.a Usogui, or Lie Eater) who attempts to conquer the underground gambling world with life-threatening gambling. There is no romance in this series: It consists of many crazy gamble freaks (and dealers) who bet even their lives as antes. The games range from classical games such as poker, hangman, and battleship, to more modern games, like computer games. These gambles are monitored by a powerful, yet violent gambler organization, "Kagerou," which also provides dealers for the gambles. The gambling includes deep physiological description and analysis, and it requires quite a lot of thinking (similar to Death Note) for the readers as well. Now, the funniest and the most thrilling part of this manga is not the gamblers, but the dealers, who are each individually assigned to a gambler. For some random reason, the dealers fight each other for their gamblers! Although it might sound bizarre, the dealers are actually incredibly belligerent, and their fight scenes are drawn in a stylish and lively way. Also, all the characters are incredibly well characterized and beautifully drawn! If you are thirsty for an underground thriller, this is for you!





Studio Shaft's Soredemo Machi wa Mawatteiru, or "Soremachi" for short, is the direct result of taking a bunch of wacky characters and sticking them into a relatively "normal" slice-of-life story. The anime follows Hotori, a seemingly plain girl who works as a maid in a "maid cafe" run by her grandmother, and her friends Toshiko and Futaba. The story begins with Toshiko complaining about the maid cafe, which eventually leads to Toshiko being dragged into working there. However, the interesting part of the series come as more and more characters visit the cafe and begin interacting with each other. Hotori's math teacher, a man dedicated to his field, visits the cafe because Hotori was one of his worst students, yet ended up regretting it because to him, the maid cafe was just another "illogical" aspect of Hotori. In the end, everyone in the show is wacky and strange in their own right. This is exemplified by Studio Shaft's unique animation style. While the main events of the show take place in the maid cafe, the story leads to other adventures, from Hotori skipping school to even the "death" of certain characters. How can something so depressing happen in a seemingly comedic story? The truth is, Soremachi throws so many wacky curve balls from its characters that you can expect just about anything from it. Overall, it's a great anime for days when you want to turn your brain off and just follow the interactions of wonderfully insane characters.



Takane to Hana revolves around the relationship between hana Nonomura and Takane Saibara. While at times it may seem like your typical shoujo manga, it also has various distinctions that make it refreshing and a worthwhile read. You have Hana, your typical young and outgoing high school student, who leads a fairly average life. She is both very bold and lively, consistently not being afraid to express her emotions or speak her mind. Then there is Takane, a handsome 26-year-old and soon-to-be successor of the Tabaka Group, a highly successful conglomerate in Japan. Similar to Hana, he has a lively, confident, and outgoing personality, but is often immature. Both characters complement each other so well that it is very difficult not to like them immediately. As for the storyline, they meet in a moderately strange setting when Hana steps in for her older sister's omiai, which was arranged by Takane's grandfather, the CEO of Tabaka Group, and Hana's father. While her initial intention was to reject Takane, he ends up surprising her. Through his persistence, he and Hana grow closer and begin to develop an endearing relationship. Personally, I find the series satisfying because Hana and Takane's relationship develops without many of the stereotypical (and oftentimes irritating) tribulations that you often find in other shoujo manga; plus, the story also has a fairly fast progression. All in all, I would highly recommend Takane to Hana to anyone who likes shoujo and is looking for a light-hearted and comedic series.

