

konshuu

presented by: Cal Animage Alpha



Volume XLII, Issue XI
11.23.15

THIS WEEK'S FEATURED SERIES

► ANIME SHOWING SUBETE GA F NI NARU

(Alternate name: *The Perfect Insider*)

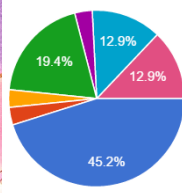
Geniuses, mysteries, psychopathy, and murder swirl the curious life of Souhei Saikawa; a born genius, his days as a professor (pestered by upbeat student Moe Nishinosono) have created quite the fatalist viewpoint as he feels his own intelligence slipping away. Only one entity has ever captured his attention: the genius Shiki Magata. She remains a legend among programmers; a prodigy as a child, she seemed destined for success until she allegedly murdered her parents. Now, kept imprisoned in a research facility, she continues her research under watchful eye. Despite this, Souhei is still fascinated by the idea of talking with her. He plans to meet the legend herself by visiting her island facility, even though she hasn't taken a step out of isolation in fifteen years. Taking his research group with him, a routine visit becomes a web of mystery as Shiki Magata leaves her cell during a security glitch—dead and amputated.



Studio: A-1 Pictures
Original Creator: Hiroshi Mori

LAST WEEK'S POLL - RESULTS

WHO IS YOUR FAVORITE
MAGICAL GIRL?



Sakura Kinomoto (Cardcaptor Sakura)	14	45.2%
Maron Kusakabe (Phantom Thief Jeanne)	1	3.2%
Nanoha Takamichi (Lyrical Girl Nanoha)	1	3.2%
Madoka Kaname (Puella Magi Madoka Magica)	6	19.4%
Usagi Tsukino (Pretty Guardian Sailor Moon)	1	3.2%
Doremi Harukaze (Ojamajo Doremi)	4	12.9%
Other	4	12.9%

THIS WEEK'S POLL

WHAT IS THE MOST IMPORTANT
ELEMENT OF AN ANIME SERIES?

VOTE NOW AT: [J.MP/KONPOLL4211](https://j.mp/konpoll4211)



The visual novel, as compared to other mediums in Japanese visual culture, is generally known as a medium of extremes. For instance, one of the more popular VN genres is “moege,” which features a mass of extremely cute girls or boys swarming over the main hero or heroine. Another example of visual novels going to the extreme is the genre of “nukige,” which is generally packed with perversion and erotic content. Visual novels are also no slouch in the horror department, and some of the scariest, creepiest, and most insane works stem from this medium. Probably the most well known horror visual novel is Saya no Uta (known in English as Song of Saya), which was written by Gen Urobuchi and published by Nitro+ in 2003. This article is not about that game, however, but another horror visual novel published by Nitro+ almost 10 years later—Phenomeno.



Phenomeno was first written as a horror novel by Hajime Ninomae, and it was later adapted into its visual novel form by Nitro+, with illustrations from the famous artist Yoshitoshi ABe. Its story is not too much of a departure from the mainstay of the horror genre. The main character is Yamada, a young university student with a pipe dream of becoming independent and living away from his parents. He stumbles upon a certain steal: an insanely cheap apartment close to his university labelled as “the house that grants wishes.” Unable to resist, Yamada quickly decides to rent out the house, but after a few nights, he starts to hear some creaking noises in his sleep. Yamada pays no mind to them, that is, until he finds a gigantic number

seven carved into a wall of the house. As more and more strange occurrences happen to Yamada, and as he finds more numbers—six, five, four ... suggesting some sort of countdown—Yamada slowly begins to crack. In order to find answers, he seeks help at the only place that can help him: an online occult board called “Ikaigabuchi,” where he frequently posts. Are his fears and anxieties just playing tricks on him? Or is there really something else to this decrepit old house?



One of the most striking things about the novel is that, although the rest of the work is extremely high budget, with an suspense-building soundtrack and wonderfully eerily drawn backgrounds and sprites, any sort of voice acting is notably absent. Voice acting is usually a must for visual novels, at least in important scenes, but in Phenomeno’s case, there is a clear reason for its omission. Not even the most capable seiyuu could do justice to voicing Yamada’s fears and inner monologue as he wastes away his days in his creaky old apartment, and no seiyuu could perfectly depict Yoishi’s cold, eerie voice as she lures Hajime deeper into the depths of his despair.

All in all, Phenomeno is a solid read for any occasion. It probably won’t have you wetting your pants, but if ever you’re looking for a light scare, turn off your lights, load up your PC, and prepare to trek through the weird, occult world of Phenomeno.



(Warning: Spoilers ahead.)

After the unprecedented success of *K-On!*—a slice-of-life music manga adaptation produced by Kyoto Animation in 2010—many were expecting KyoAni to repeat their success with another cute, slice-of-life music anime. After almost four years, *Sound! Euphonium* was announced, and both the PV and the trailer material depicted the standard fare of “cute girls doing cute things.” As such, many were expecting a familiar, formulaic slice-of-life anime, coupled with some light music and school club undertones. While *Sound! Euphonium* did contain many similarities to its predecessor, it was undoubtedly much more experimental, and ultimately successful with its storytelling technique. Specifically, its realistic, multidimensional character cast, along with the host of rich character relationships nurtured throughout the anime, made it incredibly unique. For these reasons, it was arguably the standout show of the season. Perhaps the best examples of round characters are the two of the three Euphonium players in the band: Natsuki Nakagawa and Asuka Tanaka. Both characters are much more than originally meets the eye, and they each strut and stride with their own unique characteristics and aesthetic.



From the very beginning of the anime, Natsuki is portrayed as an apathetic, lazy, and jaded upperclassman. She appears to have no motivation whatsoever to learn and practice her instrument, the Euphonium. In fact, any reason for her being in the band is uncertain, as she typically wastes away her practices listening to music on her iPod while spacing out in front of her favourite place, the window. However, we eventually learn that Natsuki’s apathy does not just stem from her nature; it is distinctly tied with the atmosphere of the band itself. During Natsuki’s first year in the band, there existed some sort of power struggle. The enthused freshmen who truly wished to bring the band to nationals gave it their all and tried their hardest, while the much less determined upperclassmen wasted their band practice bantering and chit-chatting. Yet, it was those lazy third years who, simply because of seniority, were allowed to play in the final concert. After witnessing a year of unproductive, lazy third-years ruling the band, Natsuki’s enthusiasm for participating in the band simply evaporated.

With the arrival of new band advisor Taki-sensei and her new fellow Euphonium player, Kumiko, Natsuki begins to crawl out of her shell in her second year and takes the band a little more seriously. She begins to develop her own work ethic, and her love for the Euphonium slowly increases as the auditions grow near. Unfortunately, Natsuki is ultimately unable to cross the final hurdle, and she is ousted for the other two Euphonium players, Kumiko and Asuka, in the auditions. As everyone knows, the only thing worse than failing is when you put in the effort, but still end up failing. But when Kumiko apologises to Natsuki for taking her spot in the concert, Natsuki laughs it off and tells Kumiko not to worry about it. Having tried her hardest, and having put in as much work as she could, Natsuki is content with her results.

Natsuki's newfound work ethic and her ability to concede and stay content despite her failures really pushes home the growth in her character. Her motivation didn't just magically appear out of nowhere. As with many people, all that was needed was that little push to get her started. The confidence of knowing that she was not alone in her struggles, of knowing that she was not the only band member who was making an effort, allowed Natsuki to progress significantly and develop a true love for playing her instrument. As it is said, "when everyone else is giving it their all, it feels like a waste if you also don't go at it with everything you've got."



Out of all the characters that appear in Euphonium, Asuka is probably the most enigmatic and perplexing of them all. Asuka appears to be incredibly respected by every member in the band, and it's immediately obvious from first glance as to why this is so. The air around Asuka is simply different: Her quirky personality by itself gives her a special aura, her unique antics give her the powerful ability to diffuse any awkward situation, and her Euphonium playing skills are top class. Every action that Asuka performs seems spontaneous; from her playful, sometimes physical interactions with the rest of the band members, to her frequent monologues and pronouncements of love to her dear "Eupho-chan." With such qualities, one might ask why she chose to not run for club president, and indeed, this question was voiced during the anime by the president herself, Haruka. And the reasons why did become apparent.

As the series progresses, Asuka shows that beneath her radiant exterior is an extremely cold and uncaring ice queen. For example, when Kaori asks Asuka who she believes should play the trumpet solo in the competition, Asuka first laughs off the question, replying in an extremely impromptu, Asuka-like way. But when Kaori presses harder, Asuka's chilling air can be felt from beyond the screen as she inquires Kaori about whether Kaori really wants to hear about Asuka's true feelings. Asuka's reply is one that defines her character: She doesn't care. Asuka's true character is revealed as a cold hearted musician who only cares about her own abilities, and has only ever cared about her own abilities. This is why she could never bring herself to become president.

Of course, not every character that appears in Euphonium is extremely fleshed out. Given a mere 13 episodes, not every character can receive proper treatment. Generic characters such as Hazuki, the energetic rookie who tries her best, Midori, the tiny, cute, and lovable contrabass player, as well as the senpai-adoring Ribbons do exist. However, it may be for the better that they were left undeveloped. Forcing unnecessary character development can sometimes be counterproductive, as it would not allow the time for characters such as Natsuki and Asuka to display their true colors. Regardless, Euphonium's amazing attention to detail in its characters adds a certain sense of realism to the anime, putting it at a cut above the rest.



THE FATE OF DEATH NOTE'S BELOVED PSYCHOPATH

JOSH "BUBEEZ" ROQUE

(Warning: Spoilers ahead.)

The rules of Death Note were set in stone: How people die, when people die, and the irresistible deal of the Shinigami eyes—all had been carefully accounted for. A point of weakness, however, lies in one of the first rules: "The human who uses the notebook can neither go to Heaven nor Hell."

This has been explained a number of times within the anime: The fate of the user is guaranteed, and Light Yagami cannot change that with any of his deceptive tricks. Even then, Light does ask Ryuk for clarification about that rule: Ryuk confirms the hard truth, and seems dead-set on the idea of 'nothingness' being the afterlife for Death Note users. However, there is another place we know about within the Death Note universe: the Shinigami world! Neither Heaven nor Hell, and certainly barren and lifeless, the land of the Shinigami is home to creatures who also have little information about the world. Ryuk cannot explain the Death Notes with clarity, the Shinigami are capable of entering the Human world inexplicably, and one of the rules even states: "Even the original owners of Death Note, gods of death, do not know much about the note." So at the very least, it is possible that the Shinigami world is meant for previous users of the Death Note.



Where does Yagami Light enter the picture, and how do we see this possibility in action? In the anime special for Death Note, Ryuk meets an unnamed Shinigami who confronts him about the human world. Fan speculation points to this unnamed Shinigami being the reincarnation of our beloved Kira: good old Light Yagami! I know we want to believe that Light is alive, but can it be proven? Actually, there are quite a few observations about the unnamed Shinigami that make this more than just speculation.

1. He gives Ryuk an apple.

By far the most compelling piece of evidence is the fact that this random Shinigami knows about Ryuk's disposition towards apples—he also tosses the apple towards Ryuk in the exact same way that Light had done previously.

2. He looks very familiar.

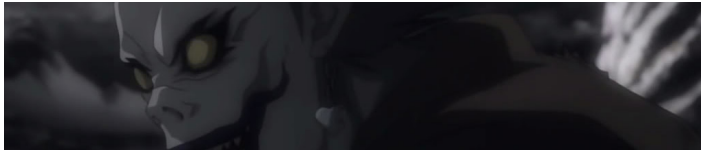
Yes, brown hair is very common, but it's not a stretch to say that their similar hair color calls for some speculation. Not convinced? Take a look at Unnamed Shinigami's blazer—just a plain, black blazer that Light also happened to be wearing during his death scene. He also happens to have the messenger bag from Light's high school days, the red headband that looks a lot like Light's old college tie ... even physically, the Shinigami has those bright, red eyes that show up during Light's especially maniacal moments. The goggles may look straight out of Digimon, but it's notable that Light never took the Shinigami eye deal; perhaps he needs a little help now that he's a big, bad Shinigami. Doesn't the smile also seem a little suspicious?

3. He has a limp.

Unnamed Shinigami also shuffles around with a bad leg, as if he has sustained an injury there. No Shinigami has shown any capability of being injured except for Unnamed; the shuffling of this Shinigami looks a lot like Light's final moments, walking away in desperation after being shot. One of the Death Note rules also alludes to the possibility of Shinigami injury: "A god of death cannot be killed even if stabbed in his heart with a knife or shot in the head with a gun. However, there are ways to kill a god of death, which are not generally known to the god of death." If a Shinigami can die unbeknownst to them, then it would make sense that previous physical injury can unknowingly carry over into the Shinigami realm.

4. He leaves by taking the stairs.

Once again alluding to Light's death, this Shinigami takes the stairs upon his exit. Also worth noting is that Light died on the middle of the stairs, indicating that he may not have reached his ultimate end even though he died. The stairs that Unnamed Shinigami climbs are bathed in light, like a false vision of ascendance.



5. Ryuk gets personal after their encounter.

Ryuk begins his story normally enough: proper nouns, talking about each character as he saw them, and giving a shorthand account of the series. However, as his story finishes, Ryuk has some questionable lines. He speaks as if he were addressing Light, saying "You were not god." While this could be seen as a simple memory, Ryuk ends the special by saying: "Wouldn't you agree, Light?!" The only character he has been speaking to throughout the special has been Unnamed Shinigami, who has already left. Still, the dialogue being ambiguous supports the theory while doing nothing to the narrative.

WEEKLY ACTIVITY

WHO SAID WHAT?

Match each of these quotations to the character who said it! Check the bottom of the page for answers.

1. "Does strength represent justice if powerlessness is a crime?" ____
2. "Perish, enveloped in the flames of darkness!" ____
3. "You really need something sweet when you are tired." ____
4. "If someone tells me that it's wrong to hope, I will tell them they're wrong every time." ____
5. "As long as there's at least one person who understands me, I'll be okay." ____
6. "People die when they are killed." ____
7. "If I can do it tomorrow, I won't do it today!" ____
8. "The country? The skies? You can have them. I am too busy protecting what's in front of me." ____
9. "When's the last time you thought a game was fun?" ____
10. "If there's a wall, we break it down! If there's no path, we make one with these hands!" ____

A  Emiya Shirou Fate/Stay Night	B  Haruka Amami The iDOLM@STER	C  Togashi Yuuta Chuu-2	D  Sora No Game No Life	E  Kyouko Toshinou YuruYuri
F  Gintoki Sakata Gintama	G  Madoka Kaname Madoka Magica	H  Lelouch Lamperouge Code Geass	I  Ami Kawashima Toradora!	J  Kamina Gurren Lagann

Answers: 1. H, 2. C, 3. B, 4. G, 5. I, 6. A, 7. E, 8. F, 9. D, 10. J

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

PUBLICATION STAFF

Managing Editor: Tina Nguyen

Layout Editors: Edward Hong, Nimsi Garcia

Writers: Aaron Chon, Andrew Oeung,
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

Wheeler Steps (facing Sather Gate)

Thursdays, 5:30 - 6:30pm

Game Nights

85/87 Evans

Thursdays, 7:30 - 10:00pm

WEEKLY SHOWINGS

Gangsta.

Gakkou Gurashi!

NEXT WEEK: SINGEN! KYOJIN CHUGAKKOU

