

konshuu

-THE MARATHON ISSUE-

presented by: Cal Animage Alpha



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A MESSAGE FROM THE HEAD HATO

Guess what, CAAers? The final issue of Konshuu's 42nd volume has arrived! We've come a long way, haven't we? Those of you who've been following the magazine for a while may have noticed that we added some members to our staff this semester. It's no exaggeration to say that the publication you're looking at now would be a lot less impressive without their contributions (not that our returning staff members aren't also invaluable). In less than a year, Konshuu grew from a newsletter to a magazine: a change that brought with it a host of new features, original artworks, and an ever-expanding collection of (well-)written content. Behind Konshuu is a burgeoning spectrum of creativity and talent that I'm sure will bring it to even greater heights. To the group of people I'm proud to call my staff members—Aaron, Andrew, Andy, Austin, Josh, Edward, Nimsi, and Rika: None of this would've been possible without you. Great job!

Of course, Konshuu wouldn't be the same without the added vibrance of guest submissions. We've had a lot of great artworks and articles sent in over the course of the semester, and we're grateful for every single one of them. Submissions are to us what water is to California. (Maybe that's not completely accurate, but we do love receiving them!) Thank you to everyone who shared their work with us. Last but not least, I'd like to give a huge thank you to our readers. You folks are the reason why Konshuu exists. Believe it or not, we appreciate your existence even more than you appreciate ours.

Now that the sappy stuff is over with, I present to you: Issue 13. Enjoy, and have a wonderful holiday season!

TINA "MECHATO" NGUYEN

Head of Publications, CAA

MARATHON SCHEDULE

10:00 AM - 10:50 AM	Monochrome Factor	3:50 PM - 04:40 PM	Blood Blockade Battlefront
10:50 AM - 11:40 AM	Serial Experiments Lain	04:40 PM - 05:30 PM	Nichijou
11:40 AM - 12:30 PM	Monster	05:30 PM - 06:20 PM	Cardcaptor Sakura
12:30 PM - 01:20 PM	[Lunch Break] Baka to Test to Shoukanjuu	06:20 PM - 07:10 PM	[Dinner Break] Genshiken
01:20 PM - 02:10 PM	Mononoke	07:10 PM - 08:00 PM	Kannagi
02:10 PM - 03:00 PM	Joshiraku	08:00 PM - 10:00 PM	Time of Eve
03:00 PM - 03:50 PM	Canaan		

FALL 2015 MARATHON GUIDE



MONOCHROME FACTOR

A mysterious man named Shirogane approaches Akira Nikaido one day, claiming they share a common destiny. Akira is attacked by a shadow monster soon afterward. Shirogane explains that the real world and the shadow world are colliding, and Akira must join Shirogane by becoming a “shin”: a creature living in the shadow world. This also means, sadly, that he may disappear from the world he’s known all his life.

SERIAL EXPERIMENTS LAIN

Being an adolescent girl living in the suburbs of Japan is hard—especially with a dysfunctional family, deeply rooted social isolation, and an email from a classmate who had committed suicide. Lain Iwakura is a victim of these circumstances. When the Wired (a cyberspace for all human communication) erases the line between the real and virtual, living and dying... this unfortunate girl is the one who gets caught in the middle.



MONSTER

Dr. Tenma is a talented Japanese brain surgeon working in Germany. One fateful night, he faces a crisis of conscience and decides to save the life of a young boy over the life of the city mayor. Nine years later, he discovers that the boy has become a homicidal psychopath. Seeking to atone for his naive mistake, Tenma embarks on a journey across the nation to find this “monster” and end the very life he once saved.

BAKA TO TEST TO SHOUKANJUU

At a school where rank literally determines everything, Class F is the bottom of the rung. While most are in there due to personal circumstances, Akihisa Yoshi is in there by virtue of being the dumbest of the dumb. Can a nitwit like Yoshi ever hope to make a name for himself? Under the school’s experimental battling system, he very well may!



MONONOKE

A medicine seller travels around Edo Period Japan with a strange, ornate sword. His mere presence seems to attract the supernatural, but as does the end of his blade. The unnamed medicine seller must find three pieces of information to slay a demon—the type of demon, the reason it has stayed on this earth, and what it desires. Broken into two-episode arcs, Mononoke delivers a stylized thriller based on Japanese myths.

JOSHIRAKU

Five not-so-ordinary girls perform the celebrated art of Rakugo, roughly a more formal and traditional variant of stand-up comedy. However, the bulk of this series’ comedy comes from the tsukkomi that takes place between the girls off-stage. The girls have battles of wits, but often sidetrack into a nonsensical (yet hilarious) discussion that becomes as charming as the characters themselves.





CANAAN

Across the streets of Shanghai, a battle is taking place. Caught in the crossfire, photographer Oosawa Maria is saved by her old friend Canaan, a mercenary. Each on their own field, they resolve to discover the secrets behind the strange happenings taking place, all while a terrorist organization begins advancing its own agenda.

BLOOD BLOCKADE BATTLEFRONT

A mystical portal from the Beyond suddenly opens in New York City, changing it into "Hellsalem's Lot," a region where paranormal creatures and superhumans coexist in peace (and chaos). After receiving the power of "God's Eyes" in exchange for his sister's sight, the young Leonardo Watch arrives in HL looking for a cure and is dragged into the shenanigans of the crime-fighting organization Libra.



NICHIJOU

Nichijou focuses on the daily lives of ordinary young residents in a peaceful town called Tokisadame: the students Yuko and Aioi, as well as a robot named Nano. However, we soon come to realize that their lives are anything but ordinary. A simple love confession can become a war, a deer can start a wrestling match, and racing down the hall can involve the speed of light in this wildly hilarious world.

CARDCAPTOR SAKURA

In an unexpected twist of fate, an ordinary girl named Sakura releases a set of ten magical cards called Clow Cards in her basement! Now, she's tasked with the challenge of retrieving them all. Throughout her journey in her search for the Clow Cards, she comes across many allies, one of whom is a talented young sorcerer named Syaoran Li.



GENSHIKEN

Otaku come together and form the Gendai Shikaku Bunka Kenkyukai, a college club geared towards the enjoyment of anime, manga, and video games. Sasahara, a freshman lacking any confidence, joins the club and embraces all of the stigma involved with the otaku lifestyle. Eventually, the members come to celebrate their lifestyles together, with unshakeable confidence and friendship.

KANNAGI

After a sacred tree is cut down for land development, high schooler Jin Mikuriya takes some of the wood and carves it for a school project. However, the guardian deity enshrined in the sacred tree emerges from the wood as a girl! Separated from the land, the girl, who calls herself Nagi, drags Jin along in dealing with impurities personally.



TIME OF EVE

Hiding from the law, a small café dares to treat android servants and humans as equals. Riku, a high school student, discovers this cafe and questions the ethics of treating androids and humans the same--do they deserve to love, to express themselves, and can the artificial become natural? Time of Eve takes you through the lives of its regular customers, daring you to find the ever-slimming difference between the two.

GUEST REVIEW

YONA OF THE DAWN

CASSIE SONNE

When I first started watching anime, it seemed like everything deserved a 9 or a 10. But the longer I watched, the harder it was to find a show that good. The kind that could pull me into its world and make me care about the characters as if they were actual people. The kind that I couldn't stop watching because each episode flew by in what felt like five minutes. The kind whose flaws, by the end, I either couldn't find or couldn't care about. Recently, I found such a show in *Akatsuki no Yona* (*Yona of the Dawn*). In it, the sheltered princess of Kouka sets out on a journey to find the legendary four dragons to protect the kingdom she loves. Sound generic? Think again. What *Yona of the Dawn* does well is excel in every department possible—characters, dialogue, art, sound—and thus set itself apart.

I'll admit, I'm a sucker for one of things *Yona of the Dawn* does best: character development. Yona, the protagonist, doubtlessly goes through the biggest transformation of all, but the rest of the main cast isn't neglected. Each of them has a distinctive personality, and together they have great chemistry. *Yona of the Dawn* isn't a comedy, but it made me laugh out loud more than many anime billed as such.



Yona of the Dawn also has a truly epic feel to it. Even though the main journey is targeted, the amount of traveling and side adventures it requires makes the world feel vast. Anything could happen—and indeed, I was never able to predict exactly where the show was going. Yet, at the same time, it never loses sight of its main goal.

Sticking with the character theme, *Yona of the Dawn* has a 'romance' tag on MyAnimeList.com, and many consider it a reverse harem. Technically, it does meet the requirement. Usually, I don't like harems, but I don't think I can blame anyone for developing feelings for Yona by the end of the show...so I let it slide. The romance aspect is a minor aspect of the show, so even if you're not a fan of reverse harems, don't let that dissuade you from watching it. On the other hand, if you watch for cute moments, they're definitely there. And if, like me, you develop an OTP despite the lack of romantic development, join me in picking up the manga and praying.

I don't consider myself overly picky in the art and animation department, but *Yona of the Dawn*'s visuals are top notch. I loved the vibrant color palette used. The show also hosts some of my favorite character designs, and fight scenes never left me wanting in animation. Every fight scene in *Yona of the Dawn* kept me on the edge of my seat. I attribute to that in part to how emotionally invested I became in the characters and in part to the clean animation. *Yona of the Dawn* was done by Studio Pierrot, which many consider to be a hit or miss studio. This is definitely a hit.



That being said, I am far pickier about a show's soundtrack. *Yona of the Dawn* excelled here. Having the first OP be purely instrumental was a daring move that paid off. I've seen arguments that the rock song used as the second OP doesn't fit the tone of the show, but it never failed to make me feel incredibly hyped. In my mind, it did its job. I must admit that I wasn't a huge fan of the first ED; while it was definitely listenable, I didn't particularly look forward to it. However, the second ED is hauntingly beautiful. Many emotional scenes were heightened thanks to the soundtrack, although the ones in episode 20 stand out to me as a high point. The soundtrack excels at building hype when necessary, but it can also be calming, reflective, beautiful, and melancholy. It reflects the "Ancient Asia" vibe of the show—while technically fantasy, *Yona of the Dawn* obviously draws heavily from that time period.

One place where I find many shows go wrong—or at least disappoint—is with villains. Finding complex, interesting villains can be difficult. *Yona of the Dawn* sets itself apart here. The antagonist is a multi-dimensional character, who almost assuredly will put you through a wide range of emotions. Whether you hate or respect the antagonist by the end will depend on you—but I can promise you will definitely feel something.

I'll conclude by saying that the ending is a complete cliffhanger (the manga is still ongoing). The series sold well. Pick up *Yona of the Dawn* and join me in saying: Season 2, when?



I know that a lot of the articles I write have spoiler warnings, but this article is so chock full of spoilers that I have prepared an entire beginning sentence to tell you about all of the spoileryness that I will be writing. Always be aware of what you are reading, and proceed as you wish. **I myself wouldn't read this article unless I were sure that I am not going to read this series!**

In recent years, there has been an inexplicable surge of popularity for yanderes, or as some people like to call them, crazy girls with axes. However, a common misconception that has arisen is that just any crazy girl qualifies, which is not the case; by definition, a yandere is an individual that has psychotic amounts of affection for another that he or she is willing to express through acts of extreme violence, either towards the object of affection or potential rivals. To all of the folks who think that Tokisaki Kurumi from Date a Live or Ryuugu Rena from Higurashi are the most notable yanderes, while both are especially psychotic, neither of the two characters are primarily motivated by love, so using the term "yandere" is not quite correct. But even notable yandere characters such as Gasai Yuno and the cast of School Days are not quite as yandere as the character I will be introducing to you. Yes, I will be demonstrating the madness of a true yandere via the plot of the highly acclaimed light novel series, *Utsuro no Hako to Zero no Maria*.

Essentially, the series is about boxes, abstract wish granting objects that people use to change the world around them. However, these boxes suffer from a singular and critical flaw: People by nature question the ability to have their desires so easily granted, and as a result, whatever doubts that the wisher makes will certainly manifest within the wish and distort it. It is such a distortion that ends up drawing in our main character, Hoshino Kazuki.

Hoshino Kazuki is so ordinary that it is almost disgusting. He lives his normal school life with his friends while having a normal crush on a girl and passing the normal school days while wishing for nothing extraordinary to happen. Yet, this is part of the beauty of the series; as opposed

to a poorly fleshed out backstory that shouldn't invoke psychosis to the extent seen in most anime, the reader gets to see the gradual transformation of this ordinary boy into a being of madness incarnate. And no yandere is complete without a romantic interest.



Otonashi Aya, real name Otonashi Maria, is a box, or so she wants to think of herself. Beautiful, smart, and talented, she is no ordinary girl to begin with, but her motivations truly set her apart from everybody else. She has only three goals in life: to undo the distortions caused by boxes, to find and stop the source of the boxes, and to make everybody happy. Any suffering or tribulations she suffers mean little to her if she can even slightly improve the lives of others. In fact, she herself acquired a box that can grant wishes as well in order to accomplish this purpose, but it, like all boxes, suffers from the distortions that the user conceives of. It is Maria's pursuit of the boxes that leads her to meet Hoshino Kazuki.

Admittedly, the two don't get off to a great start; in fact, it would not be incorrect to say that Maria's first appearance is a declaration of war. Most people would be frustrated if they had to repeat the same day 13,118 times, which is exactly what happens because of the box. Initially, Kazuki doesn't remember this because of the effects of the box, but his eventual cooperation with Maria leads him to gain awareness that stretches beyond each loop, a process that takes 27,756 loops. Distrustful of one another, the two eventually learn to put aside their differences in order to resolve their common condition.



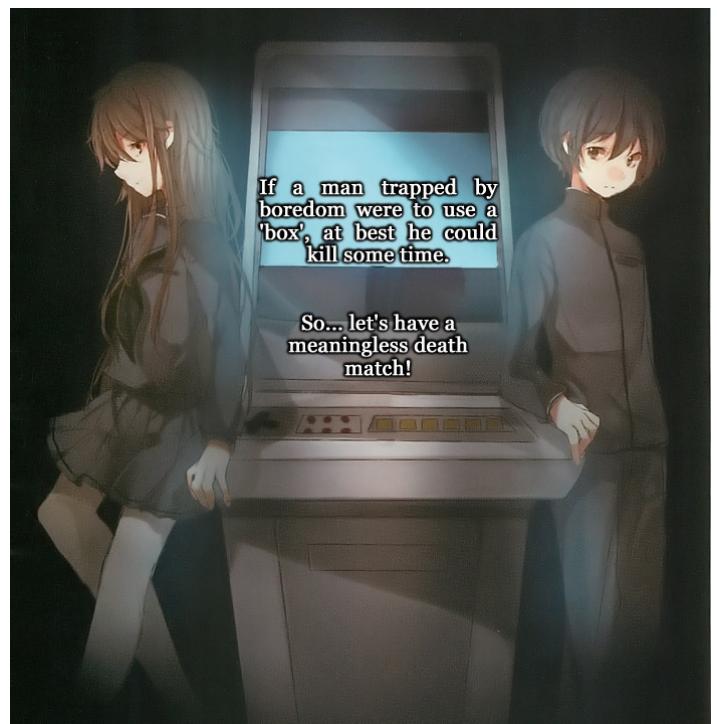
Eventually, the pair learn that the source of the box is in fact Kazuki's crush, Mogi Kasumi; she herself had a crush on Kazuki, but was doomed to be struck and killed by a truck the next day, leading her to use the box to create the world that encased them. The reason that she was able to obtain the box was because of a surreal entity identifiable only as "O," which seems to take interest in how people use boxes. The box is destroyed, but Kasumi lives, albeit confined to a wheelchair for the rest of her days, and Kazuki goes back to his normal school days. Or so he thinks. Maria transfers to Kazuki's school for real, and she decides to have him help her find and destroy boxes. Nothing strange here; in fact, such a plot point would normally be considered clichéd. But this is only the beginning.

The Kazuki and Maria duo end up dealing with another box and encounter O once more, which causes some incident, but the change in Kazuki doesn't begin to manifest until the third novel. The box they encounter is the Game of Idleness, a mutual killing game made by its owner to stave off boredom. Aside from Maria and Kazuki, the cast of characters is composed of all sorts of quirky individuals, including Kazuki's brilliant friend Oomine Daiya, who claims responsibility for the box.

In the Game of Idleness, the participants live in a limited space, life being almost normal. What isn't normal is that each person has also been assigned a role by the game; each role has a specific win condition, as well as certain powers. Each real player plays one round of the game against NPCs that are identical to the real people, sans the fact that they aren't the individuals; as a result, each game is no different from committing actual murder, and therein lies the dilemma. Maria is a complete pacifist who would never do anything that would end up hurting another individual, so for her to participate in the Game of Idleness guarantees certain death. Kazuki cannot afford

to simply win his round of the game, but must destroy the box before the game reaches Maria's turn.

Up until this point, Kazuki's goal has been to return to his everyday life, but that requires that he or anybody else doesn't kill anybody; to partake in an act of murder, even if it is an NPC, would be to forfeit that return to a normal life. This is promptly ruined when two of the other players are killed, leaving Kazuki in a state of helplessness. However, Kazuki is able to deduce the real owner of the box, and at that time, Daiya approaches Kazuki and transforms his ambiguous goal of everyday life into protecting Maria; the effect is prolific, cascading into multiple ideas and ultimately becoming an obsession. Maria's life and the life of the owner of the box are mutually exclusive, so Kazuki uses the game to kill the NPC version while Daiya kills the real one, destroying the box. Because Maria's turn never came around, she herself is unaware of the events that transpired during the Game of Idleness.



By the time of the fifth novel, Daiya has understood how to counteract the distortions of the box and has obtained his own: the Shadow of Sin and Punishment. It is spread across multiple users who use its power to turn people they perceive as criminals into "Dog-people," reducing them to being on all fours and barking. His goal is to punish the people that selfishly destroy the lives of others, intentionally or otherwise. Daiya is most certainly the most dangerous foe Kazuki has to face because he is not only brilliant and able to master the box, but also because he understands Kazuki's motivations and is able to use them against him as a result.

On the other hand, Kazuki's goal is to separate Maria from the boxes in order to prevent her from separating from him because of her goal; because of this, Daiya's box is a threat to him because it will almost certainly attract Maria's attention. As a result, he tries to stop Daiya within a single night by utilizing a box of his own to oppose him, all while taking advantage of Maria's trust to keep her in the dark. Unfortunately, Daiya realizes this and is not only able to separate Maria from Kazuki, but he also turns her against him, which devastates him greatly; it is at this point that O appears once more before Kazuki.

O reveals that its existence is due to Maria's box, but the fault that manifested as a result is a being who will certainly destroy the wishes created by this box; that individual is Hoshino Kazuki, and the moment he realizes this, his devotion transforms into a dangerous compulsion motivated by a new power, which is the power to remove and destroy boxes. He is willing to destroy everything that Maria stands for in order to free her from the influence of the boxes, and he slices open his right hand so that he might never be liberated, never forget his dangerous resolve. But before he can focus on Maria, he must remove the immediate threat before him: Oomine Daiya.



As things tend to be in this story, Daiya's complex motivations are actually a pretense for something much simpler that he himself does not want to accept; he is trying to atone for a situation that destroyed his relationship with Kokone Kirino, the girl he loved and part of Kazuki's circle of friends with Daiya. As a result, Daiya realizes that Maria would be a much more suitable host for his box in order to accomplish his goal and transfers it to her, which Kazuki does not take very well. In fact, during the final confrontation, Kazuki takes advantage of Kirino's self-destructive nature in order to oppose Daiya by having her half-gut herself in front of the whole collection of characters, including Maria, who begins to realize the extent of Kazuki's madness. Kazuki discarded any hopes of returning to an ordinary life when he committed his first murder of an NPC, but now he has permanently destroyed all of the relationships he had.

What awaits him now?

In the final novel, Kazuki's final tribulation is his struggle against his long-standing enemy O. Kazuki is trapped by O in another repeating world, but this time, the setting is a happy world where the school festival is taking place and he ultimately hooks up with Mogi Kasumi. The goal of this world is to make Kazuki forfeit his wish to meet with Maria by having him accept the world of happiness. Many times, Kazuki gives up on his goal and resigns himself to going out with Mogi, but many times more, he regains awareness of the world and the situation he is in, continually committing suicide in order to retain his memories. The world he is trapped in is designed to be a place of happiness, yet his continual deaths in order to find Maria damage the world to the point where after 100,000 loops, he has dyed the sky red with his own flesh.

In order to completely destroy the world of false happiness and meet Maria, Kazuki realizes that he can leave no room for happiness in this world, and he ultimately arrives at the conclusion that he must destroy every life he comes across. By acts of murder and terrorism, Kazuki diminishes the population of the false world and becomes the only person in it; all alone, no amount of atonement will be able to undo the atrocities that he has committed. The damage to his spirit is irreparable. Still trapped and alone with pangs of guilt that ruin him, Kazuki wastes away in the false world until it is no longer able to maintain itself; by the time that the box crumbles away 400,000 loops later, Kazuki has become little more than a pile of meat, unable to speak or even think.

Now obviously, there is more to this story than just Kazuki's yandere madness, but I felt that it was a strong defining element of the story. Kazuki is just a normal boy, but his attachment to everyday life is transformed by Daiya into a strong devotion to Maria, which is further transformed by O into a dangerous obsession that leads him to destroy lives. Finally, his desire to meet Maria drives him to a point of madness such that everyday life is something that he could never have again. We all like to say that we would do anything for love, but is there anybody who can do what this character has done and more? Even though this is a work of fiction, this degree of madness all for the sake of love is rather impressive and a dark experiment at what could potentially be in the most trying of circumstances.

Naturally, my summarization and analysis of *Utsuro no Hako to Zero no Maria* does the actual series little justice, so do yourself a favor and immerse yourself in the world of boxes and wishes. It is a read that you won't regret.

THE WAY OF A SWORDSMAN

ANDREW "ARCHED" OEUNG

A sword. A weapon that appears in practically every single type of anime (excluding romance and slice-of-life, of course). I could dribble off names of swordsmen for days. Zoro, Kenshin, Kuwabara, Ichigo, Kirito, Saber, Shana, Cloud Strife, and Luke fon Fabre all wield swords. Amazingly enough, we never get sick of it!



Even though a sword may seem like a simplistic combat weapon, there's a reason anime is littered with all kinds of swordsmen. Anime watchers love to see bloody combat and action "faster" than the naked eye. Inserting a swordsman is a great solution to that. A single slash at the speed of light amazes anyone! Animators don't even need to animate the scene! Several cuts can inexplicably appear on the villain, and watchers would be amazed! That's the beauty of swords. Swords are all about imagination. There are as many sword styles as there are martial arts styles. Yet, one thing that sets apart swordsmen from martial artists is their code of honor.

The motivations of a swordsman are deeply fleshed out in a classic called *Rurouni Kenshin*, which takes place in the Meiji period. In this anime, practically every character is a swordsman. The main character is Kenshin, an evil swordsman turned good as he tries to chivalrously reform his lifestyle. The main focus of the anime isn't on the swordplay, but rather on Kenshin's inner conflict to redeem his sins of murder as a merciless killer. Through protecting Kaoru, the main female protagonist, we really get to see Kenshin develop over the course of the anime as he loses motivation to live but eventually finds "the answer" to his problems.



We can even see the ideals of a swordsman through the perspective of an antagonist in *Rurouni Kenshin*. After Kenshin defeats a power-hungry and ruthless villain named Shishio who can call forth flames with a swing of his sword, one of Shishio's comrades commits seppuku when he realizes he cannot help Shishio fulfill his dreams any longer.

Swordsmen arguably have the flashiest combat scenes. Anime creators always make sure that every swordsman has a trick up their sleeve. Zoro can wield up to seven swords if he gets serious! You'd think his head would get tired after swinging the sword in his mouth all day. Kuwabara in *Yu Yu Hakusho* has a sword made out of his own energy. Nora in *Noragami* can transform from a human into a water sword!

Swords can even hold symbolic meaning. Kenshin's sakabato, a "reverse-bladed" sword that cannot kill, parallels his pacifist mentality. A sword incapable of killing others is a perfect fit for a man who refuses to kill anybody, after all. Kenshin's Sakabato never breaks, but it breaks the swords of Kenshin's opponents with ease. Perhaps that's a sign of Kenshin's willpower being stronger than his opponents' resolve?

Even the famous Buster Sword has a deep history behind it. Did you know that Cloud Strife wasn't the original owner of the Buster Sword? The sword originally belonged to Angeal Hewley, a 1st class SOLDIER member. Rather than using the Buster Sword, Angeal fought with a standard sword because he wanted to keep the sword as a memento of his deceased father. He passed on the Buster Sword to Zack Fair, who only used the blunt edge of the sword to honor Angeal's wishes.



Finally, Zack Fair gave the Buster Sword, his "living legacy," to Cloud Strife in a tragic but touching scene. It's clear that the Buster Sword is a symbol of each wielder's hopes and dreams in the Final Fantasy series. A sword isn't just a swordsman's weapon; a sword can potentially represent a wielder's very identity and purpose.



RECOMMENDED BY CAA

We've given out a lot of recommendations, so for this issue, we wanted to do something a little different. That's why we asked YOU, our fellow club members, to share some of your favorite series with us! Without further ado, here are the titles recommended by none other than CAA itself.

AMAGAMI, Anime



High school pseudo-harem romances can go a plethora of different ways, but if you're looking for sweet and charming, *Amagami* is made with pure vanilla extract and subtle winks from your crush.

— BUBEEZ

ARSLAN SENKI, Manga



From one of the guys who brought you *Fullmetal Alchemist* (Hiromu Arakawa) comes a tale based on a historical spinoff from the Crusade Era with plenty of gory fight scenes and enthralling plot twists.

— NIMSI

DIMENSION W, Manga



Darker than Black meets I, Robot; a sci-fi action mystery series set in futuristic Japan (with an anime adaption premiering in Winter 2016).

— EDO

FIVE, Manga



Hidden beneath the mask of a generic shoujo manga, this series—which features a heroine who gets drunk off of coffee and a crew of equally eccentric companions—packs some surprising (and often literal) punches.

— MECHATO

HATARAKU MAOU-SAMA!, Anime



Genuinely funny anime that really needs a season two.

— FASIAN

HATOFUL KARESHI, Manga



This is a lovely tale that anybirdie can appreciate (though fans of the original game might have a more pheasant eggsperience).

— OKOSAN

HORIMIYA, Manga



It's funny and easy to follow—doesn't make you anxious and restlessly wait for the next chapter!

— MELANIE M.

IB - INSTANT BULLET, Manga



This manga is full of raw emotion.

— PAUL

INFERNO COP, Anime



This series is awesome because budget.

— HELLFIRE BOY

JOJO'S BIZARRE ADVENTURE: BATTLE TENDENCY, Anime



It's definitely a classic that departs from the standard shounen cliches in various ways.

— ANDREW/ARCHED

KAMI NO SHIZUKU, Manga



Learn to be a wine connoisseur and decant from such a height.

— HIME

KINO'S JOURNEY, Anime



Cute girl does badass things, accompanied by a talking motorcycle that's always by her side.

— AUSTIN "COZZIEKUNS" TAI

KIZUMONOGATARI, Light Novel



The beloved origin story to Araragi Koyomi's life as a pseudo-vampire; read and better appreciate the long-awaited movie adaptation(s) in 2016!

— BEN VU

KOBAYASHI-SAN CHI NO MAID DRAGON, Manga



It's f***king hilarious.

— THE GUY WHO FOR SOME REASON DIDN'T RECOMMEND NOZAKI-KUN INSTEAD



RECOMMENDED BY CAA

MAYONAKA NO X GITEN, Manga



A young man is drawn into the deadly world of a nightly body-swapping ritual called the Midnight Cross Method in this odd mystery series filled with murder, investigation, and the occasional King Game using other people's bodies.

— DON

MONSTER MUSUME, Anime



MonMusu will save anime.

— H

MUSHISHI, Anime



S**t happens: the show

— ^J

ONE-PUNCH MAN, Manga



One-Punch Man is super cool because it's about a baldy who destroys everything in one punch and has an existential crisis because he is too strong.

— ERIN TANG

ONE-PUNCH MAN, Anime



The anime adaption of the manga is hilarious and the animation is well-made: try it out for some laughs and giggles, especially with finals looming.

— NIKKY

PRUNUS GIRL, Manga



It's a funny manga (no homo).

— VICTOR

RELIFE, Manga



A new take on a classic idea we've all had.
— AARON "STURGEON" CHON

ROSE OF VERSAILLES, Anime



Rose of Versailles is a classic shoujo anime from the 70s; it is a historical drama set around the French Revolution that explores the role of gender as it follows the protagonist Lady Oscar as she struggles with balancing her womanhood and her leadership in the military.

— MARGO OKA

THE LEGEND OF THE LEGENDARY HEROES, Anime



This anime presents a kind man who is unable to control the powerful demon that enables him to wipe a village with ease; he, along with a stubborn swordswoman and a clever, manipulative, but good ruler, are on an adventure to strive for personal goals and confront crippling conflicts (This somewhat underrated anime is a huge preference of mine).

— JOHN "MERRYCHI" TRAN

THE SEVEN DEADLY SINS, Anime



What I like about 7 Deadly Sins is that it roots for the "bad guys" and is one of those stories where the main group goes out to change people's perspective of them.

— FUNKIMON

TSUBAKI-CHOU LONELY PLANET, Manga



Tsubaki-chou Lonely Planet is about a girl named Fumi who is forced out of her home because of her father's financial problems; from butterflies in your stomach to "OMFG I SHIP THEM SO HARD" moments, this manga will make you smile, laugh, cry, and wish that you were a part of the manga world.

— NICKII ARACADO

WELCOME TO THE NHK, Anime



P good stuff.

— NICHI

YAHARI ORE NO SEISHUN LOVE COMEDY WA MACHIGATTEIRU., Light Novel



A brutally awkward yet humanizing story of a high schooler's quest for something genuine.

— ZANIBAS

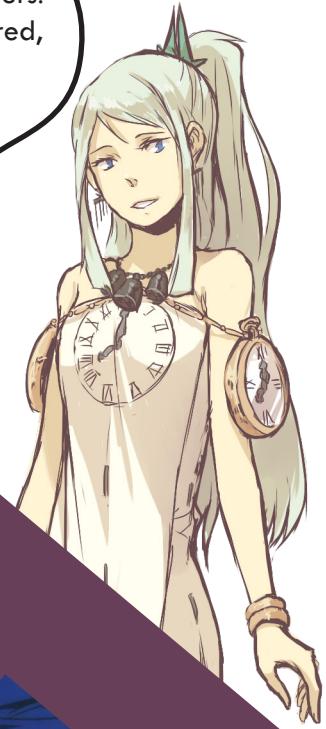
ZERO NO TSUKAIMA, Anime



Louise is cute, there's magic, and funny things happen.

— ANDY CHEN

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Anime Showings and Socials

Mondays, 7:00 - 10:00pm

Manga Socials

Thursdays, 5:30 - 6:30pm

Game Nights

Thursdays, 7:30 - 10:00pm

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