

*My college romance can't be this*  
**konshuu**

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THE WHITE DAY ISSUE

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# THIS WEEK'S SERIES

## ► ANIME SHOWING HOW TO RAISE A BORING GIRLFRIEND

(Saenai Heroine no Sodatekata)

Originally a popular light novel series, Saenai Heroine no Sodatekata, or Saekano for short, tries its best to differentiate itself from the mushy mess of light novel-based anime we've seen in recent years. It follows the life of Tomoya Aki, a part-timer in high school who spends his days working hard to support his otaku lifestyle. In a life-changing event, he bumps into a beautiful girl during his spring vacation, who eventually turns out to be his classmate, Megumi. Tomoya, aided by his childhood friend Eriri and the literary genius Utaha, decides to set his sights on making his own visual novel, with Megumi playing a starring role as the heroine. Watch along as Saekano takes you down the wondrous fast lane of otaku culture, ending up at the mecca of all things doujin and anime-related, Comiket.



Studio: A-1 Pictures

Original Creator: Fumiaki Maruto



Story and Art by: Mao Nanami

## MANGA SOCIAL ◀ 3D GIRLFRIEND

(3D Kanojo)

Tsuitsui Hikari, with his unkempt hair and unfashionable glasses, is an otaku who spends his days playing video games inside and avoiding social encounters. His one friend at school, Hikari, is unfortunately bullied by their classmates for being a similarly creepy and awkward nerd. In a twist of fate, Tsuitsui is forced to clean up the school pool with the one person he despises the most. Fashionable, promiscuous, and worst of all, a 3D-girl, Igarashi Iroha is Tsuitsui's worst nightmare. But when Iroha surprisingly stands up for Tsuitsui in front of his classmates, and when Tsuitsui does the same to Iroha's ex-boyfriend, the couple soon develop an attraction towards one another. Amidst all the biases and differences, a surprisingly heartwarming love begins to blossom.



# ROMANTIC PROSPECTS



**Rat:** 2008, 1996, 1984, 1972, 1960

## TOO LONG

Tomorrow is your lucky day! Or maybe the next. Probably the next. Definitely before the end of the season. Your relationship is marked by a slow, grueling series of “going to do it” and “definitely not going to happen.” However, there is no real conflict involved. As long as you are not part of a comedic subplot involving romance, love will find a way, albeit quite a while from now.

**Ox:** 2009, 1997, 1985, 1973, 1961

## TOO SHORT

You did it! And then, just like that, it’s all gone. Your love life is like a phoenix, a trending Youtube video, or a fly; one week, and it’s already moved on. However, see this as a chance! They were the midseason tension to a bigger and greater relationship, and this previous relationship will fade with the sound of wedding bells and ending theme songs.

**Tiger:** 2010, 1998, 1986, 1974, 1962

## SIDE CHARACTERS

It feels like the ultimate love...if only the other couple would let you have the spotlight. It may be sad to hear, but your love life is in the passenger seat; the protagonists get all of the screentime, while the best friend (you) suddenly falls in love with someone else completely off-screen. Maybe yours was just too boring, or maybe it was too perfect; all you know is that it is being overshadowed.

**Rabbit:** 2011, 1999, 1987, 1975, 1963

## MIDDLE OF THE WAR

Boom! War is all around you, whether it is a mental challenge or a physically harrowing test; something is occupying your mind with the feeling of danger. Suddenly, love joins the action, and bullets are flying from two guns; this relationship is one of survival, looking out for one another, and surviving another day. While not immediately romantic, it feels good to know someone out there will watch your back.

**Dragon:** 2012, 2000, 1988, 1976, 1964

## THE RANDOM SUB-PLOT

This relationship is a head-scratcher. Why did it happen, why does it even need to be here, and whose idea was this? Your relationship has been randomly placed in a plot that never led up to it. While somewhat unnecessary, everything around you will revolve around this unexpected development for a little while; perhaps an episode, or just a scene, or even a title card.

**Snake:** 2013, 2001, 1989, 1977, 1965

## THE PERFECT ONE

Well-paced, heart-melting, and legendary, this is it! The perfect romance. This one can take many forms: the heartfelt confession, the kiss-while-crying, the moonlit lakeside hand-hold, the rain-soaked hugging, or even the bus station dash. This is the one for your life’s story. Hang onto this one, and you’ll definitely get a post-credit scene.

**Horse:** 2014, 2002, 1990, 1978, 1966

## THE HEARTBREAK

You better find some happy anime, because this relationship is going to go wrong. Perhaps it was just a little too long, or a little too sad, or a little too realistic; either way, this will end with a rainy walk home and a depressing train ride with strangers. While this one is rare, it certainly leaves its mark, through the pages and pages of fanart attempting to glue it all back together.

**Goat:** 2015, 2003, 1991, 1979, 1967

## EENIE-MEENIE-MINIE-MO

Either you had to pick between two, or you were one of the two; this is one of the most dramatic relationships, with one plus one somehow equalling three. This love triangle can go one of two ways: a good romance with high levels of realism and tension, or the murder route. Choose wisely, or be chosen wisely, because your school days may be coming to an end.

**Monkey:** 2016, 2004, 1992, 1980, 1968

## THE PSYCHO

Well, you just had to do it, didn’t you? You picked the crazy one with more loose screws than a faulty rollercoaster. Why? Because you either had to, or you wanted to. One makes you a tragic character, and the other makes you an idiot. Regardless, this will lead to danger as you get closer and closer to their bloodstained embrace.

**Rooster:** 2017, 2005, 1993, 1981, 1969

## THE COMEDY SIDE-PLOT

Uh oh. Good luck trying to get this one off the ground; accidents and failures are going to be huge bumps in the road, and by the end, you may have already run out of fuel. You just can’t seem to break the comedic spell! Walking into rooms at the wrong time, falling and landing on each other...the list goes on. At the end of the day, everything will revert to exactly how it was at the beginning.

**Dog:** 2018, 2006, 1994, 1982, 1970

## THE LONE WOLF

Ya don’t need ‘em, kid. Relationships are a bust right now, you’ve got stuff to do, and it’s all business from here. Move the plot along by completely bypassing the bog of romances in your path. You will end up in a much better place, probably with more powers and sweet action (although the occasional hint towards someone wouldn’t hurt).

**Pig:** 2019, 2007, 1995, 1983, 1971

## THE EVIL PAIR

Like a more twisted version of Jesse and James from Pokémon, you will soon find yourself becoming one half of an evil duo. This is the thorny rose of love; perhaps two people, down on their luck, can find joy in each other and the collective pain of others. Whether or not you will stay or convert to join the protagonists, all that matters is that you have each other (and that collective pain of others, too).



Gochuumon wa Usagi Desu ka??, or GochiUsa 2 for short, ranked highly last winter in terms of Blu-ray sales and popularity. The popularity of the anime was due to its having one of the simplest concepts: cute girls doing cute things in a cafe. The original manga of Gochiusa is published in a magazine called Manga Time Kirara which specializes in moe 4-koma series. A 4-koma manga contains scenes or stories told in the frame of 4 panels, much like western comic strips. 4-koma manga follows a structure known as KiShouTenKetsu (起承転結). Ki (起) sets the setting and basis of story. Shou (承) is the development of the setting in Ki. Ten (転) is the climax/plot twist. Finally, Ketsu (結) is the resulting conclusion. While more traditional 4-koma manga told unique and funny stories while rigorously following the KiShouTenKetsu structure, more recent 4-koma, such as the ones published in Manga Time Kirara, are more lenient on the structure and take a different approach to 4-koma.

A classic 4-koma manga is Kiyohiko Azuma's Azumanga Daioh. The manga follows several high schoolers and a 10 year-old girl named Chiyo, a child genius who skipped grades all the way to high school. The important thing to note is the manga follows the traditional 4-koma structure well. Any particular scene and its joke begins and concludes in the 4 panels given. As a result, chapters come packed with funny jokes and interactions from the characters. The structure of KiShouTenKetsu allows for more compact stories and forces the artist to come up with more interesting scenarios to fill the monthly quota. It is probably no surprise that Azumanga Daioh was one of the first 4-koma manga to be officially translated and brought to the west; Kiyohiko Azuma's witty humor along with the natural structure of 4-koma allowed him to pack jokes into a few panels, producing a one-of-a-kind manga that was very well received in both Japan and the West.

Despite Azumanga Daioh being one of the most successful 4-koma manga to be published, many newer 4-koma manga are successful, but for different reasons. GochiUsa

is one of the many works that are published in Manga Time Kirara; others include Kiniro Mosaic, K-ON!, Hidamari Sketch, and A-channel.. These manga all share a common formula: cute girls + doing + (topic of choice) + and cute things. For example, K-ON! follows 5 girls who form a "Light Music" club presumably to do music but end up drinking tea and eating cake for more than half of the manga. Not only this, but as opposed a monthly chapter containing multiple stories, the panels form a continuous story and loosely follow the KiShouTenKetsu structure. There is usually some minor development and climax within the 4 panels, but nothing that will make a huge impression as Azumanga Daioh and other older 4-koma manga did with their 4 panels. Instead, Manga Time Kirara 4-koma manga series now feel like any other manga, minus the variation of the panel sizes and shapes. This is due to the fact that people's interests have changed over time. Cute girls are now the priority over comedic elements in 4-koma manga, and it is an effective method to give people what they want.

Until recently, 4-koma series failing to follow the KiShouTenKetsu often got rejected by editors. Expectations have become much more loose as 4-koma manga turned into an easy way to get the story across without worrying too much about how to split up the manga panels. But is this necessarily a bad thing? The quality of the artwork in Manga Time Kirara, despite being in 4-panel comic strip format, is superb. This is due to the fact that a lot of manga artists in the magazine have an illustrator's background, so while they might not be able to organize the manga panels as well, their art is superb nonetheless. And in the end, the manga industry is still a business that needs to make money with minimal effort, so the loosening of the KiShouTenKetsu structure helps bring out new content while putting less stress on the artists themselves. People really love the concept behind "cute girls doing cute things," and Manga Time Kirara provides the most effective way of delivering the content.



I WANNA SLEEP



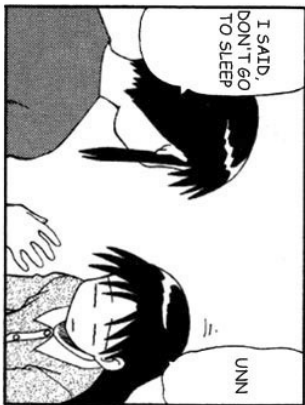
HEY,  
DON'T  
GO TO  
SLEEP

UNN



PLEASE  
STOP  
THAT

SLEEP  
VOMIT-  
ING?



I SAID,  
DON'T GO  
TO SLEEP

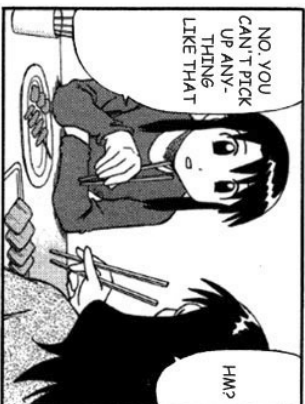
UNN



OH,  
WHAT'RE  
YOU  
DOING?

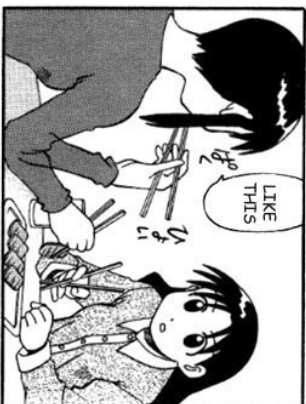
YOU  
BOUGHT  
A  
PILLOW!

SAMPLE



NO YOU  
CAN'T PICK  
UP ANY-  
THING  
LIKE THAT

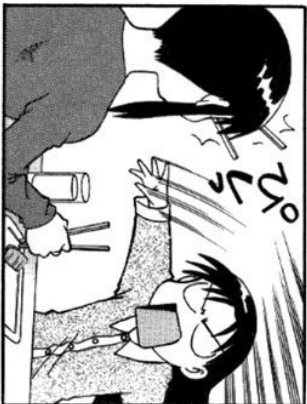
HMP



LIKE  
THIS

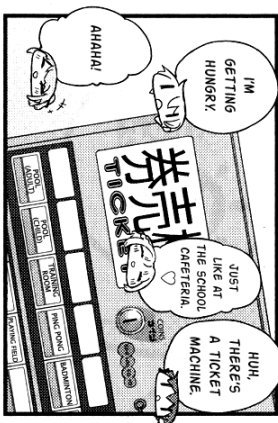


THIS  
THIS  
THIS



THIS  
THIS  
THIS

LET ME EXPLAIN!



I'M  
GETTING  
HUNGRY

JUST  
LIKE AT  
THE SCHOOL  
CAFETERIA.

HUH,  
THERE'S  
A TICKET  
MACHINE.



WOULD  
YOU LIKE  
SHAKENAND  
OR PENHOLD  
PADDLES?

PING PONG  
FOR FIVE,  
YES?



WELL,  
SHAKENAND  
IS WHEN  
YOU GRIP IT  
NORMALLY  
WITH YOUR  
FIST LIKE  
THIS...

WHAT'S  
THE  
DIFFERENCE  
AGAIN?



LOOKS  
LIKE YOU  
ONLY KNOW  
SHAKE-  
HAND...

THEN  
THE GRIP  
THAT'S  
NOT  
SHAKE-  
HAND IS  
PENHOLD!

DO NOT REMOVE FROM PREMISES



YES.

ASAGI  
SPORTS  
CENTER?



THEY'VE  
GOT  
BADMINTON,  
VOLLEBALL,  
BASKET-  
BALL...

IT'S THE  
MUNICIPAL  
GYM,  
THE FEEES  
ARE QUITE  
LOW.



I SEE!  
THAT'S SO  
CONVEN-  
ENT!

YOU CAN  
ALSO RENT  
PING PONG  
TABLES  
AND  
PADDLES  
THERE.



AH, NO,  
YOU  
REAT  
FLOOR  
SPAKE  
TOOD!

WHERE  
SHOULD WE  
SET IT UP  
ONCE WE  
GET BACK?

まんが きららキャラット MANGA TIME KIRARA CARAT





### Warning: Spoilers ahead.

Do you believe in love at first sight? Well, anime certainly does. For every romance that develops over the course of several episodes, there are a dozen more that happen spontaneously for no reason at all. Today, I pose a question to you: Could anime love be legit and plausible, or is anime love completely unrealistic?



Our first contestant for today will be Angel Beats. Angel Beats focuses on humans that have already died but hold lingering regrets about their past lives. The main character, Otonashi, cannot remember anything about his past, but selflessly helps all of his friends wash away their regrets and pass on to the afterlife. A mysterious girl named Kanade initially opposes Otonashi and his friends, but eventually aides them in moving to the afterlife. In the climax of the show, Kanade reveals that in her past life, she underwent a heart transplant, and the organ donor happened to be Otonashi! She always regretted the fact that she couldn't thank Otonashi for saving her life at the time. Afterwards, they exchange kisses before Kanade disappears into the afterlife. Angel Beats is honestly a perfect example of a show trying too hard to be emotional. The main character falls in love with Kanade after hanging out with her once or twice, at best. Moreover, the fact that a heart donor could meet the heart's receiver in the afterlife is

absolutely ridiculous. What's the verdict for this show? I give Angel Beats a 1/10 in terms of realism.



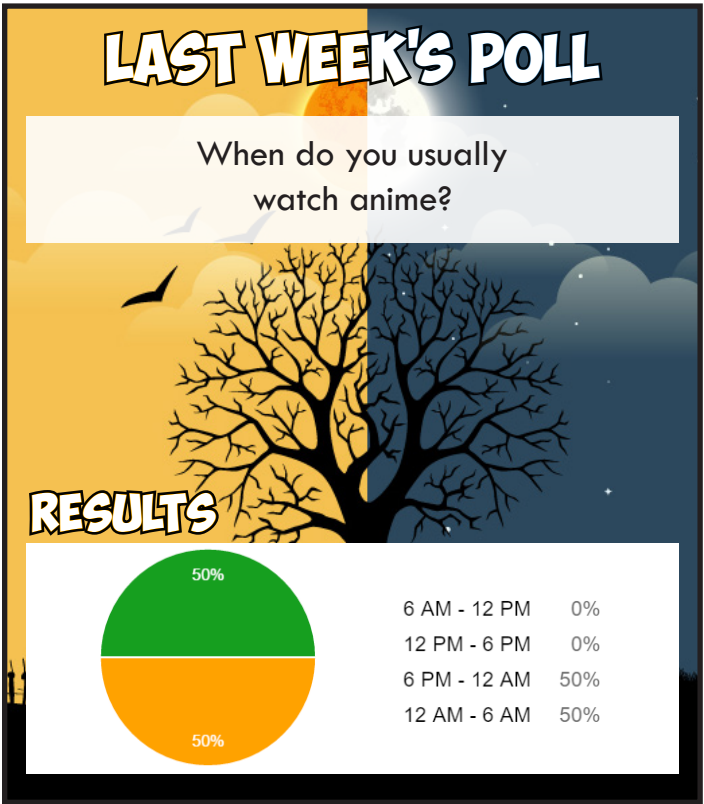
Next up is Steins;Gate, a fan favorite sci-fi show. The main character Rintarou Okabe forms a lab team with seven members in order to harness the power of time travel, but ironically ends up traveling back in time in order to undo his actions and save the world. In his team of seven members, he gradually grows closer and closer to a red-haired girl named Kurisu Makise. As Rintarou time-travels, he loses hope at one point and feels that his futile efforts to change the past are in vain. He begins turning to Kurisu for personal advice about how to change the future, and this gradually develops into a heartfelt romance between the two scientists. Unlike Angel Beats, Steins;Gate slowly develops the romance between these two eccentric characters, which ultimately contributes to the intense climax of the show. However, their romantic development is a little hard to swallow, considering that Rintarou time travels backwards in almost every single episode. How could Kurisu possibly gain affection for Rintarou if he meets a different Kurisu every single episode? While their little romance is rather cute and endearing, I would have to give Steins;Gate's romance a 5/10 for realism. It could be worse, but it could definitely be better.



Our final contestant is Rurouni Kenshin! This anime stars a reformed swordsman named Kenshin who attempts to repent for all the humans he killed as a merciless assassin. Taken in by the Kamiya Dojo, Kenshin works to save the lives of others with the help of the successor to the Kamiya Dojo, Kamiya Kaoru. Unlike Kenshin, Kaoru is a peace-loving girl who would never harm anybody and tries her utmost to stop Kenshin from devolving back into his murderous persona known as the Hitokiri Battosai. Kaoru is your typical tsundere, always getting flustered at the mention of a romantic relationship with Kenshin, but over time, she develops feelings for Kenshin after witnessing his astounding appreciation for human life. Their relationship takes a tumultuous turn

after a villain named Enishi kidnaps her as an act of vengeance against Kenshin for murdering his sister (this is from the OVA, Trust and Betrayal). Enishi deceptively fools Kenshin into thinking that Kaoru is dead, which completely breaks his conviction as he realizes he has failed to protect his precious friend. Later on, Kenshin finds out that Kaoru is alive, rescues her, and eventually marries her after realizing how important she was to him. Kenshin's relationship with Kaoru gradually developed over the course of several arcs, and the loss of Kaoru causing the destruction of his mental state was heartbreaking for viewers to witness. All in all, I would give Rurouni Kenshin an 8/10 for realism because its romance has depth to it.

So, what's the final verdict? Coming up with a believable romance is no easy feat. Although a few anime have good romances between two characters, very few have believable, gut-wrenching, and meaningful romances. I opted to ignore many harem shows like To Love-ru and Infinite Stratos, but that doesn't really hide the fact that shows like those exist. In fact, harem anime are so plentiful in this day and age that I would have to say anime love is completely unrealistic and unfeasible. Love at first sight may be as likely as 50/50 coin flip in anime, but it's about as likely as a sighting of Halley's Comet in the real world.





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If you'd like to have content featured,  
please submit to:  
**J.MP/KONSUB**



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**Illustrator:** Rika Sato

## WEEKLY EVENTS

### Anime Showings and Socials

9 Evans

Mondays, 7:00 - 10:00pm

### Manga Socials

106 Dwinelle

Thursdays, 5:30 - 6:30pm

### Game Nights

2030 VLSB

Thursdays, 7:30 - 10:00pm

## WEEKLY SHOWINGS

Dimension W

Himouto! Umaru-chan

NEXT WEEK'S SHOWING: **AJIN**

