

THE SHÔNEN ISSUE

CAL ANIMAGE ALPHA presents

Konshuu

Volume XLVI, Issue IV



Kill la Kill
キルラキル

RYŪKO MATOI

纏 流子

Art by Kuno-chan

SEPT
28

2017



THIS WEEK'S FEATURED SERIES

10/01 ANIME SHOWING **SANGATSU NO LION**

Fall 2016 | Shaft | Directed by Akiyuki Shinbou

(*March Comes in like a Lion*) Having reached professional status in middle school, Rei Kiriyma is one of the few elite in the world of shogi. However, as a 17-year-old living on his own, Rei tends to take poor care of himself. Shortly after his arrival to Tokyo, Rei meets a trio of sisters who share with Rei a unique familial bond that he has lacked for most of his life. *Sangatsu no Lion* tells the tale of an adolescent who gradually understands his own complex emotions through his interactions with others.



10/01 ANIME SHOWING **KEKKAI SENSEN**

Spring 2015 | Bones | Directed by Rie Matsumoto

(*Blood Blockade Battlefront*) Hellsalem's Lot, formerly New York City, was born when a gateway between Earth and the Beyond opened, forcing supernatural creatures and humans to coexist. Thus, the secret organization Libra was created with the task of keeping order. Enter Leonardo Watch, a boy who obtains the "All-seeing Eyes of God". He goes to Hellsalem's Lot to find answers about his mysterious power and runs into Libra. When Leo unexpectedly joins their ranks, he gets more than what he bargained for.

This week's theme is **Sequel Prequels!**
We're showing the first TWO episodes of FOUR series receiving sequels in Fall 2017. Join us on October 1st, 2-6pm in Barrows 166!



10/01 ANIME SHOWING **KINO NO TABI**

Spring 2003 | A.C.G.T. | Directed by Ryutaro Nakamura

(*Kino's Journey: The Beautiful World*) Based on the hit light novel series by Keiichi Sigsawa, *Kino's Journey* follows the adventures of the apt markswoman Kino along with talking motorcycle Hermes as they travel the world and learn much about themselves in the process. Employing the motif of the road trip as a vehicle for self-discovery and universal truth, *Kino's Journey* is an episodic series with an emphasis on atmosphere over action and plot. Follow the two along on their journey throughout the world!



10/01 ANIME SHOWING **OSOMATSU-SAN**

Fall 2015 | Studio Pierrot | Directed by Yoichi Fujita

(*Mr. Osomatsu*) The Matsuno household is comprised of six identical siblings: self-centered leader Osomatsu, manly Karamatsu, voice of reason Choromatsu, cynical Ichimatsu, hyperactive Juushimatsu, and lovable Todomatsu. Living as NEETs, their daily activities are never dull as they go on all sorts of crazy and bizarre, adventures. Though they desperately search for a way to improve their social standing, it won't be possible if they can't survive the various challenges that come with being sextuplets!

THE BIG THREE!

Luffy and the Romance Dawn



by **JOSH ROQUE**

4th year, English

Gomu Gomu No...

Yes, most people pick *Naruto* out of the "Big Three" to watch. Compared to *One Piece* and *Bleach*, *Naruto* tends to shine as the most digestible piece of shōnen popular culture. If Goldilocks had to pick between these big three bowls of shōnen goodness, *Naruto* is the one that is just right for most people; at least, it's not 800 episodes long like *One Piece*. However, this is not a fairy tale where one can just understand which show is best based off of objective facts. Roughly speaking, not enough people decide to pick up *One Piece*, and something can be learned from Goldilocks. Just like the bowl that's too hot or too cold, there's only one surefire way to know what's too much or too little: try it!

One Piece perfects the shōnen hero of the loveable idiot even more so than the titular *Naruto*. Monkey D. Luffy is the ever-hungry, idyllic ass-kicker that every manga artist does their best to paint in the likeness of Goku. However, *One Piece* is a show of extremity, and is always up for challenging its viewers. If *Naruto* goes to Ichiraku Ramen and stuffs his face like the spitting image of the modern and sophisticated Japanese salaryman, Luffy punches and eats the gigantic creatures of his world as if they were a big piece of mutton. The journey of *One Piece* is as carefree and liberating as the protagonist behind it. Luffy can be dense and that makes it difficult to see him as a humble hero; at least *Naruto* can make exposition because the viewer knows that *Naruto* has intelligible thoughts. Luffy can barely grasp language beyond asking for food, asking who he has to fight, and promising to beat up people for his friends and family.

What's the world of *One Piece* like? Deep. If I gave a retrospective of the entire show's lore up to this point, you would receive college credit, and a few highlights of how things have changed in *One Piece*'s fifteen years might help inspire people to finally pick it up. *One Piece* starts with Luffy stuck in a barrel, floating in the ocean;

it's the classic "I'm lost" start to any narrative. He has just started his adventure as a pirate as countless others have, searching for his "X marks the spot."



What is *One Piece* doing now? Well, there is the World Government who seems to be pulling the strings of the world and controlling entire nations, there are three ancient ships floating around somewhere that have the power to split entire continents apart, there are ancient glyphs scattered around the world that tell of the Void Century, and an entire one hundred years of history that were mysteriously erased, probably by the government. Even now, Luffy is still just making his way to the One Piece. These narratives, however deep they may be, NEVER betray that fun-loving paradigm of treasure hunting with friends. This sets *One Piece* apart: it's a consistent atmosphere, and the series is obsessed with fun and finding the next opponent and the next stage.

One Piece puts on many hats and not many people see the point of juggling them. If the lore isn't to your taste, you can focus on the fighting and romantic adventure; if fighting people isn't palatable to you, then you can explore the 800 episodes (or 900 chapters) of world-building content more deeply involved than "A Village Hidden Somewhere Else." Try a spoonful of too cold or too hot; it may be just right for you.

THE SHŌNEN EQUATION



by **ZIANA DEEN**

2nd year, Architecture

Deeply addicted to milk tea,
cookies, and blue candy

During my summers as a child, my parents would drop me and my four older siblings off at the library. Because I was young and idolized my siblings, I would of course, sit by them and read what they read. This was how *Inuyasha* fell into my hands.

I was fascinated by the high fantasy story as portrayed through Kagome and Inuyasha. Back then, I would sit on a couch with a huge pile of consecutive volumes besides me. Once I finished the first one, I would put it in a new pile that slowly grew as I was absorbed into the story. Before I knew it, hours had passed, my siblings were telling me it was time to go home, and I'd finished fifteen volumes of *Inuyasha*.

Shōnen manga is usually aimed toward teenage boys. Usually it's action-packed, teeming with male characters fighting toward some cause. It can be a series involving soldiers or alchemists in a fantasy world (*Dragon Knights*, *Fullmetal Alchemist*), the growth of high school athletes (*Prince of Tennis*, *Whistle!*), or following detectives on their cases (*Detective Conan*).

I loved escaping into the adventures of shōnen series. My favorite pastimes included sailing the high seas with Luffy and his crew, rising through the ranks of the football league with *Eyeshield 21*, or hunting homunculi with a certain one-armed, one-legged alchemist. With the speed that I consumed shōnen manga, I was able to decipher an equation that makes them up.

Shōnen manga almost always starts with an average Joe (e.g. Tsuna in *Reborn!*, Kaneki in *Tokyo Ghoul*). However, our average Joe has something special about him (e.g. Sena in *Eyeshield 21* has extreme speed, Naruto has the Nine-Tails sealed within his body) or something happens to him (e.g. Shinichi in *Detective Conan* turns into a child, Light finds the Death Note) that changes his life and throws him into the shōnen lifestyle. He begins to gain party members – each with their own unique powers and occasional spotlight (Luffy's crew in *One Piece* or the group in *Beelzebub*). The team withstands obstacle after obstacle until the plot intensifies, leading into one major arc, such as the betrayals in *Air Gear* and *Bleach*. From then on, the characters combine forces against treacherous enemies until the final climax with the big boss, a fight in which the good guys finally win (*Inuyasha*).

This equation of a hero's growth, camaraderie, and bravery with their team in the face of conflict, and a background agenda can be observed in many of the manga series previously mentioned. While one might think understanding the equation may lead to boredom with shōnen, it is actually quite the opposite. Everytime I start reading a shōnen manga, I look forward to analyzing the author's creative approach to establishing an intricate storyline and developing authentic characters. In doing so, they manage to create a narrative with those unique qualities. Yes, they apply the equation to their story, but they manage to add or remove variables to inspire readers' genuine interest in the manga.

Of course not all shōnen series follow this equation. In fact, quite a few series actually work against this equation, such as *Death Note*, which exemplifies what happens when the main character becomes an antihero. Other manga are notorious for the establishment of strong female characters who are as strong as they are badass, such as Mikasa in *Attack on Titan*.

Shōnen manga may have originally been for teenage boys, but with the growth of the industry and the application of new social and cultural variables to the shōnen equation, it has developed into a genre everyone can enjoy. It teaches life lessons such as friendship and hard work that can apply to anyone who needs hope in the face of adversity.



GON FREECSS, SHŌNEN ANTIHERO



by KATRINA LUQUE

4th year, English

Reinhard shouldn't have won.

Anyone with a vested interest in anime is familiar with the standard shōnen protagonist. Typically a boy between the ages of 10-18 blessed with staggering amounts of confidence and determination, shōnen characters follow a mold that is reproduced time and time again in manga that span the gamut from *Naruto* to *Haikyuu!!*. Enter Gon Freecss, the protagonist of one of the seminal shōnen masterpieces, popularly regarded as the shōnen hero to end all shōnen heroes. Although Gon Freecss appears to be a standard shōnen archetype, he deviates from the traditional model in a startling way. The qualities that make the standard shōnen protagonist "a good guy" are what characterize Gon as a villain in the *Hunter x Hunter* universe. Herein lies the genius of *Hunter x Hunter*: Yoshihiro Togashi (the mangaka of the series) inverted the moral character of the standard shōnen protagonist, appropriating the characteristics of the heroic and, dare I say, righteous protagonists of shōnen fame and utilized them to build a psychologically and morally flawed character. When portrayed from the point of view of Togashi's original framework, the positive character traits of a shōnen protagonist, such as determination, confidence, and the ability to bond/sympathize with anyone in the general vicinity, become fatal flaws when manifested in Gon Freecss.

"How is Gon Freecss evil?" the reader may ask. The answer to this question is complex and the author does not have the space to do it justice, but I'll provide the reader with an abridged version of the various faults of the monster and most powerful child in existence, Gon Freecss. Gon's greatest fault is his determination, which causes him to be selfish and self-destructive. If Gon decides to pursue a challenge or course of action, he will stop at nothing to accomplish it, and this is usually played straight in other shōnen where the hero proves that hard work, perseverance and believing in yourself pay off, but in *Hunter x Hunter* Gon's determination is harmful to himself and everyone around him. He has no regard for the well-being of others, especially when they

stand in the way of him and his goals. In the finale of *Hunter x Hunter*, Gon proves he is willing to go to any length in order to defeat his enemy, including destroying his own body (a suicidal act) and betraying his best friend to secure a victory.



According to TV Tropes, Gon has a case of "Blue and Orange Morality," meaning that he has no moral compass. As stated by the website: "Even more worrying is the extent to which his simple mindedness colors his perception of those around him. Often it's difficult for others to understand or relate Gon's actions or thoughts to what people would consider 'normal/moral' thinking. On more than one occasion the people around Gon have remarked on how he 'doesn't care about the good or the bad' with some believing Gon to be a little insane." Gon's indifference concerning universally accepted moral codes is a symptom of his loving and carefree attitude, which he shares with many other shōnen protagonists. In Gon's case, his admiration for and attachments to those around him lead him to disregard their actions no matter how nefarious they may be. Gon applies this same line of thinking to his own conduct by justifying some of his less than righteous actions by claiming that they aligned with his values of determination, loyalty to his friends, and courage.

Not only does Gon fail to understand the difference between right and wrong in a traditional sense, he burdens the people that he loves by relying on them to always stay by his side and fix the mistakes that he makes. Gon's overwhelming trust and loyalty are, yet again, typical of shōnen protagonists but is inverted in Gon's case because Gon wounds his best friend, Killua, by assuming that Killua will comply to Gon's every wish and whim, disregarding Killua's feelings in the process. Gon's betrayal of Killua and resulting separation from him proves that Gon's status as the ultimate shōnen hero should be called into question.

STAFF PICKS

FAVORITE SIGNATURE MOVES



OMNISLASH

ZIANA



GIGA DRILL BREAK

ANDRES



JAJANKEN



KATRINA



YUKKII~



JOSH R.



TALK NO JUTSU



BORAH



JUSTICE
TACKLE



EDWARD



AMAKAKERU RYU
NO HIRAMEKI!



JOSH S.



INDIGNATION



RIKA



BURST STREAM
OF DESTRUCTION



JACKY



BAOU ZAKERUGA



ANDREW



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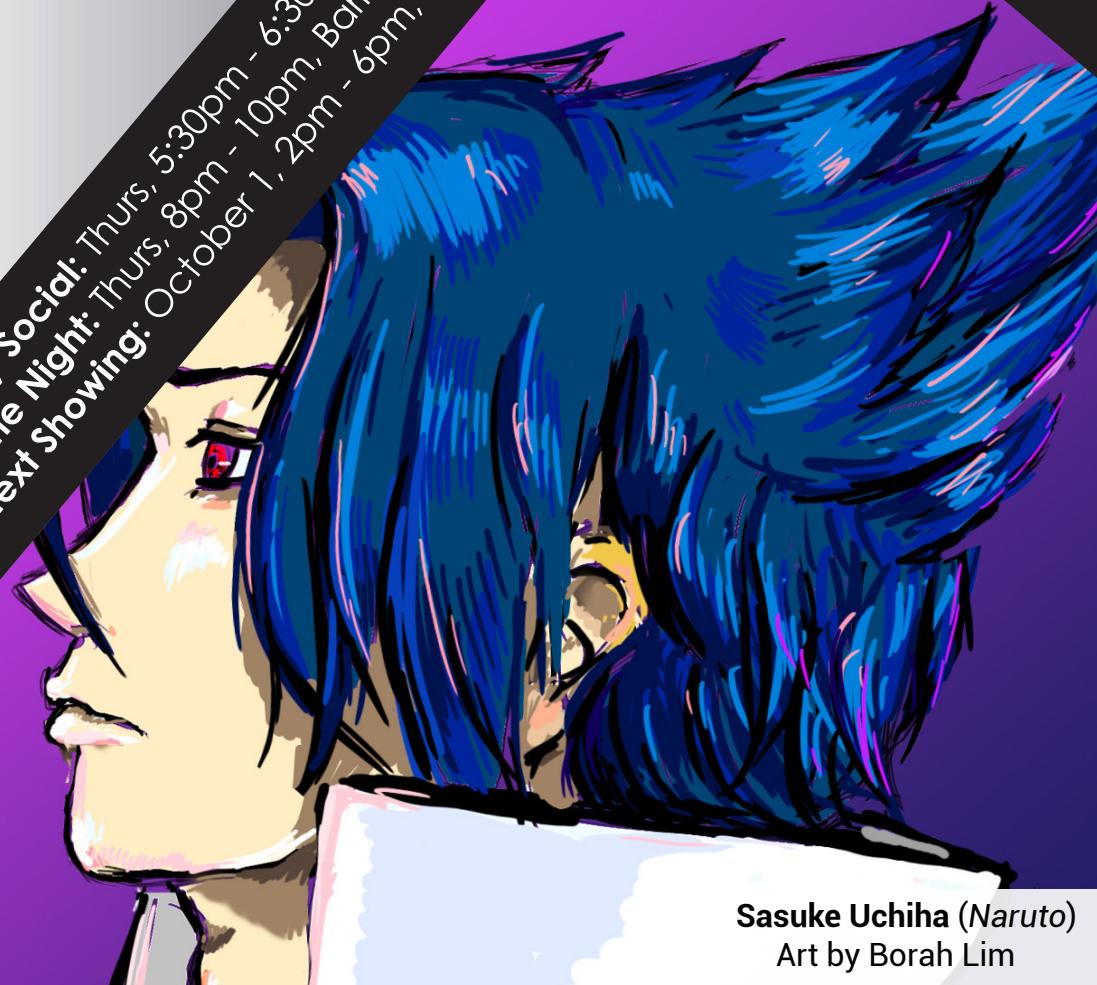
Konshuu accepts guest submissions from club members! If you'd like to have content featured, please visit:
J.MP/KONSUB

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twitter.com/calanimagealpha.tumblr.com



CLUB EVENTS

Weekly Social: Thurs, 5:30pm - 6:30pm, Barrows 170
Game Night: Thurs, 8pm - 10pm, Barrows 126
Next Showing: October 1, 2pm - 6pm, Barrows 166



Sasuke Uchiha (Naruto)
Art by Borah Lim