

THE KIDS ANIME ISSUE

CAL ANIMAGE ALPHA presents

konshuu

Volume XLVIII, Issue X



DORAEMON
Doraemon

Art by Sharrel Narsico

THIS WEEK'S FEATURED SERIES

ANIME RECOMMENDATION

YU-GI-OH! 5D'S

This takes place after the original Yu-Gi-Oh! Franchise, when Domino City is fractured into two halves: the rich half, Neo Domino City, and the poor half, Satellite. Yusei Fudo is a duelist living in Satellite. After his best friend, Jack Atlas, betrays him, Yusei wants to seek vengeance by winning back his Stardust Dragon from Jack in an extravagant motorcycle duel. Witness this exciting display of dueling on motorcycles!



Spring 2008, Gallop
Directed by Katsumi Ono



2016
Written by Kaiu Shirai

MANGA RECOMMENDATION

PROMISED NEVERLAND

The year is 2045. Emma is an orphan living in a small orphanage called the Grace Field House. They live a life of luxury: they have food buffets, a nanny, and free reign around the orphanage. Once they come of age, they are adopted by families outside of the orphanage. But one fateful day, Emma and Norman witness a horrific truth about their existence. Just what is Grace Field House?

STAND UP, THE VANGUARD!

ANDREW WING

4TH YEAR, MEDIA STUDIES

Won a set at the Bushiroad Cardfight!! Vanguard World Championships 2015: Pomona

STAFF WRITER

Cardfight!! Vanguard is a trading card game by Bushiroad that's a blast to play. There's also an anime of the same name that's been airing since 2011. It's also one of the first anime I've seen.

When I was younger, I was very anti-anime/weeb. I was disgusted at the people at school who were obsessed with anime, with their waifus printed out and slid into their binder covers. It wasn't until I saw Attack on Titan that I got into anime myself. But before this, there was one anime that I watched religiously, which I didn't even realize was an anime: *Cardfight!! Vanguard*.

I was always a big TCG player. I first started with Yu-Gi-Oh! and Pokemon, and when Vanguard came out in 2011, my friends and I all got into it. It's a really fun game, with some RNG elements, making it more beginner friendly and less pay-to-win compared to other TCGs like Magic: The Gathering and Yu-Gi-Oh! The most interesting mechanic are the trigger effects: everytime you attack or take damage, you have a chance to activate either a critical, stand, draw, or heal trigger. This makes the game super dynamic and exciting to play. While I was playing the game with my friends in high school, I was informed that there was a show featuring the card game. I watched it out of my love for the card game, but never noticed that it was actually an anime. It helped that I watched the show in English dub, because I assumed it was just another children's cartoon like Yu-gi-oh! or Pokemon (which ironically are also anime). In this way, the Vanguard anime snuck into my life, despite my dislike for anime at the time.



A young Andrew at a card shop

The show is quite solid. The story follows Aichi Sendou, a middle-schooler who wants to be the best Cardfighter. It utilizes the basic shounen formula, with tournament arcs, rivalries, and comedic moments. The characters are interesting, each running a different deck with one of the many "clans" from the card game. Of course, it is a kid's show, so there are a couple annoying characters who mainly appeal to young children, but it's not that bad. What's nice is the show teaches you how to play the card game, not just the basics but also advanced combos, which is why I recommend the show to anyone who wants to play the game.



Great Nature, one of the many clans in Vanguard

Cardfight!! Vanguard is also a gateway anime. People who play the TCG and want more Vanguard content beyond the card game often watch the show. It may end up being their first anime, and ignite a deeper interest in anime. We also see this effect with franchises like Pokemon, Yu-gi-oh!, Ace Attorney, and Danganronpa, where people who really enjoy the games get into the anime too.

If you have any interest in card games, I'd definitely recommend the *Cardfight!! Vanguard* anime. It's a good watch and the card game is super fun too. Now's the best time to get into it; the series is currently getting a reboot, so you can start fresh with the 2018 series. P.S. If you're interested in playing Vanguard, let me know! I'd be happy to teach you how to play. You can also talk to Victor, Syed, Ethan, or Andy - hit us up at game nights!

EVERYTHING CHANGED WHEN THE FIRE NATION ATTACKED



ANDREW OEUNG

4TH YEAR, EECS

Wants eggrolls

EDITOR-IN-CHIEF

I know what you're thinking: *Avatar: The Last Airbender* isn't an anime. That's true, I won't deny it. However, *Avatar* is holistically one of the strongest animated shows, despite hailing from a western background.

One of the show's subtle strengths is that the viewer is placed in the protagonist's shoes: Aang, frozen in time for a hundred years, knows nothing about the contemporary world. Over several episodes, the viewer learns the state of the world, as well as the background behind bending. *Avatar: The Last Airbender* takes place in a world in which individuals have the capability of bending, or harnessing the power of an element. The four elements that people can control are air, fire, water, or earth. The protagonist, Aang, is a reincarnated person who can wield all four elements at once, which is a unique trait. Specifically, the show explores a war between the aggressive Fire Nation and three defending nations: the Earth Nation, the Water Nation, and the Air Nation.



Toph is the best character.

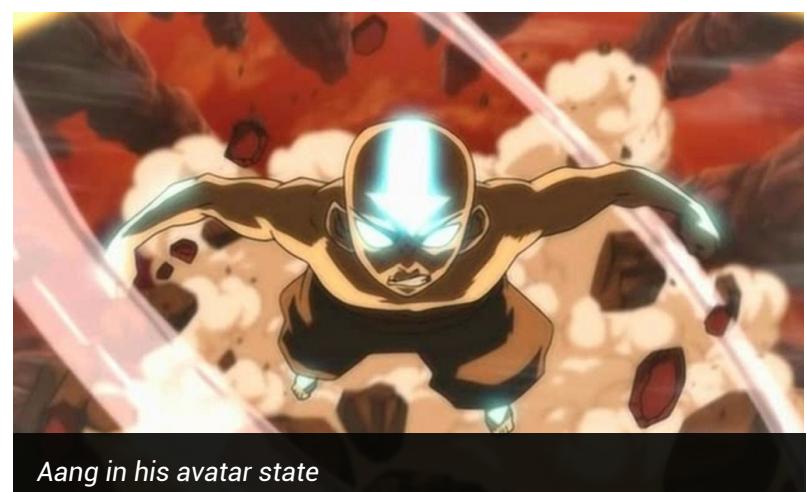
My favorite part about the show involves the redemption arc of the prince of the Fire Nation, Zuko. Originally, Zuko is banished from the Fire Nation and can only reinstate his status by capturing the Avatar, Aang, and bringing him to his father, Fire Lord Ozai. But along the way, he will renege in his villainous plot through the guidance of his wise uncle, Iroh. In a sense, uncle Iroh becomes his father figure over the course of the show. We see hints of Zuko's righteousness even from the very beginning of the show, and it was a pleasure seeing him grapple with the notion of right and wrong. In fact, other characters



like Aang and his romance interest, Katara, also struggle with morality. Aang withholds himself from the fierce and unforgiving nature of firebending until several episodes later in the episode, while Katara also vows to never use a horrific form of waterbending known as bloodbending.

Of course, I always did have some issues with the show, even looking back. Sokka feels like a completely irrelevant inclusion to the cast. Unlike the rest of Team Avatar, Sokka is the only non-bender in the group. In a show where the fights only involve powerful benders, Sokka is clearly the odd one out. He effectively serves as a form of comic relief, but I think that other characters can accomplish the same intent. For instance, the cabbage merchant, an intermittently recurring character in the show, appears in several Earth Nation cities as a form of slapstick humor.

Furthermore, the ending of the show is a total plot device. Instead of killing the villain to prevent him from harming people ever again, Aang conveniently gains the power to strip him of bending forever. This is a random plot device that has no foreshadowing in the show whatsoever. Other concepts in the show are always revealed in the early stages of the show and get developed further, like lightning bending and the romance between Katara and Aang. However, the appearance of the Lion Turtle bestowing Aang this convenient power always bothered me, even as a child viewer.



Aang in his avatar state

Overall, *Avatar* is great. Very few shows give off a sense of adventure in a fantasy world like this one, and the bending concept involving the four elements is cliché but effective. I will always look back on this show with fond memories.



KIDS ANIME



SHAMIN CHOWDHURY
3RD YEAR, PHYSICS AND MATH

Baby steps, baby steps...

STAFF WRITER

If by any chance you've read my past articles, you might be aware that I'm the kind of person who's interested in definition and origins and that sort of thing. By attempting to define what a "kids anime" is, we can do two things: confirm its existence, and pinpoint its qualities so we can more precisely articulate our opinions on it. When I say existence, I mean that in saying "kids anime," one can either list the qualities attributed to "kids anime," or one can list multiple anime that can be described as "kids anime" (and then ideally proceed to generalize qualities from that list). If you can't do either of these things, you can't say that there is such a thing as "kids anime." For example, let's say I wanted to talk about "bloogle anime," and I said something like "There have recently been many 'bloogle anime' since 2010." Well, such a statement immediately invites me to list off "bloogle anime." Perhaps I'd have trouble coming up with any, but this would make the notion that there were "many," or even any, less plausible. If I do manage to come up with a list, however, my next step would be to take this list of "bloogle anime" and generalize the qualities they share. In principle, I'd be able to come up with a more precise notion of what "bloogle anime" are the more shows I come up with. You might be wondering "How can someone initially come up with 'bloogle anime' without first knowing what classifies a 'bloogle anime'?" Well, that's the point of this procedure. Take a simpler situation for



Oof!

example. Say you have some intuition on what "fruit" are, but you don't quite know how to describe them. One outcome you might

have with this approach is as follows: you collect tomatoes, oranges, kiwis, and cucumbers believing these are "fruit." You might then attribute the quality of juiciness to "fruit." As you continue this approach, however, you might find a "fruit" that doesn't have this quality, such as bananas, so you correct your list of attributes associated with "fruit," and you might even correct your "fruit" list, excluding cucumbers perhaps.



Chef Mojo Jojo

This, I believe, is how one should approach defining "kids anime." Let's list off some 4Kids anime (the inspiration for this issue): Cardcaptors, Dinosaur King, Mew Mew Power, Pokémon, Sonic X, Yu-Gi-Oh!, Digimon, Dragon Ball Z, Mega Man NT Warrior, and Sailor Moon. After sorting out what characteristics they all share in common, here's the definition I've come up with: "Kids anime" are those anime that feature character(s) that one can look up to or relate to. These shows exclude graphic content relating to violence and sexual themes. Now, I would say this definition is far from perfect (it was based solely on 4Kids anime for one thing). However, you will find that the "kids anime" on my list and others outside of this list satisfy this definition, so it's a good start.

SATURDAY MORNING RAIN IS FALLING



ABEER HOSSAIN

2ND YEAR, MECHANICAL ENGINEERING AND ASTROPHYSICS

I have to change all my classes because of one professor. Sigh.

STAFF WRITER



I don't watch TV anymore, at least not in the traditional sense, and I'm not sure how many of you do either. Cable subscriptions are dwindling at an amazing rate as the nation (and the industrialized world) moves towards streaming services and other on-demand options. This means that we don't have to stay up late or wake up early to watch certain programs anymore, and thus what were formerly known as "Saturday morning cartoons" no longer exist¹. Within the multitude of American Saturday morning programs were shows that first introduced children all over the country to anime. Whether it was Pokemon, Digimon, Bakugan Battle Brawlers, or Yu-Gi-Oh!, these routine showings were an important part of many childhoods. They and the late Saturday-night Toonami shows are the main reason anime culture has reached the extraordinary heights and widespread importance it now holds in the entertainment space.

To see just how prominent those Saturday morning shows were, you only have to look at the Wikipedia page of the highest-grossing media franchises of all time, with Pokemon strongly occupying the top position with an estimated \$85 billion in revenue, followed by the Japanese franchise of Hello Kitty, and several Disney properties such as Winnie the Pooh and Mickey Mouse and Friends. Another prominent Saturday morning show, Yu-Gi-Oh! isn't that far down the list, with an estimated \$19.8 billion in revenue. These franchises either used to or (in the case of Pokemon) continue to permeate popular culture, occupying entire sections in toy stores and game shops in addition to being popular costume options during Halloween. Even for those who didn't delve as deep into the Japanese animation culture as we have, many of these shows and their characters are easily recognized. Tabling for Anime Destiny (Berkeley's anime convention) is a quick example of this phenomenon as the simple presence of someone in a Pikachu costume will bring droves of casual and hardcore anime fans to the table, wanting to take a picture with this iconic character or to just get a closer look at the attention grabbing costume.



Pikachu is also very prominent in meme culture, with surprised Pikachu memes all over the internet recently.

A highly exploitable audience, highly addicting shows, and ingenious merchandising plans were all that was needed for these shows to explode in popularity. Everyone was buying Pokemon games on their GameBoy or DS, or getting their hands on Pokemon and Yu-Gi-Oh! trading cards or expensive Bakugan sets simply to be able to roll them onto the magnetic cards and have them open like they did in the show. It's no coincidence with these business models that these franchises are among the highest grossing of all time. I'm not sure about Yu-Gi-Oh!, but I know that Pokemon cards and especially their games sell outrageous amounts every time a new set or game in the series is released.

Without cable, I can't really say if the traditional idea of "Saturday morning cartoons" exists anymore or, if they do exist, what kind of impact they will have on popular culture. I'm thankful to these shows for giving me something to look forward to on Saturday mornings, watching them on the lowest possible volume in the living room so as to not wake my sister up at 7am. Of course, Western shows aired then too, but we're talking about anime here.

Oh, and Digimon exists too.

¹Right off the bat, you might say Dragon Ball Z doesn't satisfy this definition. However, the versions of the show that were presented on 4Kidz were heavily censored, so it does exclude graphic content.

Dear Konshuu-sensei

Got a question about school? Need some advice?

Don't worry, Konshuu-sensei is here for you! This advice column features answers to questions that our readers posted last week.

ALMM asked: Someone said that rival characters getting together would 1) never happen and 2) if it did, it was doomed to failure. Your thoughts on this?

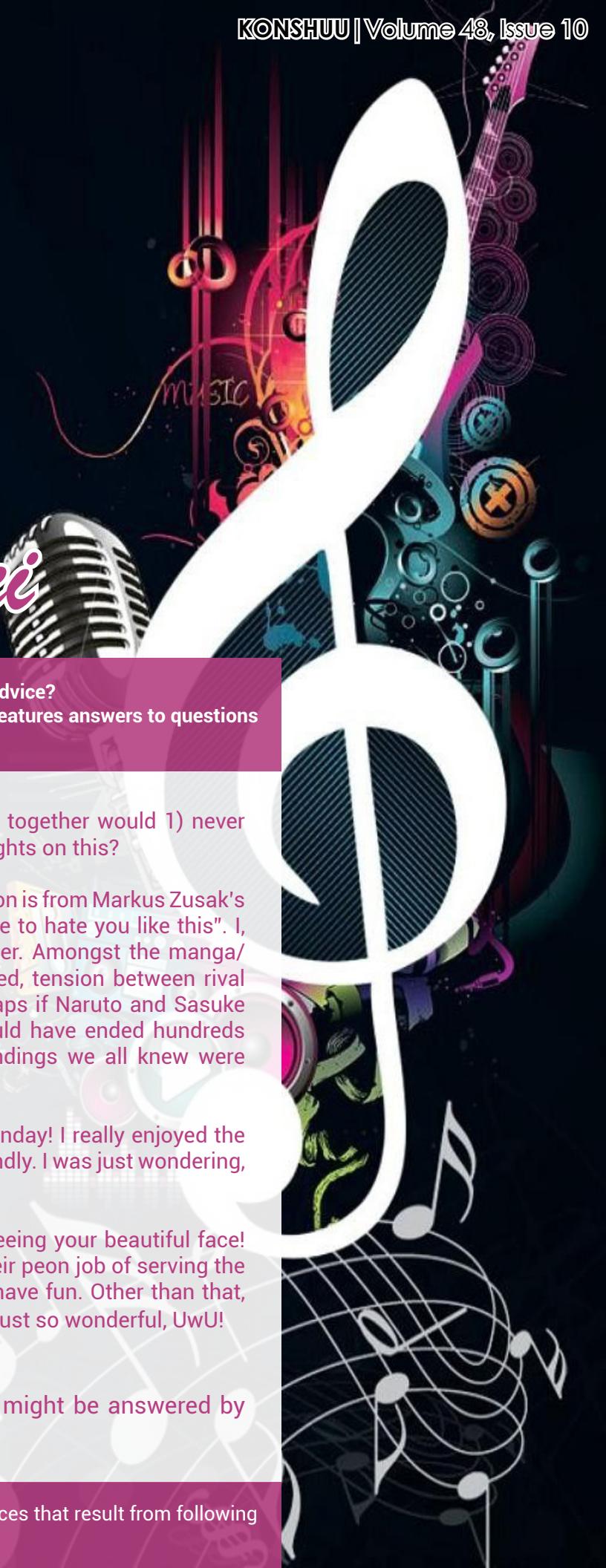
Konshuu Sensei: A quote I'd like to draw from for this question is from Markus Zusak's I am the Messenger: "Believe it or not, it takes a lot of love to hate you like this". I, for one, am a huge fan of rival characters getting together. Amongst the manga/anime angst, there is real, genuine, unfortunately untapped, tension between rival characters. Who know what would happen though? Perhaps if Naruto and Sasuke finally acted on their love for each other, the manga would have ended hundreds of chapters earlier. Perhaps, we would finally get the endings we all knew were supposed to happen.

AD-kun: asked: I had a lot of fun at Anime Destiny this Sunday! I really enjoyed the artists, panels, jeopardy, and the CAA staff were just so friendly. I was just wondering, what was your favorite part of AD, Konshuu-sensei?

Konshuu Sensei: Obviously, my favorite part of AD was seeing your beautiful face! But truly, I am overjoyed to see my faithful peons doing their peon job of serving the anime community, and it was really fun seeing everyone have fun. Other than that, I did fangirl a bit over Yuumei-sensei...she and her art are just so wonderful, UwU!

Ask a question at tinyurl.com/konshuusensei and it might be answered by Konshuu-sensei in the next issue!

Disclaimer: Konshuu-sensei is not responsible for any consequences that result from following their advice.



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CLUB EVENTS

Follow us on social media or visit **cal.moe** for updates!
Bi-Weekly Showings: November 14-8-10 pm, 222 Wheeler
Game Nights: Thursday 8-10 pm, 222 Wheeler



FLANNERY
Pokemon Ruby/Sapphire
Art by Borah Lim