

CAL ANIMAGE ALPHA presents

Konshuu

Volume XLVI, Issue II

Danganronpa V3
ニュー ダンガンロンパV3

MAKI HARUKAWA
春川 魔姫

Art by Jamie You

SEPT
14
2017



THIS WEEK'S FEATURED SERIES

09/17 ANIME SHOWING **MY TEEN ROMANTIC COMEDY SNAFU**

Spring 2013 | Brains Base | Directed by Ai Yoshimura

OreGairu features a cynical high school student named Hachiman, who is detached from his peers and school life in general. However, he is forced to join the Volunteer Service Club. Hachiman must now assist his fellow students with their personal problems, all while navigating his budding relationships with the beautiful yet aloof club president, Yukino, and the personable and enthusiastic club member, Yui.



09/17 ANIME SHOWING **TSUREZURE CHILDREN**

Summer 2017 | Studio Gokumi | Directed by Hiraku Kaneko



Tsurezure Children is a refreshing take on the romantic comedy/shoujo genre that defies traditional romantic comedy tropes. The series revolves around the topic of "confessions," with each episode relating a different confession narrative. The variety of couples shown and the interrelated stories allow for a dynamic yet cohesive anime.

a platform for sexism



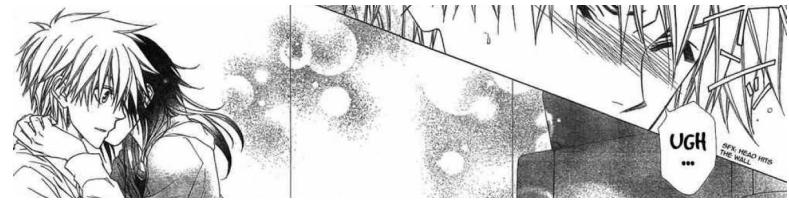
ZIANA DEEN
2nd year, Architecture
Insert message here.

For all intents and purposes, manga is pretty great. Manga is amazing, from the extravagant story lines to the detailed artwork, from the inspiring characters to the morals it teaches us. It teaches us to work hard in everything we do, to be strong in the face of adversity, to have hope in the existence in love, and to accept the harder truths of life. But if there's one complaint I have about manga, it's that it's pretty goddamn sexist.

As a feminist, I've often rolled my eyes at doe-eyed characters who trip over themselves for guys, or growl in disgust as yet another boob-heavy heroine fights, scantily dressed. Over and over again, I've encountered the typical tropes of girls acting like lovesick romantics, weak-willed submissives, and ignorant troublemakers.

As a woman, I find this sexist portrayal of the female gender not only offensive but demoralizing. For all its pros, the biggest problem manga has is its perpetuation of sexism and the way it teaches, subtly, how women should act and how women should be treated. While there are many genres of mangas, the ones I will focus on will be shoujo and shounen, as these two are often targeted towards young adolescents who more subconsciously soak in the gender roles in manga.

Shoujo manga are usually targeted towards young girls, and often follow the journey of a girl in love. The main characters in these manga are often Mary Sues whose story begins with the introduction of a love interest. If the character is intelligent (for a change), she'll often degrade as she falls for her man. Take for example *Kaichou-wa Maid Sama*. The main character, Ayuzawa, is the student council president at a former all boy's school, and rules with an iron fist. She's tough, confident, independent, and smart - all a result of hard work and determination. But when a hot guy comes along - challenging her in every aspect, she begins to lose the personality that made her so endearing in the first place.



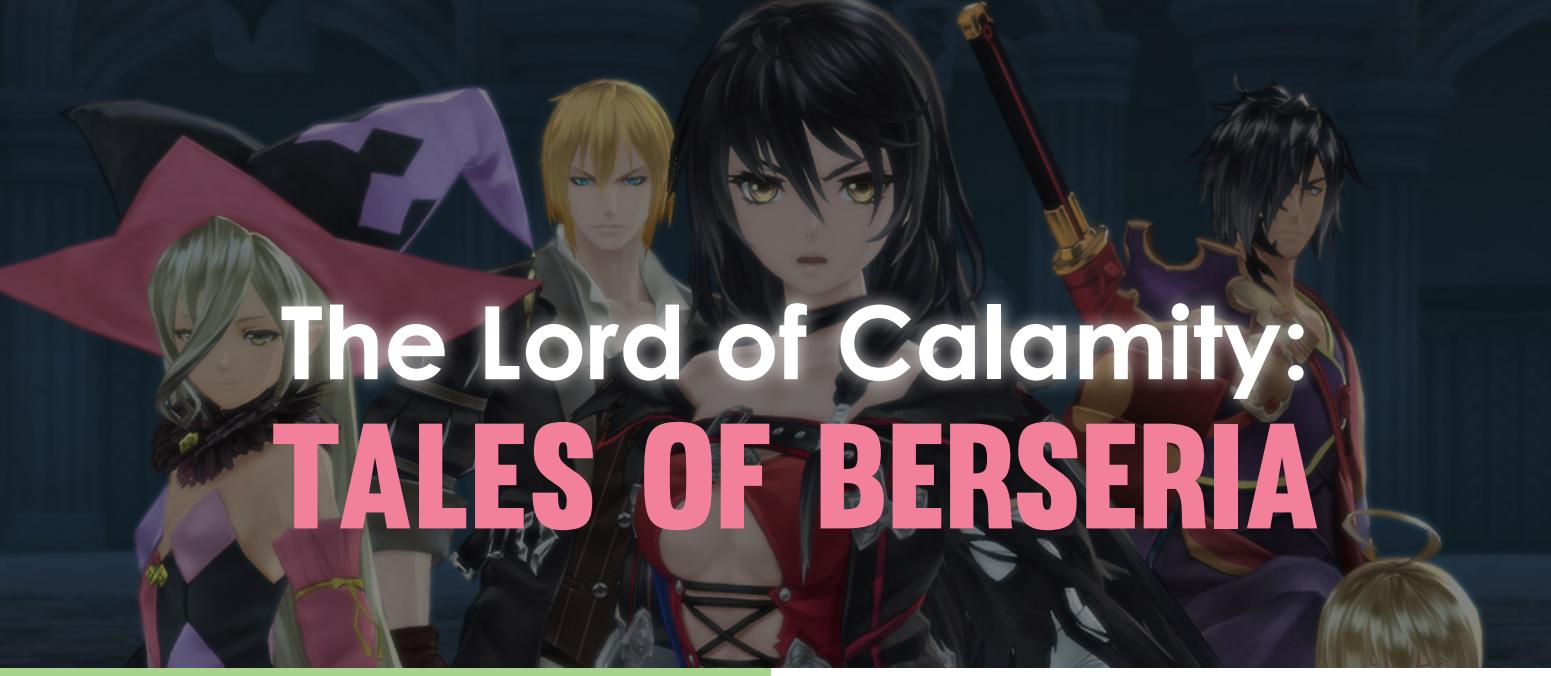
Shounen manga has the talent of sexualizing women to great degrees. In popular manga like *One Piece* and *Beelzebub*, women are often dressed with their breasts popping out and their clothes getting ripped to shreds by the end of the battle scene. It seems in order to fight, women are required to shed their clothes. Such displays of women are fanservice, used to make the manga more popular for young boys. But why do women need to suffer at the expense of making boys happy?

The problem with portraying women like this is how they influence readers. Young girls who read manga idolize romantic relationships and grow up with sexist ideals of how they should act in a relationship - that falling in love is defined by giving up your independence. Young boys start to think that women should be submissive and weak-willed. Shounen manga teaches girls to criticize their own bodies and that women cannot fight without showing nudity. It also leads boys to fetishize women in an unhealthy way that can be carried onto reality.



If anything, the portrayal of women as either weak individuals in the face of romance, or sexual beings in the midst of a fight, is sexist. It degrades women, perpetuates sexism, and enforces existing prejudices of gender roles and behaviors.

Manga is fun - it's great. But at the moment, it needs work on how it represents women. Young girls and boys should read manga that exemplifies female strength - without the existence of men and without taking off their clothes.



The Lord of Calamity: TALES OF BERSERIA



ANDREW OEUNG

3rd year, EECS

Hater of bell peppers.

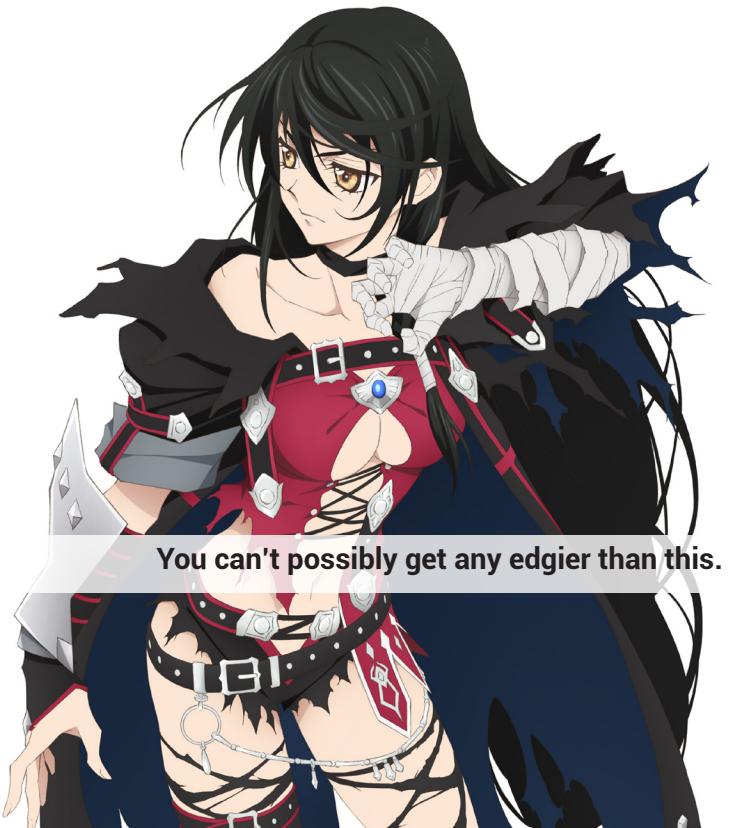
The *Tales* series is known by many gamers. For some, the very mention causes hatred and disdain to swell up in their heart, while for others, it makes them smile with nostalgia. How could a series be so polarizing to gaming society? Well, let's take a look at its latest entry, *Tales of Berseria*, to see why.

Tales of Berseria set out to create a dark plot unlike its predecessors. The story opens up with young Velvet Crowe happily living in a quaint town called Aball. She spends her days with her older brother-in-law, Arthur, and her cherished but ill-stricken brother Laphicet. It's the day of the Blood Moon, the day in which Velvet's older sister, Celica, died to monstrous daemons seven years ago. What could possibly go wrong?



Look at young Velvet, isn't she just adorable?

Well, just as you could expect, all hell breaks loose when the town of Aball becomes infested with daemons, and Velvet frantically searches for her younger brother Laphicet to save him. But once she finds Laphicet, the unthinkable happens...her brother-in-law, Arthur, betrays her and mercilessly kills Laphicet in the name of a new world order! Filled with rage and vengeance, Velvet transforms into a half-daemon, half-human monstrosity. The rest of the game will star an older Velvet, who swears upon one thing: to kill the man who killed her younger brother.



You can't possibly get any edgier than this.

Berseria's narrative is actually quite interesting, because it focuses on character growth above all. The characters drive the plot forward in *Berseria*, and fortunately, *Berseria* has the best character chemistry in the entire *Tales* series! There are six playable characters in *Berseria*: Velvet Crowe, Rokuro Rangetsu, Eizen, Eleanor Hume, Laphicet, and Magilou. Wait, what? Isn't Laphicet dead though? Well, it turns out that Velvet meets a nameless spirit (or "malak", the game's term for spiritual being) early in the course of her adventures, and she decides to name it Laphicet.



It's none other than the illustrious Mazhigika Miludin do Din Nolurun Dou! Magilou for short.

Three of the characters develop significantly throughout the game, gradual enough that you might be able to hear it based on the tone of their voices. Velvet will start off cold and vicious towards anyone, friend or foe, and Laphicet will start off literally as an empty husk, but they'll act entirely different towards the end of the story. The characters are just plain interesting, and hilarious to boot. One of the characters, Magilou, pretends that she can talk to dogs at one point in the story. What more could you want from a game?

Every day we stray further from dogkind.



Unfortunately, if we look elsewhere, *Berseria* starts to fall apart at the seams. *Berseria*'s gameplay is braindead, to say the least. Most of *Berseria*'s

dungeons are straight lines or neverending labyrinths with nothing in them. Sometimes, you'll be walking through corridors for what may seem like hours. Then you get into a battle. Now, the battle system is okay in *Berseria*. It uses a weakness system that rewards you for hitting monster weaknesses, but the problem is that it doesn't incentivize you to use other moves. You'll be just using the same 2-4 moves in battle...over and over again. You could switch it up by changing characters, but the problem is that Velvet is clearly stronger than every other character. So why would you switch it up and risk dying, when you could just press R2 on Velvet and mash your way to victory? Other *Tales* games have done better in the gameplay department.

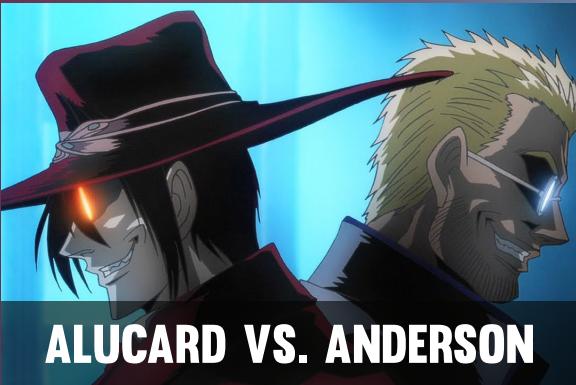


Berseria's music is subpar. There are a few good tracks, like Velvet's theme or Zaveid's theme, but none of the tracks are a "must-listen." The songs are background music, at best. *Berseria*'s graphics? They're okay: standard PS3 graphics, nothing to write home about.

In the end, we have a game with a compelling story but with inadequate gameplay to hold a player's interest. After fighting your thousandth battle in *Berseria*, you'll realize that you have been doing almost the same thing as the first battle, just with more moves. Switching characters is the only real way to freshen things up. In fact, a lot of *Tales* games are like this! They tend to be strong in one department, but awful in another. *Tales of Graces* had strong gameplay, but a laughable plot. *Tales of Xillia*? Worst environment design (the developers literally copy and paste areas). Now you know the truth. Some people play *Tales* for the compelling story, others enjoy the gameplay, but I doubt I'll ever hear anyone say *Tales* is a "flawless" series.

STAFF PICKS

BEST ANIME FIGHTS



ALUCARD VS. ANDERSON

The final showdown between longtime archnemeses Alucard, a Protestant vampire, and Anderson a superhuman Catholic priest results in Anderson's defeat as Alucard rips his heart out of his chest. The scene includes an insane power up when Alucard gains strength from consuming an entire river of blood running through the streets of London and badass dialogue as Anderson gives Alucard a verbal bitch slap with his sharp one liners.

KATRINA



SHIN VS. SAKURA

BORUTO (E23)

Sakura has been called useless all throughout *Naruto* despite her exceptional medical and fighting skills. She was overshadowed by Naruto and Sasuke as well as other side characters. However, that all changed with this fight. This high-speed fight was beautifully animated and showed off her experience, cunningness, and strategy as a disciple of one of the legendary Sannin!

JACKY



HAKUHEI VS. SHICHIKA

KATANAGATARI (E3-4)

Japan's strongest swordsman versus anti-sword martial artist. *Hakutou Hari* (Thin Sword: Needle) versus *Kyotouryuu* (Zero-Sword Style). A clash of titans that will forever be enshrined in the annals of anime history as the greatest fight to take place within a post-credits next-episode preview.

EDWARD



EMIYA VS.

FATE/ZERO (S2)

This is one of my favorite *Fate* series because they fought each other with their martial arts. No swords and not much magic. It's all about the Grail and the corrupted contents, which interrupted the battle.



NARUTO

NARUTO: SHIPPUDEN

Naruto versus Pain. The build-up and pay-off of the entire series. Jiraiya and Tsunade have been killed by Pain, who has taken over from his Sage Mode. The village is now just a pile of bodies in the ground. The final slugfest for the ages is at stake.



KOTOMINE

E11)

favorite fights in the show are these two mages fighting with guns, knives, and swords. Servants were used, but magic is involved, except for life-altering magic. At the end, the fight overflowed with its power, broke the ceiling, and started a battle.

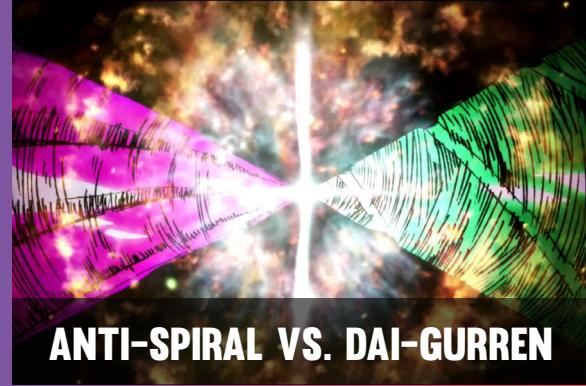
JOSH S.



VS. PAIN

JUDEN (E166-172)

Naruto has the best fight scene of any fight in the series. Kakashi and Pain have just finished their battle training, and the fight begins in a smoldering hole. The two have a jutsu exchange with all of this



ANTI-SPIRAL VS. DAI-GURREN

GURREN LAGANN (M2)

While this fight may not be stunningly choreographed, it never fails to fill me with hype. The revamped final fight in the second *Gurren Lagann* movie takes the original to new heights in terms of absolute absurdity. With Super Tengen Toppa Gurren Lagann, they take the mecha to an impossible size while paying homage to Kamina. After the two titans clash and destroy one another, the fight ends with a one-on-one fist fight to show how strong Simon's resolve is.

ANDRES



CAROLINA & WASHINGTON VS. LOCUS & FELIX

RED VS. BLUE (S13E18)

Red vs. Blue, being 15 seasons long, is full of fight scenes varying from *Halo* animations to great budget CGI. I love this fight scene because of how fluid and versatile the characters are. They use a creative mix of martial arts, guns, knives, and energy swords against each other and use their environment to their advantage; it's everything I need in a fight scene.

ZIANA



AOBAJOSAI VS. KARASUNO

HAIKYU!! (S2E20-24)

The climactic battle of the second season pits Karasuno against their rivals Aobajosai. This is my favorite match of the whole show because of the implications, from being the semifinals of the Spring High tournament to being a rematch of the loss that they suffered from Aobajosai during the Interhigh tournament. Not to mention the many hype moments that happen.

BOGEUN



YUSUKE VS. TOGURO

YU YU HAKUSHO (E61-64)

This is the quintessential fight for *Yu Yu Hakusho*. Toguro has killed Yusuke Urameshi's teacher, Genkai, before the final fight for the show's best arc, the Dark Tournament. Yusuke puts everything on the line for the fight. As a result, he loses a friend and his teacher in a sorrowful climax to the tournament.

ANDREW



JOSH R.



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STAFF

SOCIAL MEDIA

Konshuu accepts guest submissions from club members! If you'd like to have content featured, please visit:
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Writer

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WEEKLY EVENTS

Game Night: Thurs, 8pm - 10pm, Barrows 170
Next Showing: Sept 17, 2pm - 6pm, Barrows 166

Smile
for
me

little
Kitty



Sen'ichi Katori (*Tsurezure Children*)
Art by Zeolch