

# KONSHUU

vol. 51 #5  
Mobile Games



**Emma Woods**

*Identity V*

Art By Kate Bushmareva

Admin 1

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Admin 2



## Waver Velvet, Gudao and Gudako

Fate/ Grand Order

Art By Elliot Lu



**Satsuki Narita, Clay and Shirou Kadokura**

*Vampie Darling*

*Art By Sharrel Jan Narsico*

# DRAGALIA LOST™

## WELCOME TO THE HALIDOM



**JET SITU**

1st Year, Electrical Engineering/Computer Science

Euden is the densest object known to man. Or he could be really into his sister. The world may never know.

**Staff Writer**

Welcome to the Halidom! Where we implemented that town thing that everyone in FEH wanted for 4 straight years and never got.

Cygames's Dragalia Lost is a lovely RPG-esque gacha game where you take along a team of 4 people, and only 4 people, to defeat entire hordes of fiends, other people, other people with fiends, decorated fiends, giant fiends, giant decorated fiends, robots, magic robots, dragons, cursed dragons, really big dragons, fish, cats, a lion dancer with a box on its back, ninjas, angry ninjas, the pillar men, Rathalos, Fatalis, Dr Wily, and more.

Joining you on your lovely adventure is not the giant army you appear to have obtained in the story, but a ragtag crew of people, all elementally attuned to wreak havoc on absolutely everything.

You've got a summonable pool of people between 3-5\*, and the ability to promote them, though most likely, you won't. It's a unique gacha system in which each adventurer you only get once, and after that, any duplicates are given out as eld-



Opening screen from the Monster Hunter Crossover - at top right is Hunter Sarisse, who broke everyone's wallets, and also broke the water meta.

water, an in-game currency that's fairly valuable.

Which is why I have a surplus of eldwasser and Corsaint Phoenix still hasn't come home. Fucking Dragonyule banner fucking stealing all my fucking wyrmmite for 2 years in a row dammit Dragonyule Cleo from last year did the exact same thing dammit why.

But on a serious note, what is/why should you play Dragalia Lost?

One, is that it's a genuinely good game. When I first played Dragalia, I absolutely loved the movement system (it still has the same system), and the level design and decoration. It has a really nice combat system as well that's very spamable at times, but at other times, especially for high dragon fights, lets you be fully immersed in the game. Dragalia Lost is viewed from a top-down perspective, and while to someone not playing it just looks like you're tapping your phone a lot, in reality, it can take plenty of focus, especially considering that there's only so far characters can level up (in the current scene). It's engaging, can play grindy at times, and at others, poses a legitimate challenge.

Two is the general design of the characters and the game itself. There's a 3D model used for the fights, but much of the story plays out in visual novel format, and because the artists remain relatively the same (sometimes they bring in new ones), the art is fairly consistent as well. There's a big attention to detail - for example, Siren, a dragon, has crab hairpins, and nobody noticed until her manga appearance where it was far more obvious. The art is amazing, lovely, and makes each character worth it, even if I'm never going to actually use them (sorry Cleo).

Three is the voice actors - if you're a VA fan, this game has the occasional star-studded appearance, given that it's mostly intended for a fairly large Japanese audience. For instance, the VA for Louise, the older sister of Lowen, is the same VA as Aqua from *Konosuba*. Cygames has quite obviously sunk a large budget into this.

Reasons four and five are perhaps the biggest reasons why I like and continue to play this game.

Four is the extreme generosity of the gacha. Cygames gives out so many free 10-fold summon tickets and single summon tickets that I've been able to build up giant banks of wyrmmite, my actual summon currency. This is all while the rates of the gacha itself remains around the same as most other gacha games. Events dispense summon tickets, login bonuses dispense tickets, and ontop of a pity rate for summons, the entire gacha is extraordinarily generous. Somehow, somehow, Cygames is still making money, which is a testament to their character and game design, making their stuff worth summoning for.



*Student Maribelle - one of the best child soldiers fire wands in the game, abilities include throwing books at people. (used to be my main)*

But the fifth and biggest reason is Cygames' dedication to their player base. Under both directors, Cygames has taken an extremely lenient and listening approach to the demands of their players.

For instance, early on, wyrmprints used to be summonable - posing two problems. One, it was the most notorious pity breaker, which enraged people going for their gacha waifu/husbando. Today, however, not only are wyrmprints removed from the summoning pool (also with a rate boost to everything else), but they appear as drops in many quests, have free versions, or can literally be purchased in shops. Nearly every player today can walk around with full wyrmprints now and achieve meta builds.

There's also massive QoL improvements to the grind as well. Autobattle was patched several times to going from stupid AI, to today's status where the AI outperforms players at times. Combined with the new patch that allows player autobattling to be smarter, harder quests could be autobattled without crazy builds, and the grind could really get into action. Skip ticket rates were increased to just skip the grind, and in a very recent patch, autorepeat was added, letting people just sit there and have their quests automatically run for them. Nowadays, most people just focus on the stuff that truly matters, endgame content.

Endgame content, pre-Agito, was probably the most controversial part of the game. Endgame content entirely consisted of the High Dragon Fights, which weren't so bad, until the

already difficult fights released Expert, and then Master difficulties. Major problems included barrier to entry, the fight being more like Touhou with around half the boss moveset being OHKOs, and a general lack of fun of the fight after dying repeatedly in pubs. However, with the release of Agito, a different end-game fight relying more on team coordination and having less OHKOs, a longer fight time, and importantly, having its difficulties lie between the strength requirements for the higher fights. What we have today is an entire chain of progression that allows players to become incredibly strong before attempting endgame content and a continuous and achievable stream of endgame content that's more engaging and more rewarding.

Of course, there's probably still problems with Dragalia, but if anything's happening to it right now, it's only improvement. Now is an amazing time to download and join in (if you can stomach the gigabytes of content download), with catch-up campaign running and a healthy playerbase that sustains nearly all the game's multiplayer content (with the exception of multiplayer campaign).

Just to note, I quit FEH for Dragalia (I once played both before Legendary Tiki broke the game) as a testament to how much I like the game. If you do happen to join, let me know and I'll push an invite to my alliance. Though I do play other gacha games, not all of which happen to be in English at all, Dragalia Lost is by far my favorite.



**skepy**

There's nothing special between Cleo or Elisanne and myself. We're just friends.

 Not at all. In fact, I feel the same.


**Cleo**

If he understood women, this argument would have been resolved long ago.

 Wait, then you...?!

 Yes!

 Then we are...!

 I don't want anyone interrupting the fun I'm having with you, Elisanne, Ranzal, or anyone else!

 ...Huh?

*On this episode of Euden's insane density...*

# IT'S THE WORST TIME TO GET INTO FEH, AND THAT'S OKAY.



NICK WONOSAPUTRA

1st Year, Molecular and Cell Biology  
Waiting for that *Genealogy* Remake

Staff Writer

*Fire Emblem Heroes* is a game I hold dear to my heart. On the day of its release, I would constantly check my phone at 10 minute intervals, even taking my chances during classes with strict cell phone policies. It finally was released on the App Store just before the end of the school day, and just as my phone's battery reached 10%.

Ever since that day, I've been faithfully playing this game, through all its missteps and miscalculations, through the Reinhardts, Brave Lyns, and Ayras. But now, Intelligent Systems, with quite a bit of influence from Nintendo, has made the decision to introduce a monthly subscription service called "Feh Pass," a decision that was immediately met with harsh criticism. These sentiments grew even harsher when the service was implemented into the game, as its in-game advertisements were, and still are, intrusive and mildly infuriating.



## \$9.49 USD per month

From making the Feh-Pass quests the default page in the quest log, including Feh-Pass quests in the quest log in the first place, counting those quests as completed in a visible notification icon even though you can't collect the rewards, including the two unavailable slots in the summoner support screen, and putting the unavailable Auto-Start settings bar in every battle start screen where the "Fight!" button used to be. These changes are especially aggravating because one of the reasons why I've played this game for so long is because of its smooth,

intuitive UI, which is definitively a cut above the rest of its mobile game competitors.

However, when it comes to assuming I.S.'s intent, I take the stance of the minority in that I'm pretty sure this Feh-Pass controversy and shoddy implementation isn't due to a corporate scheme to siphon off the leftover money of its clients in monthly installments, instead, I think I.S. legitimately has no idea how to market their ideas in a tactful and cautionary manner.

This is mostly due to their horrid track record when it comes to marketing their products in the states, and even in their own home country of Japan, as the main reason why the series was dying before the introduction of *Awakening* was due to accidentally alienating potential consumers with lackluster marketing strategies that failed to portray the games in a way that would appeal to new players that have never heard of *Fire Emblem*.

Even after *Awakening*, a lot of I.S.'s decisions have consistently been hit-or-miss in terms of fan reception, even if the sales have been consistently rising each game. In all honesty, Intelligent Systems, to me, acts more like a new president of a club that was a little larger than they know how to deal with.

So don't worry about the Feh-Pass too much, I have a feeling I.S. will be making adjustments to their business plans in the months to come. For now, let's all agree that *Fire Emblem Heroes* is a cute little game that really shouldn't be taken seriously, and should be recognized for what it is: a playground for Intelligent Systems to test new ideas.



# WELCOME TO GRIND-BLUE FARM-TASY: A PRIMER TO GOOD GACHA DESIGN



MARC CASTILLO

4th Year, Microbial Biology

Regardless of what I say, I still think that you lose the moment you play a gacha game.

Staff Layout Editor

My first introduction to Granblue Fantasy or GBF was through the collective screams of fangirls about a certain “gay, emo, angel twink Sandalphon” in my Twitter feed. As a connoisseur of all things gay, gacha and trashy, I was compelled to dive my head into this curious game my friend insisted to be “not like the highway robbery gacha that is F\*te/Go.” Little did I know that this would start my journey to late-night raids, coffee-induced guild pvps and friendships torn by biases. Despite this, GBF left me with the thought that maybe—just maybe, gacha games can be good?

Similar to every other RPG-inspired gacha game, GBF tosses you into the shoes of an unnamed protagonist living quietly in a small village at the edges of the Empire. Suddenly, your life is upturned by the Empire searching for the girl you have just saved. In order to escape the pursuers’ hot on your tail, the game finally introduces you with its gacha system that summons a band of skyfarers to protect against the Empire and the various monsters in the world of GBF. Now you could be excused for skipping out of this game for its generic plotline (I swear the plot gets better after chapter 40), but what makes GBF shine is not just its plot but the various elements in the game that make game progression feel extremely satisfying.

We can’t have a discussion about a gacha game without addressing the elephant in the room—how kind is the gacha system? At a glance, GBF gacha might seem brutal, (0.3% chance to draw a rate-up unit), until you consider the sheer amount of safety net the game provides you. For starters, you are guaranteed whatever character is in rate-up as long as you roll 300 times in that banner, called a “spark.” In this way, you can feel reassured that through all the salt piling up from seeing your friends rolling the new shiny bait character, you are guaranteed of rolling them as long as you work hard enough.

Saving up 300 rolls is definitely an arduous task; however, the game helps you by bestowing tons and tons of premium

currency—and I really do mean a TON. Consider this, a typical celebration event in GBF lasts for about 30 days giving out 200 crystals every day per login (1 roll=300 crystals). Then, on the actual celebration day, players can receive about 3,000-10,000 crystals. That will net us around 30-50 rolls just from login. Now that is generous enough, but we still haven’t considered the king of all salts, the envy of all gachas and the bane of F\*te/GO—yes, I am talking about the infamous GBF roulette.

In a sentence, the GBF roulette is “probably a gambler’s w\*t dream.” As the name implies, the roulette provides you a chance to get a 10, 20, 30, 100 or 200 roll, in order of decreasing chance of hitting. This roulette lasts for 10-15 days giving you a minimum of 100 free rolls if you got tossed to the wrong end of the bell curve. Now you might be frustrated for getting 10 rolls everyday, but worry not, for RNGesus is here for you. GBF giveth the double whammy of receiving the chance of doubling the number of rolls you won and filling a gauge that will guarantee an SSR. Combined with all of the above, it is not rare to see players “sparking” two times in a span of a month!



Regardless of what I said above, I still think GBF is not without its flaws. For example, the current shift to seasonal characters becoming more meta than their free-to-play alternatives and the artificial scarcity of some endgame items is alarming me. Nevertheless, I still firmly believe that for the occasional gacha spenders or the so-called “dolphins,” like myself, will enjoy trying out Granblue Fantasy for themselves.

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### Game Nights:

Thursdays 8-10pm Evans 60

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Layout Editor

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Layout Editor

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Layout Editor

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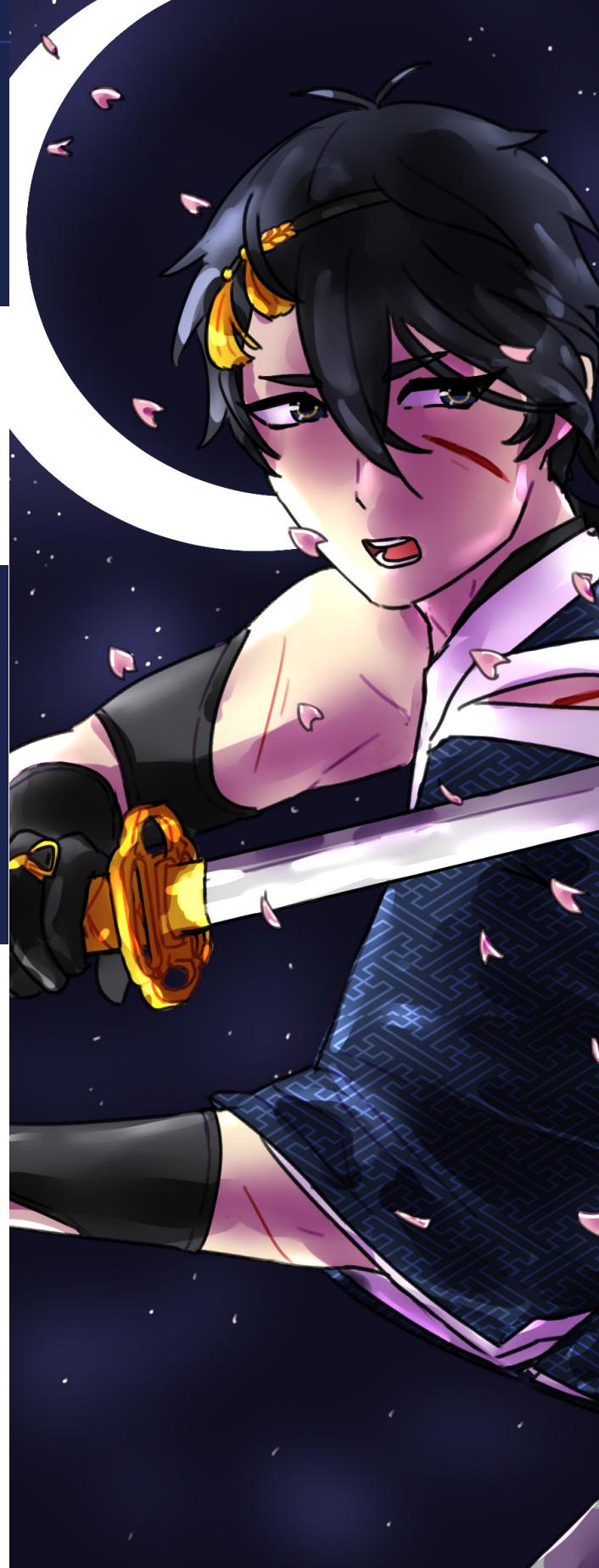
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**Mikazuki Munechika**

*Touken Ranbu*  
Art By Theo Rai