

KONSHUU

vol. 51 #7
Fate

Minato no Morimitsu

Fate Series

Art By Stella Wang





Hans Christian Andersen

Fate Series

Art By Elliot Lu

A LETTER TO FGO



JONATHAN QIAN

3rd Year, Chemical Engineering

If you don't play FGO this article probably won't make any sense to you.

Writer

I still remember when I first heard about you. My sister had been playing you since release and convinced me to play by getting me a starting account with vanilla Saber (was and still is best girl btw). At first you were confusing and somewhat clunky to play compared to other mobile games I played, but I stuck with you because you had all the characters I love from the Fate universe.

Slowly but surely I fell deeper and deeper, figuring out your mechanics and enhancement system. I remember seeing 10 million QP and thinking "wow, I'll be set for a while with this much QP!" Little did I know, 10 million QP was just a drop in the ocean of QP. Materials and gems were the bigger obstacle to advancing. Then came Karna, and with him, my first experience rolling your gacha. Karna is my all time best boy in Fate, and he's probably what kept me coming back to you. Your gacha was very kind at first, giving me Karna within two 10-rolls, and all of a sudden I had two five stars to work on. I was madly in love with you at that point.

SUPPORT 1

Support Setup

Support Servants and Craft Essences can be set for each class, regardless of class.

My support setup after getting Karna.

Class	Servant	Level	HP	ATK	Defense	Speed
Assassin	[Servant]	1/-	40	8,687	5,825	11
Caster	[Servant]	5/5/4	80	11,138	11,138	1
Archer	[Servant]	1/-/-	50	2,245	1,530	2
Rider	[Servant]	2/-/-	50	8,136	7,159	1
Caster	[Servant]	1/-/-	17	5,355	3,634	1
Assassin	[Servant]	1/-/-	1	1,985	1,577	1
Archer	[Servant]	4/2/-	1	7,241	7,875	1

Your story was pretty mediocre at first. The first few singularities weren't anything amazing, and I didn't feel super invested until Okeanos. Because of this, I decided to put the story on hold in favor of farming for exp cards to feed Saber and Karna. At the time, clearing the 40AP nodes

were impossible without the help of a Jeanne support, since she was able to tank all the hits as a Ruler while the rest of my underleveled party got blown up by the hands. Then your events came along. Events were and still are the best way to farm for materials. I remember trying my hardest to farm event currency for materials without any bonus CE's since I had just started and how long it took to clear out the event shop. Fortunately, once I got materials and exp to power up my servants, you became much easier to play, and having one maxed five star made the story and later events a breeze.

From there, you started to change. Instead of a mobile game I would play for fun whenever I had the time, you became something I felt obligated to log in and play. More and more servants that I wanted were released and I fell into the gacha hole because I found satisfaction and enjoyment from hitting that 1% chance for five stars and maxing out servants' levels and skill levels. All the highs of rolling the servants I wanted and all the salt of missing out on a servant became a normal part of playing you. After a while though, I began to change, while you stayed the same. After maxing out all of my favorite servants, I lost my will to grind your events and play you on a regular basis.



Nowadays, I only log into you for the login bonuses. I'm still invested in your story and will probably come back when the Lostbelts are released in NA, but the days of playing you for hours are gone. Thank you for everything.

Jon

BUTCHERING FATE



ERIK NELSON

2nd Year, Mathematics and Music

Don't read if you don't like extreme depression and violence

Staff Writer

SPOILERS! SPOILERS! SPOILERS! SPOI



Look at this man. If you were an anime MC and were convinced that you had plot armor, this would be the last thing you ever saw. Because this is not your ordinary anime script writer. What do you think Kariya Matou thought about his own situation? I'm sure he thought he was doing the right thing by trying to reunite his family. I'm sure he thought he was a warrior of justice because he was standing up to his horrible sadistic father. I'm sure he thought he could overcome all the other masters because plot. I'm sure Kariya thought he was the main character. But no. This is *Fate/Zero* and there are like 10 other main characters. And no, Kariya ended up having negative plot armor and dying a horrible death after strangling the person he loved most and miserably failing his mission. This is because the writer of *Fate/Zero* is a man named Urobuchi Gen. Gen the Butcher. Urobutcher.



Kariya isn't the only one who was treated badly by Gen. Pretty much every "good" character in *Fate/Zero* ended up dead or worse, and the only character who got what they were looking for was Kirei who is definitely not good. What's going on here? Let's hear what Gen has to say about this. "Sometimes when I see someone who's a spirit of justice... I feel like I want to destroy them! (laughs)." Oh wow ok. What else does he have to say? "I have nothing but contempt for the thing men call happiness, and have had to push the characters I poured my heart out to create into the abyss of tragedy." Oh god oh fu- This seems to be a common thing Urobuchi does. From the same interview as quoted above, he says that he likes writing characters with differing ideologies, who can then interact within the context of a fictional world. This is pretty much like the real world, except fictional. This is why people see *Fate/Zero* as so "dark," when in reality it's just more realistic. Being dark and edgy doesn't make something automatically realistic (meme example: *Mirai Nikki*), but rather the way Gen's characters interact and develop is realistic, and if that ends up being dark, then so be it. Perhaps in real life, people who are idealistic "spirits of justice" and have all the makings of a protagonist end up getting eaten by worms. Who knows?

Pretty much all the characters in *Fate/Zero* are driven by an ideology, which shapes their interactions with

the other characters and the world. Emiya Kiritsugu has an ideology of being a hero of justice by any means necessary (ironically). His methods cause conflict with Saber, who has a strong moral code. Kiritsugu's rivalry with Kotomine Kirei is set up in the first episode by the scene where they discuss each other based on their profiles. Kirei realizes that he is a nihilistic hedonist, very much in line with Archer, as a foil to the idealistic Kiritsugu and Saber. Kariya's idealistic vision of a reunited family clashes with the darkness of reality, represented by Zouken. Eventually he dies insane and hallucinating that it has come to pass. Tohsaka Tokomi is an "establishment" mage, meaning he is good at being a cold and calculating mage with a purpose, but he is unable to predict that Kirei is cold and calculating without a purpose, and dies as a result. Kayneth El-Melloi Archibald is another cold and calculating mage, but with a superiority complex. This complex is shoved down his throat when he gets killed pretty brutally by Kiritsugu, but he probably deserved it. Waver Velvet has an inferiority complex (as a result of Kayneth's superiority complex), and is pretty whiny and annoying. But in the most wholesome and least depressing turn of events in the show, Waver and Rider bond and Waver eventually becomes a badass as a result. Most of the plot and character development is a result of these conflicting ideologies.



A perfect example of how cool these conflicting ideologies can be is the three kings, specifically the banquet of kings scene. Saber, Rider, and Gilgamesh debate over what being a true king means. Saber is idealistic and selfless, and abides by strict morals like a king should. Rider loves and inspires his people by being above them as a king should be. Gilgamesh is selfish and enforces rule upon his people like a king should. In the end, Saber and Rider fail and Gilgamesh is chosen by the grail to return. That's because Gen is a depressing nihilist.



The main conflict of the show, Kiritsugu vs Kirei is similarly ideologically driven. Kirei wants to find out what he's looking for in life, and is captivated by Kiritsugu, who he thinks holds some kind of answer. He does, the opposite of his answer. Kirei is a nihilistic hedonist, and Kiritsugu is an idealist. The climax of the show is when the grail appears and it turns out that it doesn't actually grant what it promises, but rather causes chaos. This is some classic nihilism and/or existentialism. The grail represents the purpose that people are striving for. The truth is that that purpose is a lie and will destroy you. Therefore, the people with purpose are defeated, and the people without purpose are chosen to survive. All the people with grand idealistic plans like Kiritsugu and Saber and Kariya failed, and nihilistic assholes like Kirei and Gilgamesh survived. There's one ray of hope: Waver, but that's too much to get into. There's so much more that could be said just about the ideologies in *Fate/Zero*, but it's 3 am.

But Gen has also worked on other god tier shows like *Psycho-Pass* and *Puella Magi Madoka Magica*. Ok, I haven't seen *Madoka Magica*, sorry. But *Fate/Zero* and *Psycho-Pass* are two of my favorites. *Psycho-Pass* is also dark and nihilistic, what a surprise. But it also follows the pattern of conflicting ideology determining most of the plot and character development. This time, it happens in a smaller cast, but also on a grand scale as the structure of an entire society could collapse depending on what happens. That's pretty epic, but this article isn't about *Psycho-Pass*.

Urobuchi Gen is a pretty cool guy even if he is depressing.

Staff Picks: BEST FATE SERVANT

Gilgamesh

SHAO-LON YEH

Mmmmm... daddy...

Gilgamesh

TAMMY LEE

[HELP ME] Mmmmm... daddy...

Karna

JONATHAN QIAN

So you see, that's where the trouble began. That smile. That damned smile...

Caster Gilgamesh

MARC CASTILLO

Mmmmm....sugar daddy

Proto Gilgamesh

MARC CASTILLO

Mmm.....daddy but twinkly

Kid Gilgamesh

MARC CASTILLO

Mmmmm....best for head pats



Gudako (Ritsuka Fujimaru)

Fate/Grand Order

Art By Stella Wang

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Game Nights:

THURSDAY 8-10 PM, Barrows 20

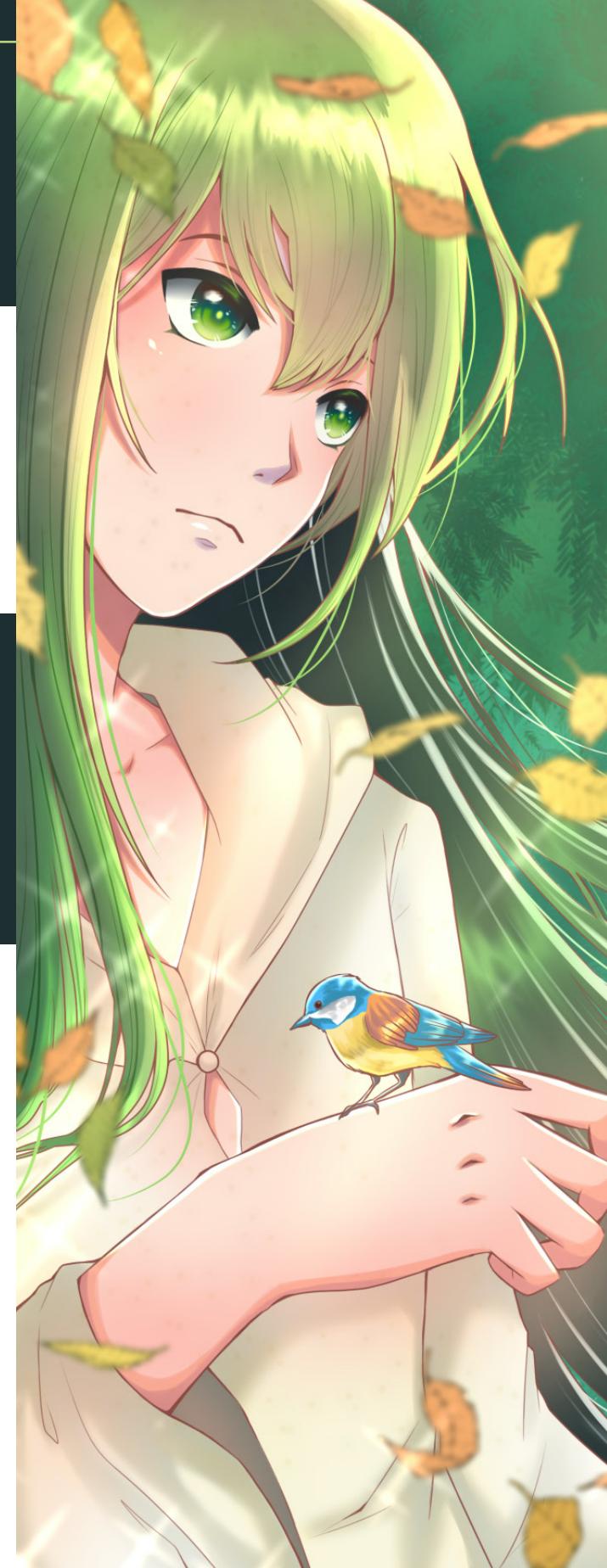
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Enkidu
Fate Series
Art By Crystal Li