

THE RIVALRY ISSUE

CAL ANIMAGE ALPHA presents

konshuu

Volume XLVI, Issue XI

GO BEARS!

KELLY-CHAN
@ THE BIG GAME

Art by
Joseph Chan

NOV
16
2017



THIS WEEK'S FEATURED SERIES

ANIME RECOMMENDATION **OSHIETE! GALKO-CHAN**

Winter 2016 | feel. | Directed by Keiichiro Kawaguchi

(*Please Tell Me! Galko-chan*) Three friends Galko, Otako, and Ojou love discussing various myths and questions. Despite their names and appearances, they're more than meets the eye: Galko is an innocent and good-hearted girl who cares for her friends, Otako is a manga-lover with a sarcastic personality, and Ojou has excellent social skills despite her absent-minded nature. *Oshiete! Galko-chan* offers a lighthearted and humorous perspective on sensitive topics, teaching viewers not to judge a book by its cover.



ANIME RECOMMENDATION **HONOBONO LOG**

Spring 2016 | Fanworks | Directed by Kumi Matsui

Based on an illustration book by Naka Fukamachi, *Honobono Log* is an anime short that takes a sneak peek into the lives of various couples and families. With stories ranging from a young couple going out on a date to a 4-year girl angry at her dad for taking the wrong kind of gumdrop, the show never fails to warm your heart. With only ten episodes that are about two to three minutes long, *Honobono Log* is perfect for binge-watching after a long day.

World Trigger

THE BIG FRENEMY FIGHT



by **ALINA YANG**

4th year, Geography

When will it come off hiatus...

A good shōnen series always has a rival component to it. A good rival encourages you to push yourself and overcome your limits! Whether it's by giving advice, trash talking each other, or holding onto one-sided spite, having a rival makes you focus on your goal. In *Pokémon*, you compete against your friend while aiming to become the *Pokémon Champion*. In sports series, the rival is a teammate or an opposing team the main character needs to overcome. Daisuke Ashihara's *World Trigger* follows a similar pattern.

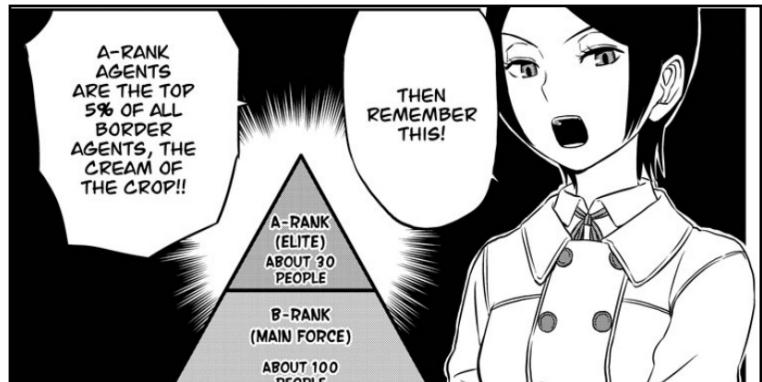
For those of you who don't know, *World Trigger* is a sci-fi/action series published in Weekly Shōnen Jump. The plot synopsis goes like this: a portal to another dimension opens up, allowing aliens to invade a certain city. A mysterious group of people utilize special technology to fight back, later establishing an organization to continue protecting the people and fighting against the invaders dubbed as "Neighbors." The main protagonist is a teen who wants to do his part in protecting the people important to him and doing something good for the world.



While the premise implies a face-off with the enemy, a larger part of the series is dedicated to training tournaments. Within the defense organization named "Border," all combatant agents aim for the top rank in individual and team categories. At some point, with all

the battles and training, they find themselves a good rival among friends.

But what else is good about a rival? Is it any different than having a gym buddy? Sometimes, it really isn't. Sometimes, a rival is someone who forces you to perform at your best! A rival often emphasizes your own flaws and downfalls too. This is someone who you will face repeatedly, regardless of past victories and defeats. Despite first impressions, sometimes this person becomes a friend.



Such is the case of our young protagonist, Osamu Mikumo. While clever and dedicated to the cause, Osamu is pretty average. On the other hand, Ai Kitora is part of the publicity squad, is a highly skilled combatant and has some of the highest academic scores in her school. She's nearly the opposite of Osamu, and they meet with rocky footing. Rivals are generally on the same footing to compete with each other continuously, but in this rivalry, it's more about respect. After a situation is resolved, Kitora acknowledges her own hubris and recognizes Osamu's efforts. While they are on different levels, she expects something from him and looks forward to it. In a way, they are friends now.

With 140 agents within the top ranks, there is a lot of competition to go around. While you might expect a lot of saltiness and tension between members, the organization is rather wholesome. Being in the top spot is great, but the purpose of training is for the sake of protecting people. None of the agents have forgotten that. As such, they have relatively well-mannered battles. As one character said in the series: "you'll enjoy yourself a lot" by working hard and being able to compete with others!



HIKARU NO GO

HIKARU SHINDŌ VS. AKIRA TŌYA



by **ANDREW OEUNG**

3rd year, EECS

Despite writing about this, I know nothing about Go.

Everyone talks about Goku vs. Vegeta or Naruto vs. Sasuke when it comes to rivalries. But what about the lesser known rivalries? For instance, a rivalry about a board game? The rivalry between Hikaru Shindō and Akira Tōya focuses on how an amateur player can eventually come to rival even the greatest of geniuses with enough hard work.

Hikaru no Go is a pretty old series, so here's a quick refresher! *Hikaru no Go* focuses on a boy named Hikaru who stumbles upon the ghost of Fujiwara no Sai, one of the greatest Go players of the Heian time period. Sai inhabits Hikaru's mind as a ghost, but only Hikaru can actually see him. Sai returned to the present day as a spirit in order to play against the present day's greatest Go players and to accomplish more feats in Go. Sai's entrance into Hikaru's life has an untold effect on Hikaru, particularly because it introduces Hikaru to Go.

At first, Hikaru shows no enthusiasm for Go. He has never played it before in his life, and now a ghost is practically forcing him to play. In his first few games, Hikaru simply performs the moves that Sai tells him to, without thinking for himself. But after defeating Akira Tōya, a young professional Go player, Hikaru becomes deeply intrigued by people's investment into the game. After that victory, he starts playing for himself. Of course, when he engages in a rematch with Akira without Sai's help, he gets annihilated. Akira is outraged by Hikaru "throwing" the match, and this is where their true rivalry starts. The rest of the show focuses on Hikaru's path to becoming a professional Go player over the course of several years. Hikaru starts off as an Insei, a student of Go, and gradually improves to the level of a 1st dan



professional, the lowest ranking Go professional. Meanwhile, Akira becomes a 3rd dan professional.



Hikaru and Akira never challenge each other again after that. What a tease! But the beautiful part of a rivalry is that rivals do not necessarily have to fight each other constantly. A rivalry can be a source of motivation that inspires people to work harder and harder. If Hikaru had not played against Akira, it's doubtful that he would have so become interested in a complex game like Go. On the other hand, Hikaru's victory against Akira with Sai's assistance gave Akira the "unreachable" opponent that he had always desired. Akira had learned how to play Go since he was 2 years old, and he could easily crush other children at Go. Hikaru was the only one who could compare to him. Once he lost to Hikaru, he tracked Hikaru's progress as a professional Go player. Of course, he slowly realized that his loss to Hikaru was more of a fluke, since Hikaru transformed from a professional Go player to a complete novice in the span of a few days after their match.



An underappreciated aspect of *Hikaru no Go* is that the audience can watch as the rivals gradually mature over time into young adults. The illustrator, Takeshi Obata, is absolutely amazing at depicting gradual aging over long periods of time. Hikaru and Akira start off as short and stubby kids, but over the course of 75 episodes, you wouldn't even realize that they've grown a foot in height because they grew slowly over time without an abrupt timeskip! This is a nice and subtle part of *Hikaru no Go* that's also seen in *Bakuman*, another series that Takeshi Obata helped illustrate. Meanwhile, Goku and Vegeta look exactly the same even after 500 episodes...



A shortcoming from the show as a result of this heated rivalry is that side characters tend to fall by the wayside in lieu of Akira Tōya and Hikaru Shindō. Heck, I barely even remember anyone except Fujisaki Akari, Hikaru's childhood friend and Yoshitaka Waya, one of Hikaru's closest Go friends.

Hikaru no Go reaches its peak as Hikaru learns to play Go completely on his own. It becomes almost like a bildungsroman, or coming-of-age story, except that Hikaru emerges into the world of professional Go on his own. Unfortunately, the ending of *Hikaru no Go* is bittersweet, but it delivers the theme well. In an almost clichéd fashion, we see Hikaru and Akira beginning a game against each other, but we never see the ending.

Fire Emblem Heroes

FIGHT FOR YOUR FRIENDS



by JOSHUA SIADOR

4th year, Economics

Bonding through mobage is possible.

Back in 2016, Nintendo announced its plans to dive into the mobile app market with the releases of *MiiTomo* and *Super Mario Run* in March and December of the same year, respectively. They also publicized their intentions of releasing at least two mobile apps every year—and they delivered with the release of *Fire Emblem Heroes* in February 2017 and the planned release of *Animal Crossing: Pocket Camp* later this month.

Unsurprisingly, the starting roster of characters in *Fire Emblem Heroes* was primarily filled with characters from *Fire Emblem Awakening* and *Fire Emblem Fates*. These two particular games face mixed reactions among *Fire Emblem* fans, enthusiasts, and communities, leading to divisive elitism in the fandom. But this controversy is a topic for a different occasion and article. My main intent in pointing out these two 3DS games is to show that Nintendo is appealing to its relatively new *Fire Emblem* fans with characters that they are more familiar with. That is not to say that veteran fans are excluded from the game. There is simply a disproportionate amount of characters from the 3DS games.

Team 500 / 500 Sort: Rarity

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★★★★★	★★★★★	★★★★★	★★★★★	★★★★★

\$1000 spent, but no Hector.
(/u/Kookoo22 in Week 1 of FEH's release)

While I could definitely discuss the fairness and generosity of the summoning system compared to other mobile games, the tradeoff is that all units have Individual Values (IVs) like in the *Pokémon* games, which could potentially make or break units in terms of viability for the competitive scene. You can summon your favorite units multiple times but still end up with undesirable stats and therefore hindered or limited performance; assuming you can even summon them.

Fire Emblem Heroes became more complicated (but arguably more rewarding) with the introduction of the Skill Inheritance system in mid-March because you could transfer skills and weapons from units onto desired units that could not learn these skills otherwise, with the exception of a few skills and weapons. So it is conceivable that people would heavily invest in their favorite characters.

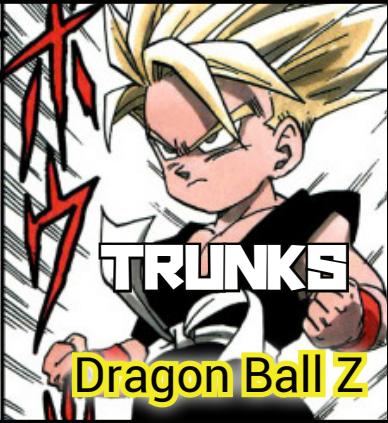
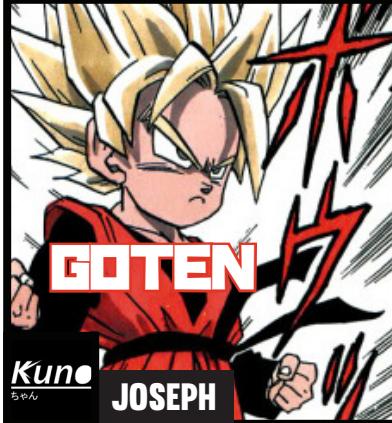


The 1st Voting Gauntlet: Princes vs. Princesses
(March 7-12, 2017)

The "Voting Gauntlet" event mode was added into the game in early March. In this mode, eight characters following a certain theme are pitted against each other in a 1v1-style tournament until there is a final victor. It is essentially a popularity contest! A simplified explanation is that players join their chosen character's army and fight enemies in order to gain points for the character they represent. During these Voting Gauntlets, *Fire Emblem* fans become really passionate about their favorite characters during each phase of the tournament, sometimes to the extent of developing feelings of animosity toward opposing characters and fans of said characters. Some fans have no chill. On the other hand, there are fans who are good sports about the event. After all, it is only a game and there is no need for hostility.

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FAVORITE RIVALRIES



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