

CAL ANIMAGE ALPHA presents

# Konshuu

Volume XLVI, Issue III



Art by Zeolch

NieR: Automata  
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9S & 2B

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2017



# THIS WEEK'S FEATURED SERIES

## MANGA RECOMMENDATION **NG LIFE**

Story & Art by Mizuho Kusanagi

Keidai Saeki is a smart and good-looking student. The only catch? He has memories of his past life as a soldier in Pompeii. His mother is his past life's sister, his father is his rival, and his current best friend used to be male. But Keidai's life changes dramatically when he finds his former wife reincarnated... as a middle school boy! Equal parts funny and deep, this manga has a way of pulling all the heartstrings.



## MANGA RECOMMENDATION **AME NOCHI HARE**

Story & Art by Bikke

(Clear Up After Rain) Caught in a rainstorm during their entrance ceremony at the prestigious Amagai Gakuen, five boys - Hazuki, Toma, Yusuke, Madoka, and Junta - find themselves transforming into girls whenever it rains. As they struggle between living double lives, the five boys learn just how hard it is to be girls while falling in love for the first time. This manga chronicles cute interactions and the innocence of first love.

# THE ACE ATTORNEY SERIES

by ANDREW OEUNG

3rd year, EECS

Spicy Food Hunter



One of the most popular visual novel adventure series, Ace Attorney, follows Phoenix Wright and his varied subordinates as he exposes criminals of their guilt and saves the innocent. There are around ten Ace Attorney games, but for this article I'll be focusing on the original trilogy, which includes the original, *Justice for All*, and *Trials and Tribulations*.

In this series, there are two types of gameplay: detective work and trial-based examinations. Once Phoenix Wright is called up to defend someone who has been charged with a crime such as murder, theft, or kidnapping, you have to go to the crime scene and inspect evidence by touching various parts of the scenery. You can also talk to bystanders related to the case, whether they're witnesses, the prosecutor, or the esteemed Detective Gumshoe. The detective work is okay, but can be a little tedious if you have one last thing to do but don't know what it is.



L-R: Maya Fey, Phoenix Wright, Ema Skye

The courtroom is where the real fun begins. In the courtroom, Phoenix Wright presents evidence he has gathered in order to find contradictions in a witness's testimony. He can also press witnesses further for more information if he believes they are hiding something from him. You have a life bar in the game, so you can't just present all of your items in the hopes that one of

them is right! You'll have to deduce which item seems appropriate through your pure intuition. Unfortunately, this can be a little tricky at times. Sometimes, you might have to present a completely irrelevant item, only to find out that it was actually relevant in a ridiculous and unforeseen way. The life bar can also be circumvented if you just repeatedly save and reload your way through a trial, but when you have 30-40 pieces of evidence, and only 5 tries to find the right one, sometimes save-scumming is the only way.

Each game has a different prosecutor, which is basically Wright's rival. The first game has Miles Edgeworth, the second has Franziska von Karma (one of the worst), and the third has Godot (the best). The first game deals with Phoenix Wright as a fledgling attorney, while the third game focuses on his past.



Everyone's favorite coffee-sipping badass, Godot.

Honestly, the best part of the Ace Attorney series has got to be the music. The different variations of "Cornered" are super tense and they really make you feel like everything rides on the decisions you make. "Godot's Theme" is a soothing, relaxing theme, perfect for study music and sipping coffee.

Every Ace Attorney game has at least five cases. The first two cases are almost always "intro" cases, in that they tell you the gameplay mechanics and start you off with an easy case. The final case is always the biggest, over-the-top climax, which sometimes lasts longer than all the previous cases combined! In particular, I would say the final cases of the first and third game are spectacular, so if you're going to play this series, play until you reach the end of the first game!

# MYSTIC MESSENGER: RFA Debrief



by **ALINA YANG**  
4th year, Geography  
FGO farming never ends :)

It's summer 2016 and I'm waiting for calls at 3 AM. While I expect the average person to be asleep, I've been staying up to chat with my new significant other. Occasionally, they ask if I'm up for a quick call because they miss my voice. Just hearing that makes cutting back on quality sleep every bit worthwhile.

Though to be honest, it's also one of the few things I can really do when I'm under house arrest for my own safety, in someone else's home...

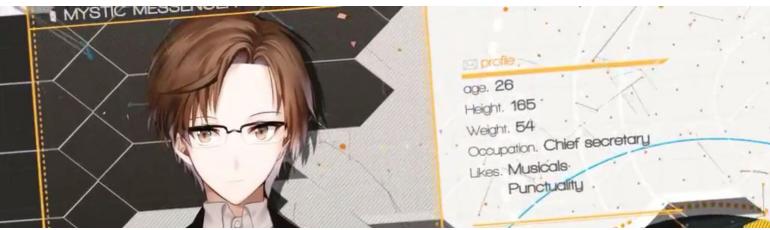
*Mystic Messenger* (*Susanghan Messenger*) is developed by Cheritz, a South Korean game company focusing on female-oriented/otome stories. Cheritz jumped on the mobile bandwagon and uniquely incorporated the game to appear as smartphone settings, allowing the player to be immersed in the game by utilizing real-time. *Mystic Messenger* is a game that can't be played in a several-hour binge unless you're willing to pay for it. Instead, the game follows your timezone and has set times for chatrooms, calls, and emails, as though you really were using your smartphone.



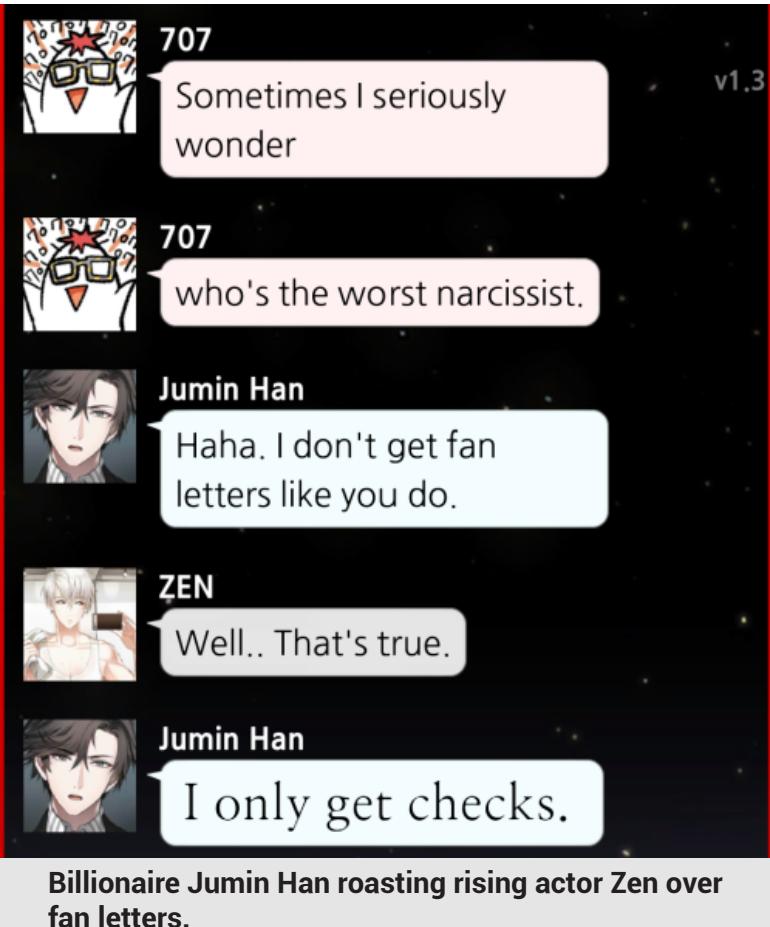
The original RFA homepage of *Mystic Messenger*.

The plot goes like this: your character downloads a mysterious app on their phone and gets dragged

into a plot reminiscent of Korean dramas. The character is led to someone's empty studio home, and joins a private fundraising organization known as the "R.F.A." that communicates via the secret app. Due to the strange situation and hacking of the player's phone, the rest of the organization wants to investigate and secure your character's safety, requiring the character to stay in the studio they were led to in the first place.



Perhaps as expected, it's a dramatic and wild plot. The characters you meet fall into obvious archetypes, but are not entirely one-dimensional, and the plot progression with their individual routes makes it easier for them to grow on you as you get to know them. With a nice modern chatroom UI design, and individual designs and text styles for each character, it becomes incredibly fun and easy to get into the pace of the game.



Billionaire Jumin Han roasting rising actor Zen over fan letters.

While the structure is creative and allows the player to experience the game as though it were through their own daily life, this is one point that stresses some players since you can't always pick up the phone to play. In addition, players must go through the basic routes and earn the game currency known as "hourglasses" to then unlock special routes, but this can be challenging if the player lacks time.

### How Long is the Playtime?

Mystic Messenger is based on real-time. You can look forward to how your days will turn out with this fun app!



### 55 Days Included!

However, I do want to suggest that Mystic Messenger is a fun game to try. If nothing else, there are YouTube videos and walkthroughs for those interested in the plot. Special points like their design, music, and inclusion of a female route make *Mystic Messenger* rather special, as well as being a Korean (rather than Japanese) visual novel-esque game. It's still being updated, with a special prequel route being the newest addition. While I don't have time, staying up until 3 am doing homework instead, I look forward to the day I can go back to the RFA for another round of voice acting, breaking the 4th wall, and bad copyright references.



# ANIMAL CROSSING

## An Innocent Approach to Life



by JOSH SIADOR

4th year, Economics

Has trouble staying awake;  
frequently naps.

**A Naïve Reality:** *Animal Crossing* is essentially an oversimplified and sugarcoated simulation of what it's like to restart one's life from scratch by moving to a new location and meeting new people in the form of anthropomorphic animals. But that doesn't hinder this game series from providing an enjoyable and therapeutic gaming experience. One quote that comes to mind whenever I play any of the *Animal Crossing* games comes from American entertainer Will Rogers, "a stranger is a friend you haven't met yet."

*Animal Crossing* takes this naïve quote and makes it reality. You can befriend all of the villagers and rest assured that none of them will backstab you. The furthest extent of 'backstabbing' these villagers is when they decide to move away, even if you were actually trying to be a good neighbor and friend. The good news is that it's possible to change their mind, simply by talking to them repeatedly. Of course, if you happen to dislike a particular villager, you can bully, terrorize, and coerce them into leaving by performing heinous acts like repeatedly hitting them with your bug-catching net and leading them into your pitfall traps – not that I speak from experience.



**The Blood of a Collector:** To a few of my friends, it shouldn't be much of a surprise that I love collecting and hoarding things. The Museum in *Animal Crossing*

is my favorite aspect of the game because it has empty exhibits that the player has to fill! So I always keep track of the fish, insects, fossils, and art pieces that I find in my daily virtual adventures to see if I've already donated those things to the Museum or not. Unfortunately, I've never been able to complete the Museum in any of the games, but I'm content with the process because it keeps me hoping for something new to find!



**A Sense of Freedom and Community:** Another appealing aspect about this game is the ability to design your own patterns, which can be used as clothing, umbrellas, art pieces, and floor patterns. Patterns are created by going to Able Sisters, a clothing shop run by hedgehog sisters Sable, Mabel, and Labelle (in *Animal Crossing: New Leaf*). Patterns are limited to certain color palettes, but it's amazing how people can still manage to create splendid designs. Speaking of designs and patterns, there are many online communities where people discuss and share their designs, in addition to discussing things like favorite villagers, events, and how to catch certain fish or insects. Perhaps I've never been too involved in the *Animal Crossing* fandom, but from what I've seen, there are very few controversies and almost nothing to be upset about.

To me, *Animal Crossing* is a therapeutic game series with a refreshing and peaceful community. Not to mention, the background music in the games vary depending on the hour and weather conditions, and I can never get tired of it. The games make me feel great about myself and have certainly helped me improve my outlook and attitudes toward life. While the presentation of the games may seem juvenile, the messages within the games remain significant and meaningful.

## STAFF PICKS

# FAVORITE VIDEO GAMES

**Devil May Cry 3 SE**

PS2  
PC



RIKA

**Final Fantasy Tactics:**  
War of the Lions

PSP  
iOS  
And



JOSH S.

**Final Fantasy X**

PS2-4  
Vita  
PC



JOSH R.

**Halo 2**

Xbox



JACKY

**Kingdom Hearts II**

PS2-4



ZIANA

**Persona 3 FES**

PS2



ANDREW

**Pokémon**

Platinum Version

DS



JAMIE

**Super Mario Galaxy**

Wii



BOGEUN

**Team Fortress 2**

Xbox  
PC



ANDRES

**The World Ends With You**

DS  
iOS  
And



EDWARD

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## CLUB EVENTS

**Weekly Social:** Thurs, 5:30pm - 6:30pm, Barrows 170  
**Game Night:** Thurs, 8pm - 10pm, Barrows 126  
**Next Showing:** October 1, 2pm - 6pm, Barrows 166

## STAFF



Josh Roque  
Editor-in-Chief



Edward Hong  
Layout Editor



Andres Gonzalez  
Layout Editor



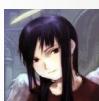
Andrew Oeung  
Writer



Bogeun Choi  
Writer



Ziana Deen  
Writer



Katrina Luque  
Writer



Joshua Siador  
Writer

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**Satan (Puyo Puyo)**  
Art by Jamie You

