

THE HALLOWEEN ISSUE

CAL ANIMAGE ALPHA presents

# Konshuu

Volume XLVI, Issue VIII

初音  
ミク

HATSUNE MIKU  
VOCALOID

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2017



# THIS WEEK'S FEATURED SERIES

## ANIME SHOWING DEATH PARADE

Winter 2015 | Madhouse | Directed by Yuzuru Tachikawa

*Death Parade* features the enigmatic bartender, Decim, and other characters who facilitate games for the souls of the deceased. The outcome of the games determines whether or not the pairs of players will be reincarnated or thrown into the void. While the show's main focus is the games and players, there is an underlying mystery concerning the relationship between Decim and Kurokami, the girl who assists him. *Death Parade* is highly recommended for its elaborate world building and multidimensional characters.



## ANIME SHOWING DEMI-CHAN WA KATARITAI

Winter 2017 | A-1 Pictures | Directed by Ryou Andou

(Interviews with Monster Girls) This slice-of-life anime centers around a teacher, Tetsuo, and his supernatural students, Hikari, Kyouko, and Yuki (a vampire, dullahan, and snow woman, respectively). The series highlights the friendship between the girls and their growing relationship with Tetsuo, who documents the girls' experiences and how their supernatural natures have affected their lives. *Demi-chan* thoughtfully explores the meaning of a supernatural identity while avoiding depicting the characters as stock anime figures.

# HOW Demi-chan wa Kataritai DEFIES THE MONSTER GIRL STIGMA

by BOGEUN CHOI

3rd year, Applied Math

This current anime season's been pretty good so far.

"Monster girls." For most anime fans, the first thing they think of when they hear those two words is *Monster Musume*, referring to the show *Monster Musume no Iru Nichijou* (*Everyday Life with Monster Girls*). Of course, there are other shows featuring monster girls, such as *To LOVE-Ru*, *High School DxD*, and *Rosario to Vampire*. All of these pre-*Monster Musume* shows feature some sort of monster girl. Yet they all share a common theme—they all fall under the ecchi genre.



*Monster Musume* solidified that connection by diversifying its characters. Past shows did not have much variety in monster species: *To LOVE-Ru* had aliens, *High School DxD* had angels and devils, and *Rosario to Vampire* had vampires. *Monster Musume*, however, had all sorts of monsters. It is pretty neat how well thought out the different types of characters there are in the show. It has everything: a lamia (snake girl), harpy, centaur, mermaid, slime girl, and spider girl—and that's just the main cast! With such a wide range of characters, it is no wonder the show was able to attract people and open debates for who the best girl was.

From that point on, monster girl shows were connected with the idea of "monster girl." It did not matter what the plot was, what mattered was simply that there were monster girls. So when a particular monster girl show

aired during the Winter 2017 anime season, people already had some specific expectations in mind.

That show was *Demi-chan wa Kataritai* (*Interviews with Monster Girls*). Most people (myself included) going into this series expected something like *Monster Musume* where the main appeal of the show was that there were monster girls. Some people (myself not included) went further and expected something a bit more... risqué.

From the get-go, *Demi-chan* showed it was nothing like your typical monster girl show. The show starts with Hikari Takanashi, standing in front of the building where she will be attending high school. At first glance, there isn't anything strange about her appearance; she looks like a normal Japanese high school student—ignoring the blond cat-ear hair. The next day, it is revealed that some of the students are half-human, half-monster beings called "ajin." Luckily, the protagonist of the show, a biology teacher named Tetsuo Takahashi, is interested in these ajin. He meets Hikari and learns that she is one of these (as a vampire), which she refers to as "Demi." Along the way, Tetsuo meets other Demi, such as a dullahan, a snow woman, and a succubus.



Unlike the aforementioned shows, *Demi-chan* is not remotely close to ecchi—it's a slice-of-life. Also, the main appeal of the show is not the simple fact that there are monster girls. In fact, the show uses that idea to convey its message. *Demi-chan* is effective and masterful in depicting how these monster girls are no different from the humans in the show. They have their struggles as high school students, from being bullied to dealing with a crush. It is a nice change-of-pace from other monster girl shows that hopefully becomes a trend in future series.

# VIRTUAL HALLOWEEN HOLIDAY EVENTS IN VIDEO GAMES



by JOSHUA SIADOR

4th year, Economics

Phø is good civilization.

Halloween is one of my favorite holiday seasons, if not my absolute favorite celebration. It's not so much the trick-or-treating, pumpkin-carving, or other activities that define Halloween; rather, it is the festive ambience. For example, people plan things like parties, hangouts, and costumes. It's the anticipation leading to the main event that creates excitement. This is true for any planned event, not just for Halloween. My Halloween experiences have been bland and solitary. These days, it is a ritual for me to rewatch *The Nightmare Before Christmas* out of pure nostalgia. After that, I would "celebrate" by participating in Halloween events in video games.

The earliest in-game Halloween event I recall participating in was *MapleStory* in either 2005 or 2006. At the time, the objective was to kill Coolie Zombies one map left of Kerning City to collect Halloween Candies to exchange for special candy. In hindsight, the event was extremely simple, but I liked being ahead of the community, so to speak. I also enjoyed the nature of the grind involved in the event and leveling up in general.

I was addicted to the game since its beta stages. I would pretend to go to sleep at night and wait for my parents to go to sleep so that I could sneak into the living room, boot the computer, and play quietly until 4 AM. I practically ran on three or less hours of

sleep everyday, and school days were no exception because I did not care about school and just wanted to keep playing. This addict lifestyle made me happy back then. Many years later, I realized *MapleStory* was more of a problem than a pastime because I ignored my physical well-being, to say the least. It took me a long time for me to delete my account to force myself to overcome this addiction.



I may have stopped playing *MapleStory*, but that experience did not kill my love for playing video games. When *Animal Crossing: New Leaf* released in November 2012, I played daily and kept up with the virtual world's events. I appreciated the inclusion of holiday events in *Animal Crossing* because it added to the realism of the daily life simulation. Of the various holidays in the game, I loved Halloween because of the themed event, clothes, and furniture! The only issue was that the Halloween event only took place from 6 PM to 1 AM. The solution was simple: play nonstop for the duration of the event. That didn't go very well. I failed to acquire everything

on a single Halloween night due to the time limit. After sulking for a day, I realized that this "time-limited" and "event-exclusive" quality of things made them more valuable. This was the most important lesson I learned from *Animal Crossing*. That aside, I was patient enough to keep playing and wait for Halloween in future years.

## HAPPY HALLOWEEN! From Isabelle



How do I say "no" to a holiday greeting like this?

Currently, *Overwatch* is running its second Halloween Terror event. The main appeal of this event last year was the skins. Surprisingly, this fact still holds true for this year because Blizzard never fails to deliver with more seasonal skins for characters such as McCree, Mei, Symmetra, and Zarya. More importantly, Ana finally received her first new legendary skin since her release in July 2016. Blizzard finally noticed her drought of skins. It's only right that she receives a new legendary skin before Doomfist at the very least. I mention Ana because the first time I seriously started to learn how to play as her was during the 2016 Halloween Terror event. I recognize that this event was PvE (Player vs Environment) with AI-controlled targets that moved predictably, but I was satisfied with being able to land my shots. I live by Ana's words, "No scope needed." She is one of my favorite characters, alongside Lúcio and Zenyatta.

What's new in this rerun of the event? There is an Endless Mode of Junkenstein's Revenge, a survival mode against endless waves of enemies. In addition to the four original heroes (Ana, McCree, Hanzo, and Soldier:76) that are playable in the original version

of the event, Genji, Torbjörn, Widowmaker, and Zenyatta are usable in Endless Mode. When I first tried Endless Mode, I wondered, "Why these specific heroes?" Blizzard sated my curiosity with the release of a Halloween comic on October 19 titled "The Return of Junkenstein," which acceptably explained why Dr. Junkenstein and the event returned this Halloween, along with the four heroes. I definitely did not complain about these hero selections though because Zenyatta is one of my favorite characters.

The North American version of *Fate/Grand Order* is also running a Halloween event, complete with a dedicated story and new Servants. The story is really cute and light-hearted. At first, I thought it was strange for Elizabeth Báthory to summon serious and tragic Servants like Carmilla and Vlad III, but their roles were comedic in the story. Despite Carmilla's intimidating appearance and personality, fans are treated to a klutzy side of her and her violent reactions to hide her embarrassment. I greatly appreciated her Macbeth reference, which makes me curious if that was in the original Japanese text or if the translators took creative liberties and did a good deed for "cultured" fans. If fans are to accept the Halloween story and character development as canon, beneath his cold exterior, Vlad III has a genuine soft spot for those with pure and harmless intentions. It is because of his loyalty to the childish Elizabeth Báthory in this Halloween event that I finally understand why *Fate* fans refer to Vlad III as "Uncle Vlad."

He is quite sane and reasonable for a Berserker.KIP



Vlad III

...I'm simply taking pity on a comrade.  
It's harder than you think, always being called a vampire. ♦

Halloween is one of my favorite holiday seasons, and people are free to celebrate them in various ways. No one is ever too old to participate in such festivities and it is important that people are able to have something fun to look forward to. After all, when it is November 1, there are only 364 days left until the next Halloween!

## STAFF PICKS

# TRICK-OR-TREAT!

Some of our favorite characters have dressed up for Halloween! Check out their sweet costumes.

## RIKO SAKURAUCHI

Love Live! Sunshine

Wonderland UR costume



BOGEUN



## KAT

Gravity Rush 2

as 2B from NieR: Automata



JOSH S.



## SHINOBU OSHINO

Monogatari Series

Magical Girl costume



EDWARD



# JOSEPH JOESTAR

Jojo's Bizarre Adventure



Tequila costume



ANDRES

# MONKEY D. LUFFY

One Piece



as Gladiator Lucy



ANDREW

# SORA

Kingdom Hearts



Halloween Town  
costume



JOSH R.

# NONO MORIKUBO

The iDOLM@STER:  
Cinderella Girls



Negative Girl SR  
costume



JAMIE



# Volume XLVI, Issue VIII — October 26, 2017

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## SOCIAL MEDIA

Konshuu accepts guest submissions from club members! If you'd like to have content featured, please visit:  
[J.MP/KONSUB](http://J.MP/KONSUB)

[calanimagealpha.com](http://calanimagealpha.com)  
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## CLUB EVENTS

次元魔女 - DARIA, DIMENSIONAL WITCH  
Shadowverse

Weekly Social: Thurs, 5:30pm - 6:30pm, Barrows 170  
Game Night: Thurs, 8pm - 10pm, Barrows 126  
Next Showing: Sun, Oct 29, 2pm - 6pm, Barrows 166



Art by Joseph Chan