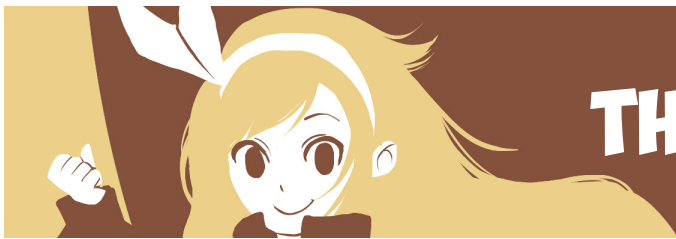


# konshuu

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## THIS WEEK'S SERIES

### ► ANIME SHOWING DAGASHI KASHI

“Dagashi” is the name for candy popular with children in Japan; Dagashi Kashi is a delectable anime about candy and comedy, popular with adults everywhere. Kokonotsu Shikada (lovingly called ‘Coconuts’) dreams of becoming a manga artist, but often finds his hands on the cash register of his family’s sweets store. His father desperately tries to convince Kokonotsu to take over the store, but to no avail. One day, a beautiful girl walks into Kokonotsu’s life, who would fit all of his fantasies of escape—if she wasn’t completely obsessed with dagashi. Hotaru Shidare, heir to the largest dagashi producer in Japan, has come to convince Kokonotsu’s father to work with her company. They strike a deal: He will work for her family only if she can convince Kokonotsu to inherit the shop.



**Studio:** Feel

**Original Creator:** Kotoyama



**Story and Art by:** Kasai Sui

### MANGA SOCIAL ◀ GISELE ALAIN

A dedicated landlord and self-professed jack-of-all-trades, Gisele Alain accepts requests of any kind from her valued guests—even to search for a missing cat. One of her guests, Eric, is often forced to help Gisele because of his late rent payments (not that he really minds, as he blushes whenever in proximity of her). Gisele can be quite eccentric, with unbounded amounts of optimism and costume changes; though she owns her own complex, she acts with the curiosity of a child. The manga reads like an unconventional slice-of-life, with historical elements and a hint of overarching plot. It’s especially enjoyable for those who enjoy a good old-fashioned, light-hearted mystery.





### Warning: Spoilers ahead.

At one point, Fire Emblem was a fairly obscure title in the United States. Outside of people who learned that it existed through Super Smash Bros., the fandom in the west consisted of a fragmented group of individuals each having a preference for different console titles, and given the lack of localization attempts, this comes as no real surprise. Fire Emblem Kakusei, better known internationally as Awakening, was meant to be the swan song of the franchise, the end of a once bold generation of games; instead, it was met with an unanticipated amount of success, a nearly unanimous cry of approval surging from around the world. Bringing life to a nearly dead franchise, Awakening brought back series veterans and a new age of gamers into the Fire Emblem fold. That was almost four years ago, and now it is 2016, where a new Fire Emblem title has graced us: Fire Emblem if, released internationally as Fire Emblem Fates.



Fire Emblem Fates feels and plays very different from many of its predecessors; after all, it was the first Fire Emblem to have a double release in Birthright and Conquest, much in the manner of Pokémon, although the differences between the games are much larger than simple version exclusives. Departing the world of the exalts, Fates tells the story of two kingdoms: Hoshido, the eastern-themed society that enjoys peace, and Nohr, a dark and European nation that thrives on warfare. Born to the former and raised by the latter, the player, for the first time in the series, assumes the role of royalty and must choose which family they belong to. While many have been excited by this new

title, there are people who do not have information to answer a rather important question: Is this game worth getting? By drawing comparisons to the other most recent title in the series, Awakening, this article hopes to supply enough information to provide an answer that suits every individual.

Right off the get go, it becomes immediately apparent that Fates is more difficult than Awakening as a game, regardless of the chosen route (in comparison to Birthright, Conquest has been described as the better choice for series veterans), even on the most basic difficulty. The number of objectives has increased, and the AI has gotten smarter than ever, even being able to take advantage of unit pairs, a feature once available only to the player. In addition, more experienced players can no longer tear through the story with ease due to the balancing of the so-called metagame that prevailed in Awakening, where flying units, tomes, and unit pairs reigned supreme. Flying units aren't quite as dangerous as they used to be, the power of magic has been toned down considerably, and supports have been entirely reworked to be more reasonable. To elaborate, units in the pair function will assume a defensive stance that dual guards, while dual strikes occur when units are adjacent to each other; these effects are cancelled out when two pairs clash. This is to say nothing of Conquest, which has virtually no grinding functions available to the player; any mistakes in the allocation of experience and other key factors will prove fatal the longer the game goes on.

Regardless of which family you choose, you will ultimately end up with an eldest brother, an elder sister, a younger brother, and a younger sister, whose roles are inconspicuously identical in play. In addition, they each have exactly two retainers, one male and one female. There are more characters that you meet along the way, some more eccentric than others, but perhaps not enough. One of the issues I had with the characters is that outside of your critical party members, most of them felt somewhat detached from the story in terms of importance

and participation. Arguably, the same can be said of Awakening, but those characters had a lot of substance to them, as will be explained in the next part.



In comparison to Awakening, Fates has greatly enhanced the immersion for the player, who has their very own castle that they can customize to their liking. This immersion is further explored via accessories, which can slightly affect the appearance of character models, as well as the expanded relationship system. For people who prefer to put playing the game first, all of these extra features may seem like unnecessary clutter. Unfortunately, supports are one of the places where this new title falls short: Compared to Awakening, support conversations have become incredibly brief and nearly mechanical in nature, most of them following the basic hate-to-love development ploy. As horrifically corny as they may have been, the support conversations in Awakening were all unique, revealed facts about characters that weren't already obvious, and most of all, lasted longer than a meager 10 lines. They gave purpose to cultivating relationships between characters beyond battle efficiency and child characters.

On the subject of child characters, Fates has done an excellent job at creating something that makes little to no sense. Child characters were introduced in Awakening, and having them present was sensible due to the time-travel narrative of the story. Because children were extremely popular in Awakening, having them in Fates was a given, but without the time-travel backstory, implementing them in game while being consistent would be a challenge. Clearly, Nintendo was unable to come up with a satisfactory solution to this problem, as the presence of children characters as usable party members is explained by having time in other Deeprealms flow at different rates, a rather lazy explanation that functions just enough to justify the presence of child characters. It is not only a poor explanation, but lessens the value of these characters, making them more like trophies and party members than actually significant to the plot, which they really are not.

Although Fates has many shortcomings, most of these are minor elements and pet peeves at most; what really matters is the content of the story, and Fates has quite the story to tell. As opposed to Awakening, which follows more of the traditional quest-style storyline to save the world, Fates is much darker in nature, dealing with gray morality and the consequences of choices. I believe that Fates being two distinct titles is critical to what it wants to portray—that there is more to people than the one way that we as individuals perceive the world. Like in visual novels, playing certain routes will introduce new characters, old characters in different circumstances portrayed in a different light, and ultimately, conclusions that are completely different from one another.



Birthright plays more like the hero story, although you are constantly reminded of your betrayal of the family that raised you. On the other hand, Conquest is the story of trying to reform Nohr, accepting that it as a nation is unacceptable as it currently stands, while your birth family is unable to accept such an explanation. The way that the stories develop are very different, but the routes tend to fulfill certain parallels, which can seem forced at times. Binding these two together is the Revelation path, which is immediately available to players of the Special Edition, while becoming available for others in late March; having experienced these two routes, the story is made complete and correct with this third addition.

Awakening was an extraordinary game, so Fates had a lot to live up to, being immediately after. In trying to be a game like Awakening, Fates ended up incorporating elements that made the game much more awkward and clunky than it needed to be, ultimately giving off a vibe of having tried too hard while at the same time having not done enough. Fates feels very much like the stereotypical Japanese game, where the quantity of content has exceeded the quality in newer titles, which is very sad, because Fates had a rather excellent premise to work with. All in all, while I evaluate Fire Emblem Fates very highly as a story. It had a lot of clutter that detracted from the actual gameplay and weakened the overall consistency. People who have played Awakening will no doubt find themselves slightly disappointed with Fates, but I do believe that the game is worth the play, if for nothing more than the narrative and its resulting ideas.





This winter break, I was fortunate enough to go with other CAA staff on a trip to Japan, which also included a trip to Comiket. Comic Market, or Comiket for short, is an biannual anime convention that boasts over 600,000 participants over its 3 days. It is usually held in the middle of August and at the end of December towards New Year's Day at Tokyo Big Sight. Artists sell self-published works called "doujinshi" and anime studios come to sell official goods at company booths. Anime fans all over the world dream of participating in the convention at least once in their lives, yet are completely unaware of the magnitude of the event. The buyers wait in lines for hours before even stepping inside the convention center. Even once inside, there are lines for individual booths themselves, with congestion throughout the convention. With an event this big, even with the most deliberate planning things can go horribly wrong for both the buyers and sellers. This article is dedicated to giving several tips to avoid any terrible encounters during the shopping experience at Comiket, because despite the convention sounding like an otaku's dream, it is a battlefield once inside.

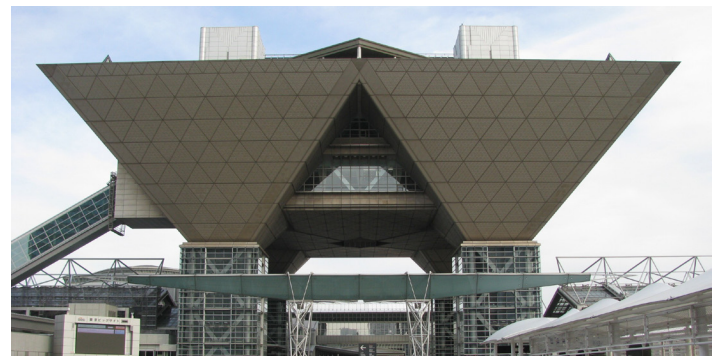
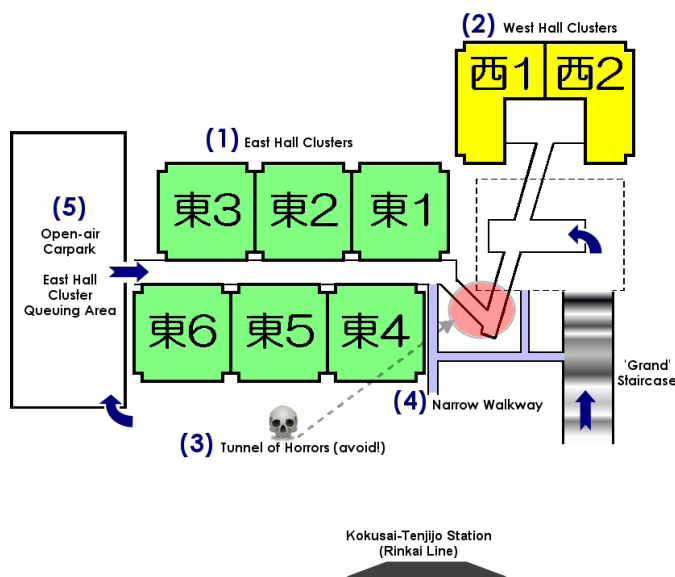


The very first thing you need for Comiket is the catalog. Thanks to modern technology, organizers for Comiket

were able to create a web catalog for which most of basic functions are free. Before, they distributed the catalogs only in the form of CDs and dictionary-sized books which were required to be imported from Japan (though those are still options). Prioritize your artists in terms of importance. Chances are, your favorite artists will have a location labeled with "A", "あ", "シ", or more recently, "C;" these artists are referred to as the "wall" artists. Their spots are usually reserved to famous artists such as Kantoku and will have very, VERY long lines. It is very likely that they will sell out before noon if you do not go to them first, but note that it will probably take about two hours of waiting in line to buy their items. If some of these wall artists are not as important, it is better to just buy their goods from Melonbooks or Toranoana, specialized stores for doujinshi. This of course will not allow you to get the so-called "Comiket Exclusive" goods such as t-shirts, towels, and pillow covers, but it can be better to completely abandon them instead of wasting time waiting in ridiculous lines. Nearly all the artists will submit their doujinshi to sellers such as Melonbooks, so if only the doujinshi interests you, there might not even be a reason to go to the booths at all. Many wall artists hire sellers (often in cosplay) to attract buyers, so you might not even get to meet the artists themselves. If meeting them is worth it, then it is better to see them in the afternoon, after the lines have died down. Another thing to watch out for is to see how much the artist decides to print; even a non-wall artist may sell out within an hour because of simply they did not print that many copies. Finally, when you finish compiling the list of artists that you are interested in, check where they are located on the map. The artists are divided into West "西" Hall and East "東" Hall, and on top of that, the east hall is split into sections 1, 2, and 3 on one side and 4, 5, and 6 on the other. The web catalog will help you mark these on the map, but will not allow you to print the map without paying. Of course, plan your battle plan accordingly, considering the importance of individual artists and their locations for the best itinerary. Don't forget to budget yourself too!

The next step is figuring out how to get there. Options include taking the first train to Tokyo Big Sight or going around noon when there is no longer much of a line to go inside. Each of the three days have their own specialties, as listed on the web catalog, so it makes sense to take the first train on the days you are really interested in. However, there is a third option called “Tetsuya” or staying overnight at the convention. Many people believe this is not allowed, which is true only if you do not follow the staff’s directions. It is possible to start lining up at around 8PM on the previous day at a location near Big Sight so long as obey the Comiket staff’s rules. To organize the overnights, there is a small lottery that happens a day before the convention; the staff will distribute numbers that reserve a “spot” for the stay. If you do not get this number, the staff may not let you in depending on the number of people who are participating (or other reasons). On top of all that, you have to wait behind the people who have reserved spots. Overnight stay is not recommended unless there are goods that are must-haves, such as dakimakura from famous artists which likely will get sold out within an hour from the beginning of the convention. But even so, there are people who have “circle tickets” who can snag the items before you even after all the struggles of staying up. For most people, taking the first train will allow you to get most of the items you want from the artists, and it also lets you see the rising sun from the Tokyo bay without staying there the whole night. Even after taking the first train, there are still a few hours of waiting until you get inside, and the line will slowly begin to move at 10AM. Or if nothing is particularly important, come in the afternoon. Most of the con will still be going.

trivial, the line for the wall artists are split up into multiple sections, due to the fact that they have to make room for people to pass through. This may cause some issues, as you might try to rush towards what seems like the end of the line, only to have the staff tell you it’s actually the middle of the line. When in doubt, never assume the line is close to the booth for wall artists, and try to follow where most people are rushing toward. (Be careful, as there will also be lines inside the convention center.) The first few artist visits might go just as planned, but towards around noon, the halls themselves get extremely congested. It might be tempting to just struggle your way through the exit, but this will backfire, and eventually, you will likely need to find another way to a different exit. Trying to fight the crowd is impossible. While this sounds obvious, most people try to push their way through anyway, but to no avail. As a result, newly bought goods get crushed and ruined, especially bags and posters. Being patient is very important at Comiket; whether dealing with congestion or waiting in line, patience is a virtue. As for the company booths, they are located on the west side and will usually not sell out by noon, so they can be visited after all the doujin circles have been properly “conquered.” These booths sell a variety of goods, most of which they will advertise as “comiket exclusive” to attract more buyers. Generally, they will sell a lot of these products several months after the event to regular buyers, but this is not always the case, so watch out for news about the items.



All in all, if you are not having fun, then the convention is going wrong for sure. Even though I personally did not get to buy everything that I wanted, I still loved the atmosphere of Comiket and how close I felt to the actual artists who create wonderful illustrations in our anime and manga. If you miss a few things, don’t feel too down, for there are people who still did not manage to be a part of such a huge doujinshi phenomenon. Despite the fact that I almost died in the cold from the overnight stay and nearly got trampled by crowds, I still recommend that every anime fan to go to Comiket. The experience is superb, and no anime convention in the States comes close to its magnitude.

Once inside, go to any “wall” artists’ booths that have Comiket exclusive goods first. The first task at hand is to find the end of lines for the doujin circles. While this sounds



# ANISONG LYRIC MATCH-UP

Lyrics can often tell us much more than we expect. Match these **translated** anime opening and ending lyrics to their respective anime. Bonus points for also naming the song and artist!

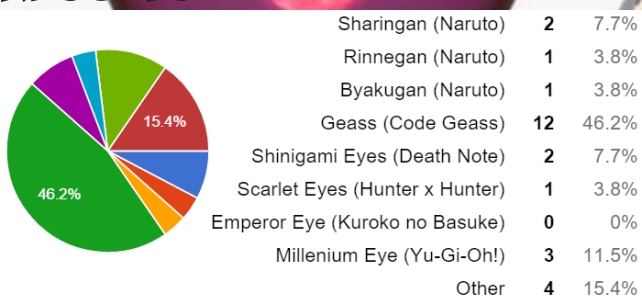
(Answers can be found at the bottom of the page.)

1. ONE PUNCH! (Three! Two! One! Kill Shot!)	2. Love-same-CRIER Dearly-save-LIAR Holy-Oath-Rising HELL Beloved Game World Day
3. Please don't say "You are lazy" But the truth is, that I'm crazy!	4. Carrying our feelings, our instruments are red strings. Breathe perfectly in sync... Tutti! We will steal your heart!
5. Yay! Yay! We'll definitely be ok! Splendid! Splendid! Isn't it fun, hey?	6. I met you. I saw a dream that won't come true. An eternity passed in a second.

## LAST WEEK'S POLL

Which anime eye power would you want to have in real life?

### RESULTS



## THIS WEEK'S POLL

What was your favorite part of Anime Destiny 2016?

Vote now at: [J.MP/KONPOLL4304](http://J.MP/KONPOLL4304)

**Answers:** 1. One Punch Man, 2. Aldnoah-Zero, 3. K-ON, 4. Sound! Euphonium, 5. Kin-iro Mosaic, 6. Kara no Kyoukai!  
**Bonus:** 1. THE HEROII by JAM Project, 2. allez by HiroYuki Sawano, 3. Don't Say Lazy by Houkago Tea Time, 4. Tutti! by ZAQ, 5. Jumping by Rodanthe\*, 6. Sprinter by Kalafina

Konshuu proudly accepts  
guest submissions from club members!  
If you'd like to have content featured,  
please submit to:  
**J.MP/KONSUB**

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## WEEKLY EVENTS

### Anime Showings and Socials

9 Evans

Mondays, 7:00 - 10:00pm

### Manga Socials

106 Dwinelle

Thursdays, 5:30 - 6:30pm

### Game Nights

2030 VLSB

Thursdays, 7:30 - 10:00pm

## WEEKLY SHOWINGS

Dimension W

Himouto! Umaru-chan

NEXT WEEK'S SHOWING: ERASED

