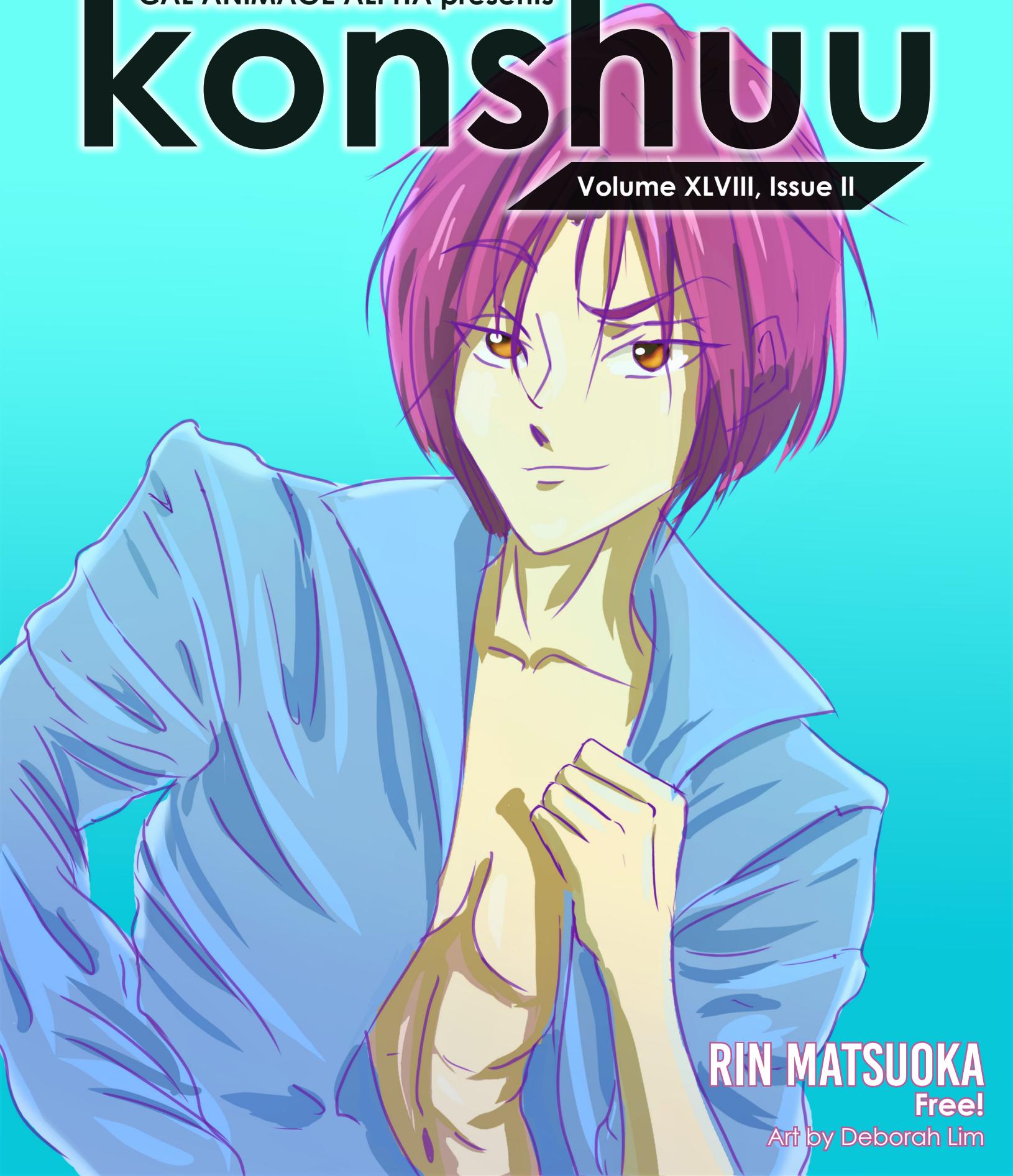


THE SPORTS ISSUE

CAL ANIMAGE ALPHA presents

konshuu

Volume XLVIII, Issue II



RIN MATSUOKA

Free!

Art by Deborah Lim



THIS WEEK'S FEATURED SERIES

ANIME RECOMMENDATION

MEGALO BOX

Megalo Boxing is boxing that is amplified with a cybernetic metal frame. Enter Junk Dog, the strongest underground Megalo Boxer. He makes a living by fixing fight results in the slums, but his life will change forever after he fights with the strongest Megalo Boxer in the world, Yuri. Together with his coach Gansaku Nanbu, Junk Dog dons a new name, Joe, and will seek to take the championship of Megalonia, the biggest Megalo Boxing tournament of the world.



Spring 2018, TMS Entertainment
Directed by Yo Moriyama



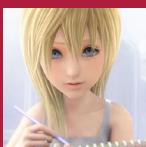
Fall 2013, Madhouse
Directed by Jun Shishido

ANIME RECOMMENDATION

HAJIME NO IPPO: RISING (THE FIRST STEP: RISING)

Makunouchi Ippo is the title holder of the Japanese Boxing Commission Featherweight Champion, and the majority of this season focuses on his title defenses, particularly against Sawamura Ryuhei. Ippo's signature move, the Dempsey Roll, will be rendered useless by Sawamura, a boxer renowned for his potent countering style. Since Ippo's Dempsey Roll is a multi-hit close range move, a single counter from Sawamura could spell his defeat. How will Ippo escape this predicament and retain his Featherweight title?

MANGA AND OTHER EXTREME SPORTS



ZIANA DEEN
3RD YEAR, ARCHITECTURE

STAFF WRITER

Currently recovering from boba addiction

I'd always been an energetic kid. Anyone who knows me can attest to that: I have enough energy to fuel a country. To give you an idea of how energetic I was, as a third grader, I went to a friend's house and ended up jumping off the couches into walls. Five years later, my friend's mom was still hesitant about letting me over. Some of my energy was the energy all kids have, and some of it came from the sugar I inhaled. And some of it, I owe to sports manga.

Just imagine it: it's 2008, I'm 10, and if I wasn't running around like a crazy spitfire, I was in the local library, sitting my ass down besides a stack of dozens of sport manga books. Because you can't read only one sports manga — no, you have to read it all in one go. Because if there's one thing that sports manga do, it's make you anticipate the next volume.

Fellow fans of sports manga will understand the rush of excitement you feel from reading it. It is not unlike the excitement you feel at an actual sports game. As Sena rushes towards the opponent's end zone, you're cheering — not aloud,

but inside, where real anticipation awaits. And sometimes it's actually aloud — I legitimately screamed in horror everytime Yuri fumbled a quadruple jump (and I let out an ear-splitting shriek when Victor kissed Yuri). Even board game sports manga, like *Hikaru no Go* and *Chihayafuru*, could have me on the edge of my seat, turning pages as fast as I could to find out what happened next.

And I don't know what it is about sports manga that had my energy shoot through the roof, but something about *Prince of Tennis* made sweating over a tennis court, for eight weeks one summer, seem like a good idea. After reading over 300 chapters of *Air Gear*, I put on the roller skates we'd kept hidden in the garage since before I was born, and the next day was the proud bearer of new scabs and blisters on my legs. *Whistle* encouraged me to infiltrate the boy's soccer games during recess for two years; eventually, I became the only girl allowed to play with them (a trophy I bear proudly, by the way).



Sports manga has encouraged me not only to stay in shape, but become a better person. From animated depictions of the world's greatest sports, I learned camaraderie, hard work, and perseverance. I learned that growth occurs over time, and that losing, while difficult, is not always a bad thing. It's no wonder sports manga are so popular. There's just something, as you're traveling through sports in manga, that makes you feel like a spectator on bleachers of the game. No other genre of manga has you more involved, invested, and consumed, than sports manga.

And that's pretty damn great.





HAIKYUU: A SPORTS ANIME FOR A SPORTS FAN



BOGEUN CHOI

4TH YEAR, APPLIED MATH AND DATA SCIENCE

Anybody else excited about the start of football season? No? Ok...

STAFF WRITER

Sports and anime -- what do these two things have in common? More specifically, what do people who like anime and people who like sports have in common? Usually, not much. Speaking from personal experience as someone who loves both, it can be hard to find someone who also shares the same passions. It has gotten a lot better though: anime is slowly working its way into the mainstream, and the two worlds of anime and sports are crossing together with athletes no longer ashamed to admit they watched (and for some still watch) shows like Naruto and Dragon Ball Z. Despite this, it's still hard to find someone in a typical crowd who enjoys both the hard-hitting action of football and the calm happenings of a slice-of-life show like I do. For now, the worlds are still very much separate.



Mike Daniels is my hero

Now I know what you're thinking: "what about sports anime? It's both sports and anime -- combined!" Yes, that is technically right -- sports anime is a combination of sports and anime (to an extent). However, there's some nuances that makes it more complex than its name implies: it's not that easy to say that liking sports and anime = liking sports anime. Let's dive deeper into why that is, and after doing so talk about a show that I feel encompasses the best of the worlds of anime and sports (hint: it's in the title of the article).

[Before I start, a little disclaimer: I'm not very experienced in the world of sports anime. Sure, I've watched the occasional series like *Yuri on Ice* or *Ping Pong The Animation*, but I still have yet to watch any of the classics. Name a classic sports anime and I'm 99% sure I haven't watched it. Nevertheless, I've had enough of a taste of the genre to understand it to an extent.]

Let me start with a personal "story". The reason why I enjoy watching sports is the feeling of competition: something about cheering on a team and experiencing all of the emotions that comes from that is an amazing experience. The jubilations of a win. The sadness of a loss. It's why I go to Cal's home football games even when I have 3 problem sets due the day after: nothing matches the excitement from sports, and it's always a great time win or lose (except that time we got blown out by Washington... though at least I got a nice bobblehead).

The thing with sports anime is that they usually revolve around characters and not playing the actual sport itself. That makes sense to an extent: the viewer is in the perspective of someone who's playing the sport, so of course emphasis would be placed on the character playing the sport. Honestly that's not a bad thing -- see *Ping Pong The Animation* for an example. It's a character-driven show where ping pong is secondary to the stories of each of the players, and it's one of the best sports anime out there (even probably one of the best anime



YEAH SPORTS

in general).

Unfortunately for most shows that focus on the characters, the main character (MC) is usually a weakling who doesn't have a clue about the sport they're getting into. Thus the show becomes a story on the growth of MC as they start learning about this new sport. Now this is where my inexperience in the genre really shows because this describes shows such as *Hajime no Ippo* and *Yowamushi Pedal*, both popular and highly respected, both shows I've never watched.

But my point still rings true: the reason for watching sports anime isn't about watching people play the sport itself.



Yeah I should watch this someday

Because MC is clueless, the show usually teaches the viewer alongside MC about the sport. While that's great if the sport is obscure (like rugby or sumo), if it's something like basketball or soccer it's not very fun to watch until the end when MC finally understands the basics. Just watching the sport being played right from the get-go is usually rare, which is unfortunate for any sports fan like me.

Now there is a sports anime that does offer the best of both anime and sports: delivering great sport play while also just being a great anime all around. That is *Haikyuu*. *Haikyuu* tells the story of a short boy named Shoyo Hinata. After watching a high school volleyball match featuring a similarly short player on TV, he starts playing volleyball on his middle school team. In their first (and last) tournament match, the team faces a powerhouse featuring one of the best middle-school players named Tobio Kageyama. Of course, they lose horribly, but Hinata is determined as he trains after the defeat and ends up at Karasuno High School, where he hopes to join the volleyball team. Alas, he finds his "rival" Kageyama is also enrolled at Karasuno, and thus they must learn to play together as they try to become the best high school volleyball team in Japan.

Notice one very minute detail: MC Hinata already knows how to play volleyball. Not amazingly, mind you, but he at least knows the basics of serving, setting, and all that. That makes a huge difference as the show is able to focus on the most important thing for me in a sports anime: the sport. And hoo boy does *Haikyuu* deliver on that front. Watching Karasuno play other teams in tournament matches is pretty much like watching a real volleyball match. Every point leaves you at the edge of your seat, and you cheer when they score and boo when they don't. It's so good that after watching *Haikyuu*, I started watching more real volleyball (which is very hype by the way, would recommend).

Haikyuu isn't just about the sport, however: it is a sports anime



MFW watching *Haikyuu*

after all. We learn not only about the struggles Hinata and Kageyama go through while playing volleyball, but also about the other members (not limited to the Karasuno team). The character storylines add a lot to the volleyball play: we get into the players' minds while they're on the court. Conversely, the volleyball play affects the characters' storylines -- it's a one-to-one relationship.

So if you haven't already watched *Haikyuu*, I highly recommend you do so. It's a sports anime that any sports fan can enjoy greatly -- heck, even a non-sports fan can enjoy this. It's a show for everybody.

MINDGAMES



ANDREW OEUNG
4TH YEAR, EECS

EDITOR-IN-CHIEF

Uniqlo is such good value!

One Outs may ostensibly appear as a sports anime, but it is far from it! Inspired by the likes of *Akagi*, the show emphasizes the psychological aspect of gambling by starring an enigmatic, mastermind protagonist who outwits the antagonists at every turn.

The protagonist of *One Outs*, Tokuchi Toua, is a mysterious pitcher who challenges a professional batter named Hiromichi Kojima to a game of "One Outs," a gambling match between a pitcher and batter. Although, Tokuchi Toua's appearance is the antithesis of a professional baseball player, he is roped into playing for the Saitama Lycaons, the worst team in the Japanese league. The odds are truly against him, as the Lycaons owner, Saikawa, will attempt to scam Tokuchi Toua at every twist and turn. Not wishing to play actual baseball without the prospect of money, Tokuchi Toua offers to extend the game of "One Outs" to Saikawa: for every out he achieves in a professional baseball game, Toua will receive five million yen, but he will lose fifty million yen for every run that the opposing team scores while Toua is pitching.



Clearly, this gambling scheme revolves around trickery and deception. Saikawa quickly tries to bribe a Lycaons player in order to rig the game results so that Toua will lose millions, but

Toua catches on and kicks the player out of the game. At this point, it's clear that Toua will go to any length in order to win. In the next baseball series, Saikawa takes it a step further by trying to blackmail the Lycaons manager, but Toua simply takes over the game himself! Finally, Saikawa tries to sell the team to a different corporation so that he can profit and dissolve all the player's contracts, but Toua still outsmarts him by buying the team himself!

My favorite moment of this show is in one of the final episodes, because it really epitomizes the ridiculous nature of the show. While battling against another team called the Blue Mars, the Blue Mars attempts to injure Tokuchi Toua while he's batting by purposely throwing at his ankles. In an act of vengeance, Toua starts throwing his bat straight at the pitcher's head. Although this is a completely unrealistic turn of events, you just can't help but laugh at the hilarity and craziness of the situation. Every time Toua throws his bat at the pitcher, he simply remarks that his "hand slipped."



Tokuchi countered by throwing the bat.

This story fails to reach a conclusion by the end of twenty-five episodes, but afterwards you can pick up the manga to finish Toua's story on chapter 83. Unfortunately, the lack of a proper ending really weakens the show's narrative, but *One Outs* as an anime still stands strong on its own, despite succumbing to the common anime problem of an unfinished adaptation.

Dear Konshuu-sensei

Got a question about school? Need some advice?

Don't worry, Konshuu-sensei is here for you! This advice column features answers to questions that our readers posted last week.

Sad Video Game Boy asked: When will *Kingdom Hearts 3* come out?

It never will. Square Enix will show us trailers and gameplays, but they are just shamelessly teasing us. I'm sorry, Game Boy, but this is the sordid truth.

Anonymous asked: What are some cooking recipes I should learn?

Boba. Duh. Also ramen.

Anonymous asked: Any anime recommendations for someone who enjoyed *Ping Pong the Animation*?

Table tennis was never my preferred sport but *Ping Pong the Animation* is an excellent drama. If you liked the surrealist art style, I would suggest *Yojouhan Shinwa Taikei*, a story about a college student who gets a second chance at living his college life. Sports wise, *3-gatsu no Lion*, *Hikaru no Go*, and *Chihayafuru* all portray how sports can be the driving point for someone's existence. Hope you enjoy!

Ask a question at tinyurl.com/konshuusensei and it might be answered by Konshuu-sensei in the next issue!

STAFF



Andrew Oeung
Editor-in-Chief



Shamin Chowdhury
Writer



Andres Gonzalez
Layout Editor



Ziana Deen
Writer



Andy Lo
Layout Editor



Jamie You
Artist/Writer



Andrew Wing
Writer



David Chang
Artist



Bogeun Choi
Writer



Deborah Lim
Artist

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Follow us on social media or visit **cal.moe** for updates!

Bi-Weekly Showings: Wednesday September 19th, 8-10 pm, 222 Wheeler

Game Nights: Thursday 8-10 pm, 222 Wheeler

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