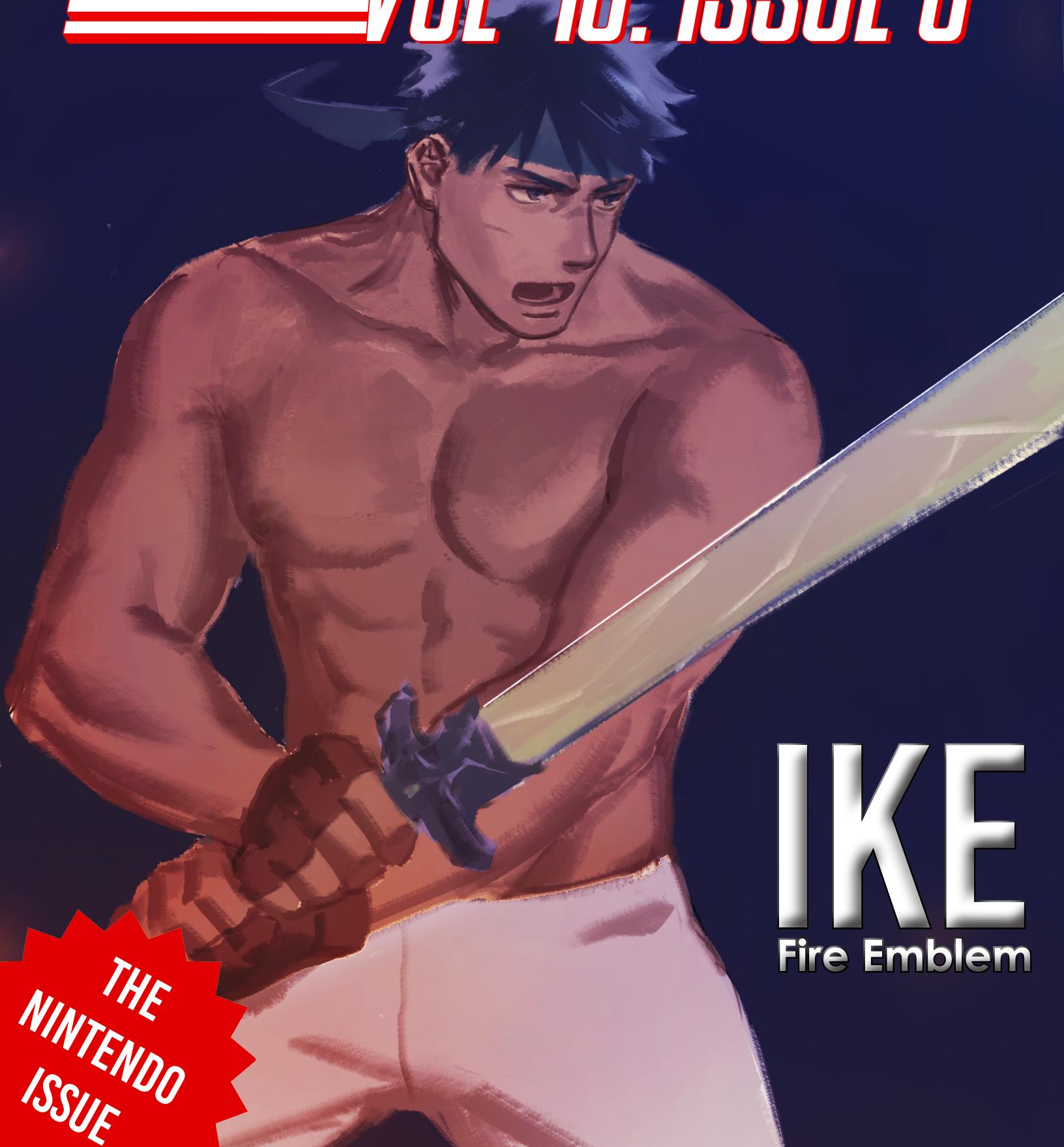


KONSHUU

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IKE

Fire Emblem

THE
NINTENDO
ISSUE

THE WIINNER OF NINTENDO CONSOLES



SHAO-LON YEH
1ST YEAR, COMPUTER SCIENCE

STAFF WRITER

I only wrote this article so I could make Wii puns

Nintendo is unarguably one of the biggest contributors to the video game industry. They have been creating games since the 1980's and are the masterminds behind multiple world renowned titles. Along with video games, they have also created many different consoles. These consoles sparked the rise of console gaming and have helped evolve gaming to what we know today. But which console is the best? My wiinner (I'm so sorry) is the Wii.

I know what you're thinking, "This guy's crazy! I can't believe he's saying the Wii is the best Nintendo console!" But hear me out. The Wii revolutionized gaming because it physically engaged the player; it made gaming a more social activity and opened up the player base. It also created the path for other great consoles like the Wii U and the Switch. Some of you are probably also thinking, "Consoles like the N64 and SNES are better because they are nostalgic." Well, jokes on you. I'm a 2000's baby so I'm too young for those consoles. The Wii and the GameCube are what I grew up with and the oldest console I've played on is the Game Boy Advance.



Another reason why I like the Wii so much is that there are so many great games for it. One of my favorite classics for the Wii is *The Legend of Zelda: Twilight Princess*. In my opinion,

Twilight Princess is revolutionary because Link actually looks like a person, and damn, he's hot. Link's hotness aside, *Twilight Princess* was actually a really enjoyable game. Midna is a great partner and Link's wolf form was a nice change of pace from the regular gameplay. The story was interesting and the dungeons were unique. If you've never played this game, then where have you been because every gamer has played this.

Wolves seem to be a recurring theme in good Wii games because one of my favorite Wii games is *Okami* (yes, I know this is not a Nintendo game but it's on the Wii so it counts). In my opinion, *Okami* is a better game on the Wii than it is on the PS because a core element in the game is painting with your celestial brush, and the Wii actually gives you a feel of that since you have to use the remote and sensor to paint. *Okami* is a pretty anime-like game so if you haven't played this either, you really need to. You play as Okami Amaterasu, the wolf sun goddess, who goes around Nippon trying to restore people's faith in her. The combat is fantastic and the dungeons are akin to Zelda in a sense that you have to explore and use your brain to solve puzzles. The art is beautiful and the story is fantastic (when I first played this game 5 years ago, I cried at the end).



I really wish that I had more room to write because there are so many other great Wii games like *No More Heroes* and *Mad World*. *No More Heroes* is especially great because the main character is a weeaboo, which I can relate to... But I'm at my word limit, so I'll wrap it up. It's wiidiculous if you don't have a Wii or Wii U by now, so get one!

THE NINTENDO DS: A BASTION OF CREATIVITY IN GAMING



ETHAN CARTER

2ND YEAR, MATH AND DATA SCIENCE

OBJECTION! Why is the cover pic Phoenix Wright when I barely mention it in the article!?

STAFF WRITER

Nintendo is a company well-known in the gaming world for their creativity and innovation. Not only present in their own first-party games, this creativity shines through many games released for their consoles due to the unique and novel features. Nowhere else is this creativity more apparent than in the Nintendo DS. First released in 2004, the DS boasted an impressive array of features for developers to take advantage of. It introduced a brand new dual-screened display, microphone for sensing audio input and, while not technically the first use of touchscreen in gaming, was certainly the first major home console to use the technology. In this article, I'm going to highlight a few games that truly take advantage of these features, and embody the creativity associated with the Nintendo name.

The first game, and also one of the first available for the system, is *WarioWare: Touched!*. A sequel to an earlier game for the Game Boy Advance, the gameplay revolves around "microgames", small minigames involving a simple objective to be completed. The game contains hundreds of these microgames, and each one uniquely takes advantage of the DS's features. From tapping a marble slab to create beautiful art, to slicing a beautiful woman's snot hanging from her nose,

ear, the wide array of quirky games makes for an interesting experience, and all show off the mechanics available for the DS better than no other.

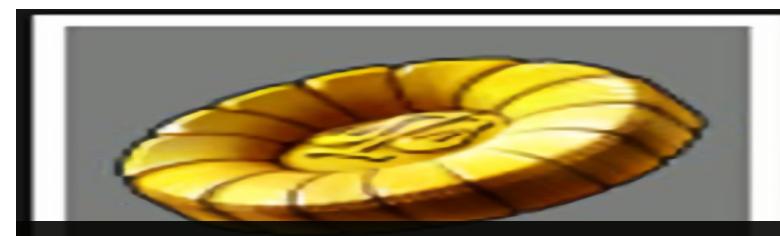
The World Ends With You, developed by Square Enix, has a highly stylized appearance and genre-blending soundtrack, both of which were made to fit the mood of Japan's Shibuya, the game's setting. There are few aspects of this game that aren't unique -- the main draw, however, is certainly the gameplay. Split between the two screens, the main character on the bottom screen is controlled entirely by touch, with movement dictated by dragging along the screen and various abilities being activated with different actions (tapping, slicing, drawing shapes, etc...). The character on the top screen is controlled entirely with the face buttons, and both must be controlled simultaneously.

The last game I want to talk about is *9 Hours, 9 Persons, 9 Doors*, a story-driven adventure game. The game is split between visual novel style portions and puzzle-based escape portions. In the escape portions, players are trapped in a room and must solve various puzzles in order to escape. In addition to having an incredible story, the puzzles are very challenging and require very interesting use of the touchscreen.

While certainly not the only such games, all of these show off the essence of creativity that Nintendo is able to inspire in people with their consoles. More than that, though, they are all great games in their own right that I would recommend to anyone. Some honorable mentions that did not make it into the article include: *Phoenix Wright: Ace Attorney*, where players control



to rubbing shampoo in a person's hair to create a nice lather, to even using the mic to whisper sweet nothings into a person's



The article's almost over, but would you mind taking a look at this?

a defence attorney, and use the touchscreen to investigate crimes and present evidence, and *Etrian Odyssey*, a series of dungeon-crawlers where the bottom screen features an empty grid where players can draw their own maps as they explore.



SUPER SMASH BROS.TM

SMASH IN ALL ITS FORMS



JONATHAN QIAN
2ND YEAR, CHEMICAL ENGINEERING

STAFF WRITER

Smash has become so much more than a fun party game.

Super Smash Bros. has always been a cornerstone of Nintendo ever since the original version was released for the Nintendo 64 in 1999, and it's never been hard to see why. It has been a consistent success for Nintendo, and is one their best selling franchises of all time. Both casual and competitive fans can enjoy the games, and they are accessible to anyone, and with *Super Smash Bros Ultimate* releasing on December 9th, a quick overview of the game and its long competitive history seemed appropriate. So let's get into it.

For readers who may not know, *Super Smash Bros.* (Smash) is a series of platform fighting games created by Nintendo for Nintendo consoles. Players can choose a fighter from a variety of Nintendo and Nintendo related characters, and battle on stages set in the various worlds that the fighters originate from. Nintendo created the series with the intention of creating a game that anyone could play with their friends, and the stages, items, and simple controls reflect that vision.

Smash's success as a casual game is undeniable. As of June 2018, the most recent Smash title, Smash 4, sold over 14 million copies worldwide between the 3DS version and Wii U version along with plenty of DLC character sales. If you have played any of the Smash Bros games, it's easy to see its appeal. No other game allows you to fight Mario as Link with Pokeballs and ray guns. The huge cast of characters from your favorite Nintendo games, the huge variety of items, and the uniquely designed stages all offer endless fun. Smash even offers different single player experiences in each iteration. Despite all of these things designed to make the game simple, casual fun, Smash has also steadily grown as a complex, competitive game due to the unique nature of its physics and notoriety as a series.

Competitive smash began with the release of Melee for the Nintendo Gamecube in 2001. Anyone who grew up playing video games in the 2000's had heard of or played it. With over seven million copies sold as of 2008, it was far and away the best selling title on Gamecube. While people around the world enjoyed the game for its casual fun, people began to dig deeper into the game, and discovered that Nintendo had created a beautiful accident. Nintendo had unintentionally created a game that could be played at high speeds if the player had the skill to make the correct inputs. It combined casual and competitive in a way no other game had done before. Soon, people began turning off items and banning certain stages to emphasize the player's skill with the character even further for competitive play. The world had never seen a game with such a low skill floor for casuals and such a massive skill ceiling for competitors. Thanks to the huge growth of the internet in the 2000's, a dedicated and amazingly passionate fan base, and the explosion of eSports in the last five years, competitive Smash Bros, specifically Melee, has grown steadily over the 17 years since its release and is now a healthy eSports that continues to grow.

Brawl suffered a much sadder fate compared to Melee



the faces of the Smash franchise. Nintendo sent a cease and desist to Project M's development team, and Project M's development ended. The Project M team took down their website and removed download links for the hack, while Project M players went back to Melee, waited for Smash 4, or continued to keep Project M alive through local scenes.



The crowd at one of Melee's biggest annual tournaments, Evo

during its competitive history. Competitive Smash players were expecting a new version of Melee, with bug fixes, new characters, and new stages to play on. Unfortunately for those expecting a new Melee, Nintendo had removed many of the elements of Melee that had made it so appealing as a competitive game. The lightning fast gameplay was gone, and combos were almost nonexistent. It was less exciting for players and spectators. On top of all this, there was very little character diversity. Meta Knight was far and away the best character in the game, and dominated the highest level of play, since picking any other character would automatically put you at a disadvantage. Many of the Melee players who were excited about Brawl abandoned it as a competitive game and returned to Melee. Despite all this, Brawl enjoyed a period of competitive success before slowly dying and finally being replaced by Project M.



Bayonetta, a controversial character within the Smash 4 community

Melee continued to dominate the competitive smash scene until the release of Smash 4. Smash 4 improved slightly upon Brawl, but combos were still not nearly as potent as they were in Melee. Smash 4 also had two new aspects that previous titles never had: official balance patches from Nintendo and DLC characters. Smash 4 has always had problematic characters since its release. Starting from Diddy Kong during release to Bayonetta now, Smash 4 has always had a character that is very clearly stronger than the others. Despite that, these characters were not unbeatable and Smash 4's competitive scene grew fairly steadily. Many of Smash 4's high level players were past Brawl and Project M players or newcomers to the competitive scene. Smash 4 had captured a generation of players who had previously played Brawl as kids who missed the Smash games. Unfortunately, Smash 4 has slowly been dwindling, ever since the announcement of *Super Smash Bros Ultimate*. Many Smash 4 players and spectators are also tired of Bayonetta, who is a DLC character that has dominated the competitive scene since her release. Her reign at the top has been a controversial point for the Smash 4 community, with some advocating a ban on Bayonetta and blaming the game's slow decline on the character.

Smash Ultimate came as a shock to many Smash fans, since it was largely thought that Smash 4 would be the final entry in the series. Ultimate features the largest cast of fighters out of any Smash game and some game mechanics similar to Smash 4 with a few changes. While it's likely that Melee will continue its dominance as the biggest competitive Smash game, Smash Ultimate will be a treat for both casual and competitive fans alike, since Nintendo has begun to express support for its competitive scene after many years of ignoring it, while adding a plethora of new content for casual fans to enjoy.



Project M, a fanmade mod for Brawl

Project M was a fan made mod for Brawl that began development in 2008 that gave Brawl more Melee-like mechanics. It brought back the beloved combo system from Melee and changed many characters' movesets to increase their competitive viability. Suddenly, the dreams of a new Melee were becoming reality. Its fan base, made up mostly of Brawl and Melee players, grew quickly, and the mod continued to grow and evolve as the development team responded to feedback. Project M had breathed new life into a dying game and birthed a new competitive Smash scene. Unfortunately, Project M was also changing and editing Brawl's original code, and Nintendo could not let a fan made mod become one of

WATCHING POKEMON AS A KID



BENSON PENG

2ND YEAR, ENGINEERING AND PHYSICS

STAFF WRITER

Where did my DSi go?

When we first decided on the topic for this week of Konshuu, Nintendo, I realized that I need to do some soul searching. So after a intense struggle with me, myself, and I, I have made an important decision:

No! I shall refrain myself from the deep, dark, primal urge to write about Bowsette and the Peachette/Super Crown.

Oof! Now that we have gotten that out of the way, I want to talk about *Pokémon*, perhaps one of the most successful franchises owned by Nintendo. Specifically, I want to talk about the animes. My first encounter with *Pokémon* is through anime. Although I don't remember clearly, the first *Pokémon* anime I have watched is the original *Pocket Monster* series, which was regularly aired on TV with some of the first animes I have seen. For me in elementary school, the series was fun and simple. In nearly every episode, Ash reaches a new town, meets new people and Pokemon, sometimes challenges gyms, and suddenly Team Rocket appears only to be blown into the sky once again. I never really had to think hard, or be scared of the plot (Thank you *Neon Genesis Evangelion...*), and I was able to see what exciting places Ash, Brock, and Misty may go.

When the TV finished airing *Pokémon*, I looked for alternatives to watch *Pokémon*. Luckily, that was when web streaming services started to become popular, and I was excited to discover that I could watch shows on demand. Through early streaming platforms such as PPS, I discovered *Pokémon Diamond and Pearl*. One of the reasons the anime made a strong impression on me is the character development. Perhaps a departure from the other *Pokemon* animes, I felt there is a deeper focus on the character development.

In *Diamond and Pearl*, Ash's cheerful and confident companion, Hikari (or Dawn in NA), started her journey following the footsteps of her mother in becoming a Pokemon Coordinator. Even though the details are escaping my memory [Spoiler Warning], due to overconfidence and several unfortunate misjudgements, Hikari wasn't able to advance in *Pokémon*

Contests for several times, and as a result she became upset and lost her self-confidence. Hikari confronted her dilemma when she decided to resume *Pokemon* contests, and with diligent training, advanced further into the contest. Since then, Hikari learned composure - she is confident but not proud.



Losing hurts. - Season 11 Episode 10

Watching *Pokémon Diamond and Pearl* was the first time in anime that I saw characters struggle and face their personal dilemmas in a tangible way instead of overpowering every scenario possible or just avoiding them, which made them relatable and lovable. When I finished the anime back then, I even felt a little lonely and nostalgic, so I bought *Pokémon Diamond and Pearl* the moment I got a DS and chose Piplup as my starting *Pokemon*.



Piplup

This brief encounter with *Pokémon* anime is how I was introduced to my first *Pokémon* game, a pastime that kept my company all the way until the end of middle school. I think I just convinced myself to rewatch some *Pokemon* anime now. Until next time!

THE NINTEN-DO'S AND DON'TS OF VIDEO GAMING



ABEER HOSSAIN

STAFF WRITER

2ND YEAR, MECHANICAL ENGINEERING AND ASTROPHYSICS

I'm not old enough to talk about anything before the Gamecube, sorry not sorry.

The impact Nintendo has had on gaming and anime culture is immeasurable. Everyone has heard of a "Nintendo" something even if they are as far removed from gaming as possible. As the company's extravagant successes and failures in the video gaming sphere span back decades before my own birth, the focus here will be on the endeavours that I have lived to witness first hand.

My first exposure to a video game console of any kind was with the Nintendo Gamecube around 2002 or 2003, when my upstairs neighbors in Bangladesh saved up for months to purchase one. I didn't know its name or who manufactured it nor the name of the game I played with them (most likely Mario, I mean what else could it have been?), but what I did know was that I was having the time of my life. Those days playing games with my neighbors is what introduced me into video gaming and transformed me into the Steam-sale monster I am today. Unsurprisingly, within months of arriving in the United States, I begged (and somehow convinced) my parents to purchase the new Nintendo DS that was overtaking the world.

Playing the bundled *Shamu's Deep Sea Adventures* for hours and hours each day resulted in a veneration of Nintendo that was ultimately short lived. As I delved further and further into video gaming culture, I came to realize that Nintendo was not the deified gaming company I fooled myself into believing. Of course, these realizations came as both a result of maturing, but also due to experience gained simply from playing games. Nintendo has made mistakes and they continue to make mistakes. They are the ever-venerated bastion of video gaming while also owning many stubborn decisions, such as the release of the Wii U. As is typical of any company, Nintendo has gone through a multitude of ups and downs with each generation of consoles. As of now, they have recovered with the amazing, portable, sleek, and all around amazingly designed Nintendo Switch. The console's prominence seems to have outdone all of Nintendo's previous successes and erases all their previous



failures. With the Wii U and other decisions around the time of its launch, it seemed as if Nintendo's rejection of the norm (as seen with Sony's PlayStation 4 and Microsoft's Xbox One) would be their downfall. They stubbornly stuck to gimmicky controllers and peripherals that many gamers deemed unnecessary and a downgrade of the overall gaming experience.



Fast forward a few years and the same company almost magically releases a console addressing nearly all of the concerns of the previous while managing to appeal to the changing technological landscape. Now more than ever, society is on the move with technology all around them and with them. In this climate, what better than a console that can not only perform the usual 'connect-to-TV' acts we're already used to and expect, but can also take the experience on the go with an amazingly designed apparatus with detachable controllers and a stand. The Switch isn't perfect, as I first thought the DS was (and also thought the same of *Shamu's Deep Sea Adventures*, a horribly designed and animated game), but it is a symbol of a company that is just as imperfect. Nintendo isn't the exalted company I once viewed them as, but they are a force in the video game industry from their failures to their resounding successes, and ultimately, with Nintendo, I wouldn't be up until 6 am playing video games the night before my finals. For that alone, the company deserves my utmost respect.

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