

# konshuu

presented by: Cal Animage Alpha



Volume XLII, Issue VIII  
11.02.15



# THIS WEEK'S FEATURED SERIES

## ► ANIME SHOWING SHIMONETA

Shimoneta, full title "Shimoneta: A Boring World Where the Concept of Dirty Jokes Doesn't Exist" is exactly what it sounds like. In order to protect morals and public decency, a law was passed in Japan explicitly prohibiting the use of coarse language, which included of course, dirty jokes. Tanukichi is a high school student and one of the many oppressed by the system; however, he finds solace in the exclusive Anti-Societal Organization (S.O.X). Blackmailed by Ayame, the founder of the organization, Tanukichi is forced to execute extreme acts of "terrorism" on his fellow high school students, including his crush, the student council president Anna.

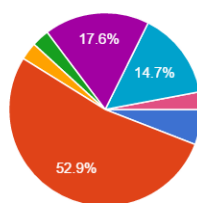


Studio: J.C. Staff

Original Creator: Hirotaka Akagi

## LAST WEEK'S POLL - RESULTS

IT'S HALLOWEEN, AND HALLOWEEN MEANS GOTHIC LOLITA OF COURSE! WHICH ONE IS YOUR FAVORITE?



Shinku (Crimson) [Rozen Maiden]	5.9%
Ruri Gokou (Kuroneko) [Oreimo]	52.9%
Kobato Hasegawa [Haganai]	2.9%
Kurumi Tokasaki [Date a Live]	2.9%
Athena Tennousu [Hayate no Gotoku]	17.6%
Perona [One Piece]	14.7%
Chi [Chobits]	2.9%

## THIS WEEK'S POLL

WHAT'S YOUR FAVORITE POKÉMON GENERATION?

VOTE NOW AT: [J.MP/KONPOLL4208](http://J.MP/KONPOLL4208)



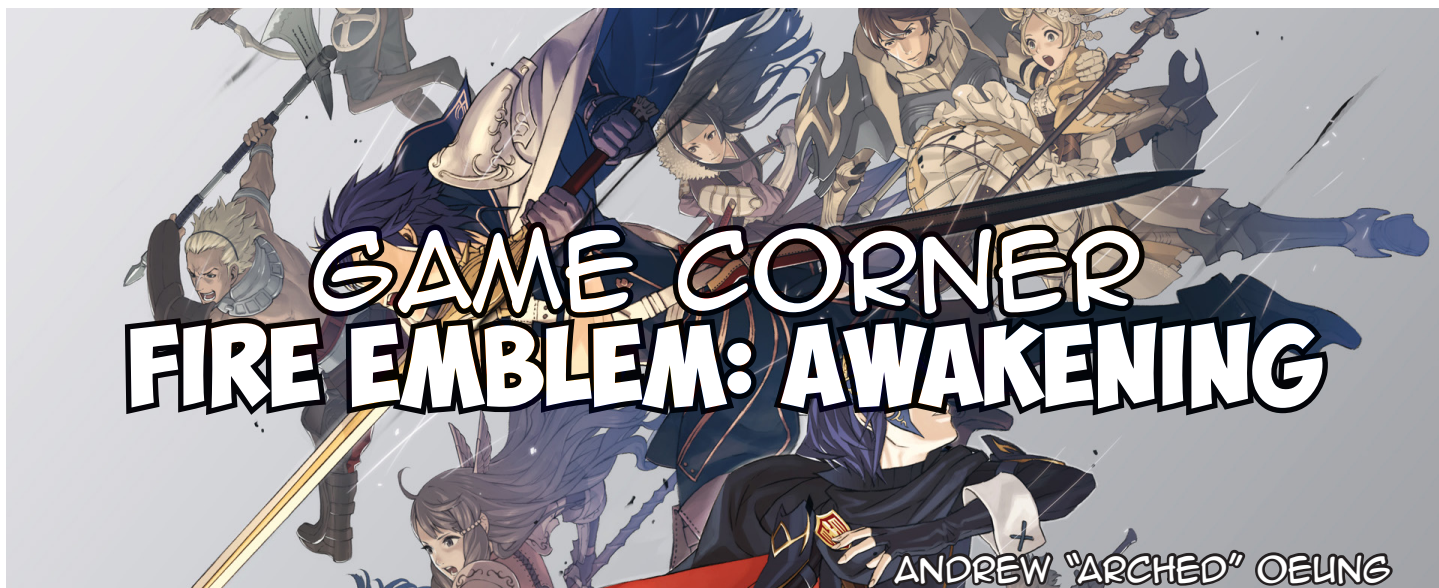
GUEST SUBMISSION ◀

**ZENOPHOBIA**

Freshman, EECS

[zenophobia220.deviantart.com](http://zenophobia220.deviantart.com)



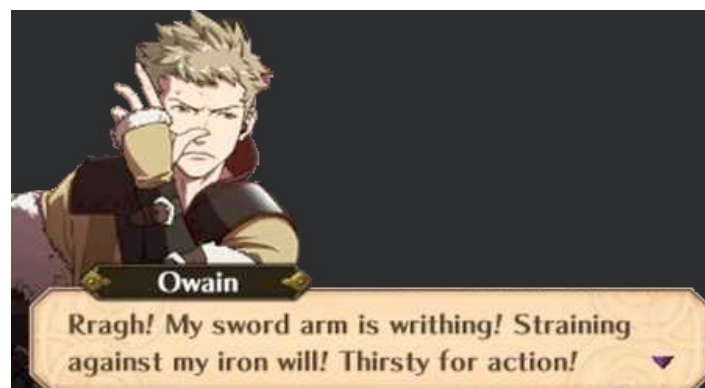


For those of you with no knowledge of the Fire Emblem series, Fire Emblem is a strategy RPG that usually focuses on a royal protagonist and his involvement in a war between two different countries. A strategy RPG features several units fighting each other on a (usually grid-based) battlefield. In Fire Emblem, each soldier has a specific class and identity. For example, one of the most popular characters in Fire Emblem is Ike, a swordsman from Fire Emblem: Path of Radiance. One of the most interesting features of Fire Emblem is that units can die permanently in battle. They can never be revived, which rewards the player for playing optimally. If you spend enough time training a specific unit, you can eventually promote them to an even stronger class.

Permanent death deters people from an already niche franchise by adding frustration to a challenging game. Players who enjoy a more challenging playthrough can still play with permanent death, so it is a win-win situation for both types of players. The addition of marriage increases replay value because each marriage results in children who can be used as new units. Pairing up units also gives the player more strategic options during battle.



Fire Emblem: Awakening takes a radical approach to the Fire Emblem series. First off, “permanent death” is an optional feature. Additionally, units can “pair up” to strengthen their overall power in battle. Soldiers can even marry each other and have children! These changes definitely make the game more accessible by incentivizing casual players to try out the series.



Awakening’s story is decent, but nothing to write home about. The plot begins with Chrom, the prince of Ylisse, assembling a militia in order to stave off attacks from Plegia, a neighboring country, and quickly escalates to the stereotypical “saving the world from a great evil.” Fortunately, Awakening has a vibrant cast of over 40 characters, each with his/her own wacky personality. Personally, my favorites are Owain and Tharja, because they both have hilarious personalities. Owain constantly talks about his “uncontrollable sword hand” and speaks in a grandiose tone towards others, while Tharja is a cold, stalker-ish dark mage that casts curses on friends and foes alike.





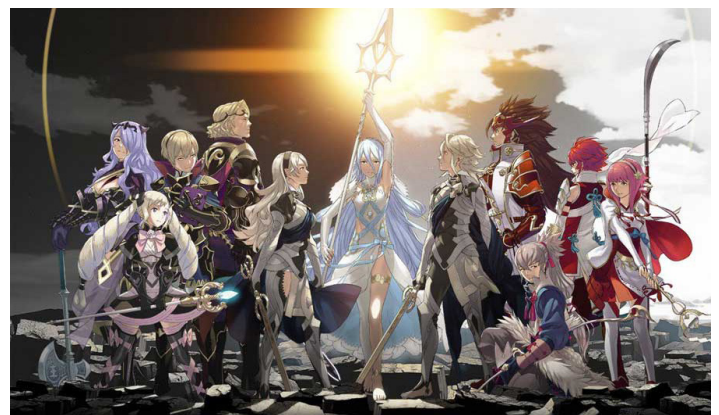
Awakening's gameplay is where the game really shines. I am typically not a fan of strategy games, because I find them slow-paced and tedious. However, I never felt that way about Awakening. Battles are tense, and the outcome is never certain. You could be on the verge of defeating the commander, but reinforcements will arrive by the next turn. There are over 30 classes, and any unit can class change to fit your needs. Certain units should specialize, of course. Changing from a healer to a paladin would not be optimal at all. Since a character gains stats based on their class, a veteran healer suddenly transformed into a warrior could never compare to a seasoned melee warrior. The classes are pretty well-balanced, with the exception of archer (which is an awful class). If you are having trouble with the game, I would personally recommend building up dark fliers, falcon knights, and knights. Movement is key in this game, so flying units definitely have the upper hand when it comes to battle. As for knights, tanks are hard to come by in this game, so I highly recommend having a few in reserve.



Overall, the difficulty of the game is fair, but it starts off pretty hard in the beginning. Masochistic players can play Lunatic Mode, which is extremely challenging, or even Lunatic+, the hardest mode of all! The "pair-up" mechanic actually makes the game really easy.

If a character is on the brink of death, pairing up immediately removes them from harm's way. Plus, your stronger characters become even stronger, and you can carry "dead weight" if necessary via pair up (healers or NPCs). This versatile mechanic unfortunately trivializes gameplay decisions in that you always have a get-out-of-jail-free card. In addition, players can also simply spam random battles, resulting in grossly overpowered characters. The lack of free battles and a small amount of units in the early game largely contribute to the high difficulty in the beginning because you cannot abuse these features until later.

Lastly, the music played during battle is pretty stellar. Battles don't play the same song over and over again, thankfully, but instead cycle through a variety of songs. There is really only one standout song in the game called Id (Purpose), but the rest of the songs fit the medieval fantasy theme of the game well.



If you like Fire Emblem: Awakening, be sure to check out its predecessors, Fire Emblem: Path of Radiance on the Gamecube and Fire Emblem: Radiant Dawn on the Wii. Or, you could wait for the anticipated Fire Emblem Fates, where you (as the protagonist) can choose to support one of two sides, the Hoshido or Nohr. There is not too much information about it at the moment, but my expectations are definitely high after blazing through Fire Emblem: Awakening!



# FROM HOUSE TO DENPA ANIME'S INFLUENCE ON DDR

ANDY "JOHN ZHANG" CHEN

Everyone has probably heard of the Konami Arcade game Dance Dance Revolution, or DDR for short. Part of the BEMANI music game franchise, DDR was first introduced as a dancing game that anyone could enjoy. To play, you stomp on arrows in rhythm as the arrows approach the top of a screen; the concept of the gameplay could not get any simpler. One of the most famous songs from the original DDR is definitely Butterfly by Smile.dk. The song certainly had characteristics that made it a good dance song: good rhythm, soft vocals, and a melody simple enough for anyone to move their bodies to. At least for the first few years of DDR, the trend of Eurobeat and House music reigned supreme. DDR grew in popularity because its gameplay was simple, and people could play it to "dance" to music even if they didn't know any dances. Simplicity and dance music were DDR's earliest specialities.

In recent DDR trends, however, the specialities of classic DDR have begun to disappear. Konami made a move to have DDR machines send records onto the internet, starting with DDR: SuperNova. What used to be a variety of House and Eurobeat songs began to turn into anime openings and Denpa music. While some of the older songs were kept in current editions of DDR, many of them were removed. The shift from the House music genre to more fast paced anime-related music points to a shift in Konami's target audience. It is no longer the case that people go to arcades and play DDR to enjoy the music; people have gone to set new machine/world records since Konami began linking its games on the internet. The game has become much more competitive, attracting hard-core gamers and the gaming otaku fanbase. The target demographic quickly and heavily shifted from casual to hardcore gamers. And to further attract these new otaku gamers, Konami began introducing more fast paced anime music. Those who have been playing DDR since its release were the most impacted by the change in the genre of music. To continue playing the game they love, they must adapt to the new surge in anime and Denpa music. While some may have been affected by the shift, many decided to stay. With most of the veteran players staying strong, the transition was easy, and anime songs became prevalent in DDR by the end of 2011.

How exactly did the game and its music change? First, take a look at Nagisa's Koakuma Lovely Radio by Natsuiro Bikini no Prim. See how it compares with Butterfly. It is hard to believe that these are from the same game. The visuals, the

melody, and pretty much everything about the music of the game changed in recent times. The difficulty of the individual charts also shows a clear shift. Back in the first DDR game, Butterfly on Challenge difficulty was probably on the harder side of all the songs; Lovely Radio on Heavy is exponentially harder than Butterfly on Challenge, yet is considered on the easier side of songs today. Not only this, but doujin artists also began migrating in to produce music for rhythm games. DDR songs used to be composed by people who lived in the generation of House and Eurobeat electronic music, but as time progressed, artists like IOSYS and REDALiCE, both of whom began their career creating Touhou Project music remixes, began making music for Konami. Additionally, Vocaloid producers who began their music career on NicoNico Douga were also hired as music-game artists for other Konami games such as Sound Voltex.



The shift in Konami's target audience and the changes made to the DDR franchise as a result were definitely not surprises. There need to be upgrades and difficulty increases in a game to keep its loyal audiences entertained, but since the game in question is a rhythm game, its music must evolve as well. A combination of these changes led to a gateway for more anime songs to be introduced in DDR and other BEMANI games, as well as for doujin artists to move beyond their doujin activities to a career in corporate industry. But it's still quite surprising how the core music of the game changed so much in a short span of time; it goes to show how powerfully anime influences people's tastes. Only time will tell what new types of music and artists will appear in the franchise in years to come.





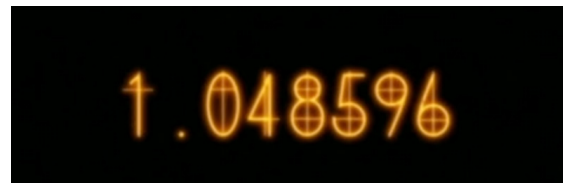
Here are some facts that you may or may not know about Steins;Gate. They include details from beyond the original anime/visual novel, so naturally there are numerous spoilers!

**1. The Steins;Gate world line number is 1.048596.**

Everybody has seen it, but few people can actually remember it.

**2. You can find the Steins;Gate world line number in the logo.**

True story. The numbers are difficult to see, but they are definitely there.



**3. “My fork” and “my spoon” were actually serious business.**

Kurisu got a spoon from her father on her 10th birthday and was going to get a fork for her 11th; she never got the fork because of their falling out.

**4. El Psy Congroo is actually spelled El Psy Kongroo with a “K”.**

Debated by fans, but confirmed via the original visual novel (Okabe’s email uses the initials EPK) as well as later works and official translations.

**5. Suzuha’s amnesia was not caused by the time machine in the worldline where she commits suicide.**

Spinoff manga Boukan no Rebellion follows the Suzuha of the Alpha worldline; a Rounder from the future pushes her off a building once they reach 1975.



**6. Moeka’s death differs between the visual novel and the anime.**

In the anime, Mr. Braun shoots Moeka before shooting himself. In the visual novel, he only kills himself, while Moeka is stabbed by a time-leaping future Rounder Nae, taking at least 2738 leaps.



**7. Kurisu and Feyris knew each other as young children.**

Their fathers were friends since college before Kurisu’s papa became a scientific outcast. It is only in a certain few worldlines that they actually discover this.

**8. The Future Gadgets are based on popular animes.**

Aside from the PhoneWave and the other future gadgets from spinoffs, all of the future gadgets have an anime theming. Examples include Jojo, Gundam, and Metal Gear.

**9. Tennouji’s wife didn’t die giving birth to Nae.**

Mr. Braun was involved with the Rounders since he was young; his brief attempt to continue Suzu’s work leads to his wife and unborn second child getting the jelly treatment.

**10. Steins;Gate 0 is coming out December 10, 2015!**

It will cover the Beta worldline where Okabe failed to save Kurisu, subsequently leading to WWIII. Are you ready?

calanimagealpha.com | facebook.com/groups/calanimagealpha  
twitter.com/calanimagealpha | calanimagealpha.tumblr.com

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



## PUBLICATION STAFF

**Managing Editor:** Tina Nguyen

**Layout Editors:** Edward Hong, Nimsi Garcia

**Writers:** Aaron Chon, Andrew Oeung,  
Andy Chen, Austin Tai, Josh Roque

**Illustrator:** Rika Sato

## REGULAR WEEKLY EVENTS

### Anime Showings and Socials

243/247 Dwinelle

Mondays, 7:00 - 10:00pm

### Manga Socials

Wheeler Steps (facing Sather Gate)

Thursdays, 5:30 - 6:30pm

### Game Nights

85/87 Evans

Thursdays, 7:30 - 10:00pm

## WEEKLY SHOWINGS

Gangsta.

Gakkou Gurashi!

NEXT WEEK'S SHOWING: YOU DECIDE!

