

Anime • Videogames • Manga

Genki Life

Magazine

25

秋 2016

Autumn

Sept 22-Dec 20

WCS Team USA
Japan Memories

Summer Conventions

Kimi no Na wa.

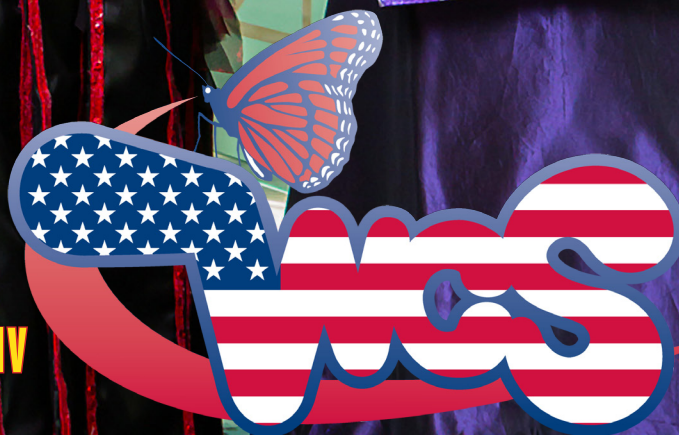
The Nisei Week Festival

Manga Inside!

Also

Robotech Updates

The King of Fighters XIV



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Cover Photo by JLint

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Editor's Note

Now that it's autumn, thank goodness summer is now over. Anime Expo was the first summer convention we went and it was fun. This was the first time that the "full" crew got to go which was really awesome. The highlight of the AX was the AniSon Concert which was well worth the \$45 we paid that lasts almost four hours! Right after AX was San Diego ComicCon. Good that it was two weeks later or I wouldn't have survived. I think that SDCC was kinda mediocre, but fun. Still had a good time there. A few weeks later was the Nisei Festival in Los Angeles Little Tokyo. Going with different people made the trip every exciting. For the first time, I got to experience the festival in a new light. Lastly, Anime California and Long Beach Comic Con came around. I was really excited for LBCC because it was my first time that I had a press credential and got to meet people I normally wouldn't meet. I plan to take a break from so many conventions until January. Well, just one more and that will be it for now.

- Ed Gomez

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Trans-America Ultra Live Tour



November 15
The Republik
Honolulu, HI

November 17
The Wiltern
Los Angeles, CA

November 19
PlayStation Theater
New York, NY

www.momoclo.net



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kimi

no


na

wa.

君の名は。

your name.



The background of the entire page is a beautiful, stylized illustration of a sunset or sunrise. The sky is a deep blue at the top, transitioning into a bright orange and yellow glow where the sun is setting or rising. The sun is a bright, glowing orb on the right side, with rays of light extending across the sky. Below the sky, there are layers of soft, white and yellow clouds. In the bottom right corner, a portion of a character is visible, showing their arm and hand reaching out towards the horizon. The character is wearing a light blue long-sleeved shirt and dark pants. The overall mood is peaceful and contemplative.

K*imi no Na wa* is my first Shinkai film, so don't expect any comparisons to his other works, like his very popular "magnum opus" known as *5 Centimeters Per Second*. Thus, expect the mindset of a noob.

Kimi ni Ni wa.
(Your Name.)
君の名は。

Movie • August 2016

CoMix Wave Films • Tōhō
Kabushiki-gaisha

en.wikipedia.org/wiki/Your_Name

<http://www.kiminona.com/index.html>

Director: Shinkai, Makoto

Producers: Kawamura, Genki
Takei, Katsuhiro
Itō, Kōichirō

Writer: Shinkai, Makoto

Music: Radwimps

Cast:

Tachibana, Taki = Kamiki, Ryunosuke
Miyamizu, Mitsuha =
Kamishiraishi, Mone

Kimi no Na wa is like plate of gourmet french cheese. While still cheesy, it's also got that fanciness that separates it from other plates of cheese. Does that make any sense? Probably not...

In other words, *Kimi no Na wa* takes the usual stuff that all melodramas have, with the usual side characters, school setting, main characters that are unhappy with their situation and the wish to have something more. This theme of wanting more is actually one of the few things that made this movie a 9/10 instead of a 10/10 for me. For example, the main heroine Mitsuha has always wanted to live in the city. Upon transferring to Taki's body for the first time and seeing the city she always dreamed about—yeah it tells us that she's enjoying Tokyo, but it doesn't "show" us. It's addressed with some simple dialogue, like "Oh I was overwhelmed by how festive Tokyo is." I wish it showed us Mitsuha exploring Tokyo to cement the fact that she loves the city, as well

as giving her a reason to look forward to switching with Taki. They probably didn't do this because time restraints, but honestly, this movie could have been an hour longer and I would have been perfectly fine. It could have helped with the development of the romance more.

That's another aspect that could have been better. The romance. It seemed to just blossom almost out of nowhere. While the romance was expected and understandable, it would have been even more impactful if they showed more interactions between the two main characters. Especially on the guy's side, because we see all of the development Mitsuha sets up for Taki, but the only thing we really see Taki do (besides the later half of the show) is make Mitsuha seem cooler or something. However, despite all of the possibilities that could have made the romance greater, it was still great nonetheless and extremely emotional.

However, those were really the only qualms I had with



Mitsuha Miyamizu
and Taki Tachibana



the movie and here is where we get to the fancy part of the french plate of cheese. Unlike other melodramas who usually hint towards something tragic over a period of time (in a not so subtle), like a deadly illness or something, *Kimi no Na wa* simply hits you with gut wrenching plot twists that I honestly didn't see coming at all! And the thing is, all of these plot twists WERE foreshadowed, albeit extremely subtly. For example, stuff like the two characters being unable to call each other or how Taki can't see the comet. All of these things just brush by our brains, because the movie is focusing on all of the character interactions.

The drama may be dealt with beautifully, but even if the



drama was subpar, I would still give this show a high score because of the comedy and character interactions. While very simple, the characters in this show are just straight up likable. They are characterized to the point where they are somewhat relatable, but they are by no means deep. Also, I laughed multiple times throughout this movie, especially during the first half an hour or so. The reactions of the main characters after body switching makes me chuckle every time, but I also loved how the side characters either just rolled with it or had very amusing reactions of their own (Mitsuha's little sister was especially hilarious). These comedic moments had a very relaxing vibe and allowed you to





just sink into the movie's world, as well as making you none the wiser when all the "feelsy" parts start happening.

And of course, as with all supernatural-based movies that focus more on the drama rather than the supernatural phenomenon itself, the reason why the body switch happens isn't explained (or just completely flew over my head. I was focusing on the drama, dammit!). But hey, I don't really care.

Hmm, there seems to be something important that I haven't talked about yet. Ah, of course! The cinematography! While I can't compare this film's cinematography to *5 Centimeters Per Second* and others, I can still tell that this film's cinematography is legendary. Absolutely beautiful animation that

just sucks you into its world, fantastic use of lighting, and of course, some of the best sound in anime. Using nostalgic and soothing rock music, *Kimi no Na wa* has an atmosphere that will mesmerize you immediately. The cinematography and the sound is probably enough to make some people tear up. Combine that with the well executed drama, and you get this tear jerker.

In short, *Kimi no Na wa* is one of the funniest movies I've seen, while also being one of the saddest, and even one of the most thrilling. It's a bundle of pure emotions, wrapped up in suspense, awe, and bittersweet nostalgia. It's also got some god damn pretty colors. ❖ [Yuniversal](#)





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Convention Schedule

Autumn 2016

Anime Fargo

September 23–25
Baymont Inn and Suites Fargo
Fargo, ND
www.animefargo.org

FandomVerse Expo

September 23–25
Pioneer Event Center
Lancaster, CA
www.fandomverseexpo.com

Konsplasion!

September 23–25
Fort Smith Convention Center
Fort Smith, AR
konsplasion.com/konsplasionwp/

La Mole

Comic Con Internacional

September 23–25
World Trade Center
México City, México
www.lamole.com.mx

Nerd & Tie Expo

September 23–25
The Plaza Hotel and Suites
Eau Claire, WI
expo.nerdandtie.com

Ramencon

September 23–25
Radisson Hotel at Star Plaza
Merrillville, IN
www.ramencon.com

Vianco eXpo

September 24
Grand Salon Mezzanine
Tijuana, México
www.facebook.com/VIANCOeXpoTijuana

Japan Weekend Madrid

September 24–25
IFEMA
Madrid, Spain
japanweekend.com/madrid/

Retro Con

September 24–25
Greater Philadelphia
Expo Center, Oaks, PA
www.retrocons.com

ConComics Tour - Guadalajara

September 25–26
Expo Guadalajara
Guadalajara, Jalisco, México
www.concomics.com

Anime Weekend Atlanta

September 29 – October 2
Renaissance Waverly Hotel &
Cobb Galleria Centre
Atlanta, GA
www.awa-con.com

J-Con

September 30 – October 1
The Riverside Centre
Derby, UK
www.j-con.co.uk

Realms Con

September 30 – October 2
American Bank Center
Corpus Christi, TX
www.realmscon.com

Tsubasacon

September 30 – October 2
Big Sandy Superstore Arena
Huntington, WV
www.tsubasacon.org

Classic Comic Con

October 1–2
McHenry Event Center
Modesto, CA
www.steamhousecoffeeco.com

Senshi Con

October 1–2
William A. Egan Civic & Con-
vention Center
Anchorage, AK
www.senshicon.org

Protoculture Con

October 5
Pasadena Convention Center
Pasadena, CA
www.robotechx.com

Banzaicon

October 7–9
Bolgimappa Arena Larvik
Larvik, Norway
www.banzaicon.no

SNAFU Con

October 7–9
John Ascuaga's Nugget Casino
Resort, Sparks, NV
snafucon.com

Anime Getaway: St Louis

October 8
Gateway Center
Collinsville, IL
stlouis.animegetaway.com

NyanCon

October 8
Lakeland Community College
Kirtland, OH
nyancon.org

Kabochacon

October 14–15
Hope Hotel and Richard C.
Holbrook Conference Center,
Dayton, OH
www.kabochacon.org



Photo by T. Brillo

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Convention Schedule

Autumn 2016 *Continued*

Tri-Con

October 14–16
Holiday Inn Hwy 41
Evansville, IN
www.tri-con.net

Another Anime Convention

October 14–16
Radisson Hotel Manchester
Downtown, Manchester, NH
www.anotheranimecon.com

BlurrieCon

October 14–16
Bayfront Convention Center
Erie, PA
www.blurriecon.com

Kogata Daycon

October 15
Mitchell Fairgrounds
Mitchell, SD
teamandyusa.com

MacrossWorld Convention

October 15
Torrance Cultural Arts Center
Torrance, CA
www.macrossworld.com

Rai-Con

October 15
Glasgow Royal Concert Hall
Glasgow, UK
raicon1.wordpress.com

Fal-Con

October 15–16
University of Montevallo
Montevallo, AL
www.falconvention.net

GeekFest

October 15–16
University of York, Exhibition
Centre, York, UK
geekfestyork.co.uk

Unplugged Expo

October 15–16
The Westin Harbour Castle
Toronto, Ontario
unpluggedexpo.com

Anime Banzai

October 21–23
Davis Conference Center
Layton, UT
www.animebanzai.org

Anime Fusion

October 21–23
Ramada Mall of America
Bloomington, MN
www.animefusion.net/site/

Anime USA

October 21–23
Washington Marriott
Wardman Park
Washington, DC
animeusa.org

Cosplay America

October 21–23
Sheraton Chapel Hill
Chapel Hill, NC
www.cosplayamerica.com

Anime DeMoii

October 22
Drake University
Olmsted Center
Des Moines, IA
www.animedemoii.com

HallowCon Arkansas

October 22
Hilton Garden Inn
North Little Rock, AR
www.hallowconarkansas.com

Armageddon Auckland

October 22–23
ASB Showgrounds
Auckland, New Zealand
armageddonexpo.com/nz/

Chase Con

October 22–23
Saratoga Springs City Center
Saratoga Springs, NY
www.chasecon.org

F.A.C.T.S.

October 22–23
Flanders Expo,
Ghent, Belgium
www.facts.be

WasabiCon

October 22–23
Lexington Hotel & Conference
Center - Jacksonville Riverwalk
Jacksonville, FL
www.wasabicon.com

Aki Con

October 28–30
DoubleTree by Hilton Hotel
Seattle Airport
Seattle, WA
www.akicon.org

Bakuretsu Con

October 28–30
Hampton Inn & Conference
Center, Colchester, VT
www.bakuretsucon.org

KumoriCon

October 28–30
Oregon Convention Center
Portland, OR
www.kumoriCon.org





Photo by T. Brillo

Mirufodocon

October 28–30
Milford Senior Center
Milford, DE
www.mirufodocon.com

Oni-con

October 28–30
Galveston Island Convention
Center at The San Luis Resort
Galveston, TX
www.oni-con.net

Stan Lee's Comikaze Expo

October 28–30
Los Angeles Convention Center
Los Angeles, CA
www.comikazeexpo.com

Mochi Day

October 29
Comfort Inn Millennium
Greenville, SC
www.mochiday.weebly.com

Film & Comic Con Cardiff

October 29–30
Motorpoint Arena Cardiff
Cardiff, UK
www.filmandcomicconcardiff.com

PokéCon

October 29–30
DoubleTree by Hilton
Minneapolis - Park Place
Minneapolis, MN
www.mnpokecon.com

Youmacon

November 3–6
Detroit Marriott at the Renaissance
Center, Detroit, MI
www.youmacon.com

Otafest Aurora

November 4–5
SAIT Polytechnic
Calgary, Alberta
www.otafestaurora.com

Anime NebrasKon

November 4–6
La Vista Conference Center
La Vista, NE
www.animenembraskon.com

Anime Ohana

November 4–6
Pagoda Hotel
Honolulu, HI
www.animeohana.com

Nakamacon

November 4–6
Sugar Sands Inn & Suites
Panama City Beach
Panama City Beach, FL
www.nakamacon.org

NekoCon

November 4–6
Hampton Roads
Convention Center
Hampton, VA
www.nekocon.com

Epic ACG Fest

November 5–6
Albany Community Center
Albany, CA
www.eacgfest.org/Home.html

GeekFest Montréal

November 5–6
Collège de Maisonneuve
Montreal, Quebec
www.geekfestmtl.com/en/

Animaine

November 11–13
Best Western Merry Manor Inn
South Portland, ME
www.animaine.org

Anime Iwai

November 11–13
DoubleTree Deerfield Beach Hotel
Deerfield Beach, FL
www.animeiwai.com

Banzaicon

November 11–13
Columbia Metropolitan
Convention Center
Columbia, SC
www.banzaicon.com

FANdom Con

November 11–13
Emerald Coast Convention
Center, Ft. Walton Beach, FL
www.fandomcon.com

FanExpo Vancouver

November 11–13
Vancouver Convention
Centre, Vancouver, British
Columbia
www.fanexpovancouver.com

Kikori Con

November 11–13
Little America Hotel
Flagstaff, AZ
www.kikoricon.com

Pacific Media Expo

November 11–13
Pasadena Convention Center
Pasadena, CA
www.pacificmediaexpo.info/2016/

Hamacon Minicon

November 12
Von Braun Center, Huntsville, AL
www.hama-con.com

SaishoCon

November 12
Sylvania Southview High School,
Sylvania, OH
www.saishocon.com

Anime Destiny

November 13
UC Berkeley - Martin Luther
King Jr. Student Union
Berkeley, CA
www.calanimedestiny.com



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Convention Schedule

Autumn 2016 *Continued*

Anime North Texas

November 18–20
Hilton Fort Worth
Fort Worth, TX
www.animenorthtexas.com

Daisho Con

November 18–20
Kalahari Resorts
Dells, Wisconsin Dells, WI
www.daishocon.org

DerpyCon

November 18–20
Hyatt Morristown at Headquarters
Plaza, Morristown, NJ
www.derpycon.com

Kraken Con Fall

November 18–20
Oakland Convention Center
Oakland, CA
www.krakencon.com

Philcon

November 18–20
Crowne Plaza Hotel
Cherry Hill, NJ
www.philcon.org

ShadoCon

November 18–20
Hilton St Petersburg Bayfront,
St. Petersburg, FL
www.shadocon.com

Nashville Anime Day

November 19
Clarion Inn & Suites
Murfreesboro, TN
www.nashville.animateday.net

Film & Comic Con Newcastle

November 19–20
Metro Radio Arena
Newcastle-upon-Tyne, UK
www.filmandcomicconnewcastle.com

Kollision Con

November 25–27
Hilton Chicago/Indian
Lakes Resort
Bloomington, IL
www.kollisioncon.com

Yama-Con

December 2–4
LeConte Center
at Pigeon Forge
Pigeon Forge, TN
www.yamacon.org

Sangawa Project

December 9–11
DoubleTree by Hilton
Pittsburgh, PA
www.sangawaproject.com

Con+Alt+Delete

December 16–18
Hyatt Regency O'Hare
Rosemont, IL
www.conaltdelete.com

Holiday Matsuri

December 16–18
Orlando World Center Marriott,
Orlando, FL
www.holidaymatsuri.com

AMA Cosplay Fest

December 30 – January 1
Marriott Chesapeake
Chesapeake, VA
www.animemidatlantic.com

Ichibancon

December 29 – January 1
Embassy Suites Concord
Concord, NC
www.ichibancon.com



2017 Convention Year

Ikkicon

December 30 – January 1
Renaissance Austin Hotel
Austin, TX
www.ikkicon.com

Newcon PDX

December 30 – January 1
Portland Marriott
Downtown Waterfront
Portland, OR
www.newconpdx.com

SacAnime

January 6–8
Sacramento Convention Center
Sacramento, CA
www.sacanime.com

Taiyou Con

January 6–8
Mesa Convention Center
Mesa, AZ
www.taiyoucon.com



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Art by Emily Hogue

Unconventional Convention

January 6-8
DoubleTree by Hilton
Omaha, NE
www.unconventionalcon.com

Otakon Vegas

January 13-15
Planet Hollywood
Las Vegas, NV
www.otakonvegas.com

Anime Impluse

January 14-15
Pomona Fairplex,
Pomona, CA
www.animeimpulse.com

Animé Los Angeles

January 27-29
Ontario Convention Center
Ontario, CA
www.animelosangeles.org/ala/

Anime Revolution Winter

February 12-13
The Art Institute of Vancouver
Vancouver, BC, Canada
winter.animerevolution.ca

Triad Anime Convention

March 3-5
Koury Convention Center
Greensboro, NC
www.triadanimecon.com

KigaCon

March 17-19
Christopher Newport University
Newport News, VA
www.kigacon.com

AOD Anime on Display

March 18-19
Santa Clara Marriott
Santa Clara, CA
www.aodsf.org



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76th Annual Nisei Week Japan



Week sa Festival





rowing up in the South Bay, I have always heard about a Japanese festival that took place in downtown Los Angeles. Transportation had always been a problem back then. Even when transportation was not an issue anymore, I got so caught up in life that I forgot about the festival as well as a hiatus in my anime fandom. It also didn't help that back in the early 90s, the economic bubble burst in Japan...affecting Japanese businesses here in Los Angeles also. Only a few years ago, I rediscovered the annual Nisei Week Japanese Festival which had been going on all this time.



Top: Red bean and green tea mochi ice cream from Mikaway Mochi.

Middle and bottom: Bacon and green tea donuts from Cafe Dulce.



Top and middle photos by Daniella Godinez



Nisei Week Japanese Festival was founded in the mid-30s during the Great Depression. The original mission for the festival to promote Japanese culture, attract business to the Little Tokyo District and to promote good will throughout the Japanese and surrounding communities. The festival continued until World War II when Japanese-Americans were sent to concentration camps. After the war and the return of Japanese-Americans into community, the Nisei Week Japanese Festival began again. Today the festival has grown in size from when it first started and it's one of the most popular ethnic festivals in Los Angeles.

This year, a group of us had talked and planned on going to the festival by train. We made plans the week before to get a group together. On the day of the trip, the day festival began, a few of us that took the Metrolink train from Riverside to Los Angeles Union Station. After a great hour and a half train ride, it felt like we were tourist in Japan taking a trip to a festival—just like a lot people in Japan do. Upon our arrival at Union Station, Little Tokyo was a short fifteen-minute walk away. But instead of walking, a friend met up with us and drove us to the festival.

We were greeted to the festival with a taiko drum performance off at the distant entertainment stage. Along with the festival, the Tanabata Festival was also incorporated. The Tanabata Festival (or Star Festival) tells the love story of two Japanese deities, Orihime and Hikoboshi. By the enter-





tainment stage and in front of The Geffen Contemporary at MOCA, colorfully decorated hanging kazari were blowing in the breeze. Though there wasn't much of a breeze that early in the morning, what little breeze there was made the kazari look like they were flying.

On the other side of the entertainment stage are the food and drink stalls. Of all the Japanese snacks that were there, takoyaki is the most popular among festival visitors. Next would be all the different flavors of mochi that are sold at one other stall. Other kinds of treats that were being sold are wontons, yakitori and various kinds of green tea beverages. Aside from the food stalls, many merchants and community groups had booths selling their wares or promoting their organizations.

As our little group of friends made our way to Japanese Village Plaza, the center of Little Tokyo, we got a little hungry considering none of us hadn't eaten any breakfast. We stopped by at Mikawaya Mochi to get some mochi ice cream as a little snack. A couple of us are first-time visitors to Little Tokyo, much less the new to Japanese culture, and the first time trying mochi ice cream. Some of the flavors they tried are peach, mango, red bean and matcha green tea. We also picked up some tasty pastries at Café Dulce for another quick snack. We had gotten a green tea donut, sausage donut and a bacon donut. So much for breakfast.

We walked over to the Japanese-American Cultural & Community Center to see what was going on over there. We arrived to a DJ playing enka music that could be heard some distance away. Tents were set up in front of an exhibition stage so that people were shaded from the sun. There were also a few booths that sold wares and other miscellaneous nick-nacks. Inside the cultural center were exhibits of pottery from local artisans, traditional Japanese dolls and flower arrangements. The Ikebana flower arrangements were the first exhibit that we went to. Inside the brightly lit exhibit room were beautiful flower arrangements displayed equidistantly from each other. Some of the florists were there to talk about their arrangements. We walked into another room with the Hagi-yaki ceramics and pottery. To the adjacent room where exquisite pottery was made by the Kampai! California Japanese Ceramics Arts Guild. At the Kimekomi doll exhibit, there were a couple of artisans that were showing how the dolls are created. The one thing that we missed was the tea ceremony that was taught by the Omoto Sanke School of Tea. These were some of the exhibits for this particular weekend. On the following weekend, the last couple of days of the festival, will be new exhibits at the center.





For years, I walked around the back of the cultural center and never had a chance to walk through the James Irvine Japanese Garden. I have only seen it from the outside... always wondering what it looked from the inside. This was my very first time walking through that garden—it was beautiful and fantastic! Though the stream that runs through the garden was a little green with algae, it was still a sight to behold. Every so often, there would be little statues that doted the walkway.

At this point, our hunger set in and walked over to Weller Court, west of Japanese Village Plaza. This area of Little Tokyo is where they have a lot of good restaurants and where many

of the local anime fan meetings take place throughout the year. A lot of fans in cosplay was around the area already, getting ready for day ahead of them since it's still early early in the day. There were a few otaku events that met this day, including one for Pokémon Go and the Los Angeles Otaku Meet. After a good lunch at the Curry House and browsing through Kinokuniya Bookstore, we made our way to Japanese Village. We did all the usual otaku things there like visiting Anime Jungle, Sanrio and a few other places.

A couple hours went by into the later afternoon. We went back to where the Tanabata Festival was and got a some snacks. We all finally got some of the takoyaki that we were

Top and bottom photos by Joel Arquieta Jr.





Bottom photo
by Rebecca Smith







Unidentified Flying Origami by Vincent Floderer



Vertical Pond II by Robert Lang

looking at earlier that morning. When we got in line to buy some, they just ran out but began to cook some more. The flavors that we got are the regular, wasabi and goma flavors. I also wanted to try the yakitori at the next booth. Unfortunately, it's nothing to write home about. On the entertainment stage, a jazz group was performing to a much larger crowd than what we saw when we arrived.

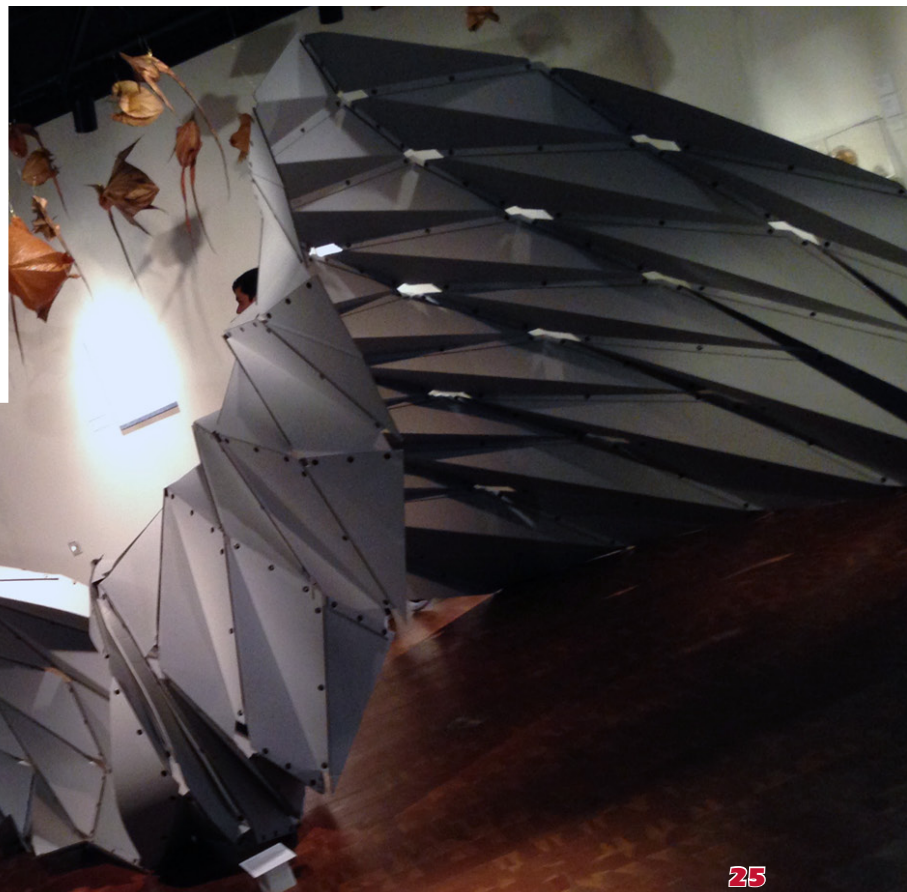
Our last major stop before having dinner was a short visit to the Japanese-American National Museum. During the festival,

the museum was free to all visitors. The regular nine dollar entrance fee was not too bad also. The "Above the Fold: New Expressions in Origami" exhibit was absolutely magnificent. There were some displays that look three-dimensional when looked upon head-on, while being flat. There was a large wind display that looked like if a breeze blew by, it would just lift off. Another display is one that was an abstract hanging sail that gave off a feeling of serenity when viewed from all around. Off the one corner were displays



Air by Richard Sweeney

Ruga Swan by Jiangmei Wu





of abstract—almost loops of Möbius strips. Taking up one entire wall of the exhibit room were origami koi fish as if swimming out off the wall. Not to mention hanging from the ceiling are abstract alien-looking fish that could give any small kid a fright. On our way out, we passed two smaller rooms, one filled with an origami chain and a theater that showed a five-minute video on how the exhibit was set up. We were done after two rounds of the video. Back outside of the origami exhibit, we stopped by a little drawing counter to add on the origami chain that we saw inside. It was actually great that we were able to be involved to add on to a museum exhibit. The three of us drew on the origami papers that were on the desk. When we done, there were instructions on how to fold them and drop them in the basket.

On the way out of the museum, we were trying to find information to where the acid jazz concert was. Across the museum itself is a continuation of the museum where more exhibits and activities were held. We made a b-line to the

were the concert was held because we thought that it had already started. It was amazing that there was a small auditorium there. Shin Kawasaki's performance was amazing for a three-piece band. They started with their original Japanese song "Riverside" and ended their concert with "Ramen Tabetai" ("Let's Eat Ramen"). I would like to definitely want to see them perform again.

At the end of the day, the Nisei Week Japanese Festival was a great experience. We briefly met with another friend who dropped by. After a filling dinner at an ikizaya, it was time for us to catch our train home. Walking by the entertainment stage on the way to the station, I realized that Lolita Dark was performing, but had to miss it. Other events that we were going to miss are the Grand Parade the next day as well as the gyoza-eating contest, car show and the Rubik's Cube Open the following week. All in all, this day trip to the Nisei Week Japanese Festival in Little Tokyo was fun for everyone experiencing a Japanese festival for their first time. ❖ Ed Gomez





Photos by Donald Yee

Photo Credits

Group photo on title page by Zayna Yousef

Ice cream mochi and bacon donut
photos by Daniella Godinez

Arcane Maid Cafe booth, maid & Pikachu cosplay
and *Pokémon Go* meet photos by Joel Arquieta Jr.

Tanota Takoyaki cooks photo by Rebecca Smith

Grand Parade photos by Donald Yee

Japanese-American National Museum

www.janm.org

Japanese-American Cultural & Community Center

www.jaccc.org

Shin Kawasaki

www.shinkawasaki.com

Arcane Maid Cafe

www.arcanecafe.com

Pop Culture with an ANIME Twist!

SACANIME

January 6th - 8th, 2017
 Sacramento Convention Center
www.sacanime.com




ROBBIE BENSON, PAIGE O'HARA, RICHARD WHITE
(Beauty and the Beast Reunion)



**BRYCE PAPENBROOK
 CHERAMI LEIGH**
Sword Art Online

VIC MIGNOGNA
Full Metal Alchemist



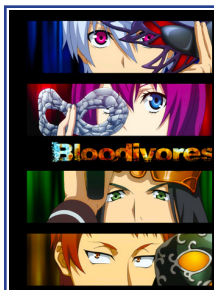
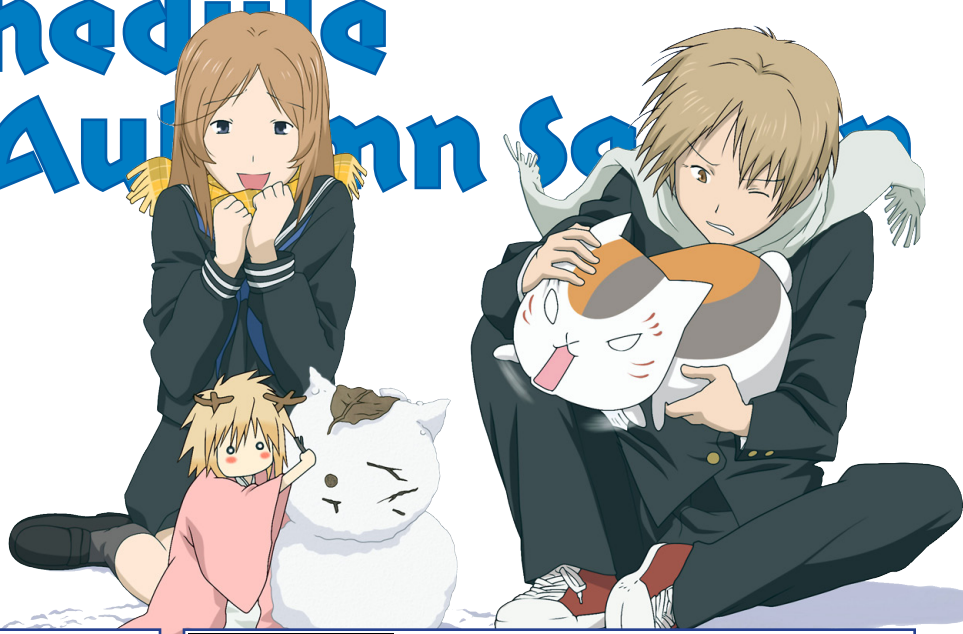
ERICA LUTTRELL
Dishonored 2 • Steven Universe

**PAUL AMOS
 VICTORIA ATKIN**
Assassin's Creed Syndicate

Huge Exhibitor Room ★ Cosplay Masquerade ★ Late Night Electronic Dance
 Karaoke Room ★ Live Music ★ Cafe Hoshi ★ Starlight Ball ★ Free Autographs
 Panels/Workshops ★ Table Top Gaming ★ Anime Viewing Room ★ Art Contests
 AMV Contest ★ Artist Alley ★ Charity Raffle ★ Fun for the Entire Family
 Video Game Room ★ Lolita Tea Party ★ Swap Meet ★ Thousands of Costumed Fans

Anime Schedule

2016 Autumn Season

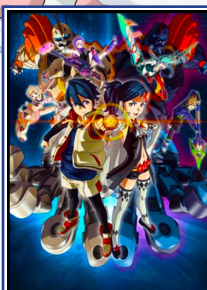


Bloodivores

ブラッディヴォーレス

60 years ago, a strange case of insomnia struck the population. The victims, completely sleep deprived, all went mad. To cure this illness, a new medicine was produced, but the side effects turned the patients into vampires. Humanity went to war against this new species and triumphed, but some of the vampires managed to survive. Born from a human and a vampire, the main character Mi Liu, is to represent the new hope that will connect the two species.

October 1, 2016
Tokyo MX
Creators in Pack

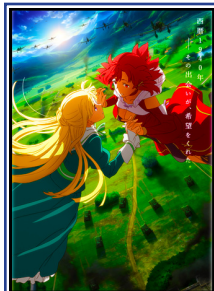


Bubuki/Buranki: Hoshi no Kyojin BBK/BRNK: Giants of the Stars

ブブキ・ブランキ 星の巨人

When Azuma Ikki returns to Japan after ten years, he gets assaulted by a group of armed men and becomes their prisoner. Kogane Asabuki, a childhood friend, saves him with a weapon on her right hand known as Bubuki; a weapon with its own mind. Azuma Ikki, who is a Bubuki user himself, learns about the existence of Bubuki and goes on a journey alongside the companions he has found, in an attempt to find and revive Ōmai, a Buranki (titan) who sleeps underground. Second of *Bubuki/Buranki*.

October 1, 2016
AT-X, Tokyo MX, KBS,
TVA, SUN, BS11
Sanzen



Shūmatsu no Izetta Izetta, The Last Witch 終末のイゼッタ

Izetta is a descendant of a clan of witches who had passed down mysterious powers for generations. She can cast these powers on anything she touches and manipulate it at will. Fiine is the sole daughter in line to succeed Rudolph III, the ruler of the Principality of Elystadt. From a young age she has been adored for her wisdom and kind heart by not only her retainers, but by all the citizens. Since her father has been stricken by illness, she has been busy preparing for Germania's invasion in his stead.

October 1, 2016
AT-X, Tokyo MX, SUN,
BS11
Ajia-dou



Tiger Mask W タイガーマスク (仮)

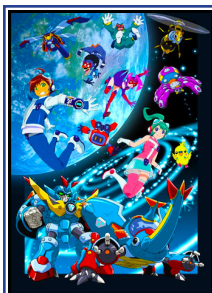
In The Tiger's Hole, the behind-the-scenes organization of the revived wrestling world, two young wrestlers take a stand. One of those fighters has inherited the training facility and mask of a tiger that Naoto Itō left at the foot of Mount Fuji. The other fighter has been victorious at fierce competitions since entering The Tiger's Hole and has obtained the black Tiger Mask. Neither of them have ever seen each other's face. In the ring, the two are fated rivals, but their goals are the same—crush The Tiger's Hole!

October 1, 2016
TV Asahi
Toei Animation



Air dates and info are subject to change without notice. Some shows could appear on other channels on different times and days.

Anime Schedule 2016 Autu



Time Bokan 24 タイムボカン24

Tokio is a junior high student living in the present time who is suddenly made a member of the 24th century's Space-Time Administration Bureau. He learns that the history he has learned in the textbooks is wrong and there is a more interesting version of history where the peerless beauty Cleopatra is actually the comic duo of Cleo and Patra. Momotarō is more of an ogre than actual ogres. Together with his teammate Karen, they use the 24 Bokan Mecha to search for the "true history."

October 1, 2016
NNS (yrv)
Tatsunoko, Level-5



WWW.Working!!

Comic spinoff of Karino Takatsu's original *Working!!* manga series. It takes place at another Wagnaria family restaurant location. Daisuke Higashida is a serious first-year student. He lives a peaceful everyday life even though he is not satisfied with the family who doesn't laugh at all and makes him tired. However, his father's company goes bankrupt one day and he can no longer afford allowances, cellphone bills and commuter tickets. When his father orders him to take up a part-time job, he decides to work at a nearby family restaurant in order to avoid traveling 15 kilometers to school by bicycle.

October 1, 2016
Tokyo MX, KTV, BS11,
YT, TV-Aichi, TVT
A-1 Pictures



Idol Memories アイドルメモリーズ

Idol activities are now mainly conducted over VR space via internet and idol needs are so huge that there is the Idol League being held to determine the No.1 idol. Many schools for training idols are being established all over the world and Kanon Private Academy is one of them that used to produce many popular idols. The two units that consist of unique aspiring idols that entered this academy from all over the world are fighting each other to the top of the Idol League!

October 2, 2016
Tokyo MX
Seven Arcs Pictures



Kidō Senshi Gundam: Tekketsu no Orphans 2 Mobile Suit Gundam: Iron-Blooded Orphans 2

機動戦士ガンダム 鉄血のオルフェンズ 2

300 years after a great conflict between Earth and Mars known as the Calamity War, Cordelia sets out on a journey to Earth to speak for the independence of the Martian city of Chryse, which is under the control of the Earth government. When a group named Gjallarhorn attacks CGS, Cordelia and Orga sees this as a chance to rebel against CGS. Second season of *Mobile Suit Gundam: Iron-Blooded Orphans*.

October 2, 2016
JNN (MBS)
Sunrise



Luger Code 1951 ルガーコード 1951

Testa is a young linguistic genius and university professor. He is introduced by his senior, Sergeant Rossa, to the Allied Cryptanalysis Department. He is tasked to break the enemy werewolves' code, which they are using to encrypt their radio transmissions. Testa is astounded as the only sound the encrypted code produces is the howling of a wolf. His research yields no results and he resolves to capture a live werewolf for better cryptanalysis. After exhausting all possible means, he finally finds a female werewolf, Yonaga.

October 2, 2016
•
Studio Deen



Magic-Kyun! Renaissance マジきゅんっ!ルネッサンス

A world where art becomes magic. In Hoshinomori Private Magical Arts High School, where "Artistas" are taught, a strange new student named Ohana Aigasaki transfers into the school. She spends her romantic school life with six other boys who aim to become entertainers in the future. Each of the boys specializes in his own arts and aims to make "Hoshi Fes" a success. In addition, the boys also aim to be chosen alongside Ohana as the school's Artista Prince and Princess, only chosen once a year.

October 2, 2016
Tokyo MX, Sun TV, KBS
Kyoto, TV Aichi, BS11
Sunrise



Autumn Season



October 2, 2016

AT-X, Tokyo MX, BS11
Lerche



Mahō Shōjo Ikusei Keikaku Magical Girl Raising Project 魔法少女育成計画

In a world where a social game called *The Magical Girl Raising Project* allows one in tens of thousands of people to be a magical girl. But one day, in a district containing 16 magical girls, the administration announces that it must halve the number of magical girls to solve the problem of magical energy. At first, the 16 magical girls race to collect more magical candy than their competitors, but the rules quickly become twisted, and it quickly becomes a murderous battle for survival among them.



October 2, 2016

Fuji TV, UHB, OX, Tokai
TV, KTV, OHK, TNC
David Production



Monster Hunter Stories: Ride On モンスターハンターストーリーズ RIDE ON

This is a world where both men and monsters exist. Those who hunt the monsters are called Hunters. But in a small corner of the Hunter's world, there are those called Riders who bond with and coexist with monsters. With their Kizuna Ishi (Bonding Stones) that allow them to awaken the hidden power inside monsters, Riders live in secrecy together with their Otomon, monsters they have formed a connection with.



October 2, 2016

AT-X, TVS, tvk, KBS,
SUN
Seven



Okusama ga Seito Kaichō!+! My Wife is the Student Council President! 2 おくさまが生徒会長!+!

High school freshman Hayato Izumi's hopes of becoming class president are dashed after losing to Ui Wakana, a beautiful girl who promises to lift all restrictions on campus romance. After the student council meeting, Ui arrives at Hayato's home and announces that she will become his wife due to an agreement that their parents made during their childhood.



October 2, 2016

Tokyo MX, TV Aichi,
ytv, BS11
Bones



Show By Rock!!# ショウ・バイ・ロック!!#

Metropolis of music, MIDICITY. A kitty girl wearing gothic lolita clothing named Cyan is scouted by Maple Arisugawa, the president of a music agency. From there, she meets three other girls. Together, they form the band named Plasmagica, and aim for the top of the world. However, the path there is long and tough, and keeping in high spirits is important. By battling against other strange bands, Plasmagica slowly grows toward a top-grade band. Second season of *Show By Rock!!*



October 2, 2016

Tokyo MX, TVA, MBS,
BS11
A-1 Pictures



Uta no ☆Prince-sama♪ Maji Love Legend Star うたの☆プリンスさまっ♪マジLOVE レジェン ドスター

Based on a bishōnen visual novel game by Broccoli, originally released for the PSP in 2010. In this slapstick romantic comedy, a girl goes to a school for the performing arts with boys who are budding idols and share one purpose: to sign with a production company and make their debut. The fourth season of *Uta no Prince-sama*.



October 2, 2016

Tokyo MX, MBS, Tochigi
TV, Gunma TV, BS11
Seven Arcs Pictures



ViVid Strike!

Fūka and Rinne are two girls living in an orphanage. They are old childhood friends and are almost like sisters. These two girls live day to day dreaming of the future while being very poor. However, when Fūka and Rinne are visited by the "two partings", suddenly their destinies begin to change. *Vivid Strike!* is an original spin off of *Mahō Shōjo Lyrical Nanoha ViVid*.

Air dates and info are subject to change without notice. Some shows could appear on other channels on different times and days.

Anime Schedule 2016 Autumn



October 3, 2016
TV Tokyo, AT-X, SUN
Oriental Light and Magic

12-Sai. Chiccha na Mune no Tokimeki 2 Age 12. Little Heart-Pounding 2 12歳。～ちっちゃなムネのトキメキ～ 2クール目

The story follows Hanabi, a sixth-grade girl who is neither an adult nor a child. She deals with issues such as accidentally witnessing her homeroom teacher kissing, and worrying about experiencing physiological changes before her friends. This is the depiction of a 12-year-old girl's innocent worries and first love.



October 3, 2016
Tokyo MX, Kids Station,
BS11, KBS
Shin-Ei Animation

Kaitō Joker 4 Mysterious Joker 4 怪盗ジョーカー シーズン4

There are no items that can not be stolen by Joker, The Mysterious Thief. With his magic tricks, Joker goes around the world, stealing treasure! Special agents to the most sophisticated equipment have been deployed to subdue him. Is there anything can stop the exploits of The Mysterious Thief? Fourth season of the *Kaitō Joker* anime



October 3, 2016
AT-X, Tokyo MX, MBS,
TV Aichi, BS11
Silver Link

Stella no Mahō Magic of Stella ステラのまほう

Tamaki Honda joined the SNS Club, a club making doujin games, on the day she entered high school. She thought that she had found something she liked to do, but drawing images and creating scenario and music from scratch is very challenging! Together with her seniors and her childhood friends, she will try to complete the game!



October 3, 2016
Tokyo MX, KTV, BS11
Doga Kobo

Tōken Ranbu: Hanamaru Wild Swords Dance: Hanamaru 刀剣乱舞-花丸-

The year is 2205. The "historical revisionists" have begun attacks on the past in their plot to change history. The Saniwa, who have been charged with protecting history, can imbue life into objects. Strongest among these are the Tōken Danshi. The story centers around their cheerful lives.



October 3, 2016
Tokyo MX, Yomiuri TV,
BS11
Shin-Ei Animation, TMS
Entertainment

Trickster: Edo-gawa Ranpo "Shōnen Tantei-dan" Yori Trickster - From Edo-gawa Ranpo's "The Boy Detectives Club"

TRICKSTER—江戸川乱歩「少年探偵団」より—
It is the 2030s. The Boy Detectives Club gathers under Kogorō Akechi, the mysterious detective. One day, a member of the club, Kensuke Hanazaki meets Yoshio Kobayashi. Yoshio body cannot die due to the effects of the "Unidentifiable Mist." but he yearns for death, and shirks from contact with other people. Taking an interest in him, Hanazaki invites him to join the Boy Detectives Club.



October 4, 2016
MBS, Tokyo MX, BS11
Satelight

Nanbaka ナンバカ

The series focuses on Jyugo, Uno, Nico and Rock, four young prisoners at a unique prison where inmates are divided into groups and assigned numbers. They comprise group 13 and, despite the circumstances, take every opportunity to have fun, much to the chagrin of their guard Hajime. However, Jyugo's leisurely life is upset when he learns there is more to his past than he remembers.



Autumn Season



Natsume Yūjinchō Go Natsume's Book of Friends 5

夏目友人帳 伍

Natsume, a boy who is able to see yōkai. Natsume and his bodyguard Nyanko-sensei continue on their quest to release yōkai from their contracts in the *Book of Friends*. Natsume comes to terms with his ability to see yōkai and stops thinking of it as a curse. As he spends more time with his human and yōkai friends, he realizes how much he values them both and decides he doesn't have to choose between the spirit and human worlds to be happy. Fifth season of *Natsume's Book of Friends*.

October 4, 2016

TV Tokyo, TVO, TV
Aichi, TSC, TVh, TVQ
Shuka



Shakunetsu no Takkyū Musume Scorching Ping Pong Girls

灼熱の卓球娘

The story follows middle school students Koyori Tsumuzikaze and Agari Kamiya as they enter the world of girls' middle school ping pong.

October 4, 2016

TV Tokyo, AT-X, BS
Japan
Kinema Citrus



Sōshin Shōjo Matoi Matoi the Sacred Slayer

装神少女まとい

It's 2016. Matoi Sumeragi, a second-year junior high school student, works part-time as a shrine maiden at Tenman Shrine in the city of Kamaya. Ever since being separated from her mother in early childhood, Matoi has been entrusted to her grandparents on her father's side, but three months ago, she finally began to live with her father Shingo. In those circumstances, she only wishes for a peaceful, normal life.

October 4, 2016

Tokyo MX, SUN, KBS,
BS11
White Fox



Soul Buster 侍霊演武 (ソウルバスター)

An adaptation of author Bai Mao's Chinese novel series based on *Romance of the Three Kingdoms*. Son Shin lives in the present time. He breaks a seal in his dream and erases the past known as the Sangokushi period. Without knowing why, he travels back in time and gets involved with the Sangokushi timeline.

October 4, 2016

Tokyo MX, BS11, MBS
Studio Pierrot



Ani Tore! XX Anime de Training XX

あにトレ!XX

The anime follows five young women who are aiming to become idols as they do different exercise routines such as push-ups, situps, dance, yoga, stretching, Tai Chi and more.

October 5, 2016

Tokyo MX, SUN
Rising Force



Cheating Craft

University Exams are one of the most influential factors in one's early life. Depending on the results, a fantastic, high class, honorable life may await you. Or on the other end of the spectrum, you may be left only leftovers. Students are always doing their best to 'evolve' and survive. Learning Types are students who have studied hard their whole lives and legitimately memorized everything they have studied. Cheating types are those who only managed to climb the educational ladder by cheating.

October 5, 2016

Tokyo MX
BLADE



Air dates and info are subject to change without notice. Some shows could appear on other channels on different times and days.

Anime Schedule 2016 Autu



Kiitarō Shōnen no Yōkai Enikki Young Kiitarō and His Yōkai Picture Diary

奇異太郎少年の妖怪絵日記

This is the visual diary of Kiitarō's experience with yōkai. He's has a very strong spirit sense, but when he entered a forbidden storehouse, was kicked out of his home. In his new home, he met a zashiki warashi (house spirit) named Suzu. He and Suzu soon began to attract all kinds of spirit creatures, starting with a nurikabe (appears as a wall that impedes travelers) and mokumokuren (appears as eyes in a torn paper wall). What kind of folkloric creature will he meet next?

October 5, 2016
Tokyo MX, SunTV
Creators in Pack



Mahō Shōjo Nante Mō Ii Desu kara. Second Season

I've Had Enough of Being a
Magical Girl. Second Season

魔法少女なんてもういいですから。セカンドシ
ーズン

The comedy follows Yuzuka Hanami, a young girl who has few friends but who can do anything. One day, Yuzuka gets accosted by a strange creature named Miton who is digging through a trash dump. Miton tells Yuzuka, "you have the makings of a magical girl" and seems extremely suspicious. When Yuzuka is suddenly transformed into a magical girl, she's wearing a bathing suit.

October 5, 2016
Tokyo MX, Sun TV
Pine Jam



Nazotokine

ナゾトキネ

Tokine Amino works as a secretary for TEN2, an advertising agency. One day while cleaning the conference room, she is surrounded in light and finds she can't leave the room until she solves a puzzle. It seems a creature named Hacchin is a being from another dimension called Quizn. He is interested in the intellectual pleasure that happens when someone solves a puzzles or uncovers a mystery and has his sight set on Tokine Amino.

October 5, 2016
Tokyo MX, GYT
Tengu Kobou



Tēkyū 8

てーきゅう 8

The series follows the hilarious everyday routines of four girls in the Kameido High tennis club who, on occasion, actually play some tennis. This is the eighth season.

October 5, 2016
Tokyo MX
Millepensee



All Out!!

In Rugby, there is no Ace Striker and there is no No. 4 Batter, so who is the star of the team? The story begins at school entrance ceremony of Kanagawa High School where Kenji Gion, a small but gutsy go-getter joins the rugby club. Kenji joins with his classmate, Iwashimizu, who has a complicated past, and sub-captain Hachioji, who always takes good care of his Club members. Lastly, there is Captain Sekizan, who has overwhelming powers, but keeps his cards close to his chest. With such differences in both personality and physical performance, the team must learn to work and grow together to become the best.

October 6, 2016
Tokyo MX, MBS, BS11
MadhouseTMS
Entertainment



Brave Witches

ブレイブウィッチーズ

In September 1944, allied forces led by the 501st Joint Fighter Wing "Strike Witches" successfully eliminate the Neuroi threat from the skies of the Republic of Gallia, thus ensuring the security of western Europe. Taking advantage of this victory, allied forces begin a full-fledged push toward central and eastern Europe. From a base in Petersburg in the Empire of Orussia, the 502nd Joint Fighter Wing "Brave Witches," upon whom mankind has placed its hopes, flies with courage in the cold skies of eastern Europe.

October 6, 2016
Tokyo MX
Silver Link



Autumn Season



Bungo Stray Dogs 2 文豪ストレイドッグス 2

Atsushi Nakajima was kicked out of his orphanage and has no place to go and no food. While he is standing by a river on the brink of starvation, he rescues a man whimsically attempting suicide. That man is Dazai Osamu. He and his partner Kunikida are members of a very special detective agency. They have supernatural powers and deal with cases that are too dangerous for the police or the military. They're tracking down a tiger that has appeared in the area recently, around the time Atsushi came to the area. The tiger seems to have a connection to Atsushi, and by the time the case is solved, it is clear that Atsushi's future will involve much more of Dazai and the rest of the detectives!

October 6, 2016

Tokyo MX, TVS, CTC,
tvk, GBS, MTV, SUN,
TVQ, BS11

Bones



Flip Flappers フリップフラッパーズ

Papika and Cocona, the heroines of the story, hold the keys to open the door. When the two girls meet, their adventures in a different time and different overlapping dimension called "Pure Illusion" begin. Many things in Pure Illusion will stand in the girls' way on their search for the mysterious crystal called the "Shard of Mimi," an item that is said to grant any wish. When the girls find themselves in danger, the Shard of Mimi shines, and they are able to transform.

October 6, 2016

Tokyo MX, AT-X, BS Fuji,
SUN
3Hz



Keijo!!!!!!!! Competitive Girl!!!!!!!! 競女!!!!!!!!

Nozomi (17) is an exceptional gymnast. So much so that colleges with some of the best gymnastic programs are trying to recruit her. Unfortunately for them, she has other plans. Due to her family being extremely poor, money is everything to her. That's why she wants to step into the world of "Keijo," a type of gambling sport where girls stand on a small floating platform and compete against one another. The aim is to push the other contestant off of the platform into the water.

October 6, 2016

Tokyo MX, AT-X, BS11
Xebec



Hibike! Euphonium 2 響け! ユーフォニアム 2

The Kitauji high school wind instrument club had at one time participated in national tournaments and was a champion school, but after the club's adviser changed, they have not been able to even participate in the qualifying tournament. Under the strict leadership of Taki, a substitute for Ms. Rikako, they steadily build up their strength. Second season of *Hibike! Euphonium*.

October 6, 2016

Tokyo MX1, ABC, KBS,
TVA, tvk, BS11
KyoAni



Yuri!!! on Ice ユ－リ!!! on ICE

Yūri Katsuki carries all of Japan's hopes on his shoulders to win at the Gran Prix Finale ice skating competition, but suffered a crushing defeat. He returns home to Kyūshū and half feels like he wants to retire, and half feels like he wants to continue ice skating. With those mixed feelings swirling inside him, he confines himself inside his parents' house. Suddenly the five-time consecutive world championship ice skater Victor Nikiforov appears before him, and along with him is Yuri Plisetsky, a young Russian figure skater who is already defeating his seniors.

October 6, 2016

TV Asahi
MAPPA



Bernard-jō Iwaku. Miss Bernard said. バーナード嬢曰く。

The short gag manga is about the love of famous works of literature. It follows Sawako "Miss Bernard" Machida, a lazy girl who wants to be a well-read person—but does not actually read much. The manga recounts the conversations between "Miss Bernard" and her bookworm friends about the Bible; *The Tale of the Heike*; *Guns, Germs and Steel*; *The Door into Summer*; *The Great Passage*; *Fermat's Last Theorem* and more masterpieces that she has not necessarily read.

October 7, 2016

Teletama, tvk, KBS, SUN,
AT-X • Creators in Pack



Air dates and info are subject to change without notice. Some shows could appear on other channels on different times and days.

Anime Schedule 2016 Autumn



Drifters ドリフターズ

Toyohisa Shimazu, while involved in the Battle of Sekigahara, manages to mortally wound Naomasa Ii, but is critically wounded in the process. As he walks from the field wounded and bleeding, Toyohisa finds himself transported to a corridor of doors where a bespectacled man at a desk waits for him. This man, Murasaki, sends Toyohisa into the nearest door where he wakes up in another world. There, Toyohisa meets other great warriors like him who have been transported as well, to be part of a group known as Drifters.

October 7, 2016
Tokyo MX, GYT, KBS
Kyoto, MBC, GBS
Hoods Drifters Studio



Girlish Number ガーリッシュ ナンバー

The story follows the lives of Chitose Karasuma, a college student who aspires to be an idol voice actress, and other young women in the industry.

October 7, 2016
TBS, BS-TBS, SUN
Diomedéa



Haikyū!! Karasuno Kōkō vs Shiratorizawa Gakuen Kōkō Haikyū!! Karasuno High School vs Shiratorizawa Academy ハイキュー!! 烏野高校 VS 白鳥沢学園高校

Shōyō Hinata is aiming to become the next 'Small Giant' and joins his middle school volleyball club. After finding new members, they set out for the middle school tournament, where they've cross paths with a formidable school with the 'King of the Upper Court,' Tobio Kageyama. Third season of *Haikyū!!*

October 7, 2016
MBS, TBS, CBC, RKB,
HBC, TBC, BS-TBS
Production I.G



Watashi ga Motete Dōsunda Kiss Him, Not Me 私がモテてどうすんだ

Serinuma Kae is a second year high schooler and an avid fujoshi who secretly ships her classmates, Igarashi-kun and Nanashima-kun. The death of her favorite anime character causes her to become stressed—and loses weight rapidly. Now that Serinuma has become an attractive girl to her classmates, her snarky kōhai Shinomiya-kun and her senpai Mutsumi, how is she going to deal with them...with her constant BL-filled, fujoshi mind?!

October 7, 2016
TBS, BS-TBS
Brains Base



3-gatsu no Lion March comes in like a lion 3月のライオン

Rei Kiriya is a 17-year-old boy who recently started living alone, financed by his salary as a professional shogi player. Despite his independence, however, he's yet to mature emotionally and his problems continue to haunt him in his daily life. His relationship with his adoptive family is strained, and he has difficulties interacting with his fellow high school students. Meanwhile, his professional career has entered a slump.

October 8, 2016
NHK
Shaft



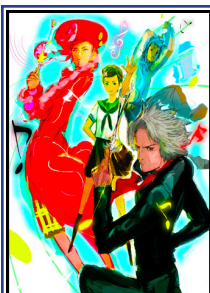
Ajin 2 AJIN: Demi-Human 2 亜人 第2クール

Ajin are humans that cannot die. Seventeen years ago, they first appeared on a battlefield in Africa. More and more of their kind are being discovered with societies. Their rarity in appearance means that, for experimental purposes, the government will generously reward anyone who captures one. For one certain high school student who expects to have a typical summer holiday, his life is about to turn around. Second season of *Ajin*.

October 8, 2016
MBS, TBS, CBC, BS-TBS
Polygon Pictures



Autumn Season



October 8, 2016

NHK E
Sunrise



Classicaloid クラシカロイド

In a rural town undergoing revival through music, high school students Kanae and Sôsuke meet none other than Beethoven and Mozart! Calling themselves 'Classicaloids,' this mysterious duo creates a strange power through the 'music' they play. One night, stars fall from the sky and gigantic robots appear causing trouble every single day! Bach, Chopin, Schubert also appear as Classicaloids. What is the mystery behind the powers they possess? Are they humanity's friend or foe?



October 8, 2016

Tokyo MX, SUN, KBS
Kyoto, BS11, AT-X
Actas



Long Riders! ろんぐらいだぁす!

The manga follows Ami Kurata, a first year college student with no special qualities. One day she happens to notice someone riding a folding bike, immediately falls in love with it, and uses all her savings to buy one. She eventually gets introduced to the world of long-distance bicycling and road racer bikes, and she forms a cycling team called Fortuna with four other female college students from the same school. Their goal is to ride in a 'brevet' or long-distance event called 'Fresh.'



October 8, 2016

Tokyo MX, SunTV, KBS,
BS11, CSTV
J.C.Staff



Lostorage incited WIXOSS ロストレージンサイテッドウィクロス

In this world, the game WIXOSS is a popular hit. A chosen few WIXOSS players, known as Selectors, have special cards called 'LRIGs.' Selectors come from all ages and genders, and wager their memories in Selector battles in the form of coins. Those who lose have the memories they wagered erased, while those who win can alter the lost memories of the loser.



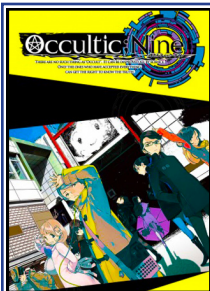
October 9, 2016

Tokyo MX
Fanworks



Hagane Orchestra はがねオーケストラ

The characters from *Hagane Orchestra* go all out in their efforts to advertise the smartphone game *Hagane Orchestra*. In order to get everyone to download the game, everyone from Irodori Village lays their lives on the line to advertise, and there's even dangerous inside stories from the gaming industry! They'll do anything to sell the game—so watch them run wild in this five minute anime short!



October 9, 2016

Tokyo MX, GTV, GYT,
BS11, ABC, AT-X, CBC
A-1 Pictures



Occultic;Nine オカルティック・ナイン

The 'paranormal science' story follows nine idiosyncratic individuals, linked by the *Chōjō Kagaku Kirikiri Basara* occult summary blog run by 17-year-old second-year high school student Yūta Gamon. Little incongruities that occur around these nine eventually lead to a larger, unimaginable event that may alter what is considered common sense in this world.



October 9, 2016

NTV, RNC
LIDEN FILMS



Udon no Kuni no Kin'iro Kemari Udon Country's Golden Furball うどんの国の金色毛鞠

Sōta Tawara is a web designer working in Tōkyō. When he visits his family's udon place in his hometown Kagawa Prefecture, he discovers a young boy. Upon confronting the boy, Sōta soon learns his secret and decides to quit his job in order to take care of the boy, Poko. The daily adventures of the two slowly unfold as Poco energetically navigates his way through Kagawa, the 'Udon Kingdom,' along with Sōta.

Air dates and info are subject to change without notice. Some shows could appear on other channels on different times and days.

Who's That Seiyū



Kotobuki, Minako

寿 美菜子

DOB: September 17, 1991
Kobe, Hyogo

Blood Type: B

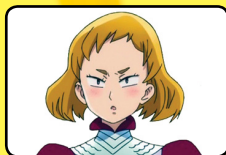
Current Roles...



Sōgetsu, Saya
Ange Vierge



Ukina
Tokyo Ghoul √A



Vivian
Nanatsu no Taizai



Tanaka, Asuka
Hibike! Euphonium



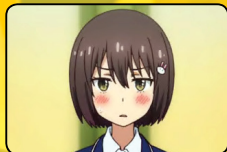
Ozawa, Ari

小澤 亜李

DOB: August 10, 1992
Tōkyō

Blood Type: O

Current Roles...



Usami, Mizuki
Bijutsu ni wa Mondai



Aru
Flying Witch



Tōdō, Kirin
Gakusen Toshi Asterisk



Airi Arcadia
Saijaku Muhai no Bahamut



Akabane, Kenji

赤羽根 健治

DOB: October 31, 1984
Chiba

Blood Type: O

Current Roles...



Hida, Kizuna
Masō Gakuen HxH



Teraoka, Ryūto
Punchline



Fugaku
Chaos Dragon



Nanbu, Yasuo
Uchū Senkan Yamato 2199



Takada, Yūki

高田 憂希

DOB: March 16, 1993
Kitakyushu

Blood Type: AB

Current Roles...



Suzukaze, Aoba
New Game!



Kurosawa, Rin
Aikatsu!



Tennōji, Musubu
okyo 7th Sisters



Yorita, Yoshino
Idolmaster Cinderella Girls



Kimura, Ryōhei

木村 良平

DOB: July 30, 1984
Tōkyō

Blood Type: AB

Current Roles...



Sorey
Tales of Zestiria the X



Lawless
Servamp



Yoake, Ryō
ReLIFE



Keith Aero Windermere
Macross Δ



Morita, Masakazu

森田 成一

DOB: October 21, 1972
Sumida, Tōkyō

Blood Type: A

Current Roles...



Tennōji, Kotarō
Rewrite



Hoshimiya, Eiji
Big Order



Whis
Dragon Ball Super



Mishakuji, Yukari
K: Return of Kings

of Summer 2016



Murase, Ayumu

村瀬 歩

DOB: December 14, 1988
Los Angeles, California

Current Roles...



Allen Walker
D.Gray-man Hallow



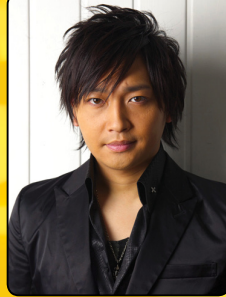
Sasaki, Ikuyoshi
Super Lovers



Ijika, Yūto
Sōsei no Onmyōji



Sean Matsuda
Street Fighter V



Nakamura, Yūichi

中村 悠一

DOB: February 20, 1980
Aji, Kagawa

Blood Type: B

Current Roles...



Inuzuka, Kōhei
Amaama to Inazuma



Ronaldo
91 Days



Reinhard van Astrea
Re:Zero



Toyohisa, Shimazu
Drifters



Kana, Hanazawa

花澤 香菜

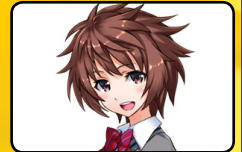
DOB: February 25, 1989
Tōkyō

Blood Type: AB

Current Roles...



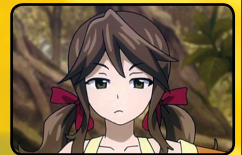
Takamiya, Naho
Orange



Kobayakawa, Yūka
Shōjotachi wa Kōya



Nanami, Chiaki
Danganronpa 3: End of Hope



Zera
Fairy Tail Zero



Ono, Kenshō

小野 賢章

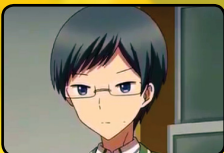
DOB: October 5, 1989
Fukuoka

Blood Type: A

Current Roles...



Kaizaki, Arata
ReLIFE



Usami, Sei'ichiro
Momokuri



Tsurugi, Yoshichika
Luck & Logic



Nara, Shikadai
Boruto: Naruto the Movie



Horie, Yui

堀江 由衣

DOB: September 20, 1976
Katsushika, Tōkyō

Blood Type: B

Current Roles...



Nikaidō, Kaho
Hatsukoi Monster



Kuronuma, Aina
Sakamoto desu ga?



Kanakura, Yui
Nisekoi



Charlotte Dimandias
Hundred



Kakuma, Ai

加隈 亜衣

DOB: September 9, 1988
Fukuoka

Blood Type: O

Current Roles...



Kurihara, Yuki
Momokuri



Lovepon
Mayoiga



Lenalee Lee
D.Gray-man Hallow



Almira Bauduin
Gundam: Orphans

wcs Japan



Team USA 2016 Memories

By Diana Jolin with Alexandra Weber

World Cosplay Summit is a kind of commitment. It's a decision two cosplayers make with each other that says "I will be here for you, let's make each other and our country proud." After that, it's a three-part process of crafting your costumes, perfecting your performance and making every effort to put your best foot forward (and not in your mouth). We feel that WCS is for the open-minded and eager to learn- those who are excited to showcase their love for this hobby and have fun with like-minded people from all over the world. With 30 countries participating this year and more to come in the future, it's an exciting opportunity to immerse yourself not only in the culture of Japan but of every country in attendance. WCS changes with each year but the heart has, to our experience, remained the same- a Summit for all cosplayers in the world.

When Ali and I were announced as Team USA, I am pretty sure every emotion that was humanly possible exploded inside

me. I had wanted this experience for years. My partner and I were coming from a unique perspective- she had been half of Team USA in 2011 and I had gone as support for Team USA in 2013. We were both eager to go back but for myself, I wanted to be on the other side. My previous partner Mike and I had competed as Bejitaballz Cosplay in 2012, 2013 and 2014. Ali had competed with her former partner in 2013 as well and had been a wonderful supporter to us in 2014. After three attempts we decided to take a break—I was getting married and my partner was preparing to propose to his lovely girlfriend. It was good to take a break, but I do believe than anyone bit by the bug of WCS has the itch to keep trying.



Life Cry Cosplay are Alexandra (Ali) as Weber Sakura Matō and Diana Jolin as Saber Alter at AnimeNEXT in Atlantic City, New Jersey.

Photo by LJinto

Ali and I had joked about doing WCS together but as fall of 2015 settled we realized that it wasn't really a joke anymore. We had competed a few times with each other and live only a few minutes door to door. Mike had bowed out of WCS and we started to brainstorm ideas. As fans of the *Fate* series in its many incarnations, choosing *Fate/Stay Night: Heaven's Feel* was a very easy choice for us. We were excited for our horror/power struggle performance idea and to make the costumes of Saber Alter and Sakura Matō. Each had their own challenges and appeals to us—Sakura would transform from a demure almost frumpy girl into a power hungry dark magic user. Ali used soft, light fabrics to make her over costume so they would be in stark contrast to the black and red of Sakura's corrupted dress. I expanded on techniques I had

used making the classic Saber for Anime Expo 2015—lighter weight fabric and foam armor, structured under garments and mobility on stage were my goals. I wanted my armor to be lighter in weight when compared to armor made with solid thermal plastics or with worbla. When we won, we knew our journey was just getting started. We threw ourselves into preparing for Japan. We had the least amount of time to prepare compared to other teams with the exception of 2005 and 2011. Fortunately we had ideas of what we wanted to try and make and options if we needed back ups. We anxiously packed and prepared—every day seeing new teams added to the Facebook messenger group that had been formed to get to know each other before arriving in Japan. Once we arrived in Nagoya it was as

if we already knew everyone. We met Team Australia on our flight in and were greeted by the Omotenashi Volunteer students as we passed into Chubu Centrair's main terminal. There we stored our luggage and met Brazil, Taiwan, Germany and the 2015 Grand Champion Team Mexico. It was as if we already knew each other. The messenger group did an amazing job of helping break the ice with the teams and kept



us excited to meet up in person. There were 30 teams this year so I made a guide map of the world and tried my best to learn as many names as possible before we arrived.

We had been prepared ahead of time with a general schedule of what to expect on our trip from our organizers and the WCS Japan staff. We were also incredibly lucky to have ongoing support from the previous US Team, Something Clever Cosplay. One thing you can rely on with WCS is that it is different every year and the most current information is usually the best. Ashley and Sarah were amazing at giving us useful heads up and recommendations about some of the new events we would be attending. Our first event was the Laguna 10 Bosch opening ceremony. Ali and I chose costumes from Studio Ghibli's *Ponyo on the Cliff by the Sea* to match the ocean theme of the water park and our love for the movie. This event started the day after we arrived and we knew it would be an all day event. We

had gotten in at a decent time and our luggage came shortly after our arrival at the International Hotel Nagoya so we were able to unpack and prepare our costumes and get some good sleep.

At Laguna we were had a meeting to go over our WCS Team expectations and get to know each other. We had arrived in our make up and wigs so we changed into our costumes and got to meet some of the other teams. After lunch we headed out to a beautiful garden area where Mr. Oguri, the owner of WCS, the Mayor and the Governor all welcomed us to World Cosplay Summit 2016. We released balloons and then we ourselves were released to find air conditioning!

The Laguna event was a nice, calm start to everything. Even though it was very hot we were able to have free time after the opening ceremony through about 5:30 when we would be taken to the main entrance area for a special mixer organized by the Omotenashi students. Our student, Kyoka, was an

extraordinary help to us through our entire visit. I am so glad that we have this amazing group who dedicate their time to meet and assist cosplayers from around the world. It's also worth mentioning that every student was always amazingly helpful in answering questions and troubleshooting. After the mixer, we headed over to the 1/4 scale boat replica of the Thousand Sunny from *One Piece*. As a huge *One Piece* fan I made it a point to hug every crew member statue and wander all over the ship, explaining who everyone was to Ali. This was another great way to get to know all the teams—lots of them were wearing *One Piece* costumes or were also fans. The cosplayer Alumni who were preparing for their own late night party also joined us. Eventually we were all shuttled back to the hotel to try and get some rest.

Something that continues to amuse me is how 10 minutes turns into an hour when you're hanging out with the other teams. This sentiment goes for





hallways, breakfast, bus trips, standing and waiting, changing...anything. Like I mentioned before, you kind of go into this event with 29 teams all ready to be your friend. It's pretty amazing.

The next day was a free day to spend with our student Kyoka and to begin preparing for craftsmanship judging. Knowing that Ali and I are Disney fans, Kyoka arranged to take us to a charming *Alice in Wonderland* lunch café. We had adorable themed foods and drinks and found posters promoting the WCS all over the train stations in the area. Kyoka led us to pick up some items we would need for the rest of the week but also took us to the Disney Store, which was totally amazing, and we loved it.

The next day was entirely dedicated to craftsmanship judging, preparing our intro videos, lighting cues, and weighing our sets and props. With 30 teams this took pretty much all day. The staff and Omotenashi were available to help as needed and it was an added treat to have Team Mexico 2015 hanging out and visiting with all of us as we headed in. This was probably one of our longest days. In between everything we were able to eat and visit with all the teams. We also had a "kuji" or lottery drawing for each team donated

by a local cosplay supporter. Ali and I pulled numbers 1 and 2 and got the top prize figures!

Team 2015 had prepared us for our next event—Meiji Mura. The Meiji

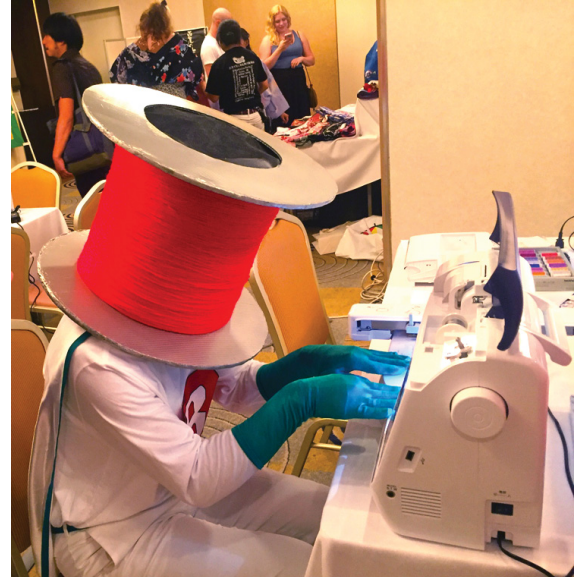
Mura park is a special park that has Meiji Period houses and buildings that have been relocated to the park. It's gorgeous and large with its own little bus system that can take you around to



see gardens and historical buildings. We wore Sophitia Alexandra and Elysium from *Soul Calibur 2* and *5* for the event and thought with their Greek design they would be a great homage to the Olympics, which had recently started in Rio. I made us fun torches instead of weapons to celebrate. We spent a good amount of time at the reconstructed Imperial Hotel Lobby (which was originally designed by Frank Lloyd Wright) and at the St. Johns Church from Kyōto until it began to rain. The Meiji Mura park was beautiful and I am sad we didn't get to explore more of it due to the weather. Everyone eventually met up eventually in a dōjō building and spent the rest of the afternoon demonstrating martial arts and learning phrases from around the world. As the rain built up, our WCS organizers helped to stay dry and return to the buses safely because we would all be heading to the karaoke party next! The karaoke party is one of the most anticipated nights of the WCS experience and was easily one of my favorite nights. We started off the singing with "To the Beginning" from *Fate Zero* by Kalafina (which I thought was pretty appropriate) and in no time at all slots to sing were filling up. We had a delicious buffet of foods and drinks and celebrated Stacy Lu from Russia's birthday, learned how to drink fizzy shots of vodka from Denmark (and insisted that Oguri-san joined us) and attempted to learn Swedish drinking songs from Kim of the Swedish Team. The language was hard so we mostly just smacked the bar a lot and then drank with him. We left the event loaded down with gifts from all the other countries, very full and a little tipsy and I am pretty sure Sweet from Team Brazil bit me on the bus ride home.

The next day we were split into smaller groups and visited the Mayor of Nagoya and the Nagoya tourism board in our Ponyo and Granmamare costumes. The Mayor, as usual, was dressed in cosplay.

Apparently the show *Seraph of the End* has scenes which take place in the Mayor's office so we all met and took pictures there—with the Mayor dressed as Crowley Eusford, a vampire from the show. The Mayor was very insistent that we know that Tōkyō and Nagoya were two different cities and serenaded us with several English songs during our visit. After we headed to the Tourism Board, which is located next to the Nagoya City Science Museum. The employees greeted us dressed in *One Piece* costumes and told us about all of the different things to do in Nagoya. We gathered again and took a picture outside next to the Science Museum. WCS has a remarkable list of sponsors and this year. Sagami, a noodle and traditional Japanese food restaurant, provided us with an amazing sponsored lunch. We ate on tatami mats and the courses included a special sesame mochi desert. I was really amused when our hostess instructed us to eat carefully because 15 or so people a year die from eating mochi too fast. After the lunch we visited the Brother Industries Headquarters and toured their sewing machine and home electronics displays. Brother has been a long time sponsor of World Cosplay Summit and gives the



award for best sewing each year at the event. Their headquarters houses a "wall of sewing machines" as well as vintage and to be released machines. Later in the week Brother representatives visited and demonstrated some embroidery machines and their ScanNCut Vinyl cutting machine. We also had a visit from "Bobbin Man," which might be the second most frightening mascot I have ever seen after Melon Bear. The next day was another free day. Ali had caught a cold and this was a good chance for her to rest up. I used this day to go to Nagoya Castle with our organizer Henry and Kyoka. The castle is absolutely stunning. The WCS Team USA page has lots of pictures from





our visit. The “golden dolphins” on top of Nagoya castle are a landmark of the city. We found out they were not actually dolphins, but were based on orca whales. Nagoya castle has spent years restoring parts of the castle from the damage it suffered in World War II. This year they opened part of the palace pavilion that was reconstructed using the same techniques and materials the original palace was built from. There is a second pavilion that will be completed in the next few years. The craftsmanship and murals inside are stunning. I hope I get to return when they are reopened. The next few days were a blur—we had our rehearsal and set building, which lasted most of the day. Following that we had the Red Carpet Parade, a special occasion where the main





street is closed down and we are led in performance order down and back up the red carpet, taking pictures and waving to spectators. As long time *Sailor Moon* fans, Ali and I wore Sailor Cosmos and Princess Kakyū. In years before, the Red Carpet event was much longer but with so many teams they reduced the amount of time we spent outside out of consideration for us to prepare for our performance. With 30 competing countries, we were split into two groups and the A group was given the opportunity to leave a bit early and prepare. We *really* appreciated this and it gave us a chance to get ready without rushing and possibly forgetting something. With our sets and props prepared the day before, we were able to arrive at the Aichi Performing Arts Center ready to perform. Once they announced that the Championship would be split over two days, our goal became getting to the second round. We had made some adjustments to our performance since Anime Next and were hoping they would help get us through. It was incredible hearing our name called, knowing we would be able to join the stage again the next day. The next day was another double down of cosplay. We began the day walking

in our *Sailor Moon* Costumes from the Ōsu Temple through the shopping center, posing for pictures, talking and waving to the people who had lined up to see all of us walking by. It was incredibly hot. I had walked in costume with Team US 2013 as support but being there with everyone as a team member was incredible. My favorite memory of it was a little older lady who was there with her family, waving a tiny American flag. I went up and thanked her for being there and told her I was on the American team. She told me that I looked “very pretty” and said she would cheer for us. There were so many people at the parade—parents and children, students, people from Nagoya and cosplayers. It wasn’t a mandatory event for the teams moving forward to the championship but I am incredibly happy we did it. Championship night was just as amped up as the Prelim. When the awards go out, you have this really bizarre thing that happens—you’ve gotten to know all of these teams pretty well by this point and so it really just... doesn’t matter who wins because you will scream and congratulate everyone equally. The hard work is everywhere. The teams have all brought their best so you cheer for everyone. That all



being said, we wholeheartedly agreed with the awards this year—Finland’s craftsmanship was everything the Brother Award represents. Their embellishment, tailoring and attention to detail were phenomenal. France did a fabulous job of marrying the new backdrop video to their skit and also had impeccable craftsmanship. I don’t think there is anything to say about Denmark that their costumes do not show by looking at them. They are some of the most intricate pieces I have ever seen and entirely deserving of second place. Finally we get to Indonesia, which holds a special place in my heart. The team in 2013 and I became incredibly close and when we

arrived in Nagoya they were there as Alumni. Seeing Indonesia, a country with such incredible cosplayers, win was amazing. Their teams in the past have had back flipping mecha, fall away monster armor and now they cut a girl in half on stage! Congratulations again to Frea and Rian to their incredibly well deserved Grand Champion! With the main events over we headed to our “Special Tour” onsen trip. On our way in we stopped to learn how to make soba noodles. It’s incredibly hard and Apple from Malaysia ruined most of them in the most hilarious ways. We stopped at a market on the way to the onsen and all stocked up on drinks and snacks. Once we

arrived we headed up to our rooms and changed into yukata. Our dinner was a multicourse traditional meal and we had a beautiful stage where we watched more karaoke and a special performance of the new World Cosplay Summit theme song performed by the WCS Staff, Oguri-san and his daughter. There was a dance and everything! The rest of the evening was spent snacking, drinking, bathing in the onsen and making memories with all the other teams. I feel very emotional when I think about my WCS family. I feel so lucky to have met so many talented people from all over the world and I can’t wait to see them all again. ❖

WCS National Staff

Laura Butler • Tiffany Tezna • Cassandra May

Greg J. Hansen – Writing Staff

Website: www.WCSUS.com

General Email: info@wcsus.com

Twitter: [WCSPrelimsUS](https://twitter.com/WCSPrelimsUS)

Facebook: www.facebook.com/wcsprelimsus

Photographs: Ljinto – www.flickr.com/photos/ljinto/
WCS Team USA – www.facebook.com/WCSTeamUSA/







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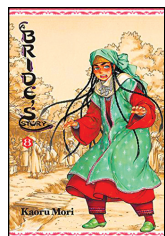
February 11, 2017

Le Grand Rex
Montréal, Canada

www.ffdistantworlds.com

Manga Releases

Autumn 2016



A Bride's Story, Vol. 8
Kaoru Mori
Yen Press
September 27, 2016



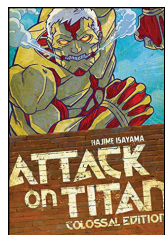
Akame ga KILL! ZERO, Vol. 3
Takabiro, Kei Toru
Yen Press
September 27, 2016



Aldnoah.Zero Season One, Vol. 4
Olympus Knights, Pinakes
Yen Press
September 27, 2016



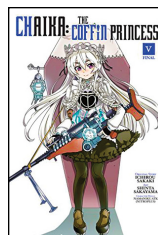
Are You Alice?, Vol. 12
Ikumi Katagiri, Ai Ninomiya
Yen Press
September 27, 2016



Attack on Titan: Colossal Edition, Vol. 3
Hajime Isayama
Kodansha Comics
September 27, 2016



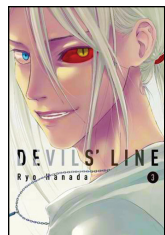
Boy and the Beast, Vol. 2
Mamoru Hosoda, Renji Asai
Yen Press
September 27, 2016



Chaika: The Coffin Princess, Vol. 5
Ichiirō Sakaki, Shinta Sakayama
Yen Press
September 27, 2016



Demonizer Zilch, Vol. 2
Milan Matra
Yen Press
September 27, 2016



Devils' Line, Vol. 3
Ryō Hanada
Vertical Comics
September 27, 2016



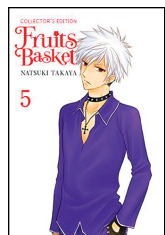
Fairy Tail, Vol. 56
Hiro Mashima
Kodansha Comics
September 27, 2016



First Love Monster, Vol. 5
Akira Hiyoshimaru
Yen Press
September 27, 2016



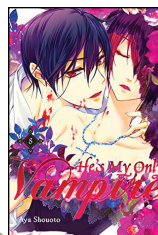
Franken Fran Omnibus 5-6
Katsuhisa Kigitsu
Seven Seas Entertainment, LLC.
September 27, 2016



Fruits Basket Collector's Edition, Vol. 5
Natsuki Takaya
Yen Press
September 27, 2016



Happiness, Vol. 1
Shūzō Oshimi
Kodansha Comics
September 27, 2016



He's My Only Vampire, Vol. 8
Aya Shōto
Yen Press
September 27, 2016



Honor Student at Magic High School, Vol. 4
Tsutomu Satō, Yū Mori
Yen Press
September 27, 2016

104th Training Corps – Attack on Titan



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My Youth Romantic Comedy Is Wrong, As I Expected @ comic, Vol. 2
Wataru Watari,
Naomichi Io, Ponkan 8
Yen Press
September 27, 2016



New Lone Wolf and Cub, Vol. 10
Kazuo Koike,
Hideki Mori
Dark Horse Manga
September 27, 2016



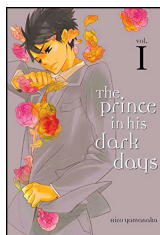
Of the Red, the Light, and the Ayakashi, Vol. 4
HaccaWorks*, Nanao
Yen Press
September 27, 2016



Overlord, Vol. 2
Kugane Maruyama,
Satoshi Oshio,
Hugin Miyama
Yen Press
September 27, 2016



Pride and Prejudice
Jane Austen, Shiei
Seven Seas
Entertainment, LLC.
September 27, 2016



Prince in His Dark Days, Vol. 1
Hiko Yamanaka
Kodansha Comics
September 27, 2016



Servamp, Vol. 7
Strike Tanaka
Seven Seas
Entertainment, LLC.
September 27, 2016



Space Dandy, Vol. 2
Masafumi Harada,
BONES, Sung-Woo Park,
REDICE
Yen Press
September 27, 2016



Strike the Blood, Vol. 4
Gakuto Mikumo,
TATE, Manyako
Yen Press
September 27, 2016



Sweetness and Lightning, Vol. 2
Gido Amagakure
Kodansha Comics
September 27, 2016



Triage X, Vol. 12
Shōji Satō
Yen Press
September 27, 2016



Ubel Blatt, Vol. 6
Etorōji Shiono
Yen Press
September 27, 2016



Umineko WHEN THEY CRY Episode 6: Dawn of the Golden Witch, Vol. 2
Ryukishi07,
Hinase Momoyama
Yen Press
September 27, 2016



Welcome to the Ballroom, Vol. 1
Tomo Takeuchi
Kodansha Comics
September 27, 2016



Capture Me!††
Various
801 Media, Inc.
September 28, 2016



Idol Monster Girls!††
Mato Shiraha
801 Media, Inc.
September 28, 2016
Not Actual Cover



Secret Devil-Chan, Vol. 1
Emu
Digital Manga Publishing
September 28, 2016
Not Actual Cover



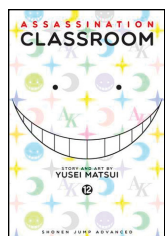
Sweet Dreams!††
Kishizuka Kenji
801 Media, Inc.
September 28, 2016



Fukushima Devil Fish: Anti-Nuclear Manga
Katsumata Susumu
Breakdown Press, Ltd.
September 29, 2016



7th Garden, Vol. 2
Mitsu Izumi
VIZ Media, LLC.
October 4, 2016



Assassination Classroom, Vol. 12
Yusei Matsui
VIZ Media, LLC.
October 4, 2016



Black Clover, Vol. 3
Yūki Tabata
VIZ Media, LLC.
October 4, 2016



Demon Prince of Momochi House, Vol. 6
Aya Shōto
VIZ Media, LLC.
October 4, 2016



Food Wars! Shokugeki no Soma, Vol. 14
Yūto Tsukuda, Shun Saeki,
Yuki Morisaki
VIZ Media, LLC.
October 4, 2016



Golden Time, Vol. 5
Yuyuko Takemiya,
Umechazuke
Seven Seas
Entertainment, LLC.
October 4, 2016
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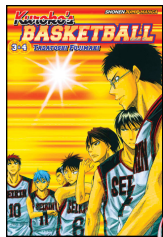
Haikyuu!!, Vol. 4
Haruichi Furudate
VIZ Media, LLC.
October 4, 2016



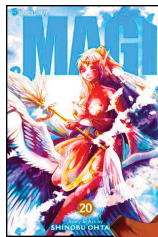
Honey So Sweet, Vol. 4
Amu Meguro
VIZ Media, LLC.
October 4, 2016



Kamisama Kiss, Vol. 22
Julietta Suzuki
VIZ Media, LLC.
October 4, 2016



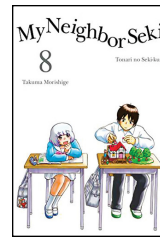
Kuroko's Basketball (2-in-1 Edition), Vol. 2
Tadatoshi Fujimaki
VIZ Media, LLC.
October 4, 2016



Magical Girl Apocalypse, Vol. 9
Kentaro Sato
Seven Seas
Entertainment, LLC.
October 4, 2016
Not Actual Cover



My Love Story!!, Vol. 10
Kazune Kawahara
VIZ Media, LLC.
October 4, 2016



My Neighbor Seki, Vol. 8
Takuma Morishige
Vertical Comics
October 4, 2016



My Pathetic Vampire Life, Vol. 1
Rose Ishikawa
Seven Seas
Entertainment, LLC.
October 4, 2016
Not Actual Cover



Naruto (3-in-1 Edition), Vol. 16
Masashi Kishimoto
VIZ Media, LLC.
October 4, 2016



Persona 3, Vol. 1
Atlas, Shuji Sogabe
Udon Entertainment
October 4, 2016



Platinum End, Vol. 1
Tsugumi Ōba,
Takeshi Obata
VIZ Media, LLC.
October 4, 2016

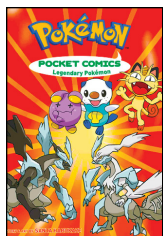


**Mikoto Kiba & Sayo Hitsugi
– Triage X**

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Pokémon Pocket Comics Box Set: Black & White/Legendary Pokémon
Santa Harukaze
VIZ Media, LLC.
October 4, 2016
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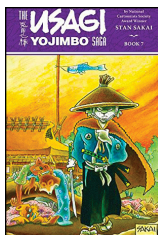
Pokémon X&Y, Vol. 8
Hidenori Kusaka,
Satoshi Yamamoto
VIZ Media, LLC.
October 4, 2016



So Cute It Hurts!!, Vol. 9
Gô Ikeyamada
VIZ Media, LLC.
October 4, 2016



Twin Star Exorcists, Vol. 6
Yoshiaki Sukeno
VIZ Media, LLC.
October 4, 2016



Usagi Yojimbo Saga, Vol. 7
Stan Sakai
Dark Horse Books
October 4, 2016



Vampire Hunter D, Vol. 24
Hideyuki Kikuchi,
Yoshitaka Amano
Dark Horse Books
October 4, 2016



Yona of the Dawn, Vol. 2
Mizuho Kusanagi
VIZ Media, LLC.
October 4, 2016



Boyfriend in Heat
Sakira
801 Media, Inc.
October 11, 2016



Case Closed, Vol. 60
Gōshō Aoyama
VIZ Media, LLC.
October 11, 2016



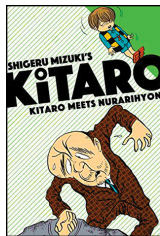
Don't Rub Yourself Against My Ass
Sakira
801 Media, Inc.
October 11, 2016



**Team Flare Girls
– Pokémon X&Y**



How to Build a Dungeon: Book of the Demon King, Vol. 1^{††}
 Yakan Warau,
 Toshimasa Komiya
 Seven Seas
 Entertainment, LLC.
 October 11, 2016
 Not Actual Cover



Kitaro Meets Nurarihyon
 Shigeru Mizuki
 Drawn and Quarterly
 October 11, 2016



Land of the Rising Dead: A Tokyo School Girl's Guide to Surviving the Zombie Apocalypse
 Sakazaki Freddie
 Seven Seas
 Entertainment, LLC.
 October 11, 2016



Maga-tsuki, Vol. 5
 Hoshino Taguchi
 Kodansha Comics
 October 11, 2016



Magi: The Labyrinth of Magic, Vol. 20
 Shinobu Ohtaka
 VIZ Media, LLC.
 October 11, 2016



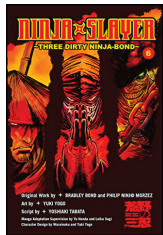
Magika Swordsman and Summoner, Vol. 5
 Mitsuki Mihara, MonRin
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 October 11, 2016



Monster Hunter: Flash Hunter, Vol. 4
 Kei'ichi Hikami, Shin Yamamoto
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 Riosuke Yasui
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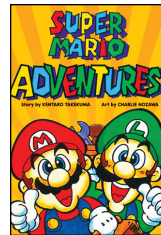
Ninja Slayer, Vol. 6
 Yoshiaki Tabata,
 Bradley Bond,
 Phillip Morzez, Yuki Yogo
 Vertical Comics
 October 11, 2016



Sailor Men[†]
 Sakira
 801 Media, Inc.
 October 11, 2016



Say I Love You., Vol. 16
 Kanae Hazuki
 Kodansha Comics
 October 11, 2016



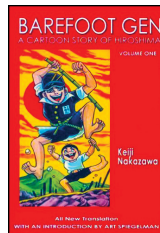
Super Mario Adventures
 Kentaro Takemura,
 Charlie Nozawa
 VIZ Media, LLC.
 October 11, 2016



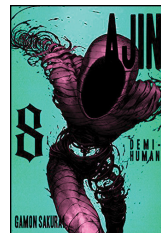
Vanilla Essence^{††}
 Various
 801 Media, Inc.
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World's Greatest First Love, Vol. 5[†]
 Shungiku Nakamura
 SuBLime
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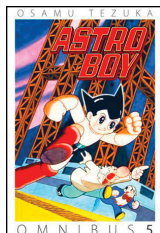
Barefoot Gen, Vol. 1
 Keiji Nakazawa
 Last Gasp: School and Library Edition
 October 15, 2016
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Ajin: Demi-Human, Vol. 8
 Gamon Sakurai
 Vertical Comics
 October 18, 2016



Animal Land, Vol. 11
 Makoto Raiku
 Kodansha Comics
 October 18, 2016



Astro Boy Omnibus, Vol. 5
 Osamu Tezuka,
 Tezuka Productions
 Dark Horse Books
 October 18, 2016



Battle Rabbits, Vol. 2
 Amemiya Yuki,
 Ichihara Yukino
 Seven Seas
 Entertainment, LLC.
 October 18, 2016



Fairy Girls, Vol. 3
 BOKU, Hiro Mashima
 Kodansha Comics
 October 18, 2016



Ghost and the Lady, Vol. 1
 Kazuhiro Fujita
 Kodansha Comics
 October 18, 2016



Inuyashiki, Vol. 5
 Hiroya Oku
 Kodansha Comics
 October 18, 2016



LDK, Vol. 7
 Ayu Watanabe
 Kodansha Comics
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Miss Kobayashi's Dragon Maid, Vol. 1
 COOL Kyōshinsha
 Seven Seas
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 October 18, 2016
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Mushoku Tensei: Jobless Reincarnation, Vol. 4
Rifuji na Magonote,
Yuka Fujikawa
Seven Seas
Entertainment, LLC.
October 18, 2016



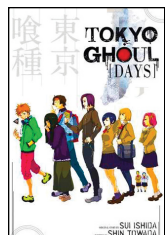
My Monster Secret, Vol. 4
Eiji Masuda
Seven Seas
Entertainment, LLC.
October 18, 2016



Neo Parasyte f
Asumiko Nakamura,
Ema Toyama, Kaori Yuki,
Renjuro Kindaichi,
Banko Kuze
Kodansha Comics
October 18, 2016
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Rising of the Shield Hero, Vol. 5
Aneko Yusagi
One Peace Books
October 18, 2016



Tokyo Ghoul: Days
Shin Towada, Sui Ishida
VIZ Media, LLC.
October 18, 2016



Tokyo Ghoul, Vol. 9
Sui Ishida
VIZ Media, LLC.
October 18, 2016



Tokyo Undead
Tsukasa Saimura
Seven Seas
Entertainment, LLC.
October 18, 2016
Not Actual Cover



Tsubasa Omnibus 10
Clamp
Kodansha Comics
October 18, 2016



A Certain Magical Index, Vol. 7
Kazuma Kamachi,
Chuya Kogino
Yen Press
October 25, 2016



A Certain Scientific Accelerator, Vol. 4
Kazuma Kamachi,
Yamaji Arata
Seven Seas
Entertainment, LLC.
October 25, 2016
Not Actual Cover



Akame ga KILL!, Vol. 8
Takahiro, Tetsuya Tashiro
Yen Press
October 25, 2016



Aoharu X Machinegun, Vol. 1
Naoe
Yen Press
October 25, 2016



Asterisk War: The Academy City on the Water, Vol. 2
Yu Miyazaki, okiura,
Ningen
Yen Press
October 25, 2016



Barakamon, Vol. 12
Satsuki Yoshino
Yen Press
October 25, 2016



Bloody Cross, Vol. 12
Shiwo Komeyama
Yen Press
October 25, 2016



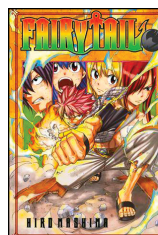
Cells at Work!, Vol. 1
Akane Shimizu
Kodansha Comics
October 25, 2016



Devil is a Part-Timer! High School!, Vol. 5
Satoshi Wagahara,
Kurone Mishima
Yen Press
October 25, 2016



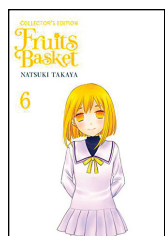
Devil is a Part-Timer, Vol. 7
Satoshi Wagahara,
Akio Hiragi
Yen Press
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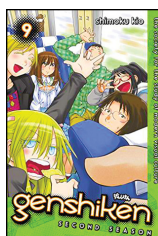
Fairy Tail Master's Edition, Vol. 3
Hiro Mashima
Kodansha Comics
October 25, 2016



Freezing, Vol. 11-12
Dall-Young Lim,
Kwang-Hyun Kim
Seven Seas
Entertainment, LLC.
October 25, 2016



Fruits Basket Collector's Edition, Vol. 6
Natsuki Takaya
Yen Press
October 25, 2016



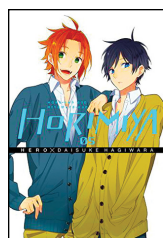
Genshiken: Second Season, Vol. 9
Shimoku Kio
Kodansha Comics
October 25, 2016



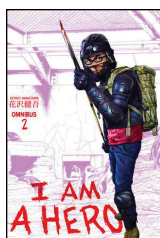
Handa-kun, Vol. 4
Satsuki Yoshino
Yen Press
October 25, 2016



Hatsune Miku: Mikubon
Ontama
Dark Horse Manga
October 25, 2016



Horimiya, Vol. 5
HERO,
Daisuke Hagiwara
Yen Press
October 25, 2016



I am a Hero Omnibus, Vol. 2
Kengo Hanazawa
Dark Horse Manga
October 25, 2016



Immortal Hounds, Vol. 2
Ryō Yasohachi
Vertical Comics
October 25, 2016



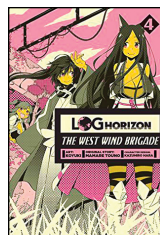
Kagerou Daze, Vol. 7
Jin (Shizen no Teki-P),
Mahiro Satō, Sidu,
Wannyanpuu
Yen Press
October 25, 2016



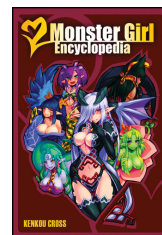
Kiss Him, Not Me, Vol. 7
JUNKO
Kodansha Comics
October 25, 2016



Liselotte & Witch's Forest, Vol. 2
Natsuki Takaya
Yen Press
October 25, 2016



Log Horizon: The West Wind Brigade, Vol. 4
Mamare Tōno, Koyuki,
Kazuhiko Hara
Yen Press
October 25, 2016



Monster Girl Encyclopedia, Vol. 1
Kenkō Cross
Seven Seas
Entertainment, LLC.
October 25, 2016

Mikoto Misaka & Index – A Certain Magical Index



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Autumn 2016 *Continued*



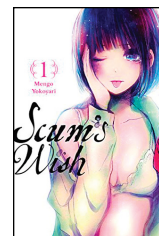
Nekogahara: Stray Cat Samurai, Vol. 1
Hiroyuki Takei
Kodansha Comics
October 25, 2016



Noragami: Stray God, Vol. 17
Adachitoka
Kodansha Comics
October 25, 2016



Re:ZERO, Vol. 2
Tappei Nagatsuki,
Daichi Matsuse
Yen Press
October 25, 2016
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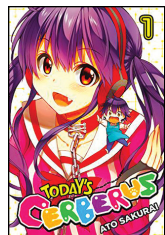
Scum's Wish, Vol. 1
Mengo Yokoyari
Yen Press
October 25, 2016



Scumbag Loser
Mikoto Yamaguchi
Yen Press
October 25, 2016



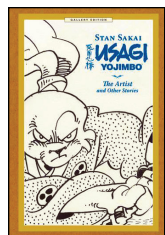
Taboo Tattoo, Vol. 4
Shinjiro
Yen Press
October 25, 2016



Today's Cerberus, Vol. 1
Ato Sakurai
Yen Press
October 25, 2016



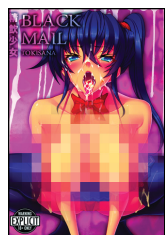
Tohyo Game, Vol. 1
G.O., Chihito, Tatsuhiko
Yen Press
October 25, 2016



Usagi Yojimbo Gallery Edition, Vol. 2
Stan Sakai
Dark Horse Books
October 25, 2016



Witch Buster, Vol. 17-18
Jung-Man Cho
Seven Seas Entertainment, LLC.
October 25, 2016
Not Actual Cover



Blackmail**
Tokisana
801 Media, Inc.
October 26, 2016



Blade Bunny, Vol. 1
Eric Kimball, Erwin
Antarctic Press
October 26, 2016



Pretty Mangaka and Her Slutty Assistants**
Maki
801 Media, Inc.
October 26, 2016



Swordswoman Shino**
No Gomesu
801 Media, Inc.
October 26, 2016



Yato & Hiyori Iki
– **Noragami:**
Stray God



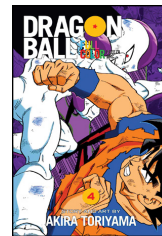
Bleach (3-in-1 Edition), Vol. 17
Tite Kubo
VIZ Media, LLC.
November 1, 2016



Bleach, Vol. 68
Tite Kubo
VIZ Media, LLC.
November 1, 2016



Devil Survivor, Vol. 8
Satoru Matsuba
Kodansha Comics
November 1, 2016



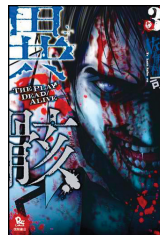
Dragon Ball Full Color Freeza Arc, Vol. 4
Akira Toriyama
VIZ Media, LLC.
November 1, 2016



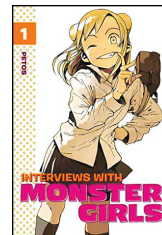
Fate/Zero, Vol. 3
Gen Urobuchi,
Type-Moon, Shinjiro
Dark Horse Manga
November 1, 2016



Haikyuu!!, Vol. 5
Haruichi Furudate
VIZ Media, LLC.
November 1, 2016



Hour of the Zombie, Vol. 3
Tsukasa Saimura
Seven Seas
Entertainment, LLC.
November 1, 2016
Not Actual Cover



Interviews with Monster Girls, Vol. 1
Petos
Kodansha Comics
November 1, 2016



JoJo's Bizarre Adventure: Part 3, Stardust Crusaders, Vol. 1
Hirohiko Araki
VIZ Media, LLC.
November 1, 2016



Legend of Zelda: Ocarina of Time, Legend Edition, Vol. 1
Akira Himekawa
VIZ Media, LLC.
November 1, 2016



Maid-sama! (2-in-1 Edition), Vol. 6
Hiro Fujiwara
VIZ Media, LLC.
November 1, 2016



Missions of Love, Vol. 13
Ema Toyama
Kodansha Comics
November 1, 2016



My Girlfriend is a T-Rex, Vol. 1
Sanzo
Seven Seas
Entertainment, LLC.
November 1, 2016
Not Actual Cover



My Hero Academia, Vol. 6
Kôhei Horikoshi
VIZ Media, LLC.
November 1, 2016



Naruto: Itachi's Story, Vol. 1
Takashi Yano,
Masashi Kishimoto
VIZ Media, LLC.
November 1, 2016



Nichijou, Vol. 5
Kei'ichi Arawi
Vertical Comics
November 1, 2016



Nisekoi: False Love, Vol. 18
Naoshi Komi
VIZ Media, LLC.
November 1, 2016



One Piece, Vol. 80
Ei'ichi Oda
VIZ Media, LLC.
November 1, 2016



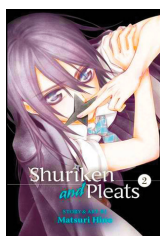
One-Punch Man, Vol. 9
ONE, Yusuke Murata
VIZ Media, LLC.
November 1, 2016



Oresama Teacher, Vol. 21
Izumi Tsubaki
VIZ Media, LLC.
November 1, 2016



Princess Jellyfish, Vol. 3
Akiko Higashimura
Kodansha Comics
November 1, 2016



Shuriken and Pleats, Vol. 2
Matsuri Hino
VIZ Media, LLC.
November 1, 2016



That Wolf-Boy is Mine!, Vol. 2
Yôko Nogiri
Kodansha Comics
November 1, 2016



Toriko, Vol. 36
Mitsutoshi Shimabukuro
VIZ Media, LLC.
November 1, 2016

The information presented here is as accurate as much as humanly possible and is subject to change without notice. *Yaoi and *hentai titles for mature audiences 18+.

Manga Releases

Autumn 2016 *Continued*



World Trigger, Vol. 13
Daisuke Ashihara
VIZ Media, LLC.
November 1, 2016



Your Lie in April, Vol. 10
Naoshi Arakawa
Kodansha Comics
November 1, 2016



Yu-Gi-Oh! (3-in-1 Edition), Vol. 8
Kazuki Takahashi
VIZ Media, LLC.
November 1, 2016



A Centaur's Life, Vol. 10
Kei Murayama
Seven Seas Entertainment, LLC.
November 8, 2016



Ane Kyun: My Sweet Sweet Elder Sister^{††}
Yuzuki N'
801 Media, Inc.
November 8, 2016
Not Actual Cover



Devils and Realist, Vol. 11
Madoka Takadono,
Utako Yukihiko
Seven Seas Entertainment, LLC.
November 8, 2016
Not Actual Cover



Fire Force, Vol. 1
Atsushi Okubo
Kodansha Comics
November 8, 2016



Oreimo Comic Anthology
Tsukasa Fushimi,
Sakura Ikeda,
Kanzakihiko, Matsuryu,
Various
Dark Horse Books
November 8, 2016



Persona 4, Vol. 5
Atlus, Shuji Sogabe
Udon Entertainment
November 8, 2016



Ranma 1/2 (2-in-1 Edition), Vol. 17
Rumiko Takahashi
VIZ Media, LLC.
November 8, 2016



Re:Monster, Vol. 1
Kanekiru Kogitsune,
Kobayakawa Haruyoshi
Seven Seas Entertainment, LLC.
November 8, 2016



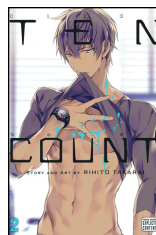
Requiem of the Rose King, Vol. 5
Aya Kanno
VIZ Media, LLC.
November 8, 2016



RIN-NE, Vol. 22
Rumiko Takahashi
VIZ Media, LLC.
November 8, 2016



Shomin Sample: I Was Abducted an Elite All-Girls School as a Sample Commoner, Vol. 3
Nanatsuki Takafumi,
Risumai
Seven Seas Entertainment, LLC.
November 8, 2016



Ten Count, Vol. 2[†]
Ribito Takarai
SuBLime
November 8, 2016



Tiger & Bunny, Vol. 9
Masafumi Nishida,
Mizuki Sakakibara,
Masakazu Katsura
VIZ Media, LLC.
November 8, 2016



UQ Holder, Vol. 9
Ken Akamatsu
Kodansha Comics
November 8, 2016
Not Actual Cover



A Certain Magical Index, Vol. 9
Kazuma Kamachi,
Kiyotaka Haimura
Yen On
November 15, 2016
Not Actual Cover



Attack on Titan: Lost Girls The Manga, Vol. 2
Hajime Isayama
Kodansha Comics
November 15, 2016



In/Spectre, Vol. 1
Chasiba Katase,
Kyō Shirodaira
Kodansha Comics
November 15, 2016
Not Actual Cover



Legend of the Galactic Heroes, Vol. 3
Yoshiki Tanaka
Haikasoru
November 15, 2016



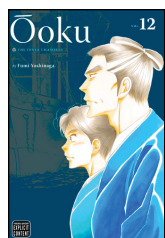
Livingstone, Vol. 4
Tomohiro Mackawa,
Jinsei Kataoka
Kodansha Comics
November 15, 2016



Log Horizon, Vol. 6
Mamare Tōno,
Kazubiro Hara
Yen On
November 15, 2016
Not Actual Cover

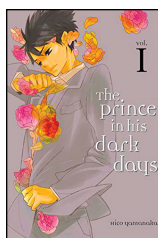


Mobile Suit Gundam Thunderbolt, Vol. 1
Yasuo Otagaki,
Hajime Yatate,
Yoshiyuki Tomino
VIZ Media, LLC.
November 15, 2016



Ōoku: The Inner Chambers, Vol. 12

Fumi Yoshinaga
VIZ Media, LLC.
November 15, 2016



Prince in His Dark Days, Vol. 2

Hiko Yamanaka
Kodansha Comics
November 15, 2016
Not Actual Cover



Sunny, Vol. 6
Taiyo Matsumoto
VIZ Media, LLC.
November 15, 2016



Terra Formars, Vol. 15

Yū Sasuga, Ken'ichi Tachibana
VIZ Media, LLC.
November 15, 2016



Tokyo ESP, Vol. 7

Hajime Segawa
Vertical Comics
November 15, 2016



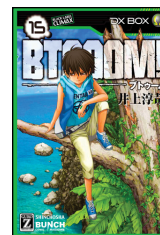
Ultraman, Vol. 6

Ei'ichi Shimizu, Tomohiro Shimoguchi
VIZ Media, LLC.
November 15, 2016



Yamada-kun and the Seven Witches, Vol. 11

Miki Yoshikawa
Kodansha Comics
November 15, 2016



BTOOOM!, Vol. 15

Jun'ya Inoue
Yen Press
November 22, 2016
Not Actual Cover



Corpse Party: Blood Covered, Vol. 3

Makoto Kedōin, Toshimi Shinomiya
Yen Press
November 22, 2016
Not Actual Cover



Death March to the Parallel World Rhapsody, Vol. 1

Hiro Ainana, Megumu Aya
Yen Press
November 22, 2016
Not Actual Cover



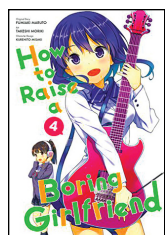
Dimension W, Vol. 4

Yūji Iwahara
Yen Press
November 22, 2016
Not Actual Cover



Forget Me Not, Vol. 5

Nao Emoto, Mag Hsu
Kodansha Comics
November 22, 2016



How to Raise a Boring Girlfriend, Vol. 4

Fumiaki Maruto, Takeshi Moriki, Kurebito Misaki
Yen Press
November 22, 2016



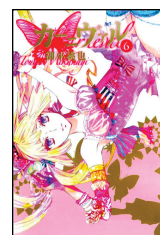
I Don't Like You At All Big Brother!!, Vol. 9-10

Kusano Kōichi
Seven Seas
Entertainment, LLC.
November 22, 2016
Not Actual Cover



Is It Wrong to Try to Pick Up Girls in a Dungeon?, Vol. 6

Fujino Omori, Kunieda
Yen Press
November 22, 2016



Karneval, Vol. 6

Tōya Mikanagi
Yen Press
November 22, 2016
Not Actual Cover



Magia the Ninth, Vol. 1

Ichiya Sazanami
Seven Seas
Entertainment, LLC.
November 22, 2016
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Monthly Girls' Nozaki-kun, Vol. 5

Izumi Tsubaki
Yen Press
November 22, 2016
Not Actual Cover



No Matter How I Look at It, It's You Guys' Fault I'm Not Popular!, Vol. 9

Nico Tanigawa
Yen Press
November 22, 2016
Not Actual Cover



Prison School, Vol. 5

Akira Hiramoto
Yen Press
November 22, 2016
Not Actual Cover



Puella Magi Oriko Magica: Sadness Prayer, Vol. 1

Magica Quartet, Kuroe Mura
Yen Press
November 22, 2016
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Real Account, Vol. 5

Okushō, Shimizu Watanabe
Kodansha Comics
November 22, 2016



Rising of the Shield Hero, Vol. 6

Aneko Yusagi
One Peace Books
November 22, 2016



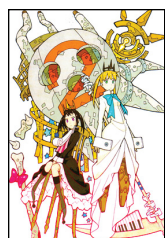
School-Live!, Vol. 5

Norimitsu Kaihō (Nitroplus), Sadoru Chiba
Yen Press
November 22, 2016
Not Actual Cover

The information presented here is as accurate as humanly possible and is subject to change without notice. *Yaoi and *hentai titles for mature audiences 18+.

Manga Releases

Autumn 2016 *Continued*



Soul Eater Soul Art, Vol. 2

Atsushi Okubo

Yen Press
November 22, 2016

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Testament of Sister New Devil, Vol. 4

Tetsuto Uesu,
Miyakokasiwa

Seven Seas
Entertainment, LLC.
November 22, 2016

Not Actual Cover



To the Abandoned Sacred Beasts, Vol. 3

Maybe

Vertical Comics
November 22, 2016

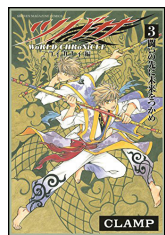


Trinity Seven, Vol. 7

Kenji Saitō, Akinari Nao

Yen Press
November 22, 2016

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Tsubasa: WORLD CHRONICLE 3

Clamp

Kodansha Comics
November 22, 2016

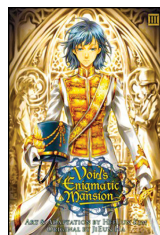
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Twinkle Stars, Vol. 1

Natsuki Takaya

Yen Press
November 22, 2016



Void's Enigmatic Mansion, Vol. 5

HeeEun Kim, JiEun Ha

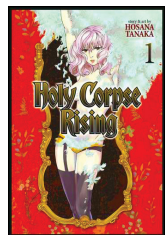
Yen Press
November 22, 2016



Fairy Tail, Vol. 57

Hiro Mashima

Kodansha Comics
November 29, 2016



Holy Corpse Rising, Vol. 1

Hosana Tanaka

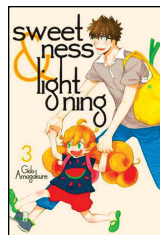
Seven Seas
Entertainment, LLC.
November 29, 2016



Seven Deadly Sins, Vol. 17

Nakaba Suzuki

Kodansha Comics
November 29, 2016



Sweetness and Lightning, Vol. 3

Gido Amagakure

Kodansha Comics
November 29, 2016

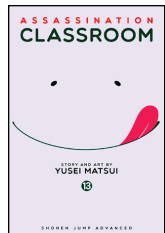


Welcome to the Ballroom, Vol. 2

Tomo Takeuchi

Kodansha Comics
November 29, 2016

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Assassination Classroom, Vol. 13

Yusei Matsui

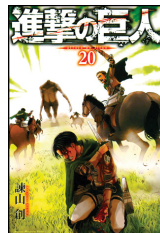
VIZ Media, LLC.
December 6, 2016



Attack on Titan: Junior High, Vol. 5

Hajime Isayama,
Saki Nakagawa

Kodansha Comics
December 6, 2016



Attack on Titan, Vol. 20

Hajime Isayama

Kodansha Comics
December 6, 2016

Not Actual Cover



Black Clover, Vol. 4

Yūki Tabata

VIZ Media, LLC.
December 6, 2016



Blue Exorcist, Vol. 16

Kazue Katō

VIZ Media, LLC.
December 6, 2016



Devils' Line, Vol. 4

Ryō Hanada

Vertical Comics
December 6, 2016

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Everyone's Getting Married, Vol. 3

Izumi Miyazono

VIZ Media, LLC.
December 6, 2016



Fairy Tail: Twin Dragons of Sabertooth, Vol. 1

Kyōta Shibano,

Hiro Mashima
Kodansha Comics
December 6, 2016

Not Actual Cover



Food Wars!: Shokugeki no Soma, Vol. 15

Yūto Tsukuda, Shun Sacki, Yuki Morisaki

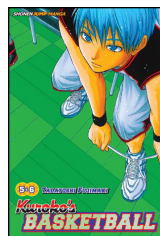
VIZ Media, LLC.
December 6, 2016



Haikyu!!, Vol. 6

Haruichi Furudate

VIZ Media, LLC.
December 6, 2016



Kuroko's Basketball (2-in-1 Edition), Vol. 3

Tadatoshi Fujimaki

VIZ Media, LLC.
December 6, 2016



Maga-tsuki, Vol. 6

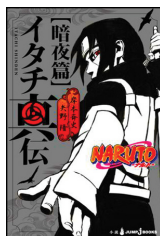
Hoshino Taguchi

Kodansha Comics
December 6, 2016

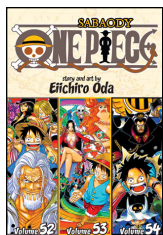
Not Actual Cover



Monster Musume, Vol. 10
OKAYADO
Seven Seas Entertainment, LLC.
December 6, 2016
Not Actual Cover



Naruto: Itachi's Story, Vol. 2
Takashi Yano,
Masashi Kishimoto
VIZ Media, LLC.
December 6, 2016
Not Actual Cover



One Piece (Omnibus Edition), Vol. 18
Ei'ichiro Oda
VIZ Media, LLC.
December 6, 2016



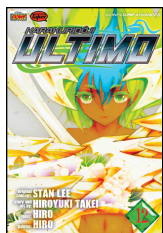
Other Side of Secret, Vol. 3
Yoshikawa Hideaki
Seven Seas Entertainment, LLC.
December 6, 2016
Not Actual Cover



Pokémon X&Y Pocket Comics
Santa Harukaze
VIZ Media, LLC.
December 6, 2016
Not Actual Cover



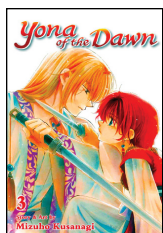
So Cute It Hurts!!, Vol. 10
Gō Ikeyamada
VIZ Media, LLC.
December 6, 2016



Ultimo, Vol. 12
Hiroyuki Takei, Stan Lee
VIZ Media, LLC.
December 6, 2016



YO-KAI WATCH, Vol. 6
Noriyuki Konishi
VIZ Media, LLC.
December 6, 2016
Not Actual Cover



Yona of the Dawn, Vol. 3
Mizubo Kusanagi
VIZ Media, LLC.
December 6, 2016



BLAME!, Vol. 2
Tsutomu Nibei
Vertical Comics
December 13, 2016



Chiro: The Star Project, Vol. 6
Hyekyung Baek
NETCOMICS
December 13, 2016



Give to the Heart, Vol. 8
Wann
NETCOMICS
December 13, 2016



**Asami Lilith
& Kazama Levi
– Trinity Seven**

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Manga Releases

Autumn 2016 *Continued*



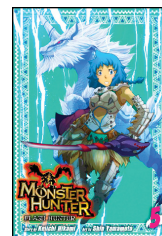
**Itsuwaribito,
Vol. 19**
Yuki Inuma
VIZ Media, LLC.
December 13, 2016



**Love Stage!!,
Vol. 6†**
Eiki Eiki, Taishi Zaō
SuBLime
December 13, 2016



**Magi: The
Labyrinth of
Magic, Vol. 21**
Shinobu Ōtaka
VIZ Media, LLC.
December 13, 2016



**Monster
Hunter: Flash
Hunter, Vol. 5**
Kei'ichi Hikami,
Shin Yamamoto
VIZ Media, LLC.
December 13, 2016



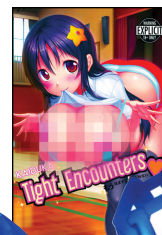
**Oh My Goddess!
Omnibus, Vol. 5**
Kōsuke Fujishima
Dark Horse Books
December 13, 2016



Persona 3, Vol. 2
Atlus, Shuji Sogabe
Udon Entertainment
December 13, 2016



**Sweet Blood,
Vol. 6†**
Seyoung Kim
NETCOMICS
December 13, 2016



**Tight
Encounters††**
Kaiduka
801 Media, Inc.
December 13, 2016



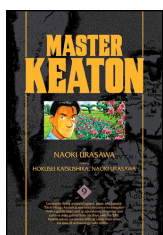
**Afterschool
Charisma,
Vol. 12**
Kumiko Suekane
VIZ Media, LLC.
December 20, 2016



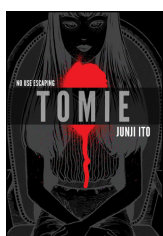
**Gangsta.:
Cursed, Vol. 1**
Kōsuke, Shūhei Kamo
VIZ Media, LLC.
December 20, 2016



**Kuma Miko,
Vol. 2**
Masume Yoshimoto
One Peace Books
December 20, 2016



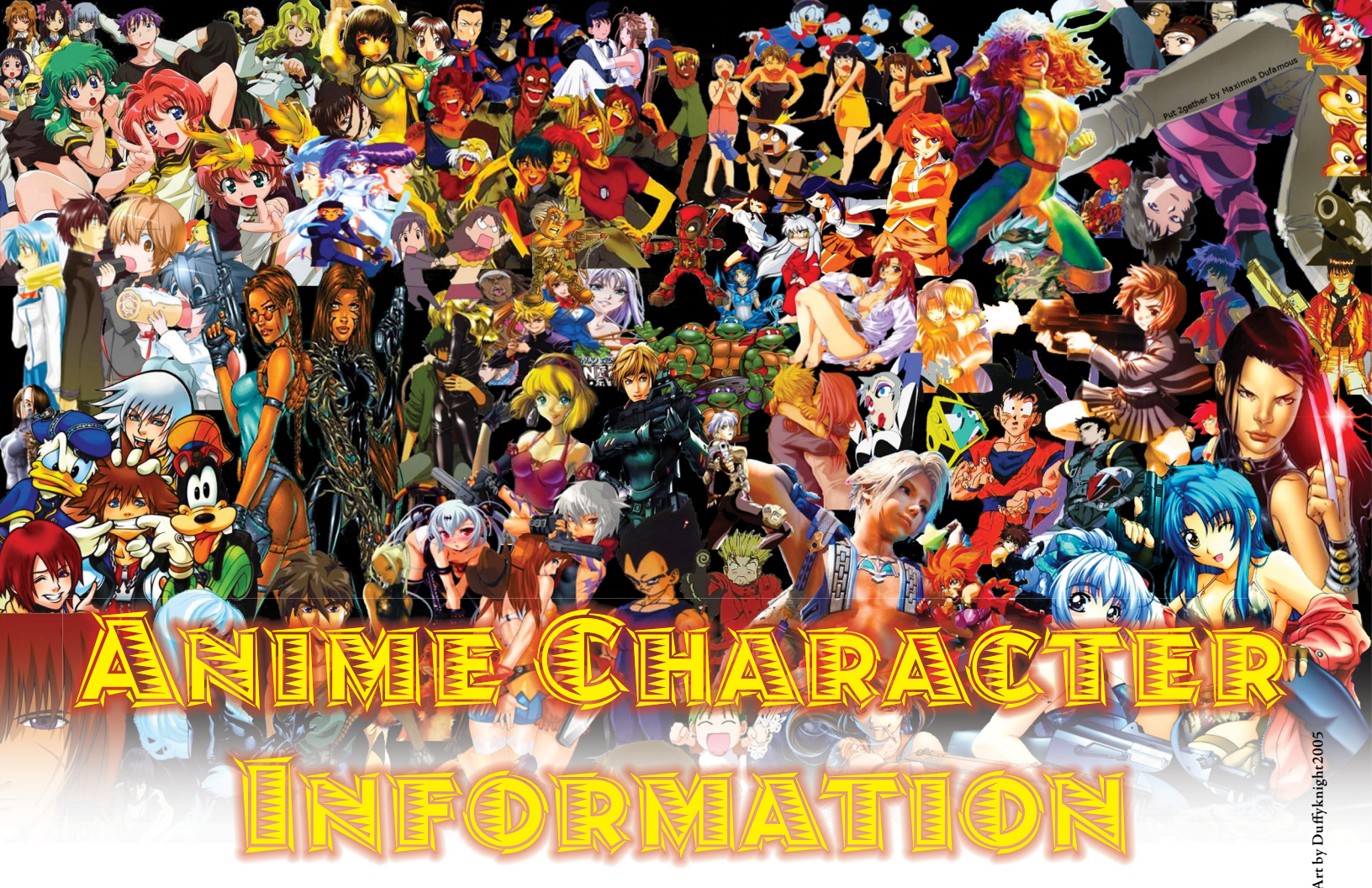
**Master Keaton,
Vol. 9**
Naoki Urasawa,
Hokusei Katsushika,
Takashi Nagasaki
VIZ Media, LLC.
December 20, 2016



**Tomie: Complete
Deluxe Edition**
Junji Itō
VIZ Media, LLC.
December 20, 2016

























**Aigis (top), Akihiko
Sanada, Mitsuru Kirijo,
Minato Arisato, Hamuko
Arisato & Junpei Iori
– Persona 3**


























Art by Duffyknight2005

October 十月

























	1 Tamarai, Honoka <i>ReLIFE</i>		8 Mineta, Minoru <i>Boku no Hero Academia</i>		15 Echigo, Ichiko <i>Mahō Shōjo Taisen</i>		22 Fernandia Malvezzi <i>Strike Sitches</i>
	2 Inukai <i>Flying Witch</i>		9 Kei <i>Divine Gate</i>		16 Sasahara, Sōhei <i>Tonari no Kaibutsu-kun</i>		23 Shingetsu, Nagisa <i>Danganronpa: Ultra Despair Girls</i>
	3 Seto, Ichitaka <i>I's</i>		10 Ōji, Mochizō <i>Tamako Market</i>		17 Isuzu <i>Log Horizon</i>		24 Zaki <i>Basara</i>
	5 Murasaka, Azusa <i>orange</i>		11 Azuma, Natsuhiko <i>NORN9</i>		18 Akiyama, Noboru <i>Haikyū!!</i>		27 Ninomiya, Masataka <i>World Trigger</i>
	6 Kagurazaka, Kimito <i>Ore ga Ojō-sama Gakkō ni Shomin Sample</i>		13 Futaki, Kanata <i>Little Busters!</i>		20 Hoshino, Hachirota <i>PlanetES</i>		28 Nanba, Mutta <i>Space Brothers</i>
	7 Ōryō, Rikako <i>PSYCHO-PASS</i>		14 Erwin Smith <i>Shingeki no Kyojin</i>		21 Edogawa, Ranpo <i>Bungō Stray Dogs</i>		29 Kururin <i>Dragon Ball Z</i>

The information presented here is as accurate as much as humanly possible and is subject to change without notice.

November 十一月

	5 Azuki, Miho <i>Bakuman.</i>		12 Arai, Tamako <i>Barakamon</i>		20 Kujaku, Mai <i>Yu-Gi-Oh!</i>		25 Usami, Hani <i>SKET Dance</i>
	7 Suminoe, Ako <i>kissxsis</i>		13 Sice <i>Final Fantasy Type-0</i>		22 Amelie Planchard <i>Strike Witches</i>		26 Brendan Bardell <i>God Eater</i>
	8 Aizawa, Shōta <i>Boku no Hero Academia</i>		15 Amano, Kazumi <i>Top wo Nerae!</i>		22 Akaba, Chizuru <i>Seitokai no Ichizon</i>		27 Kadowaki, Masato <i>Arata Kangatari</i>
	9 Kamasaki, Yasushi <i>Haikyū!!</i>		16 Itsukushima, Takako <i>Otome wa Boku ni Koishiteru</i>		23 Aida, Miyu <i>Ro-Kyu-Bu!</i>		28 Iwaizumi, Shō <i>Rail Wars!</i>
	9 Isami <i>Log Horizon</i>		18 Sasaki, Shino <i>Hidan no Aria AA</i>		24 Nanase, Miyuki <i>Kindaichi Shōnen no Jikenbo</i>		29 Takigawa, Noa <i>Yamada-kun to Nananin no Majo</i>
	10 Aizawa, Kakeru <i>Area no Kishi</i>		19 Gilbert Dullindal <i>Kidō Senshi Gundam SEED</i>		24 Isonami <i>Kantai Collection</i>		30 Q-Vier <i>Kakumeiki Valvrave</i>

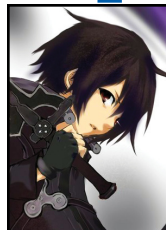
December 十二月

	2 Tomoe, Kotarō <i>World Trigger</i>		15 Obara, Yutaka <i>Haikyū!!</i>		19 Chiyomatsu, Bantarō <i>Prince of Stride</i>		26 Catherine Glass <i>Macross Frontier</i>
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Top Male Ranking[†]



1
Araragi, Koyomi
阿良々木 暦
Monogatari Series



2
Kirigaya, Kazuto
桐ヶ谷 和人
Sword Art Online



3
Tachibana, Taki
立花 瀧
Kimi no Na wa



4
Hayate
Immelmann
ハヤテ・インメル
マン
Macross Δ



5
Ikoma
鎌木・T・虎徹
Kōtetsujō no Kabaneri



6
Guts
ガッツ
Berserk



7
Natsuki, Subaru
菜月 昴
Re:Zero
kara Hajimeru
Isekai Seikatsu



8
Archer
アーチャー
Fate/Zero:
Ultimate Bladeworks

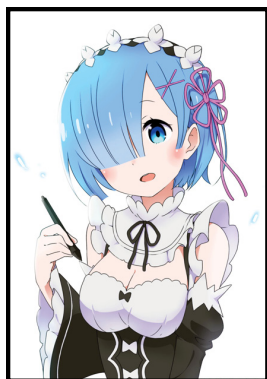


9
Char Aznable
シャア・アズナ
ブル
Kidō Senshi Gundam



10
Nakajima, Atsushi
中島 敦
Bungō Stray Dogs

Top female Ranking[†]



1
Rem
レム
Re:Zero kara Hajimeru
Isekai Seikatsu



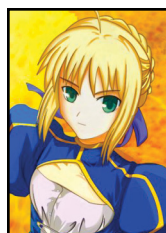
2
Miyamizu, Mitsuha
宮水三葉
Kimi no Na wa



3
Hanekawa,
Tsubasa
羽川 翼
Monogatari Series



4
Senjōgahara,
Hitagi
戦場ヶ原 ひたぎ
Monogatari Series



5
Saber Arturia
Pendragon
セイバー・アルトリア・
ペンドラゴン
Fate/zero



6
Mumei
無名
Kōtetsujō no Kabaneri



7
Freyja Wion
フレイア・ヴィオン
Macross Delta



8
Emilia
エミリア
Re:Zero
kara Hajimeru
Isekai Seikatsu



9
Guynemer, Mikumo
美雲・ギンヌメール
Macross Δ



10
Yūki, Asuna
結城 明日奈
Sword Art Online

The information presented here is as accurate as much as humanly possible and is subject to change without notice. †NewType The Motion Pictures Magazine

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The King of Fighters XIV
ザ・キング・オブ・ファイターズ XIV
August 23, 2016 (NA)
SNK Playmore • Altus USA

Platform: Playstation 4

[https://en.wikipedia.org/wiki/
The_King_of_Fighters_XIV](https://en.wikipedia.org/wiki/The_King_of_Fighters_XIV)

<https://www.snkplaymore.co.jp/us/>

[http://www.snkplaymore.co.jp/us/games/
kof-xiv/](http://www.snkplaymore.co.jp/us/games/kof-xiv/)

Director: Oda, Yasuyuki

Sound: Asanaka, Hideki

Battle Design: Watanabe, Hayato

Art: Ogura, Eisuke

Rating ESRB: Teen

Genre: Fighting

Video Game Review

The King of Fighters XIV is the next iteration within the famed SNK series that is renowned and loved around the world. Their previous title, The King of Fighters XIII, was a brilliant game whose flame died too early, mainly because of the difficult execution, abysmal netcode and dwindling player base because of these two reasons.

Making the leap that other modern day fighters have taken to 2.5-D, creating a simpler system for newcomers, and improving their netcode, will SNK finally have what it takes to come out on top? Check out the full review after the jump to see!

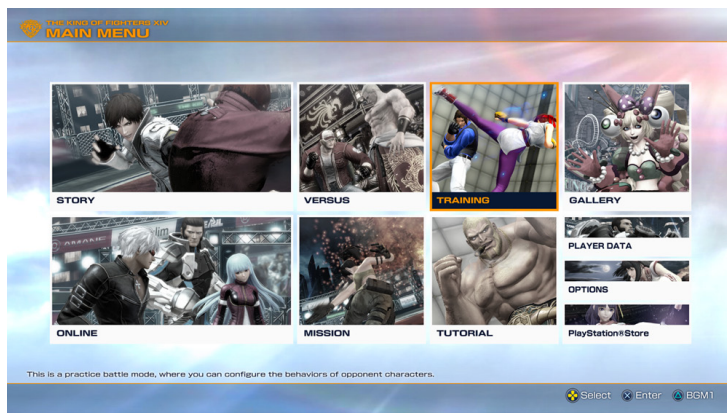
GETTING STARTED

Getting started, you will notice that *The King of Fighters XIV* is a 16GB file that you will have to download and install. Upon starting up the game up you will be taken to a menu after you push start, having all the current available options presented to you: **STORY**, **VERSUS**, **TRAINING**, **GALLERY**, **ONLINE**, **MISSION**, **TUTORIAL**, **PLAYER DATA**, **OPTIONS** and **PLAYSTATION STORE**.

Also, by pushing the triangle button, you will be able to toggle between BGM 1 and BGM 2. This is an option for the “Follow Me” anthem for *The King of Fighters XIV*—one features lyrics and one is just the instrumental.

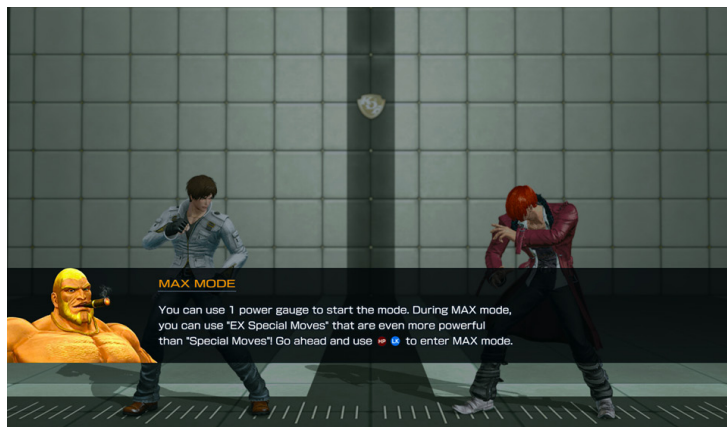
TUTORIAL

Tutorial is a mode meant to teach all players the mechanics that go along with *The King of Fighters*



XIV. Mechanics within a fighting game are important because it tells you how to make the most of the characters and how to efficiently make use of your “super meter.” They separate the tutorials into two sections—basic moves and attack moves.

Basic moves focus primarily on movement options (jumps, dash, walking forward/back, etc.) and defensive options (GC EMERGENCY EVASION, GC BLOW BACK and RECOVERY). Movement options show players all of the ways that they can have their



character get around the 2D plane. *The King of Fighters* has always been known for its “hops” and how you have different types, as well as being able to flat out run for some characters as opposed to just dashing. The defensive portion shows how characters are able to defend themselves against incoming attacks through use of things like “recovery” to avoid mix-ups and on the ground follow up attacks, while things like GC BLOWBACK and GC EMERGENCY EVASION demonstrate ways to get around an opponent who is pressuring their guard. All of these things will have to be known in order to successfully mount a defense against strong opponents as well as finding a way to close the distance on projectile users.

Attack moves focuses on attacking (ADVANCED CANCELS, MAXMODE (QUICK), COUNTER THROWS, etc.). Knowing these mechanics will allow someone to know what is all possible with characters, allowing them to experiment in training mode and find optimal ways to counter certain opponent's moves and get the maximum damage on combos. For example, knowing the difference between MAXMODE and MAXMODE (QUICK) will be a pivotal part of the metagame because not everyone can make full use of either mode as one benefits a character more than the other. Full utilization of the attack mechanisms present within *The King of Fighters XIV* will allow someone to kill their opponent in a minimal amount of combos as the damage present from properly making use of meter is extravagant.

What I did not particularly like about tutorial mode was that it only gave you a rundown of the basic system mechanics and how to perform them. There was nothing in tutorial mode that would teach you about basic ways to actual use them within a combat situation (when it would be better to short hop instead of full hop, etc.). It did not even tell you about the basic ways to be able to start a combo, paying attention to certain normals or anything remotely pertaining to basic okizeme (how to mix-up an opponent after a “hard” knockdown) within *The King of Fighters XIV*. Do not get me wrong, I understand that they may be thinking “we do not need to cover all of this,” but in actuality, they might.

Also it really needs to be addressed that they missed out on telling players about a crucial element that I discovered by accident, as well as a mix of context clues. Normally when I play Andy, for his corner combo I will do JUMPING HARD KICK, STANDING HARD PUNCH, FORWARD LIGHT PUNCH, MAX MODE, BLOWBACK, EX ZANEIKEN, EX HISHOU KEN and SHORYU UDAN. However, when I was playing in single player survival mode I was able to do EX SHORYU UDAN. I realized that dependent on how many characters you have left, your MAX MODE changes just like your meter limit changes. So dependent on which character you are on (first, second or third), the amount of power gauge you can build changes as well as the amount of MAX METER you have when you enter MAX

MODE. They do not outline this within the tutorial and it is a VITAL aspect of the game. You can kind of tell from the settings in training, but it flat out tells you online in *The King of Fighters XIV* online manual that you can access.

The introduction of “rush” in *The King of Fighters XIV* was a way to give newer players, as well as older veterans who have waned in responsive time, the ability to perform a combo into a super. If you are trying to break the entry gate to fighters, and especially to KOF, you are going to need to go over every little thing that will have to be known for those who are new to the series. I graduated myself from a button masher in 2009 with the release of *Street Fighter IV* and I have played many titles and series since then (*Guilty Gear*, *BlazBlue*, *TEKKEN*, etc.). I have not really gotten into a KOF simply because the game's “netcode” did not promote good online competitive play. Many, like myself, will be getting into the game more because of a better netcode (which I will talk about later), and many will not want to deal with the frustration of having no idea how to apply pressure enough to go into combo situations.

Overall, we just have a basic tutorial mode with not much in the way of teaching very many practical skills that will be needed for basic combat. While they do a good job of going over all the system mechanics and how to properly execute them, it is a difference between knowing how to simply do a move and how to apply it within actual matches. While I am all for players learning how to do so themselves, you are much more likely to attain longevity in your new game's player base by allowing them to get from “how do I play this game” to “I'm getting better!” as quickly as possible. I feel SNK failed here by not modernizing their approach, much like *Guilty Gear Xrd -REVELATOR-* and *Dead or Alive 5: Last Round* has. Also, not explaining the differences in how much power gauge can be built by the first, second and third characters, as well as the amount of MAXMODE each one has available is something they should really rectify.

GALLERY

When you first choose gallery, a prompt comes up which tells you the ways that you can acquire items for that mode. Gallery





items can be acquired by meeting the following conditions:

- You will acquire one random item for each match won in [STORY] MODE.
- You will acquire one random item held by your opponent when you claim your FIGHT BONUS under [FIGHTING LIST] after an online match.

There happen to be four categories for things that you will be able to earn for your gallery: ITEMS (special illustrations, posters, character illustrations and icons), MOVIES (no sub categories), SOUNDS (voice, system voice and background music) and ARTWORK (reward illustrations).

This mode is pretty basic and there is absolutely nothing wrong with that. Everything that is obtainable within the game can be viewed here once you earn it. You get those items by fighting opponents online and completing the various modes within the game.

MISSION

Mission mode is divided into three separate sections: Trials, Time Attack and Survival. I will explain each one of these modes in detail.

Trials

Trials are very basic and teaches you five combos with the character you have chosen. They start off from basic normal into special moves, to advanced cancels and finally a combo that ends with a climax cancel for major damage. Each tutorial will take the player between five to 15 minutes dependent



on how difficult they find the trials. Unfortunately, this mode disappoints me as far as a character tutorial goes.

The tutorial does not even go as far as to go over all of the moves within your character arsenals: NORMALS, COMMAND NORMALS, COMMAND GRABS, COMMAND DASHES, etc. They should have ran through each character's complete move list and then moved onto combos that were beginner, intermediate next and then advanced. SNK did not do a very good job at introducing this to everyone. It should also be noted that, while you can turn on "key data" to see inputs as to exactly what *you* are doing, you cannot turn on inputs to see exactly what the CPU is doing. So when you have trials like Vice's fifth, which wants you to CLIMAX CANCEL her NEGATIVE GAIN into OBSCURA can prove tricky. That is because VICE switches sides various times throughout her MAX SUPER SPECIAL move, and the timing and direction to cancel her move can be tricky. Watching the inputs to see exactly when the CPU chooses to do theirs would help greatly. Unfortunately this is not an option that was made available to players.

It disappoints me that we do not see a lot of the specific things you will really need to know in order to be effective with your character; however, I guess they want everyone to rely on experimentation and practice in order to make that happen. However, I would have liked to see combos that focused more on just generating basic damage instead of relying so much on MAX MODE combos and finishing a combo that required that you have meter for a SUPER or CLIMAX. While I do understand that a big part of SNK is the burst damage possible by having meter and that those will be important, it is also inherent that they focus upon basics and how to make the most of moments when you do not have even a single bar yet.

Overall, mission mode was a real miss. Even with having to do 15 trials back over again (more on this at the bottom), it only took me around 3½ hours to do all 50 character trials. I did not get to learn a lot about characters, only enough to allow me to start experimenting in training mode (which is probably the intention...perhaps). It does enough basic functions to get the gist of a character's style down, but it really should have had more for those who wanted to know more about combos outside of meter.

IMPORTANT! For whatever reason, SNK thought it would be a good idea for your game not to auto save after every completed trial. Therefore, if you happen to do a trial, you need to go to the main menu in order to let it save. This is because if you complete multiple character missions back-to-back and the game just so happens to freeze up, you accidentally click out of the application, start up a different game or your Playstation 4 encounters an error, expect to have all of your data lost.

Unfortunately, I had no idea about this at first and suffered

because of it. I completed the first 17 character trials including “Love Heart’s of Team Another World” for a grand total of 18 missions completed. When I came back into the game, I had only three missions done; Kyo Kusanagi, Benimaru Nikaido of Team Japan, along with Love Heart (who was the first character mission I finished).

This is a very, very poor oversight by SNK and will hopefully be patched to autosave after every completed trial or after every return to the **MEMBER SELECT** menu.

Time Attack

Time attack is nothing more than attempting to get the best time by defeating 10 randomized computer opponents with any one character of your choice.

This mode is pretty basic and is focused upon applying rush down and offensive play, especially since you regain life after every victory. Landing your most damaging combos are the best means of beating your previous scores. It can also be luck of the draw as you fight random opponents every time you start time attack, so you never know which characters you are going to engage. Some characters could simply be more bothersome than others because of the computers predictive A.I. (so counter characters like Geese, Angel and Chin can be annoying at times). Though, it should be noted that most of the computers were the same difficulty the entire way through.

Next I want to say that your bar and **MAX MODE** gauge are set to their highest setting since you are the sole character here. With that being said, I was able to land more damaging combos than I normally would have because of the increase of gauge length for both the super gauge (goes up to 5) and your **MAX MODE**.

Upon beating **TIME ATTACK** mode, you are simply going to best your previous score. Do not expect anything for **GALLERY** to be unlocked here.

Survival

Survival is a mode that pits you against an endless stream of CPU controlled characters that are randomized. You regain life after every victory and score is kept based on how many opponents you have defeated.

This mode is just as it says, endless survival with a

single character to see how many opponents you can defeat before you are KO’d. The CPU starts off relatively harmless before they begin to ramp up the blocking, aggression, and counter attacking. I started to notice a real shift within the CPU around the 18th opponent I defeated, but it could have started a little earlier. If **TIME ATTACK** does not go on long enough for you (as it takes 6 minutes or less to complete), you can attempt your skills at **SURVIVAL MODE**.

GAME PLAY

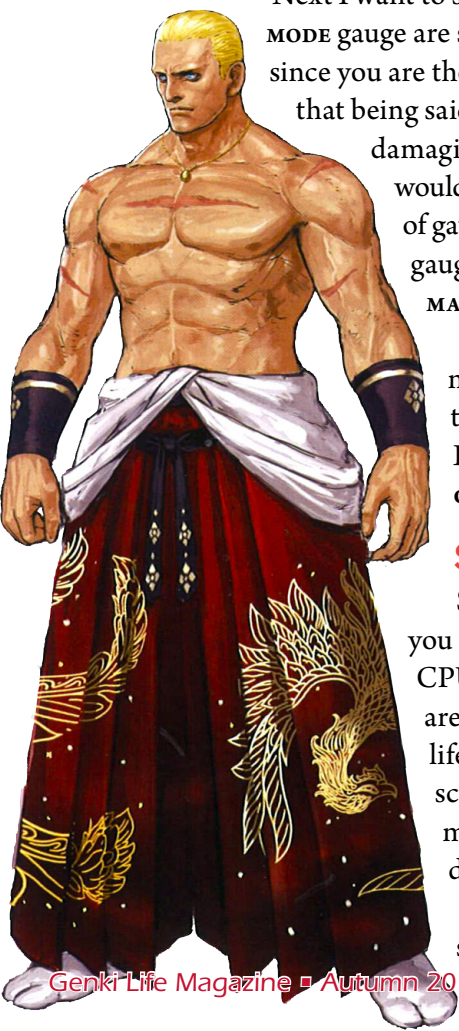
Game play for *The King of Fighters XIV* keeps SNK’s old feel while adding new generation charm onto it. By that, I mean they are optimizing the play style to fit those who may be new to fighting games while keeping some complexity intact for those who are veterans to fighters and the series itself.

The King of Fighters XIII had one of them most complex fighting systems to date within a game. They had cancels upon cancels, specific juggles and different resources that



activated particular move properties (**EX**) or allowed for custom combos. The execution and requirements to master *KOFXIII* made it one of the most technique heavy games of the previous generation, making perfectly optimized combos difficult for even masters of the game. Just like modern generation fighters *Street Fighter V* and *Guilty Gear Xrd -REVE-LATOR-*, *The King of Fighters XIV* hopes to lower the barrier of entry by allowing use of the new **MAX MODE** system and “rush combo” mechanics.

Even though fighting is 3 vs 3, it goes by extremely quickly due to the fact that you can take (with proper meter) upwards to 800 damage in a single combo—very impressive considering that every character has 1000 HP. However, this extreme damage is nothing like *Ultimate Marvel vs Capcom 3*, as you can only dish out this amount of damage if you have all five meters and manage to get your **MAX MODE COMBO**, **SUPER**, **ADVANCED** and **CLIMAX CANCELS** perfectly. It should also be known that your three characters each have different allowances on how much **MAX MODE** meter and **SUPER** gauge they can use, increasing in size as your roster dwindles done to your anchor character.



The fighting itself is beautiful to watch at high level play (regardless if the graphics are mediocre), as the use of hops allow players to traverse quickly. Running, dodging projectiles and throwing opponents out of rolls display the skill of combatants currently engaging against each other. Watching anti-airs, pokes and combos is a joy when both players know what they are doing. It is not a very good spectator sport if the combatants are both amateurs, however; it can also drag on for a very long time if both opponents cannot land a solid hit for a combo or simply do not know how to optimize their damage when an opportunity does come.

To aid that there are characters that are different archetypes: grapplers, chain move users, zoners, rush down, balanced, etc. They have included a wide variety of characters that are sure to appeal to every demographic, meaning that were are in for some interesting team combinations as this game makes its debut.

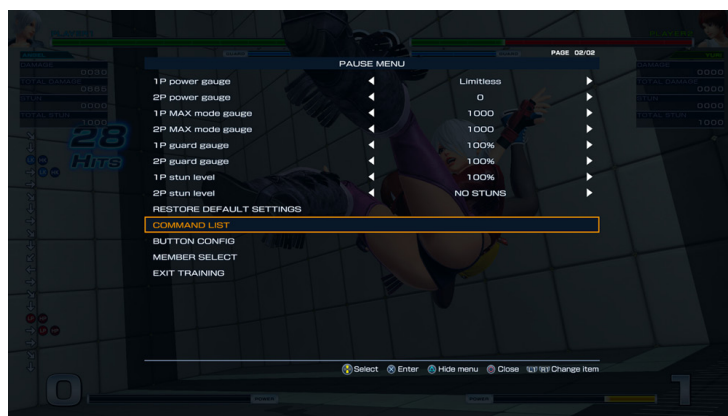
The barrier to entry as far as game play is as relatively moderate. It is not as hard to combo and get the hang of all your options like the newest *Guilty Gear*, but confirming into combos can be considerably more reactive heavy than the *Street Fighter* series due to the fact most of your moves

must land close-up for them to cancel into another. Fighting game fans will be fine after some practice while those who are new to the series may struggle from this faucet of the play style alone.

All-in-all, I will give SNK credit for making a

game that is both enjoyable to play and enjoyable to watch. The only downside to this

game is that characters will possibly only have a few variations to their **MAX MODE** combo dependent on mid-screen or corner, and whether or not they have another bar to spend for their EX Super moves. Though, with so many characters we are bound to constantly run across new things, so there are no real negatives. Excellent game play, lowered barrier of entry for newcomers without taking away the shine of *The King of Fighters XIII*, and works very well as a game that can be played and



watched competitive. *The King of Fighters XIV* excels on all fronts as far as the game play is concerned, well done SNK.

TRAINING

Training is where you go to practice everything you will need in order to be successful when you take on other players; combos, mix-ups, counters, etc. Training mode within modern fighting games have really turned up the notch for practice, making sure that players have all the resources needed in order to simulate even the rarest of occurrences that might happen in a match so that they are prepared with an answer should it arise. *The King of Fighters XIV* is no exception to this.

The King of Fighters XIV has the ability to change **STUN**, **SUPERMETER**, **ATTACK DATA**, **INPUTS**, **ACTIONS** (stand, guard, jump, etc.), **COUNTER**, **RECOVERY** and others. You can even set the CPU to fight you automatically at different difficulty levels or give the control over to the second player's controller. The biggest thing that bothered me was I did not see the ability to record your opponent's actions to play out scenarios, then I realized that both play and record for the CPU are controlled by pushing in R3 and L3. It is possible to go into your button configuration and set them for other buttons in case you are using a fight stick or hitbox and do not have a R3 or L3 button, so do not fear. While I do like R3 and L3 as it allows me to quickly do what I want, these should have acted as shortcuts with an option to record multiple slots somewhere in the menu. An example of this is how you can use the touchpad in the middle of the Playstation 4 controller to go to the left-most corner, middle of the screen, or right-most corner at an instant or you can use the option within the training menu to reset to either of those three.

Though something I did not particularly like is that it does not save any of your settings for training mode. Every single time that you head back into training mode you are going to have to readjust your settings to your liking, I think this is archaic. Training settings should be saved for future use and only changed once the player selects "default" or wants to switch things up by readjusting them themselves. While this is a minor annoyance, it does not detract from anything.

Training has a simple layout but it is effective at doing what you want, missing absolutely nothing from other major fighters practice area. The ability to record, set your meter, view inputs and attack damage data, etc. are features you would expect from a modern fighter and luckily the newest *KOF* delivers. The only thing I wish would be available are the character hitboxes as well as possibly their frame data, but what was put into the game will suffice. Good job SNK.

ONLINE

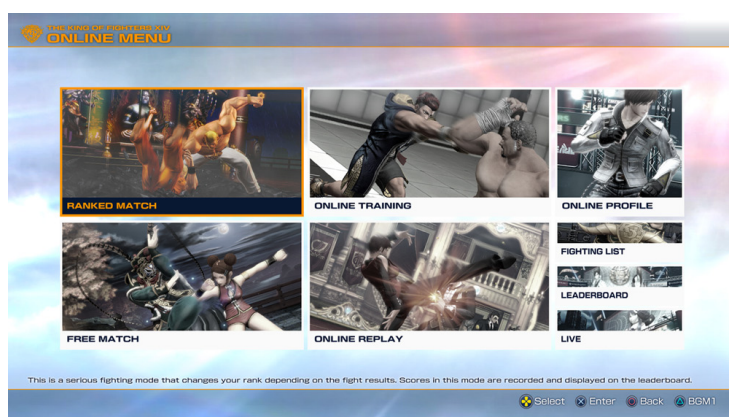
As with most fighters released in this generation, *The King of Fighters XIV* has online ready and available for those that want to try their hand against other players all over the world. They currently have a good amount of online options available: **RANKED MATCH**, **FREE MATCH**, **ONLINE TRAINING**, **ONLINE REPLAY**, **ONLINE PROFILE**, **FIGHTING LIST**, **LEADERBOARD**, and **LIVE**.

IMPORTANT! Many of you already know about SNK's history with online play, that is to say their horrible "netcode." Netcode is what we within the fighting game community use to describe the general connection between players within an online environment. While we know that online will never be completely lag free, we are hoping to get as close to that as possible with as broad of a range of people as possible. However, this has been something that has kept people away from previous SNK *The King of Fighters* games because their reputation with having a fulfilling experience was abysmal when it came to connections.

It should be noted that *every* game I have played by SNK online has been absolutely terrible and I do not say that as an exaggeration: *Neo Geo Battle Coliseum*, *The King of Fighters 2002 Ultimate Match*, *The King of Fighters XII*, and *The King of Fighters XIII* all had so much input and stuttering problems due to lag that they were unplayable online. It should also be noted that each and every time they promised an improvement over previous iterations, to which there was barely any progress at all...and that changes just slightly with the release of *The King of Fighters XIV*.

The King of Fighters XIV online netcode could only be described as "decent" at best. What we are seeing is SNK doing their best to optimize what they have always done, and we are seeing it pay off in a way that is similar to their old style. While we actually have some matches that are playable, we are also seeing bad matches between players who should have good connections towards each other. They have failed and succeeded simultaneously.

I believe that they are still using some form of latency based netcode which adjusts the lag dependent on the connection between two people, rather than doing the "rollback" technique that many modern day fighters have been doing (including *Street Fighter V*). While I believe this netcode is still not the best and could be much better to get it up-to-date with current standards, it is a far cry from what we have



experienced in the past and will allow fans of *The King of Fighters* to finally have the ability to play online without resorting to multiplayer assisted emulation programs like GGPO or Kaillera.

Free Match

Free Match is just another way for saying "Online Lobby," as that is exactly what it is. You have the option of creating three types of rooms (each with their own specific settings); Team VS, Single VS, and Party VS. Team VS is the typical mode which features 3vs3 *KOF* action with one player controlling an entire team of custom picked characters, Single VS is a mode which allows for players to only use one character against each other without worrying about forming an entire team, and Party VS allows for three individual players per team.

The way the lobby is setup is basically six different sections (except for Party VS, which has two) that are named depending on how those smaller rooms operate. **TOURNEY** is basically "winner stays on," a staple of fighting games that mimic the arcade experience; **ELIM** is basically "loser stays on" and allows for the person who lost to continue playing while the winner is kicked to the back of the line; **SERIES** which allows you to play the same person repeatedly with a "rematch" option; and **FREE** which is the default option and allows two of each room type to be listed there. However, Party VS has different options than the other modes, they are **FIXED** and **SHUFFLE**. Fixed allows for players who are part of one team to remain together, **SHUFFLE** random assigns players to be part of a team for a group of friends who want to randomly switch it up after every match.

It should also be noted while you are waiting to play any match you can simply wait for it while spectating or not, it is completely your choice on the matter.

The games online have been pretty smooth, but it is disappointing that the lobby is setup how it is. You should not have a room with multiple smaller rooms that divides everyone without having an option to remove them. If you want to make a room where everyone is forced to play in a typical "winner stays on," you do not have that ability since everyone

can freely split up. Sure, you can always make the lobby where every single little room is composed of **TOURNEY**, but you will still have everyone split up into sections.

Overall, Free Match is just weird in its setup compared to other fighting games, however it does still fulfill all the basic functions. I feel that everyone will have to get used to it initially, but it will not be something that hinders the game for the long haul as it is only a minor adjustment.

Ranked Match

Ranked mode allows you to find an opponent and face them to gain ranks, securing a place on the leaderboard. They have two very different options when you are first trying to get into ranked. The first is just starting from the very bottom level (Rank 1) and working your way up by defeating opponents. The second is **RANK SKIP** mode where you fight opponents that act as “qualifiers,” and you are placed at a rank dependent upon your performance; I recommend this one for veterans and above average fighters who want to get into competitive play rather quickly. It should be noted that qualifying matches seemed to first debut in *Killer Instinct* for Xbox One as part of their “Ranked Leagues,” afterwards I saw something similar in *Guilty Gear Xrd -REVELATOR-*.

NOTE: Was not able to test this mode as I need more people online, will update this section on launch day (August 22, 2016).

Online Profile

Your online profile shows your **REGION**, **RANKING**, **RANKED MATCH RECORD** (wins, losses, draws, winning percentage, max consecutive wins, and match completion rate). You can also adjust your team registrations (up to three can be selected), change your character registrations, change your stage registration (up to three, as well as the stage caption text on “Neo Esaka,” “Guanajuato Dynamite Wring,” “Iguazu Falls” and “Antonov Super Arena”), as well as your profile settings (**ICONS**, **TITLES**, and adjust what rank match fight record you want public and private).

ICONS are simply the character portraits used at the **MEMBER SELECT** menu and will be what represents you in lobbies.

Titles are unlocked by playing matches and completing certain things, it will be displayed under **PLAY INFORMATION** on the top of your profile. Can register up to three stages as well as change the fly by text on certain stages with background letters (Neo Esaka, Guanajuato Dynamite Ring, Iguazu Falls, Antonov Super Arena). Stage caption text

The online profile is a nice addition as it makes things a lot quicker overall by having the ability to pre-select items, another feature that SNK implemented that more modern day fighters have been implementing. However, this is less like *Street Fighter V* or *Guilty Gear Xrd -REVELATOR-* where you can skip **MEMBER SELECT** entirely, it is more closely related to *Ultimate Marvel vs Capcom 3* where you still go to character select but can pick a pre-selected team in a particular order with their assigned color. Even with this, it is still a nice addition.

Fighting List

This is simply a list of the last online matches that you fought (from most recent). It shows you the winner, loser, and team that both you and your opponent used during that particular match. You can also check your opponent’s profile from here.

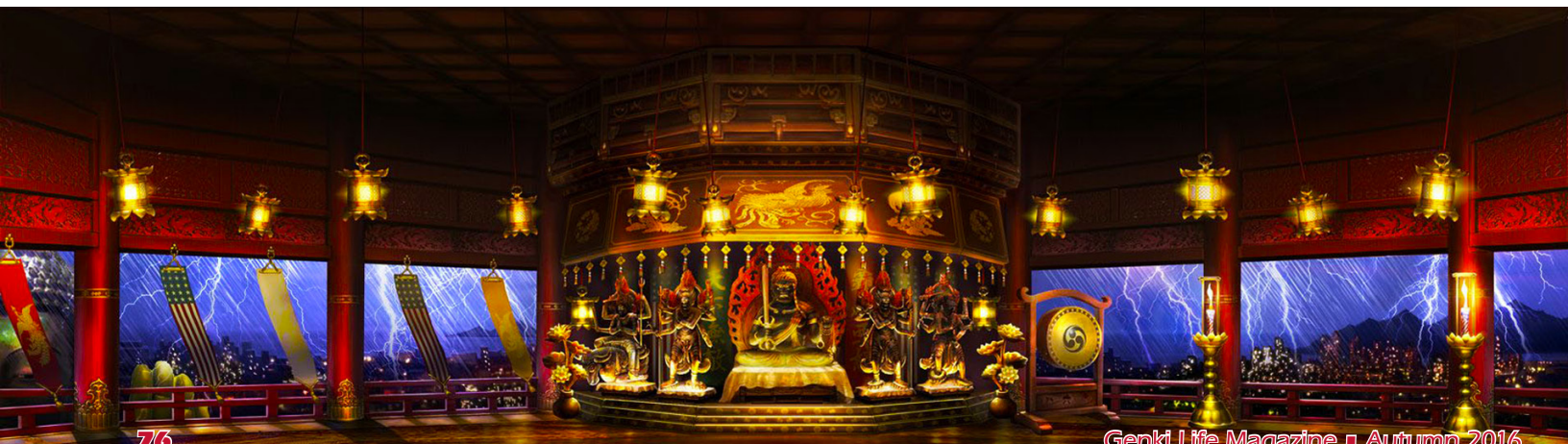
IMPORTANT! Fighting List is also where you go to claim your fight bonus from matches in order to add to your gallery, so make sure you check it after you are finished with a session!

Leaderboard

This allows you to see the current rankings around the world for *The King of Fighters XIV*. You are able to see **RANKING POINTS**, **RANKED MATCH WINS**, **RANKED MATCH WIN STREAK**, **TIME ATTACK** and **SURVIVAL**. You are able to check their profiles, instantly jump to first place and change tabs for different categories. You can also check out all of these statistics by region and just those on your friend’s list.

Live

Live allows you to see what is currently going on from those putting content out over Playstation Network. You can see video clips, what is currently trending, broadcasts



that are currently in session (live), as well as screenshots. You can even check to see if your friends are currently putting up content for *KOF XIV*.

ONLINE REPLAY

Online replays shows you a selection of online replays that are currently. You can check to see available replays from random players all around the world, just your friend's replay and can also check out your replays that you chose to actually downloaded. There is also an option to lock your replays so that you do not delete them by accident.

Honestly, this is very basic stuff but was necessary. I like the fact that SNK seems to have taken notice what all the other modern fighting games are doing and replicated what works for a full experience.

ONLINE TRAINING

This allows two people to play online with settings that mimic offline training mode. This is so that if you do not have someone locally that can play with you, you can test things with someone else without having to worry about either character dying or running out of meter.

NOTE: I have currently not tested this setting as no one else whom I know has the game as yet due to me having been given a copy by Atlus for the sole purpose of this review. I will update this section as soon as I have tried the mode to give it an accurate account.

Options

Within options you have a variety of settings to tune the game to your liking. They are **SYSTEM OPTIONS**, **GAME OPTIONS**, **SOUND OPTIONS**, **DISPLAY OPTIONS** and **BUTTON CONFIG**.

Under **SYSTEM OPTIONS** you can change the language, vibration options, replay saving, and the announcer's voice (male or female).

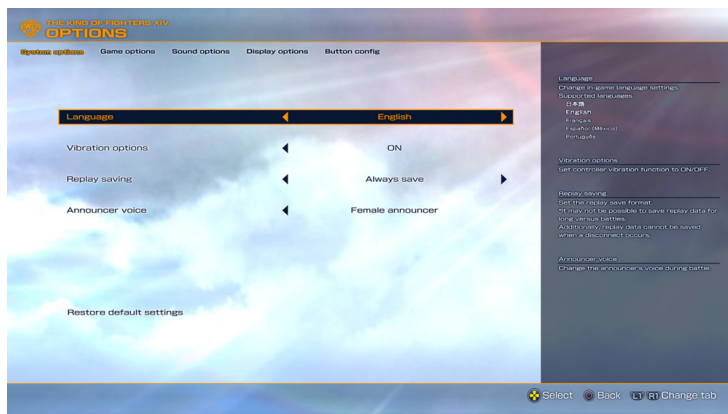
For **GAME OPTIONS**, you have **COMPUTER LEVEL**, **MAX ROUNDS** and **ROUND TIME**. These settings effect all of your offline modes as well as Versus mode. However, be warned that this does not affect online lobbies (as you have to set those settings once you get there) or **RANKED MATCHES** (as they have default settings which cannot be changed).

For **SOUND OPTIONS** you have **MASTER VOLUME**, **BGM VOLUME** (background music volume), **SE VOLUME** (special effects volume), **CHARACTER VOICE VOLUME**, **SYSTEM VOICE VOLUME**, **CONTROLLER SPEAKER VOLUME**.

Under **DISPLAY OPTIONS** you have **BRIGHTNESS**, **DISPLAY COMMENTS** (for lobbies), and the ability to adjust the Hud's position.

Under **BUTTON CONFIG** (button configuration) you are given the ability to map your controls to whatever you desire. This option is also available from various other menus, such as inside Training mode.

Overall, they are just the run-of-mill options you would



expect from a menu of this type. Nothing missing but nothing special either.

Player Data

Under Player Data you have a few options: **PLAYER RECORD**, **MY RANKING**, **MY PROFILE**, **CHARACTER RECORD** and **REPLAY DATA**.

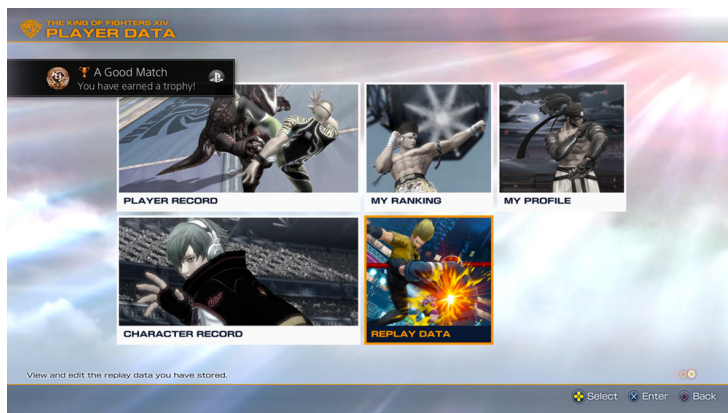
Under **PLAYER RECORD** you have **SCORE**, **CHARACTER DATA** (offline) and **CHARACTER DATA** (online). Score gives you your **PLAY** time, as well as your **STORY**, **TIME ATTACK** and **SURVIVAL** scores. You see all of these in addition to what percentage of trials you have completed, how much of the gallery is currently unlocked, and the percentage of titles unlocked. **CHARACTER DATA** (offline) tells your characters ranked by times used, wins, and their rank (in stars). **CHARACTER DATA** (online) tells you the same information as **CHARACTER DATA** (offline), but for all matches and modes played online.

MY RANKING tells your team score for **STORY**, time for **TIME** attack and number of characters defeated in **SURVIVAL MODE**.

MY PROFILE is the same one as the option online, just has the ability to do so without being online.

CHARACTER RECORD is your individual stats, per mode, with each character. You can also see the number of times you have used a particular character.

REPLAY DATA is as all of your replays, downloaded replays, and shared replays. You also have the ability to lock these replays to make sure that you do not delete anything that you want to keep. Shared replays are the replays which you have chosen to upload online for your friends to see, while your downloaded replays are those which you have gotten



from online, be it a random person whom caught your attention or a friend.

VERSUS

Versus mode is your typical offline battle mode. You are able to do Team VS or Single VS. Unfortunately there is no party battle, so we will not be able to see “true” team battles like online with every character being controlled by a different person. Then again, that would take linking up six PlayStation 4’s...but it would be entirely worth it for competitive play. Also, it has the ability to make an all CPU team incase you want to go up against them constantly.



This will be the mode used primarily by tournaments and in-person players. Those of us who are online warriors or who do not have local friends who play fighters will probably never use this mode, as if we want to fight CPU there are tons of other modes for that.

STORY

The basis of **STORY MODE** is that Antonov, the billionaire whom has bought the rights to host *The King of Fighters* tournament this year, wants to bring his strength back into the spotlight by holding the belt as the “current” champion (even though he was one of the first *KOF* champions before). Everything is fine as you progress, watching character interact and beating the 10 randomized teams you face up until Antonov.

Everything is fine up until the end where a dramatic turn happens due to the mysterious final boss showing up to cause chaos. Your job is to bring him down.

The **STORY MODE** for *The King of Fighters*

XIV is not really a “Story Mode” to be perfectly honest. In reality it is nothing more than a glorified arcade mode that has endings for each individual team (for instance, if you want to see the cinematic ending for Kyo Kusanagi, you will have to beat the entire story mode with Team Japan. If you want to see it with Love Heart, you are going to have to use the entirety of Team Another World, etc.). This really disappointed me, especially since it was such an exciting intro playing when you first select **STORY**.

To be honest, I was hoping for more of a streamlined story that allowed for you to take control of character of their choice to watch it play out. Something that would further the story of *The King of Fighters* without having to worry about random interactions or piecing together ending cinematics to get the gist of what was going on. I would have been fine with something in line with the *BlazBlue* series or even the new story mode that was recently added to *Street Fighter V*. I cannot help but think they threw **STORY MODE** onto this arcade-esque mode simply to try and give them another selling point since so many people were upset that *SFV* had hardly any single-player content whatsoever at launch.

Overall, it is just an arcade mode with random mid-match dialogue between characters and a story you have to attempt to pierce together yourself. Was not very impressed by this.

PLAYSTATION STORE

Currently this was down to it not being launch date, will update when it goes live.

MISCELLANEOUS

There are a couple of things that I want to address that do not really fit within any particular category, so I will do them all here. They are music/stage selection, colors, and graphics.

I think they really need to make it where you can select the background music and stage individually. Many games make it where music and stages are locked together, but I find it works better when you are able to pick the aesthetics you want with the audio that feels right to you. My favorite stage is easily “Destroyed Arena,” but my favorite song is “Venator Ballare.” It is impossible to mix and match these so I will have to either go for the audio I like or the stage I like, not both. That is something that should not exist here.

Something else that needs to change is colors. *The King of Fighters* series always did very good with their color selection. You had so many alternate colors palette in *The King of Fighters XIII* that everyone would be able to find something that they wanted. On the other hand we have *The King of Fighters XIV* where all characters have four different colors that they can choose from, very weak in comparison. I understand that 50 characters means that they have a lot of people so focus probably had to go elsewhere during development, so they wanted to give some selection without

focusing too much time on things. They really need to give us some more colors, I hate ALL of Andy's options and I am barely okay with the ones presented for Love Heart.

Something else is the graphics. Many people have said, "Aw man. *The King of Fighters XIV* is the best game coming out for the Playstation 3!," and I can understand what they mean. *The King of Fighters XIII* had some of the most beautiful sprite art every presented within a 2D fighting game, and now we have something which does not hold a candle aesthetically to the more recent fighters. It is mainly due to a lack of dynamic lighting on many of the stages, and that is because they did not use the *Unreal 4* engine (I am pretty sure). This is perfectly acceptable to me because SNK's history says that it has always been behind the pack when it comes to graphics, which is nothing new. Also, the graphics do not look nearly as bad in person as they do when you are watching a YouTube video or streaming, so that is also a plus at least.


THE VERDICT: HALF & HALF

STRENGTHS: Excellent game play, Massive roster of characters both old and new, Robust amount of single-player modes, Lots of unlockable content within the gallery.

WEAKNESSES: Netcode is spotty and not consistent enough, graphics do not match today's standard for a fighter, only four colors per character, **STORYMODE** was a disappointment, **TUTORIAL** and **MISSION** modes were not as extensive as I would have hoped, online lobby system could potentially turn off some people.

SNK has delivered on *The King of Fighters XIV*, just like they have did with *The King of Fighters XIII*. However, they have made this game chance of actually surviving longer by making sure that the netcode is good enough to play games with little to no lag. Despite some of the drawbacks, such as graphics and non-extensive tutorial and mission modes, we have excellent game play from a massive cast of characters that fit every archetype. It delivers on what is necessary with chances to improve on what it is lacking in the future, but overall it is a solid release from a company who has a shaky history with both 3D graphics and online netcode.

From a personal perspective, I have really wanted to get into a KOF game since playing *The King of Fighters 99*." However during that time I was a button masher but now I am someone who is skilled enough to play a fighter properly. All of their prior online titles had terrible lag, and with me working weekends there was no chance for me to participate within my local scene. Thankfully I have a chance to make this game one of my main fighters, and I will due to the fact that it is extremely enjoyable and an absolutely blast to play. Do yourself a favor and do not miss out on this game if you have been curious about experiencing *The King of Fighters* series for yourself.

Good job SNK, your endeavor payed off.  **Rok the Reaper**



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Funimation
DVD + \$39⁹⁸

Rozen Maiden - Zurückspulen:
Complete Collection
Sentai Filmworks
Blu-ray + \$69⁹⁸

The Asterisk War, Vol. 1
Aniplex of America
Blu-ray + \$74⁹⁸

The Asterisk War, Vol. 1 (LE)
Aniplex of America
Blu-ray + \$114⁹⁸

September 27

**Chaika -The Coffin Princess- Avenging
Battle: Complete Collection**
Sentai Filmworks
DVD + \$59⁹⁸

**Chaika -The Coffin Princess- Avenging
Battle: Complete Collection**
Sentai Filmworks
Blu-ray + \$69⁹⁸

**Chaika Trabant
- Coffin Princess**

Gokudo: Complete Collection
Discotek Media
DVD + \$44⁹⁵

Koi Koi Seven: Complete Collection
Discotek Media
DVD + \$39⁹⁵ + Sub

Maria the Virgin Witch:
Complete Collection
Funimation
Blu-ray/DVD Combo + \$64⁹⁸

Mikagura School Suite:
Complete Collection
Funimation
Blu-ray/DVD Combo + \$64⁹⁸

PLASTIC MEMORIES, Vol. 2
Aniplex of America
Blu-ray + \$74⁹⁸ + Sub

Puella Magi Madoka Magica
TV Series Boxset
Aniplex of America
Blu-ray + \$149⁹⁸

Rainy Cocoa: Seasons 1 & 2 Collection
Funimation
DVD + \$19⁹⁸ + Sub

Seraph of the End - Vampire Reign:
Season 1 (CE)
Funimation
Blu-ray/DVD Combo + \$199⁹⁸

Seraph of the End - Vampire Reign:
Season 1, Part 2
Funimation
Blu-ray/DVD Combo + \$64⁹⁸



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Upcoming Anime DVD/Blu-ray

Autumn 2016 *Continued*

Tekkaman Blade II: OVA Collection

Discotek Media

Blu-ray + \$29⁹⁵

The Eden of Grisaia + The Labyrinth of Grisaia: Complete Collection

Sentai Filmworks

DVD + \$49⁹⁸ + Sub

The Eden of Grisaia + The Labyrinth of Grisaia: Complete Collection

Sentai Filmworks

Blu-ray + \$59⁹⁸ + Sub

October 4

A town where you live (TV): Complete Collection

TRSI/Nozomi Entertainment

Blu-ray + \$59⁹⁹ + Sub

BLOOD-C: Complete Collection (S.A.V.E. Edition)

Funimation

Blu-ray/DVD Combo + \$29⁹⁸

BLOOD-C: The Last Dark (S.A.V.E. Edition)

Funimation

Blu-ray/DVD Combo + \$24⁹⁸

Code Geass - Lelouch of the Rebellion (R2): Season 2 Collection

Funimation

DVD + \$54⁹⁸

Code Geass - Lelouch of the Rebellion (R2): Season 2 Collection

Funimation

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Code Geass - Lelouch of the Rebellion: Season 1 Collection

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Code Geass - Lelouch of the Rebellion: Season 1 Collection

Funimation

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Code Geass - Lelouch of the Rebellion: Seasons 1 & 2 (CE)

Funimation

Blu-ray + \$139⁹⁸

Final Fantasy VII: Advent Children (Re-release)

Sony Pictures

Blu-ray + \$14⁹⁹



Rino Endō, Fumi Kujō,
Ikumi Suzuki – Jinsei

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Gundam Reconquista in G: Complete Collection

SUNRISE/TRSI

Blu-ray • \$74⁹⁹ • Sub

JINSEI - Life Consulting: Complete Collection

Funimation

Blu-ray/DVD Combo • \$49⁹⁸ • Sub

Kingslaive: Final Fantasy XV

Sony Pictures

Blu-ray • \$26⁹⁹

Kingslaive: Final Fantasy XV (SteelBook)

Sony Pictures

Blu-ray • \$35⁹⁹

Mobile Suit Victory Gundam: Collection 1

SUNRISE/TRSI

DVD • \$59⁹⁹ • Sub

Mobile Suit Victory Gundam: Collection 1

SUNRISE/TRSI

Blu-ray • \$74⁹⁹ • Sub

Naruto Shippuden: Set 28

Viz Media

DVD • \$39⁹⁹

RE-KAN! Complete Collection

Sentai Filmworks

DVD • \$49⁹⁸ • Sub

RE-KAN! Complete Collection

Sentai Filmworks

Blu-ray • \$59⁹⁸ • Sub

Strike Witches the Movie

Funimation

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October 11

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Sentai Filmworks

Blu-ray • \$69⁹⁸

Level E: Complete Collection (S.A.V.E. Edition)

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Lupin the Third - The Woman Called Fujiko Mine: Comp Coll (Anime Classics)

Funimation

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One Piece: Collection 17

Funimation

DVD • \$34⁹⁸

Pokémon - Master Quest: Complete Collection

Viz Media

DVD • \$54⁹⁷ • Dub

Wish Upon the Pleiades: Complete Collection

Sentai Filmworks

DVD • \$49⁹⁸ • Sub

Wish Upon the Pleiades: Complete Collection

Sentai Filmworks

Blu-ray • \$59⁹⁸ • Sub

October 18

Cobra the Animation (TV & OVAs): Complete Collection

Sentai Filmworks

DVD • \$69⁹⁸ • Sub

Cobra the Animation (TV & OVAs): Complete Collection

Sentai Filmworks

Blu-ray • \$79⁹⁸ • Sub

Durarara!!x2, Vol. 5

Aniplex of America

DVD • \$59⁹⁸

Durarara!!x2, Vol. 5

Aniplex of America

Blu-ray • \$99⁹⁸

ERASED, Vol. 1

Aniplex of America

Blu-ray • \$114⁹⁸

Escaflowne: The Movie

Funimation

Blu-ray/DVD Combo • \$34⁹⁸

Hello!! Kinmoza!: Complete Collection

Sentai Filmworks

DVD • \$49⁹⁸ • Sub

Hello!! Kinmoza!: Complete Collection

Sentai Filmworks

Blu-ray • \$59⁹⁸ • Sub

Memories/Paprika/Steamboy/ Tekkonkinkreet Set

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Blu-ray • \$179⁹⁸

October 25

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Blu-ray • \$59⁹⁸ • Sub

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Sentai Filmworks

Blu-ray • \$59⁹⁸ • Sub

Omamori Himari: Complete Collection

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Blu-ray/DVD Combo • \$64⁹⁸

Overlord: Complete Collection (LE)

Funimation

Blu-ray/DVD Combo • \$84⁹⁸

Shining Tears X Wind: Complete Collection

Discotek Media

DVD • \$39⁹⁵ • Sub

Sky Wizards Academy: Complete Collection

Funimation

Blu-ray/DVD Combo • \$64⁹⁸

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Discotek Media

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Strike the Blood (TV): Complete Collection

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November 15

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November 22

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Blu-ray/DVD Combo • \$64⁹⁸

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Aniplex of America
Blu-ray • \$74⁹⁸

The Asterisk War, Vol. 2 (LE)
Aniplex of America
Blu-ray • \$114⁹⁸

November 26

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Vol. 4 (CE)**
Bandai Visual
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November 29

Death Parade: Complete Collection
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Blu-ray/DVD Combo • \$64⁹⁸ •
Includes OVA

Death Parade: Complete Collection (LE)
Funimation
Blu-ray/DVD Combo • \$84⁹⁸ •
Includes OVA

**FINAL FANTASY XV PS4 Deluxe
Edition w/KINGSGLAIVE**
Square Enix
Blu-ray • \$89⁹⁹

**FINAL FANTASY XV PS4 UCE
w/BROTHERHOOD
& KINGSGLAIVE**
Square Enix
Blu-ray • \$269⁹⁹

**FINAL FANTASY XV Xbox One
Deluxe Edition w/KINGSGLAIVE**
Square Enix
Blu-ray • \$89⁹⁹

**FINAL FANTASY XV Xbox One
UCE w/BROTHERHOOD
& KINGSGLAIVE**
Square Enix
Blu-ray • \$269⁹⁹

GOD EATER, Vol. 1
Aniplex of America
Blu-ray • \$89⁹⁸

**Heaven's Lost Property the Movie: The
Angeloid of Clockwork (Anime Classics)**
Funimation
Blu-ray/DVD Combo • \$24⁹⁸

Heavy Object, Part 1
Funimation
Blu-ray/DVD Combo • \$64⁹⁸

**Knights of Sidonia - Battle for Planet
Nine: Complete Collection**
Sentai Filmworks
DVD • \$59⁹⁸ • Includes movie

**Knights of Sidonia - Battle for Planet
Nine: Complete Collection**
Sentai Filmworks
Blu-ray • \$69⁹⁸ • Includes movie

**Knights of Sidonia - Battle for Planet
Nine: Complete Collection (CE)**
Sentai Filmworks
Blu-ray/DVD Combo • \$99⁹⁸ •
Includes movie

**Okami-san & Her Seven Companions:
Complete Collection (S.A.V.E. Edition)**
Funimation
Blu-ray/DVD Combo • \$29⁹⁸

**Rideback: Complete Collection
(S.A.V.E. Edition)**
Funimation
Blu-ray/DVD Combo • \$29⁹⁸

u-Ray Releases

Sakura Wars: The Movie (S.A.V.E. Edition)

Funimation

Blu-ray/DVD Combo • \$24⁹⁸

Senran Kagura - Ninja Flash!: Complete Collection (S.A.V.E. Edition)

Funimation

Blu-ray/DVD Combo • \$24⁹⁸

Shimoneta: Complete Collection

Funimation

Blu-ray/DVD Combo • \$64⁹⁸

Shimoneta: Complete Collection (LE)

Funimation

Blu-ray/DVD Combo • \$84⁹⁸

December 13

Durarara!!x2, Vol. 6

Aniplex of America

DVD • \$59⁹⁸

Durarara!!x2, Vol. 6

Aniplex of America

Blu-ray • \$99⁹⁸

December 20

-Owarimonogatari- Set Vol. 2

Aniplex of America

Blu-ray • \$89⁹⁸ • Sub

MY love STORY!!: Complete Collection

Sentai Filmworks

DVD • \$79⁹⁸

MY love STORY!!: Complete Collection

Sentai Filmworks

Blu-ray • \$99⁹⁸

**Alisa Illinichina Amiella
– God Eater**



The information presented here is as accurate as much as humanly possible and is subject to change without notice.

85°C Bakery Café

If you've ever visited 85°C Bakery Café before, then you know of the famous "fresh bread!" announcement that comes from the employees every time they bring out a new tray of baked goods. The display cases empty out pretty quickly on weekends, so I usually hear the "fresh bread!" yell every few minutes.





I actually didn't know about 85° Bakery Cafe (or any Asian bakery, for that matter) until a few years ago, when a friend took me to one for the first time. When you walk in, the first thing that you're expected to do is grab a tray and a pair of tongs. From there, you can walk around and pick out as many pastries as you'd like. I always, ALWAYS grab a few of their chocobuns (yum!). All of the pastries are placed into individual bags at the cash register and then you're good to go! ♦ Orchid Singsong

KIGACON

MARCH 17-19, 2017



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PER PERSON FOR
ALL THREE DAYS.**

**FREEMAN CENTER AT
CHRISTOPHER NEWPORT
UNIVERSITY (1000 UNIVERSITY
PLACE, NEWPORT NEWS, VA)**

A LOOK INTO ROBOTECH



It has been 31 years since *Robotech* aired on national television in the United States. It has been one of the longest running franchises for an imported anime. It is based on three anime series that aired in Japan in the early 1980s: *Super Dimension Fortress Macross*, *Super Dimension Cavalry Southern Cross* and *Genesis Climber Mospeada*. When it was brought to the U.S., a new storyline was written to tie in these three separate, but similar-looking, shows into one 85-episode epic and a couple movies.

Robotech: A Look to the Future panel at Long Beach Comic Con.





Creative Director Tommy Yune



Executive Vice-President Billy Davis

I spent the weekend at Long Beach Comic Convention to catch up on what's new in the *Robotech* franchise. Walking the exhibit hall Saturday, I came across the *Robotech* booth. I was greeted by Dexter Odani and talked about all things *Robotech*. Also at the booth was Guillermo Patino, whom I met at a previous LBCC, but was talking to another attendee. It was always good to stop by to catch up on the latest news. Dexter informed and showed me the *Robotech* script book that was just published and had quite a few autographs signed on the cover. He also reminded me that there will be a *Robotech* panel the following.

The *Robotech* panel was the first panel on Sunday, 11 am. Titled "Robotech: A Look to the Future," was hosted by Tommy Yune, Creative Director at Harmony Gold USA. Also present on the panel is Billy Davis, Executive Vice-President. Some of the covered topics at this panel are the comic book license, new merchandise, a script book, streaming video and updates on the live-action movie.

Titan Comics will produce new *Robotech* comics. Some sample work was viewed on the screen to showcase the new art. There will be new stories told within the *Robotech* universe. The classic *Robotech* comics, originally published by Comico, will be brought back to a new audience.

Toynami produced the super-deformed blind box figures for *Robotech*'s 30th Anniversary last year. Due to its popularity, they will come out with a new 1.5 version of the figures with all new characters. Toynami will also be releasing armored versions of the Veritech Fighters, including the VF-1J Trainer Veritech, in 1/100 scale that are fully articulate and transformable. The original Veritech plushies are completely sold out so new versions are planned. The Lynn Minmei plush that I bought at SDCC is still available. Looking at the plush that I bought, I saw on the tag attached to it saying it was 1 of 1000. It makes me wonder if I did get the first production Minmei plush.



Lynn Linmei plush doll.



Sample of the Robotech Commorative Script Book. RobotechX.com



Gianni Nunnari and Mark Canton Getty Images

Just recently published is the *Robotech Commorative Script Book* that contains the original scripts for the first episodes. The scripts were written by Carl Macek which includes his hand-written notes within the scripts themselves. There is only a limited print of 100 books that were published and each book was autographed by the voice actors from *Robotech*. All the proceeds will go to the Children's Hospital. As of the publication of this article, the script book is completely sold out one week after LBCC.

Other merchandise that are being released is clothing. Harmony Gold has teamed up with 80sTees.com to come out with a new line of shirt designs. What are available now are new t-shirts with various new graphics and "Skull One" hoodie as well as new hoodies designs based on Skull One. What's also in the works are women's t-shirts.

Robotech is now available on the Crackle streaming service for free on any mobile device. This includes all of the 85 episodes and the *Shadow Chronicles*. In addition the mobile



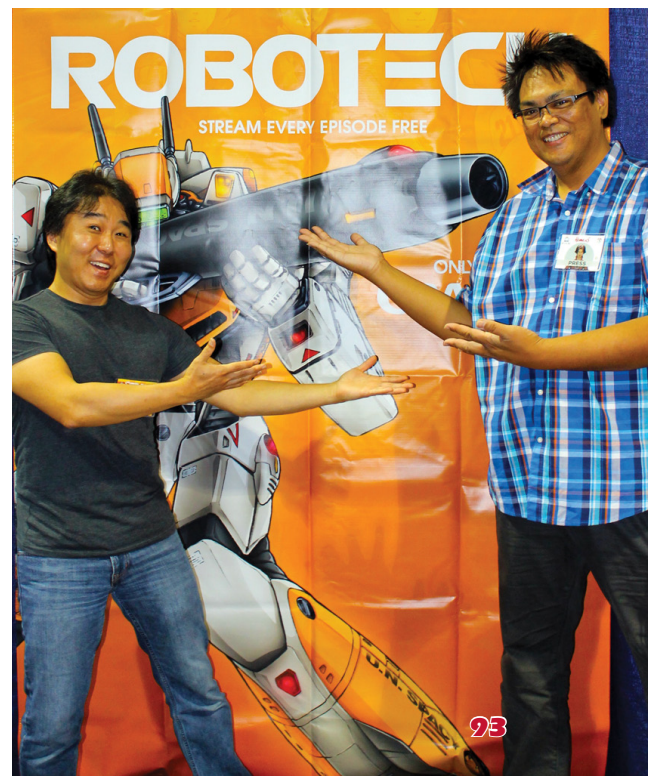
James Wan Entertainment Weekly

apps, Crackle is also available on gaming consoles—such as Playstation 4 and Xbox One—and smart-TVs. The original broadcast version of *Robotech* is also available on Amazon's streaming service, Amazon Instant Video.

The main news from the *Robotech* franchise currently is the production of a live-action movie. Though it seems like nothing was being done for a while now, what actually happened was the movie license was acquired by Sony. Warner Bros. had the license previously, but did nothing for it. Now that *Robotech* is with Sony, there are two producers that are currently working on a screenplay for the movie. They are Gianni Nunnari and Mark Canton who both worked on *300* and *The Immortals*. James Wan of *Furious 7* and *Insidious* had been taken on board as director who also happens to be a fan of *Robotech*. Though *Robotech* was written in a different time, James will try "to fit it in today's climate," finding a middle ground of the original material and how it will fit in today's world. ♦ **Ed Gomez**

Dexter Odani and Tommy Yune at the Robotech booth.

Tommy taking a photo with me.



ANIME LEAGUE

www.animeleague.com

- The Anime Community For You!
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- Forums & Chat
- Cosplay & Gaming Events
- Make Friends, Have Fun!

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ftw.animeleague.com to enter our
monthly prize draw to win tickets for
upcoming events:

Alcon, Leicester, September
www.alcon.org.uk

London Anime Con, Feb & June
www.londonanimecon.com

Cosrave across UK throughout year
www.cosrave.co.uk

For enquiries email info@animeleague.com



Console & Desktop Gaming Autumn 2016

September 22

Virginia

505 Games • Variable State
NA • Adventure • MAC, PC, PS4, Xbox1

Warhammer 40,000:

Eternal Crusade

Bandai Namco Games •
Behaviour Interactive
T • Shooter, MMOTPS • PC

September 27

Darkest Dungeon

Red Hook Studios • Red Hook
Studios, Sickhead Games
NA • RPG • PS4, PS Vita

FIFA 17

Electronic Arts • EA Canada
E • Sports • PC, PS4, Xbox1

Forza Horizon 3

Microsoft • Turn 10 Studios
E • Racing • PC, Xbox1

Hitman – Episode 5 Colorado

Square Enix, SEGA •
Sanzaru Games
E • Platformer • 3DS

Valhalla Hills

Daedalic • Funatics
T • Strategy • PS4, Xbox1

September 29

Quantum Break

Microsoft Studios • Remedy
Entertainment
M • Adventure, TPS • PC

The Metronomicon

Kasedo Games
NA • Music, RPGP • PC

Yesterday Origins

Microïds • Pendulo Studios
M • Adventure • MAC, PC, PS4, Xbox1

September 30

The Bunker

Green Man Gaming, Wales
Interactive • Splendy Games,
Wales Interactive
NA • Adventure • PC, PS4, Xbox1

Yo-Kai Watch 2: Bony Spirits

Nintendo • Level-5
E • RPG • 3DS

Yo-Kai Watch 2: Fleshy Souls

Nintendo • Level-5
E • RPG • 3DS

October 4

Atari Flashback Classics:

Volume 1

Atari, AtGames Digital Media •
Code Mystics
E • Action • PS4, Xbox1

Whisper Keita (top), Jibanyan,
Keita Amano, USApyon, Komasan
& Fumika Kodama — Yo-kai Watch

October 4

Atari Flashback Classics: Volume 2

Atari, AtGames Digital Media •
Code Mystics
E • Action • PS4, Xbox1

Rocksmith 2014 Edition – Remastered

Ubisoft
T • Music • PC, PS4, Xbox1

Warhammer: End Times – Vermintide

Games Workshop •
Fatshark
M • Action • PS4,
Xbox1



October 5

Slain: Back from Hell

Digerati Distribution • Wolf
Brew Games
NA • Action • Xbox1



Console & Desktop Gaming

Autumn 2016 *Continued*

October 7

Driveclub VR

Sony Computer Entertainment • Evolution Studios
E • Racing • PSVR

Mafia III

2K Games • Hangar 13
M • Action, Adventure • PC, PS4, Xbox1

Paper Mario: Color Splash

Nintendo • Nintendo
E • RPG • Wii U

October 10

100ft Robot Golf

Nintendo
E • Sports • PS4, PSVR

October 11

Dragon Quest Builders

Square Enix
E • RPG • PS4, PS Vita

Duke Nukem 3D: 20th Anniversary Edition World Tour

Gearbox Software
M • Shooter • PC, PS4, Xbox1

October 13

Batman: Arkham VR

Warner Bros. Interactive • Rocksteady Studios
T • Action • PS4

Loading Human

Maximum Games • Untold Games
T • Adventure • PC, PS4

Moto Racer 4

Microids, Artefacts Studio • Anuman
T • Racing • PC, PS4, Xbox1

Gears of War 4

Microsoft Game Studios • The Coalition
M • Shooter • PC, Xbox1

Metal Gear Solid V: The Definitive Experience

Konami • Kojima Productions [2005-2015], Konami Los Angeles Studios
M • Action • PC, PS4, Xbox1

Rise of the Tomb

Raider: 20 Year Celebration

Square Enix • Crystal Dynamics, Nixxes Software BV
M • Action, Adventure • PS4

Sunless Sea: Zubmariner

Failbetter Games Ltd • Failbetter Games Ltd
NA • Platformer • Linux, MAC, PC

WWE 2K17

2K Games • Yuke's Media Creations
T • Sports • PS3, PS4, X360, Xbox1

October 13

Playstation VR Worlds

Sony Computer Entertainment • SIE London Studio
M • Party • PS4

Rez Infinite

Enhance Games • Monstars, Enhance Games
E • Shooter • PS4

Rigs: Mechanized Combat League

Sony Computer Entertainment • Guerrilla Cambridge
T • Shooter • PS4

Rollercoaster Dreams

Bimboosoft • COLOPL
NA • Strategy, Management • PS4

Shadow Warrior 2

Devolver Digital • Flying Wild Hog
M • Shooter • PC

Male hero character
– Dragon Quest Builders



Superdimension Neptune VS Sega Hard Girls



Star Wars Battlefront: X-Wing VR Mission

Electronic Arts • Criterion Games,
DICE (Digital Illusions CE)
T • Shooter • PSVR

Thumper

Drool • Drool
NA • Music, Action • PC, PS4, PSVR

Disney Magical World 2

Bandai Namco Games, Nintendo •
Bandai Namco Games, HAND
E • Adventure • 3DS

October 16

Skylanders Imaginators

Activision • Toys for Bob
E • Action • PS3, PS4, Wii U, X360,
Xbox1

October 18

Batman: Return to Arkham

Warner Bros. Interactive • Rock-
steady Studios, Virtuos Games
T • Action • PS4, Xbox1

Exist Archive: The Other Side of the Sky

Aksys Games • Spike Chunsoft
Co., Tri-Ace
T • RPG • PS4, PS Vita

Rock Band Rivals

Mad Catz • Harmonix
T • Music • PS4, Xbox1

Superdimension Neptune VS Sega Hard Girls

Idea Factory • Compile Heart,
Felistella
T • Action • PS Vita

Battlefield 1

Electronic Arts • DICE
(Digital Illusions CE)
M • Shooter • PC, PS4, Xbox1

October 21

Sid Meier's Civilization VI

2K Games • Firaxis
E • Strategy • PC

October 25

Dragon Ball Xenoverse 2

Bandai Namco Games • Dimps
T • Fighting • PS4, Xbox1

Farming Simulator 17

Focus Home Interactive •
Giants Software
E • Simulation • MAC, PC, PS4, Xbox1

Just Dance 2017

Ubisoft • Ubisoft Paris
E • Music • PC, PS3, PS4, Wii U,
X360, Xbox1

The Last Guardian

Sony Computer Entertainment •
SIE Japan Studio, GenDesign
T • Adventure • PS4

World of Final Fantasy

Square Enix • Koch Media
E • RPG • PS4, PS Vita

Yomawari: Night Alone

NIS America • Nippon
Ichi Software
T • Adventure • PC, PS Vita

Carnival Games VR

2K Games • Cat Daddy Games
E • Party • PC, PS4

October 28

Nobunaga's Ambition: Sphere of Influence – Ascension

Koei Tecmo Games
T • Strategy, RPG • PC, PS4

The Elder Scrolls V: Skyrim – Special Edition

Bethesda Softworks • Bethesda
Game Studios
M • RPG • PS4, Xbox1

Titanfall 2

Electronic Arts •
Respawn Entertainment
M • Shooter • PC, PS4, Xbox1

November 1

Owlboy

D-Pad Studios
NA • Platformer • PC

November 4

Call of Duty: Infinite Warfare

Activision, Sony Interactive
Entertainment • Infinity Ward
M • Shooter • PC, PS4, Xbox1

Call of Duty: Modern Warfare Remastered

Activision • Infinity Ward,
Raven Software
M • Shooter • PC, PS4, Xbox1

Football Manager 2017

SEGA • Sports Interactive
(SI Interactive)
E • Sports, Simulation • Linux, MAC, PC

Mario Party: Star Rush

Nintendo
E • Party • 3DS

Console & Desktop Gaming

Autumn 2016

November 8

Sword Art Online: Hollow Realization

Bandai Namco Games • Aquaria
T • Action • PS4, PS Vita

Saber – Fate/Extella: The Umbral Star

November 11

Dishonored 2

Bethesda Softworks •
Arkane Studios
M • Action • PC, PS4, Xbox1

November 15

Fate/Extella: The Umbral Star

Xseed Games •
Marvelous Entertainment
T • Action • PS4, PS Vita

Silence: The Whispered World 2

Daedalic Entertainment •
Team Silence
NA • Adventure • MAC, PC, PS4,
Xbox1

Watch Dogs 2

Ubisoft • Ubisoft
Montreal
M • Action • PC,
PS4, Xbox1

November 17

Planet Coaster

Frontier Developments
NA • Simulation • PC

November 18

Killing Floor 2

Iceberg Interactive, Deep Silver •
Tripwire Interactive
M • Shooter • PC, PS4

Pokemon Moon Version

Nintendo of America •
Game Freak
E • RPG • 3DS

Pokemon Sun Version

Nintendo of America •
Game Freak
E • RPG • 3DS

November 22

Morning Men

Pixel Federation
NA • RPG • PC

November 29

Final Fantasy XV

Square Enix • XPEC
Entertainment, HexaDrive
T • Action, RPG • PS4, Xbox1

Star Trek: Bridge Crew

Ubisoft • Red Storm
Entertainment
NA • Simulation • PC, PSVR

The Crew: Calling All Units

Ubisoft • Ubisoft Reflections
T • Racing • PC, PS4, Xbox1

November 29

The Crew: Ultimate Edition

Ubisoft • Ubisoft Reflections
T • Racing • PC, PS4, Xbox1

December 1

Syberia 3

Microïds • Anuman
T • Adventure • MAC, PC, PS4,
Xbox1

December 2

Gravity Rush 2

Sony Computer Entertainment •
SIE Japan Studio
T • Action • PS4

Steep

Ubisoft • Ubisoft Annecy,
Ubisoft Montpellier
E • Sports • PC, PS4, Xbox1

Super Mario Maker

Nintendo of America
E • Platformer • 3DS

December 6

Dead Rising 4

Capcom • Capcom Game
Studio Vancouver
M • Action • PC, Xbox1

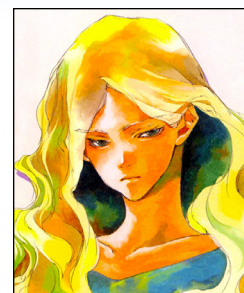
South Park: The Fractured But Whole

Ubisoft • Ubisoft San Francisco
M • RPG • PC, PS4, Xbox1

Werewolves Within

Ubisoft • Red Storm
Entertainment
NA • Board • PC, PSVR





Mutou, Juri (Yu-jeong)

Daughter of a wealthy family, had attempted suicide three times due to family circumstances.



Yū (Yun-su)

Yū is a convict on death row who has tried to commit suicide countless times while in prison.

Watashitachi no Shiawase na Jikan

by

Ji-young Gong (공지영) & Sahara, Mizu (佐原ミズ)

A manga adaptation of a novel by South Korea's most popular female novelist, Gong Ji-Young by Mizu Sahara.

Juri is a pianist who attempted suicide three times is taken to help her aunt at a prison where murderers who killed indiscriminately are sentenced to death. There, she meets a man named Yū who took the lives of three people. Together they embrace the violent rebellion in their hearts caused by the large, deep scars they carry. However, before long, they both embrace an earnest hope in their hearts. "I want to live..."

Here's a preview of the first chapter. Be sure to support the authors.

**These pages are meant to read in spreads, side by side.
The story flow will be off, if read page by individual page.**

**Watashitachi no Shiawase na Jikan
(Our Happy Hours)
私たちの幸せな時間**

Shinchosha/Coamix /Comic Bunch
2007, 1 Volume

en.wikipedia.org/wiki/Gong_Ji-young

[en.wikipedia.org/wiki/Maundy_Thursday_\(film\)](http://en.wikipedia.org/wiki/Maundy_Thursday_(film))

www.shinchosha.co.jp/book/771439/

Author: Ji-young Gong & Sahara, Mizu

Genre: Seinen, Mature, Psychological, Romance, Slice of Life, Tragedy

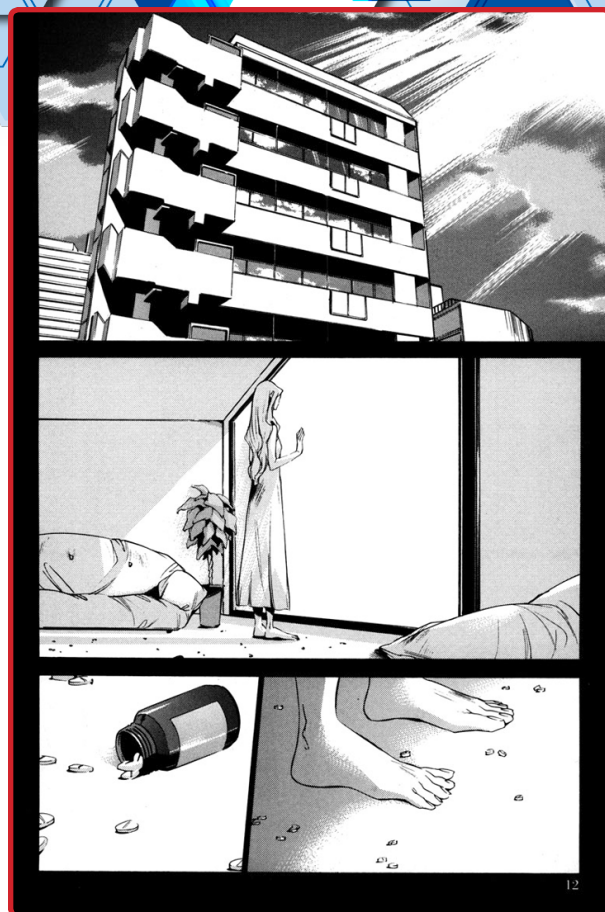
Format: Softcover/Manga

Price: ¥1,008 MSRP each volume

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Watashitachi no Shiawase wa Jikan

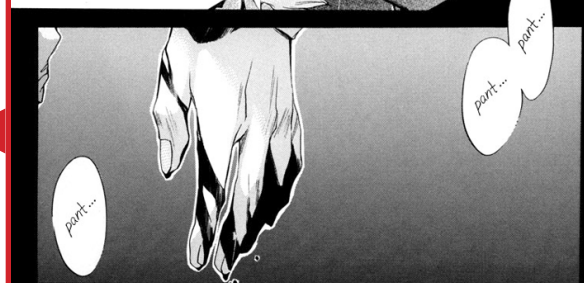
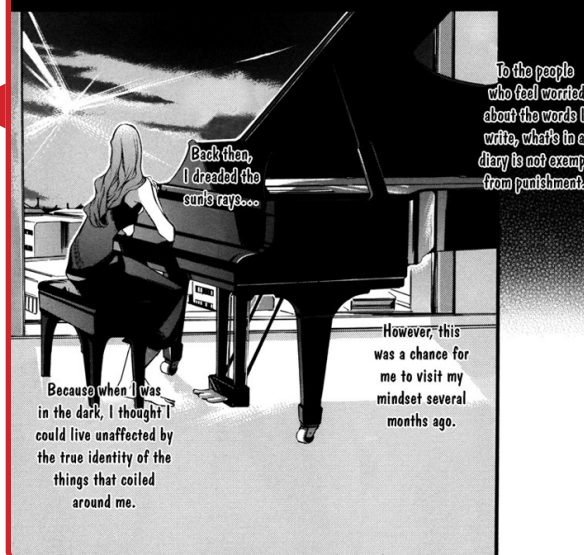
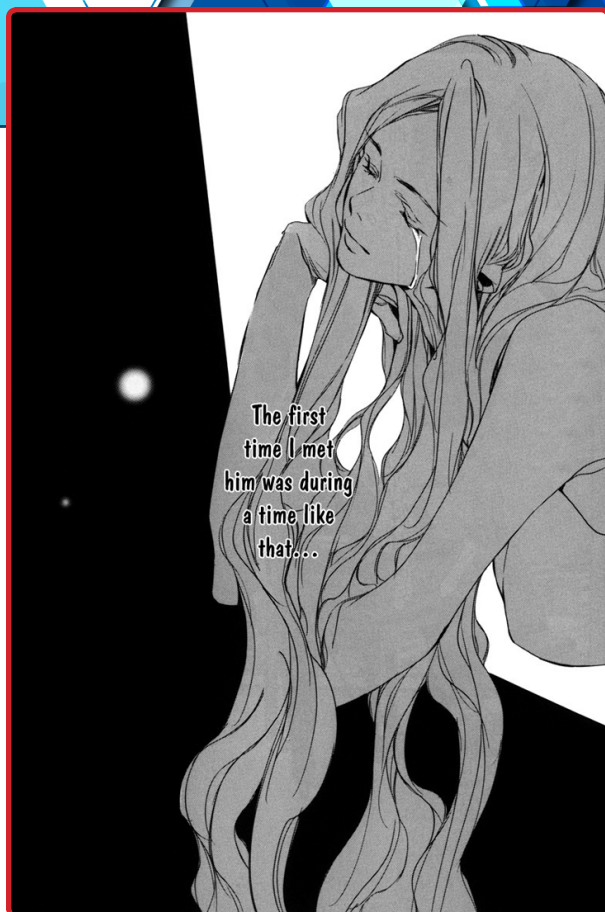
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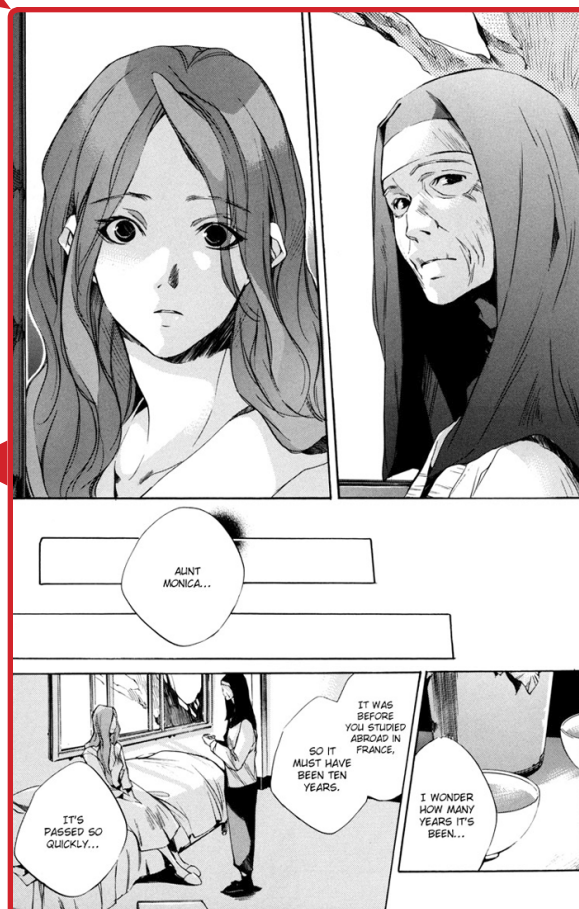
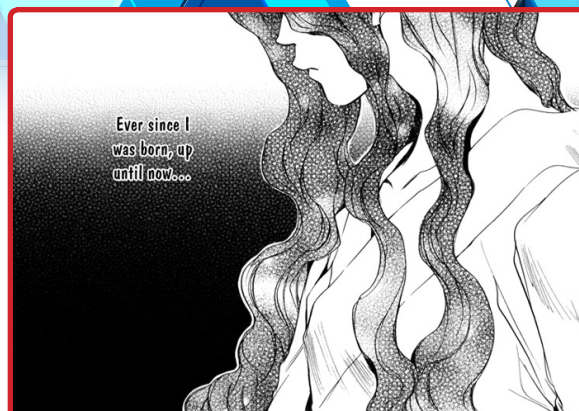
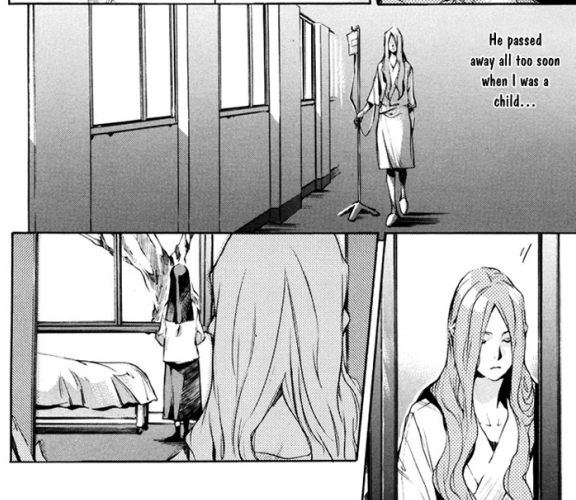
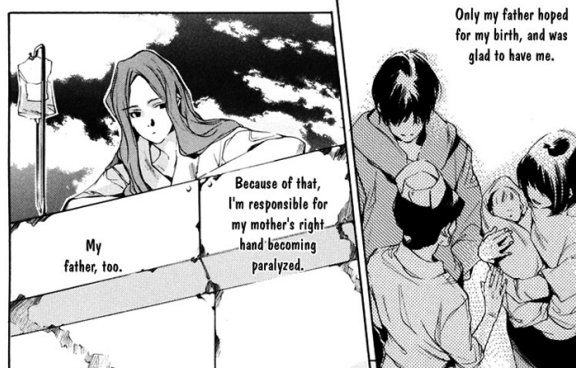
Watashitachi no Shiawase na Jikan



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Watashitachi no Shiawase na Jikan



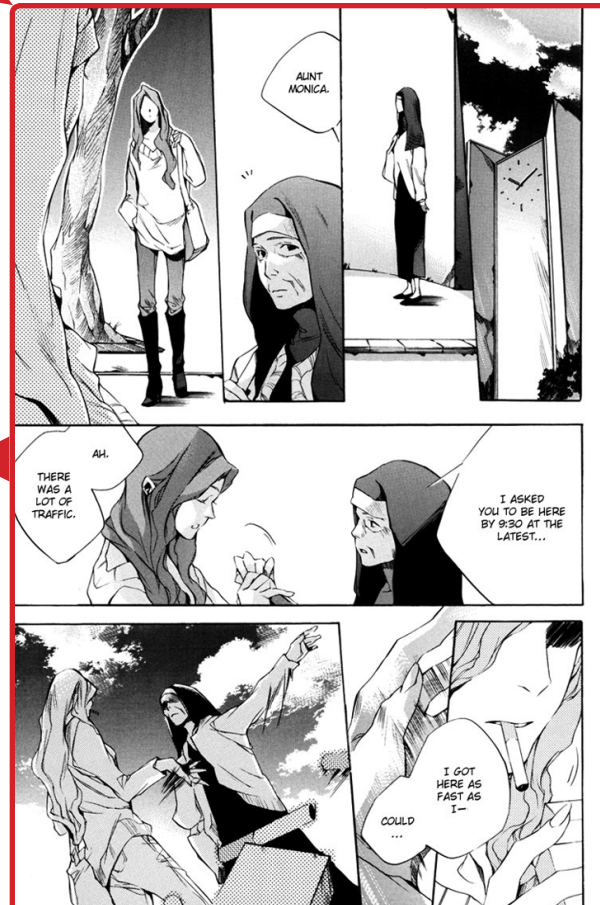
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Watashitachi no Shiawase wa Jikan

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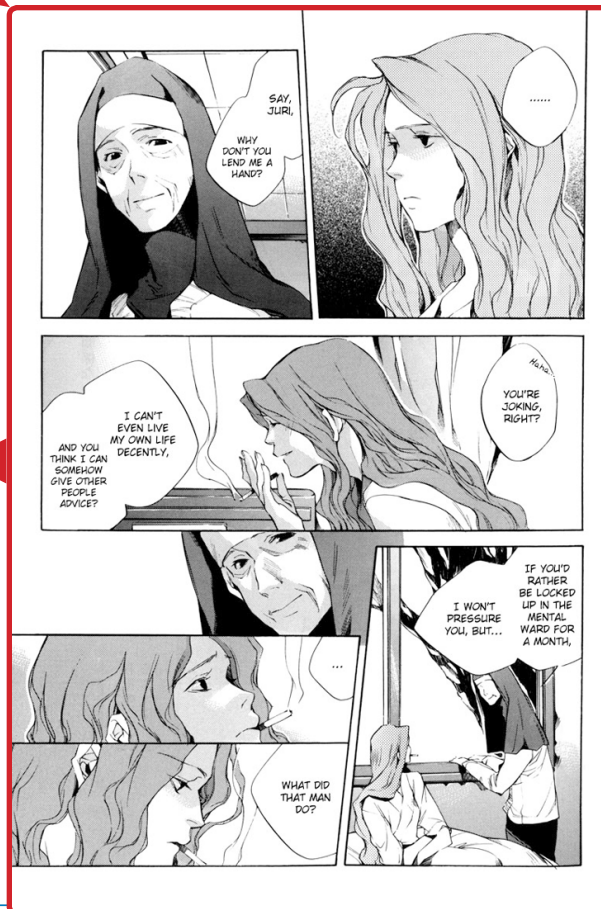
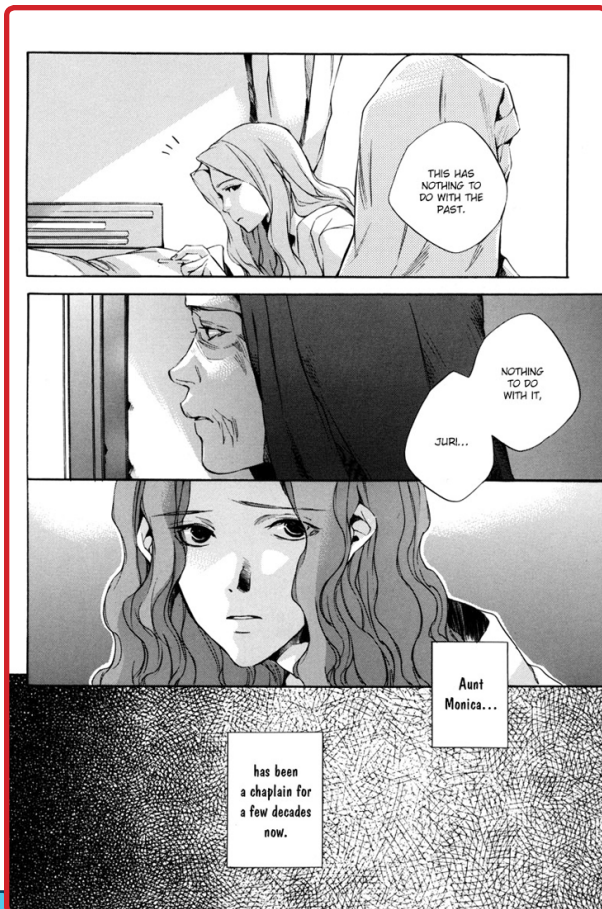
28



Start Reading Here

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Watashitachi no Shiawase na Jikan



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and end with bottom left.
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the same direction.

Shashitachi no Shiawase wa Jikan
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Watasitachi no Shiawase na Jikan



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Ashitachi no Shiawase wa Jikan
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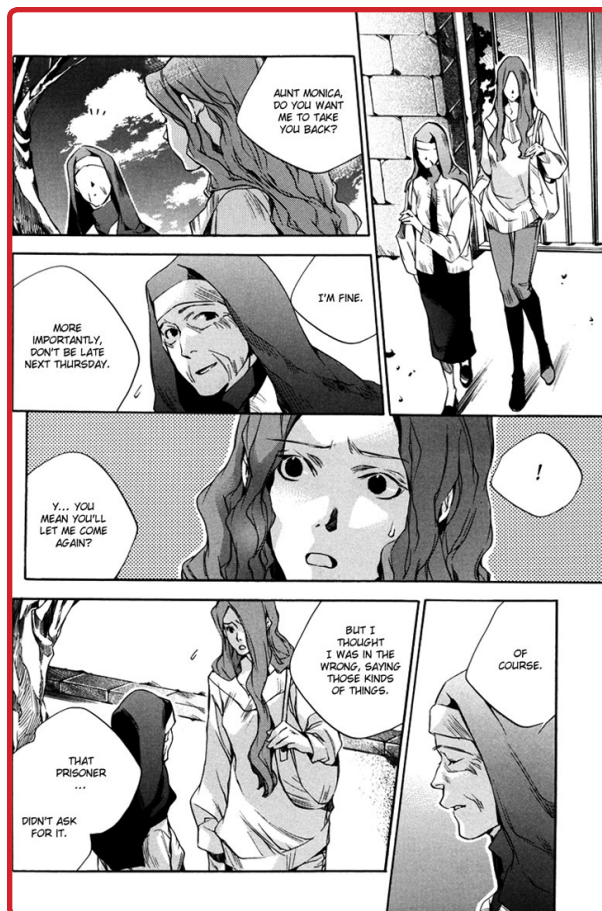
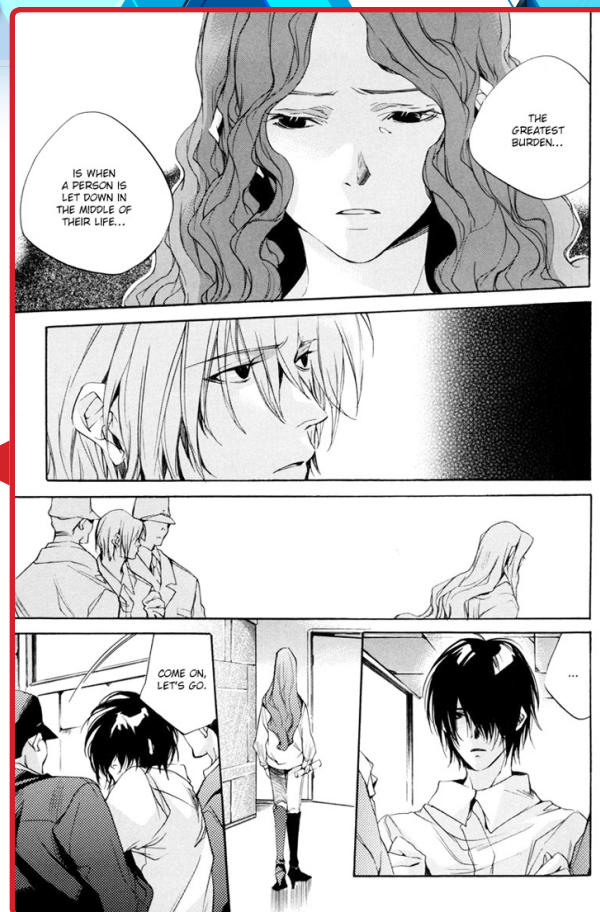
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Watashitachi no Shiawase na Jikan



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left. Reading is done
the same direction.

Ashitachi no Shiawase wa Jikan
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Reading
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Start Reading Here

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Watashitachi no Shiawase na Jikan



Start with top right
and end with bottom
left. Reading is done
the same direction.

Watashitachi no Shiawase na Jikan

**Stop
Reading
Here**

This concludes our preview of
“Watashitachi no Shiawase na Jikan”

This manga is be available
at

Kinokuniya Bookstores

www.kinokuniya.com

or at

your local Japanese manga retailer.

Start Reading Here

Start with top right
and end with bottom
left. Reading is done
the same direction.

Watashitachi no Shiawase na Jikan



VAMPS

November 6
Social Hall SF
San Francisco, CA

November 7
El Rey Theatre
Los Angeles, CA

November 10
Teatro Metropolitano
Mexico City - Mexico

November 13
Irving Plaza
New York, NY

November 14
Lee's Palace
Toronto, ON, Canada

November 15
Bottom Lounge
Chicago, IL



www.vampsxxx.com