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Genki Life

Manga

9

秋 2012

Autumn
Sept 22-Dec 20

Feature



World Cosplay
Summit Finals

The US
Renditions
Story

France's Japan Expo To
Hit California Next Summer
Autumn Conventions

Manga Inside!

Also

Seiyûs of Summer 2012

Give It The Good Ol' College Try!



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Contents

Autumn 2012 Season

- 2** Editor's Notes
- 4** Japan's Pursuit of Cute Spawns
\$30 Billion Industry
- 7** Sleeping Dogs
Video Game Review
- 9** Convention Schedule
- 12** Nazo on Kanojō X
Anime Review
- 14** France's Japan Expo To Hit California
Next Summer
- 15** New Anime Autumn 2012
- 23** The US Renditions Story
An Interview with the Founders
- 36** Kamloops Girl Living in Japan Becomes
YouTube Sensation
- 37** Manga Releases
- 52** Who's That Seiyū of Summer 2012
- 56** World Cosplay Summit: A Journey
Across Cultures
- 75** Anime Character Information
- 78** Sword Art Online
Anime Review
- 80** New DVD Releases
- 86** AKB48 Member Maeda Bows Out



WCS Representatives for 2012
United States – Katie George and Diana Owen

- 89** Videogame Releases
- 94** Give It The Good Ol' College Try!
Multicultural Clubs In Colleges
- 95** 090 Eko to Issho
A Science Fiction Comedy Manga
- 104** Miu Sakamoto "I'm Yours!"

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Editor's

Note

Fall has finally arrived and all's good in the world. Finally—a break from the continuous 90+ degree heat we had for the past couple months. Fall also marks the winding down the of convention season once again. There's Yaoi-Con and Pacific Media Expo, this and next month to go to with many more conventions going on elsewhere around the country and abroad.

There were a few things to we did here in Southern California during our sweltering hot summer months. Of course there was Anime Expo, PopCon LA and the International San Diego Comic Con in July. In the middle of August was Power Morphicon in Pasadena and the Nisei Week Festival which included the Oban and Tanabata Festivals in Little Tokyo, downtown Los Angeles. Just last month was Stan Lee's ComiKaze Expo at the Los Angeles Convention Center.

This season's issue marks our second anniversary of *Genki Life Magazine*. As the start of the "new year" of our magazine, I have redesign the look of the magazine to reflect the coming year. GLM also has a new website of its own so that it doesn't have to piggyback on my anime fan site anymore, though GLM could still be reached through my fan site. And last, but not least, we have a new, cute... ok, and cool mascot (below) drawn by my friend Jennifer Tourtillott.

- Ed Gomez

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Holiday Matsuri

December 14-16, 2012 - Orlando, FL

Don't miss the festivities at our Benefit Ball, Maid Cafe, Dances, Contests, Gaming and More!

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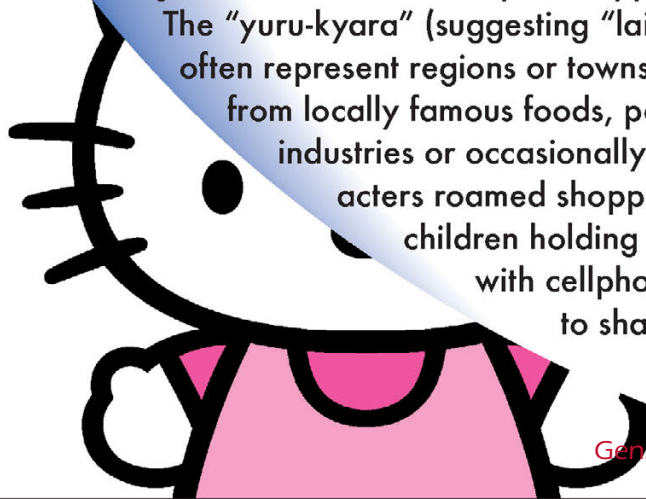
Japan's Pursuit of CUTE Spawns \$30 Billion Industry

Police forces use them; shops can't do without them; power companies have them—and sack them when they become unpopular. No marketing or public information campaign is complete without them. Cute, cuddly—or startling—characters are everywhere in Japan.

While marketers the world over have long understood the value of an oversized cartoon animal who can persuade children to part with their pocket money, those in Japan know it is also an effective way to reach their parents. And despite the tepid economy, there is money to be made.

The licenced character industry, including copyrights and merchandising, is worth a whopping \$30 billion a year—more than Japanese people spend on books annually. But it's not just the big names—Hello Kitty or Pokémon—that draw the crowds and their cash. A two-day "grand assembly" in the central Japan city of Gifu attracted around 120,000 visitors who were entertained by 47 adult-sized mascots, one from each prefecture, who treated visitors to songs, dances and endless photo opportunities.

The "yuru-kyara" (suggesting "laid back character") often represent regions or towns, taking their inspiration from locally famous foods, personalities, animals, industries or occasionally a combination. Characters roamed shopping arcades, chased by children holding balloons—and adults with cellphones—who were eager to shake hands and take pictures. They also had a tug of war,



pitting the east of the country against the west, and got together for a tightly co-ordinated song and dance extravaganza.

Melon-bears and Walking Burgers

Among their number were Meron-kuma ("Melon-bear") from Yubari in Hokkaidō, land of eye-poppingly expensive melons and home to wild bears, and Hamburger Boy, a giant walking patty in a sailor's uniform representing the southwestern city of Sasebo, the seat of a large US naval base. One of the few human shapes included Lerch-san, a long-faced European with a moustache, based on Theodor Edler von Lerch, who mountainous Niigata claims was Japan's first ski instructor. Kumamon, a bear from Kumamoto, a place whose name appears to indicate the presence of the large carnivores, despite their not being found that far south, was one of the more popular characters. Like many of those present, Kumamon has his own official website, which carries snapshots taken by fans and lists daily appearance schedules.

Many visitors said growing up surrounded by characters like these meant they could continue to appreciate them into middle age.

"Even in adulthood, we find no mental block to them and think they are cute," said Aki Kamikara, 38. "I'll do Internet searches when I get home as I found some new characters I like," she said.

Her husband, Yuichi, 42, said it had been worth the trip. "There are a lot of characters I don't see usually, ranging from interesting ones to good ones," he said. "It's fun."

Yano Research Institute estimates Japan's character market was worth 2,389.5 billion yen (\$30 billion) in the year to March 2011, down 1.7 percent from the previous year. "The market size is on a gradual declining path over the long term as drops in population and ageing of society continue," the Tōkyo-based institute said in a report late last year. But continued innovation, from stamp rallies and card game competitions that involve the whole family, continue to draw in the punters, it said.

Fans also visit places and facilities linked to

their favourite characters in what is called "pilgrimage" and "content tourism," the report noted.

Speaking to a Japanese Mindset

But the tide can turn on a character. Denko-chan, the pony-tailed girl who instructed the public in energy saving and safety campaigns for more than two decades on behalf of Tōkyo Electric Power Co. (TEPCO) found herself on the scrap heap in March this year. The company, struggling to cope with the public relations fallout from the Fukushima disaster, has donned sackcloth and ashes and is currently without a cute representative. Noriaki Sato, president of Radetzky, the event-planning company that organized the get-together in Gifu said characters speak to the Japanese mindset.

"Anime and manga have taken deep root in Japan and people are familiar with many characters from a young age," he told AFP as Yanana, a svelte female body with a large square head posed for pictures a few steps away. The yurukyara do not speak, but they easily evoke the features of the region they represent, he said.

"Some people prefer the strategy of sending messages that edge their way into people's minds" in this way, he said. Those inside the suits agreed that they were part of something that chimed with the nation's collective soul.

"Japanese people like characters a lot," said a man in a red mask from the central city of Tsu. "From children to elderly people, they are pleased when characters appear at events... this is a culture peculiar to Japan that we should take pride in."

❖ AFP Relax

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2012

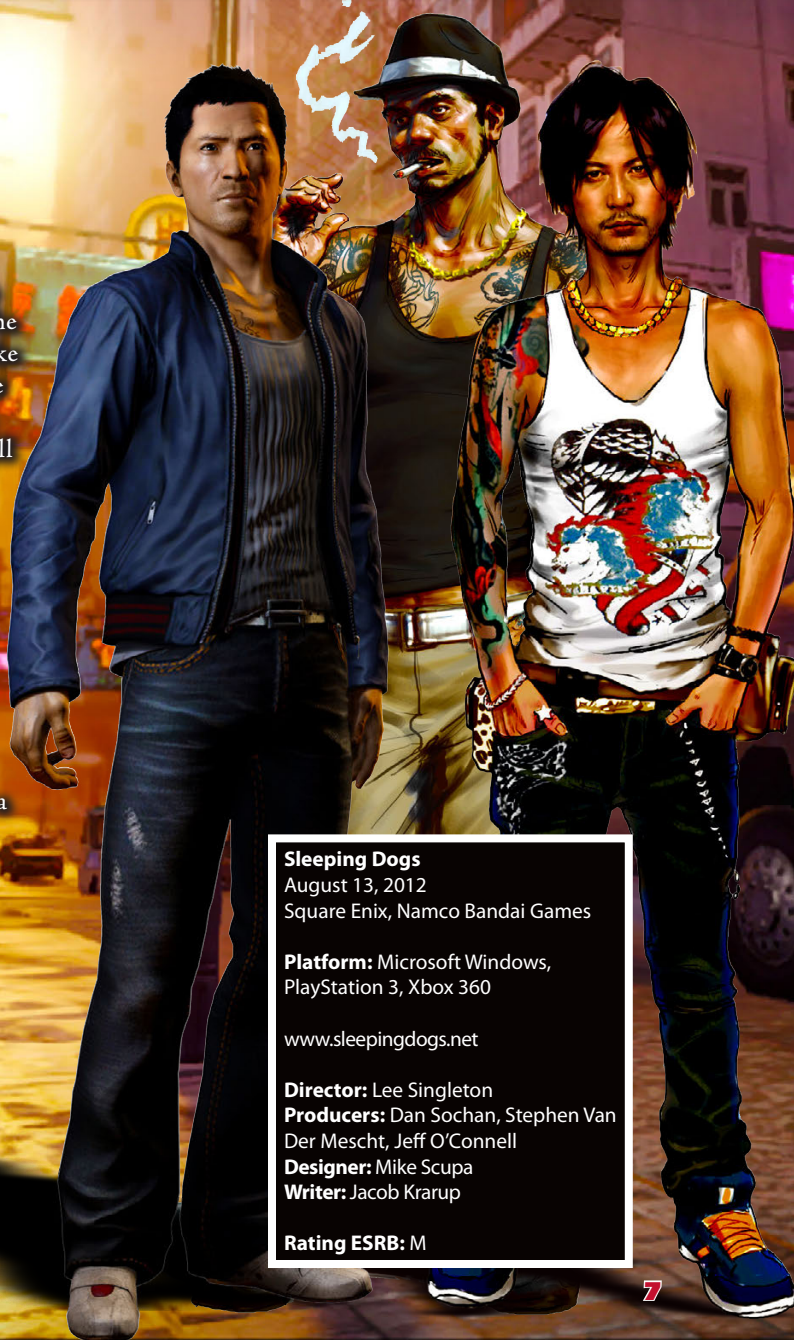
SLEEPING DOGS



Ever wanted to play a GTA game set in an Asian background and with a good story? This game definitely comes close. Set in Hong Kong, you play the role of an undercover cop named Wei Shen who has to rise among the ranks of the Triads. Why? Well, I don't really want to spoil it for you. Though, I will say this. Through trust and betrayal, has Wei infiltrated the Triads or become a part of it himself? Play the game to find out.

The game has you doing missions and errands all over Hong Kong. It's not as raunchy as the GTA series but I like the Asian feel to it. The characters do speak Chinese from time to time (with subtitles) to make the scenes authentic. Even though the tone of the game is more on the serious side, it does have some funny moments. As you walk through Hong Kong, customers and vendors will make funny remarks that will want to make you laugh.

You get to do many nifty things in the game. You can have your own place, your own set of wardrobe, and your own garage full of cars that you bought. You can go out for karaoke, clubbing, dating the ladies, getting "massages," and gambling on mahjong or cock-fighting. The fighting system is not heavily based on fire-arms but more on hand to hand combat that will enable you to perform combos. In other words, it's a free-roaming brawler style of gaming. The controls are easy enough to follow through. The voice acting, story, and graphics are all great and done wonderfully. The replay value is alright, but the ending left me wanting more. This game is definitely a cool adventure and fun to explore. For those of you who like action games, you should not pass this one up. **Sunset Spider**



Sleeping Dogs
August 13, 2012
Square Enix, Namco Bandai Games

Platform: Microsoft Windows,
PlayStation 3, Xbox 360

www.sleepingdogs.net

Director: Lee Singleton
Producers: Dan Sochan, Stephen Van Der Mescht, Jeff O'Connell
Designer: Mike Scupa
Writer: Jacob Krarup

Rating ESRB: M

A NEW MOON IS RISING

ANIME SG WILL SOON BE KNOWN AS OKAMICON UTAH



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WWW.ANIMESG.NET - WWW.OKAMICON.COM

Convention Schedule

Summer 2012

Animania Festival Sydney

September 22-23
Australian Technology Park
Sydney, NSW Australia
www.animania.net.au

Anime Weekend Atlanta

September 28-30
Renaissance Waverly Hotel
& Cobb Galleria Centre
Atlanta, GA
www.awa-con.com

Shycon

September 28-30
Delta Winnipeg,
Winnipeg, Manitoba
www.shyconwinnipeg.com

SNAFU Con

September 28-30
Grand Sierra Resort
Reno, NV
www.snafucon.com

Anime St. George

September 29
Best Western Abbey Inn
St. George, UT
www.animesg.net

Anime Syracuse Festival

September 29
New York State Fairgrounds
Syracuse, NY
www.animesyracuse.com

Maneki Neko Con

September 29
Prairie State College
Chicago Heights, IL
www.prairiestate.edu/animeclub/manekineko/

Ochiba~Con

September 29-30
Quality Hotel & Conference
Centre, Oshawa
Oshawa, Ontario
www.ochibacon.ca

Senshi-Con

September 29-30
University of Alaska
Anchorage Student
Union
Anchorage, AK
www.senshicon.org

Sac Con

September 30
Scittish Rite Center
Sacramento, CA
www.sac-con.com

The Entertainment Media Show

September 29-30
Olympia Grand Hall
London, UK
www.entertainmentmediashow.com

Animania Festival Brisbane

October 6
Mercure Brisbane
Brisbane, QLD Australia
www.animania.net.au

New York Comic Con

October 11-14
Jacob K. Javits Center
New York, NY
www.newyorkcomiccon.com

Banzaicon

October 12-14
Columbia Marriott Downtown
Columbia, SC
www.banzaicon.com



Realms Con

October 12-14
AmericanBank Center
Corpus Christi, TX
www.realmscon.com/wordpress/

Tsubasacon

October 12-14
Riverfront Ballroom and
Conference Center
Huntington, WV
www.tsubasacon.org

Yaoi-Con

October 12-14
Westin Long Beach Hotel
Long Beach, CA
www.yaoicon.com

Sukoshicon: Mobile

October 13
Ashbury Hotel and Suites
Mobile, AL
www.sukoshicon.com/mobile/location.html



Convention Schedule

Summer 2012 *Continued*

Armageddon Expo Melbourne

October 13-14
Melbourne Exhibition Centre
Melbourne, Australia
www.armageddonexpo.com/au/

Anime Banzai

October 19-21
Davis Conference Center
Layton, UT
www.animebanzai.org

Anime Fusion

October 19-21
Ramada Mall of America
Bloomington, MN
www.animefusion.net

Another Anime Convention

October 19-21
Radisson Hotel Manchester
Downtown, Manchester, NH
www.anotheranimecon.com

Encounters

October 19-21
Holiday Inn Wichita East I-35
Wichita, KS
www.encounterscon.com

F.A.C.T.S.

October 20-21
Flanders Expo, Ghent, Belgium
www.facts.be

Hawaii Entertainment Expo

October 20-21
Aloha Tower Marketplace
Honolulu, HI
www.hexp.com

Aki Con

October 26-28
Hilton Bellevue
Bellevue, WA
www.akicon.org

London MCM Expo

October 26-28
ExCeL Convention Centre, Royal Victoria Dock
London, UK
www.londonexpo.com

FAN:dom

October 27-28
University of West Florida Commons
Pensacola, FL
www.fandomcon.com

WasabiCon

October 27-28
Jacksonville Marriott
Jacksonville, FL
www.wasabicon.com

Youmacon

November 1-4
Detroit Marriott at the Renaissance Center/Cobo Center, Detroit, MI
www.youmacon.com

AniMaCo

November 2-4
Fontane-Haus, Berlin, Germany
www.animaco.de

Anime NebrasKon

November 2-4
Ramada Plaza Omaha Hotel and Convention Center
Omaha, NE
www.animenebraskon.com

Nekocon

November 2-4
Hampton Roads Convention Center, Hampton, VA
www.nekocon.com

Cape & Kimono

November 3-4
Espace Dalhousie,
Québec, Québec
www.capekimono.com

Anime Blast Chattanooga

November 9-11
Chattanooga Convention Center
Chattanooga, TN
www.animeblastchattanooga.com

Anime USA

November 9-11
Washington Marriott Wardman Park, Washington, DC
www.animeusa.org

Bakuretsu Con

November 9-11
Hampton Inn and Event Center
Colchester, VT
www.bakuretsucon.org

Eirtakon

November 9-11
The Helix, Dublin, Ireland
www.eirtakon.com

Izumicon

November 9-11
Sheraton Midwest City Hotel at the Reed Conference Center
Midwest City, OK
www.izumicon.com

Pacific Media Expo

November 9-11
Hilton Los Angeles Airport
Los Angeles, CA
www.pacificmediaexpo.info

Supanova Pop Culture Expo

November 9-11
RNA Showgrounds
Brisbane, QLD Australia
www.supanova.com.au



Hama-Con Mini-con

November 10
Von Braun Center
Huntsville, AL
www.hama-con.com/minicon/



Anime Kaigi

November 10-12
Little America Hotel - Flagstaff
Flagstaff, AZ
www.animekaigi.com

Anime Vegas

November 10-12
Cashman Center
Las Vegas, NV
www.animevegas.com

Retro Con

November 11
The Greater Philadelphia Expo
Center
Philadelphia, PA
www.animevegas.com

Nerdacon

November 16-17
Columbus State
University, Davidson
Student Center
Columbus, GA
www.nerdacon.com

Arkansas Anime Festival

November 16-18
Holiday Inn Springdale/
Fayetteville Area
Springdale, AR
www.arkansasanime-festival.com

Chibi-Pa

November 16-18
Hilton Deerfield Beach
Deerfield Beach, FL
www.chibipa.com

Daisho Con

November 16-18
Kalahari Resorts : Wisconsin Dells
Wisconsin Dells, WI
www.daishocon.com

Gobble-Con

November 16-18
Sheraton Stamford
Stamford, CT
www.gobble-con.org



ShadoCon

November 16-18
Hyatt Regency Tampa
Tampa, FL
www.shadocon.com

Supanova Pop Culture Expo

November 16-18
Adelaide Showground
Adelaide, SA Australia
www.supanova.com.au

Hyper Japan Christmas

November 23-25
Earls Court, London, UK
www.hyperjapan.co.uk

Kollision Con

November 23-25
Pheasant Run Resort
St. Charles, IL
www.kollisioncon.com

Tomodachi Fest

November 23-25
The Boise Hotel and Conference
Center, Boise, ID
www.tomodachifest.com

AnimeiCon

November 30 - December 1
Hyatt Regency Monterey Hotel
and Spa
Monterey, CA
www.animeicon.org

Sukoshicon: Anniston

December 1
Courtyard Anniston Oxford
Oxford, AL
www.sukoshicon.com

Anime Crossroads

December 7-9
Indianapolis Marriott East
Indianapolis, IN
www.animecrossroads.com

Midlands Anime and Manga Fan Event

December 8
Burton Town Hall
Burton-on-Trent, Staffordshire, UK
www.amfe.co.uk

Yama-Con

December 8-9
Smoky Mountain Convention
Center
Pigeon Forge, TN
www.yama-con-tn.com

Holiday Matsuri

December 14-16
Embassy Suites Orlando - Lake
Buena Vista South
Kissimmee, FL
www.holidaymatsuri.com

All pictures on this page taken by Christopher Nunnery.

Nazo

謎

Myst



Mikoto Urabe & Akira Tsubaki

Nazo no Kanojō X

TV • Apr 8, 2012 to Jul 1, 2012
Starchild Records, Kodansha,
Hoods Entertainment, Sentai Filmworks,
Yomiuri Advertising

www.starchild.co.jp/special/nazokano_x/
www.sentai-filmworks.com
en.wikipedia.org/wiki/Mysterious_Girlfriend_X

Director: Watanabe, Ayumu
Sound Director: Mima, Masafumi
Script, Series Composition: Akao, Deko

Cast:
Tsubaki, Akira=Irina, Miyu
Urabe, Mikoto=Yoshitani, Ayako

If you guys out there with girlfriends. How would you feel if you cannot touch her? What if you had to keep that relationship a secret from everyone? Most importantly, the only physical contact you have with your girlfriend is swapping drool. Yes, that's right—drool. That's the basic premise to *Nazo no Kanojo X* says author Riichi Ueshiba. Mr. Ueshiba was inspired to write *Nazo* because of social events of the time.



謎の彼女X

terious Girlfriend



The story starts out at a new transfer student, Mikoto Urabe, arrives at Metropolitan Fumidai High School. She has the personality and looks that makes her a little to approach by her new classmates. During lunch breaks, instead of eating much like everyone else, Urabe sleeps at her desk. During math period that same day, she laughs out uncontrollably which made her weirder. A couple weeks later, one of Urabe's classmates, Akira Tsubaki, notices the drool left on Urabe's desk after she's left for the day. Out of curiosity, he "samples" her drool. It's sweet to the taste. He keeps this to himself.

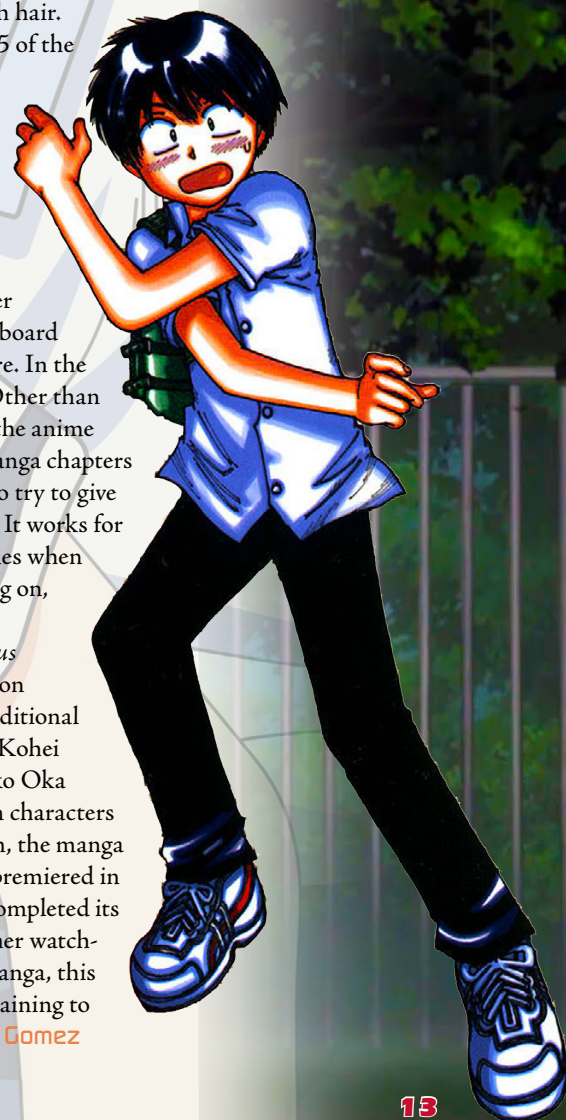
A week has gone by. Day by day, he begins to feel a little more sickly. Urabe also notices this day after day. Then he became to sick that he had to miss school. Urabe goes and visits Tsubaki at his home to see how he's doing. She explains to him that he's not suffering for a cold and asks him if he tasted her drool that day, after school. Tsubaki hesitantly replies—yes. Urabe had him open his mouth, licked her finger with drool and stuck that finger in his mouth. Tsubaki started feeling a lot better right away.

The sickness he was suffering from was "love sickness!" When he tasted her drool, the sweetness came from the fact that he was unconsciously in love with her, thus became instant addicted to her drool. Since that day, they met after school and walked home together. Each day onward, Urabe would give Tsubaki his "daily dose" of her drool. Swapping drool is their way of expressing their inner feeling for each other and to prevent the "sickness." It conveys all emotions as well as physical injury and sickness. This began their relationship. In their relationship, however, Tsubaki was not allowed to kiss, to hold hands, to hug, just the casual touching, otherwise there would be consequences. Urabe has this special, terrifying skill with scissors, her "panty scissors!"

Watching the anime and reading the manga showed a few inconsistencies. In the first

episode, Urabe had a short haircut, while in the manga, she had shoulder-length hair. This is explained in Chapter 0.5 of the manga. In the second episode of the anime, there's a scene when they're walking home together. Urabe gives Tsubaki a piece of candy that she had. Tsubaki tried to give her a big hug. Urabe jumps away with superhuman speed and does her "panty scissors" on a stack cardboard boxed that happened to be there. In the manga, there was a tall bush. Other than these inconsistencies between the anime and manga, the anime skips manga chapters at times. The anime does this to try to give the storyline some consistency. It works for most of the time. There are times when the viewer wonders what's going on, though rarely.

Nazo no Kanojo X (Mysterious Girlfriend X) gives a new twist on relationships. There are two additional supporting characters, the tall Kohei Ueno and the diminutive Ayuko Oka secret couple, support the main characters very well. As of this publication, the manga will be at nine volumes which premiered in 2004. The anime has already completed its run from April to June. Whether watching the anime or reading the manga, this romantic comedy is very entertaining to couples and singles alike. ♦ Ed Gomez



France's Japan Expo To Hit California Next Summer



Japan Expo 2012 held back in July.

Japan Expo, an annual summer convention dedicated to Japanese pop culture and held in Paris, will move to California next summer. According to U.S. anime news site Anime News Network, SEFA Event, which operates the convention, has set up SEFA Entertainment in the United States with Sean Chiochankitmun serving as CEO. The U.S. event aims to attract between 12,000 and 15,000 visitors.

Launched in 1999, Japan Expo features anime, manga, videogames, music, fashion and other aspects of Japanese pop culture. The 2011 event attracted 190,000 visitors,

making it one of the largest events of its kind held in Europe. In recognition of its promotion of Japanese pop culture, Japan Expo won the Foreign Minister's Award in 2009 and the Life Achievement Award at the 16th AMD Awards in 2011.

This year, the expo was held July 5-8 at the Paris-Nord Villepinte Exhibition Center. All-girl idol group Momoiro Clover Z, manga giant Naoki Urasawa and many others made guest appearances. With the success of the Japan Expo, SEFA Event has hosted similar events in Belgium. It remains to be seen what the reaction will be in the United States.

Anime Expo, the largest U.S. anime convention held in California, attracts almost double the number of attendees compared to the Japan Expo. Japan Expo will face tough competitors in the United States because similar events such as AM2, Pacific Media Expo, FanimeCon, Sakura-Con and J-Pop Summit Festival are held on the West Coast.

Chiochankitmun had served as head of the Otakon convention, the second largest anime convention in the United States held in Baltimore. Visit Japan Expo's website at (www.japan-expo.com/en/). ♦ Asahi Shimbun



Photos by _two_wan-d5726



FLOW at Japan Expo 2012.
Photo by Samed



Anime Schedule 2012 Winter Season



Shin Sekai Yori (From the New World)

新世界より

A-1 Pictures • September 28 • TV Asahi • www.tv-asahi.co.jp/shinsekaiyori/

The story is set in Japan a millennium from now. Five children—the protagonist Saki, Satoru, Maria, Mamoru and Shun—have been born and raised in a tranquil town that can be described as a utopia, overflowing with water and green foliage. The world is ruled by people who have the “cursed power” or the “gods’ power” of telekinesis. After a certain incident, Saki and the others come to realize the true nature of their world. Before long, they learn everything, including the bloody history that brought humanity to this state. The five throw themselves into life-threatening adventure and fighting.



Hiironokakera Dai-ni-Shō (Scarlet Fragment 2)

緋色の欠片 第二章

Studio DEEN • September 28 • Tokyo MX • www.hiironokakera.tv

The story centers around Tamaki Kasuga, a 17-year-old high school girl. When her parents have to go overseas for work, Tamaki moves to her mother’s hometown in the mountains with her grandmother. On the day that Tamaki arrives at the village, she encounters strange creatures, only to be saved by a mysterious boy. The boy, Takuma Onizaki, is the first of five Guardians of the Tamayohime that Tamaki meets.



Kamisama Hajimemashita (Nice to Meet You Kamisama)

神様はじめました

TMS Entertainment • October 1 • TV Tokyo • www.mikagesha.com

Nanami Momozono is alone and homeless after her dad skips town to evade his gambling debts and the debt collectors kick her out of her apartment. So when a man she’s just saved from a dog offers her his home, she jumps at the opportunity. But it turns out that his place is a shrine, and Nanami has unwittingly taken over his job as a local deity! Nanami has all kinds of new responsibilities she doesn’t understand, dangers she’s unaware of, and a cranky ex-familiar who’s... actually pretty hot. What’s a new-fledged godling to do?



Tonari no Kaibutsu-kun (The Monster Seated Next to You)

となりの怪物くん

Brains Base • October 1 • TV Tokyo • www.tk-anime.info

Mizutani Shizuku is the type of person who only cares for her own grades. But when she accidentally delivers lesson notes to Yoshida Haru, he becomes convinced they are friends. Haru turns out to have a very innocent personality, but who would’ve thought that Haru would actually confess to Shizuku? A cold-hearted girl and super-troublemaker romance with a fresh new perspective.

Anime Schedule 2012



Litchi DE Hikari Club

ライチ DE 光クラブ

Kachidoki Studio • October 1 • Tokyo MX • www.litchi-hikari-club.com

The story starts with 9 boys, all in the Hikari Club, who are driven to make the ultimate Artificial Intelligence, and will stop at nothing to create it. The leader of the club, Zera, is an attractive boy who is very sick and twisted. He has complete control of the members. The second-in-command and previous leader, Tamiya, is not happy with the way Zera is controlling everyone, so he tries to reclaim the club, and eventually everything begins to crumble and turn into chaos.



Jormungand: Perfect Order

ヨルムンガンド PERFECT ORDER

White Fox • October 2 • TV-K • www.jormungand.tv

The second season of the TV anime *Jormungand* continues this series created by studio White Fox (*Steins;Gate*), based on an action manga by Keitarō Takahashi. The story follows an underground arms dealer and her accomplices, and it begins when a quiet boy who hates weapons joins the team.



Chō Soku Henkei Gyrozetter

超速変形ジャイロゼッター

A-1 Pictures • October 2 • TV Tokyo • www.tv-tokyo.co.jp/anime/gyrozetter/

Anime based on an arcade card game released by Square Enix in summer 2012, featuring cars that can transform into robots. Participating car makers include Mazda, Mitsubishi, Mitsuoka, Nissan, Subaru, and Toyota.



Jūsen Battle Monsuno

獣旋バトル モンスーノ

Larx Entertainment • October 3 • TV Tokyo • www.tv-tokyo.co.jp/anime/monsuno/

The series revolves around “re-awakened Monster DNA that finds its way into the unsuspecting hands of adventure-seeking teenagers.” An agency called “S.T.O.R.M.” (Strategic Tactical Operatives for Recovery of Monsuno) will be involved.



Hayate no Gotoku! Can't Take My Eyes Off You

ハヤテのごとく キアント・テイク・マイ・アイズ・オフ・ユー

Manglobe • October 3 • TV Tokyo • www.hayate-project.com

The TV anime series *Hayate no Gotoku! Can't Take My Eyes Off You* is created by studio Manglobe, with a new story created by Kenjiro Hata, whose original manga inspired several other anime adaptations since 2007.

Winter Season



Chūnibyō Demo Koi ga Shitai! (I Have Adolescent Delusions, But I Want to Love!)

中二病でも恋がしたい!

Kyoto Animation • October 3 • Tokyo MX • www.anime-chu-2.com

Yūta Togashi, a boy who used to suffer from “chū-2 byō” (“middle-school second-grade disease,” as in adolescent delusions) and Rikka Takanashi, who still has the syndrome, made a true contract with each other (that is, they are dating). They are in the middle of enjoying “real life” to the fullest... or should be. However, Satone Shichimiya a.k.a. “Sophia Ring SP Saturn VII,” a friend from middle school and the one suffering the most from “chū-2 byō,” appears and turns Togashi’s life upside down. And so, a battle between “Saturn” and “Jaō Shingan” (True Eye of the Devil King) begins.



Zetsuen no Tempest

絶園のテンペスト

Bones • October 4 • MBS • www.zetsuen.net

The story revolves around Mahiro Fuwa, a teenager whose family was mysteriously murdered one year before and his friend Yoshino Takigawa. Mahiro is contacted by Hakase Kusaribe, the leader of the Kusaribe clan who was left stranded on an unknown desert island by her followers, and agrees to help Hakase in exchange of her help to find out the culprit for the death of his family. Upon learning of his friend’s intentions, Yoshino joins him on his quest to stand against the Kusaribe clan who intends to awake the “Tree of Zetsuen” whose power can bring ruin to the entire world.



BTOOOM!

ブトゥーム

Madhouse Studios • October 4 • Tokyo MX • www.btooom.com

The story follows Sakamoto Ryūta, an unemployed 22-year-old who lives with his mother. In the real world, there may be nothing really special about him, but online, he’s one of the world’s top players of the combat game BTOOOM! One day, he awakes in what appears to be a tropical island, though he has no memory of how or why he has come to be there. While wandering around, Ryūta sees someone and calls out for help. The stranger responds by throwing a bomb at him! Now Ryūta realizes both that his life is in danger and that he has somehow been trapped in a real-life version of his favorite game!



Hidamari Sketch x Honeycomb

ひだまりスケッチ×ハニカム

SHAFT • October 4 • TBS • www.tbs.co.jp/anime/hidamari/

The TV anime series *Hidamari Sketch x Honeycomb* is the fourth season based on Ume Aoki’s popular 4-koma (4-panel) manga.



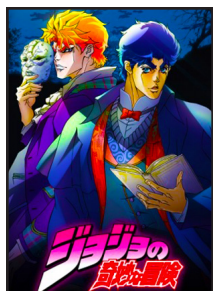
Busō Shinki

武装神姫

8-Bit • October 4 • TBS • www.tbs.co.jp/anime/busou/

The slice-of-life battle story is set in a future world where robots are part of everyday life. “Shinki” are 15-centimeter-tall (about 6-inch-tall) cute partners made to assist humans. Equipped with intelligence and emotions, they devote themselves to serving their “masters.” These shinki can even be equipped with weapons and armor to fight each other. Such shinki are named “busō shinki” (literally, “armed divine princesses”). In particular, the shinki Ann (Arnval), Aines (Altines), and Rane (Altrane) serve a high school freshman named Masato. Things change when a new shinki, the bellicose Staarf, joins them.

Anime Schedule 2012



JoJo no Kimyô na Bôken (JoJo's Bizarre Adventure)

ジョジョの奇妙な冒険

David Production • October 5 • Tokyo MX • www.warnerbros.co.jp/jojo-animation/

About the Joestar family and their battles against bizarre enemies. Jonathan Joestar's battle against the vampire Dio Brando starts it all, and it continues into roughly each second generation of Joestars through all parts of the story.



To Love-Ru - Trouble: Darkness

To Loveる -とらぶる- ダークネス

XEBEC • October 5 • Tokyo MX • www.j-toloveru.com

In the new story, all of the main characters make an appearance, along with some new additions. The alien Deviluke sisters still use their unique abilities to grab Rito's love confession. Nana and Momo have transferred into the school and meet Mea. Momo in particular wants to share Rito and create a harem for him. While scheming her plan, she confronts Golden Darkness also known as Yami. They are interrupted by possessed students who begin to fight with abnormal strength. Now the new plot line appears as a mysterious person, who's in control of the students, tests Yami's assassination skills. Who is this new enemy?



Winter Season



Onii-chan Dakedo Ai Sae Areba Kankei Nai yo ne (It Doesn't Matter If He Is My Brother)

ちゃんだけど愛さえあれば関係ないよねっ

Silver Link • October 5 • AT-X • www.oniai.com

Himenokōji twins Akito and Akiko have finally reunited with each other after separation due to the death of their parents. After six years of living apart they suddenly began to live under the same roof due to Akito's desire to live as a family unit once more. Things were fine at first until Akiko began to express her incestuous love for her older brother, who only sees her as a little sister.



Haitai Nanafa

はいたい七葉

Passione • October 6 • QAB • hai-tai.jp

Nanafa lives in Okinawa with her grandmother who runs the "Kame Soba" soba shop, her beautiful older sister Nao who is in high school, and her younger sister Kokona, who is in elementary school and has a strong ability to sense the supernatural. One day, Nanafa witnesses a seal fall off of a Chinese banyan tree, and three spirits who live in that tree are unleashed. These spirits include Niina and Raana, who are "jimunaa" spirits. The third spirit is Iina, who is an incarnation of an Okinawan lion statue. As spirits start appearing one after another, the peaceful life of Nanafa and her family begins to change.



Little Busters!

リトルバスターズ!

J.C. Staff • October 6 • TV-K • www.litbus-anime.com

Riki was a child when his parents died, leaving him hopeless and depressed. What saved him was a group of four kids calling themselves the *Little Busters*. They took Riki out and played with him during his time of need. He really enjoyed being together with them, and his grief gradually faded away. Now in his second year of high school they still hang out, fight and live together, and enjoy their school life.



Code:Breaker

コードブレイカー

Kinema Citrus • October 6 • MBS • www.code-breaker.jp

Riding the bus one day, Sakurakōji Sakura looks out the window to see people being burned alive with a blue fire as a boy her age remains unharmed and stands over the people. When she goes back to the site the next day, there are no corpses or evidence of any kind of murder, just a small fire. When Sakura goes to class, she discovers the new transfer student is the same boy she saw the day before. Sakura soon learns that he is Ogami Rei, the sixth "Code: Breaker," a special type of assassin with a strange ability and also a member of a secret organization that serves the government.



Bakuman. 3

バクマン。3

J.C. Staff • October 6 • NHK-E • www9.nhk.or.jp/anime/bakuman/3rd/

The third season of the TV anime series *Bakuman.* is once again adapted by studio J.C. Staff, based on a shounen manga by Tsugumi Ōba and Takeshi Ōbata, about aspiring teenaged manga creators. The focus in the third series will be on the creators' new fictional PCP manga as it rises to the top of the magazine readers' popularity surveys.



Anime Schedule 2012



Ixion Saga DT

イクシオン サーガ DT

Brains Base • October 7 • TV Tokyo • ixion-saga-anime.jp

The story follows Kon Hokaze, a boy who embarks on a journey from our world to an alternate world known as Mira, which is full of a mysterious energy known as *Alma*. After saving Princess Ecarlate from attackers, he soon finds himself in the middle of a struggle around *Alma*.

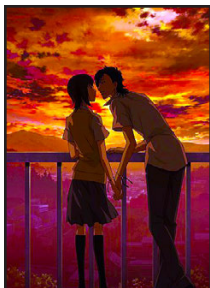


Têkyû

てーきゅう

MAPPA • October 7 • Tokyo MX • te-kyu.com

The TV anime series *Teekyu!* is based on Roots and Piyo's gag comedy manga about a girls' tennis team.



Suki-tte li na yo. (Say "I Love You")

好きっていいなよ

ZEXCS • October 7 • Tokyo MX • www.starchild.co.jp/special/sukinayo/

The story of first love centers around Mei Tachibana, a girl who has never made friends or had a boyfriend in 16 years. One day, she accidentally injures Yamato Kurosawa, the school's most popular boy. For some reason, Yamato becomes interested in Mei and starts a one-sided friendship with her. He even protects her from a stalker—by kissing her.



Magi

マギ

A-1 Pictures • October 7 • MBS • www.project-magi.com

The story follows Aladdin, a boy who has set out to explore the world after being trapped in a room for most of his life. His best friend is a flute with a djinn in it named Ugo. Soon enough, Aladdin discovers he is a Magi, a magician who chooses kings, and he was born to choose kings who will follow the righteous path, battling against those who want to destroy fate.



Cross Fight B-Daman eS

クロスファイト ビーダマン eS

SynergySP • October 7 • Tokyo MX • www.b-daman.tv/eS/index.html

The anime takes place in Crest Land, where the mysterious B-Crystal has started to go berserk. The main protagonist Godai Kamon lives in the south area of Crest Land, and is an energetic boy who loves B-Daman. However, he lost his all past memories of B-Daman and his family, except for his big sister Aona who lives with him. One day, Kamon meets Galvan, a B-Daman at his local B-Daman shop, B-Junk, and he finds Galvan strangely familiar. Galvan becomes his partner, and he returns to the B-Daman battles once again.

Winter Season



Sakurasô no Pet na Kanojô (The Pet Girl of Sakura Hall)

さくら荘のペットな彼女

J.C. Staff • October 08 • Tokyo MX • sakurasou.tv

The story revolves around a second-year high school art student named Sorata Kanda who lives in "Sakurasô," the dormitory for problem children at his school—after being kicked out of the normal dorm because he was found to keep a cat in his room. One day, Mashiro Shiina—a cute girl who happens to be a world-famous painter and brilliant artis—moves into Sakurasô. Sorata thinks to himself that he should protect Mashiro from the weirdos at Sakurasô, but Mashiro has a surprising secret: she has no idea how to take care of herself. She gets lost if she goes out, and her room is a complete mess. Sorata's dorm mates designate him as the "master" of Mashiro, and thus, an ordinary boy and a brilliant girl must live like "a master and his pet."



Aikatsu!

アイカツ!

Sunrise • October 8 • Tokyo MX • www.aikatsu.net/

Hoshimiya Ichigo is a normal girl in her 1st year of middle-school. However, her life changes drastically when, at her good friend Aoi's invitation, she is admitted into Starlight Academy, a famous school for grooming idols. In the weeks and months to come, Ichigo meets many rivals, learns the skills of being an idol, and, using her Aikatsu! card, enters numerous auditions.

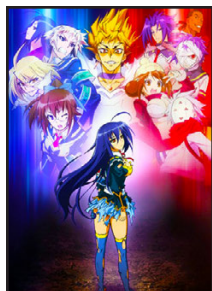


Girls und Panzer

ガールズ&パンツァー

Actas • October 08 • Tokyo MX • girls-und-panzer.jp

In the world, the manipulation of tanks (Sensha-do) is one of the traditional martial arts especially for girls. Miho doesn't like Sensha-do and moves to Oarai Girl's High School. But the chairperson of the student council orders Miho to participate in the national Sensha-do championship.



Medaka Box: Abnormal

めだかボックス アブノーマル

Gainax • October 10 • Tokyo MX • medakabox.jp

Medaka Kurokami, the strongest girl in Hanokiwa Academy, leads the school's student council. The student body can submit pleas for help, 24 hours a day and 365 days a year, into the suggestion box that Medaka installed. Together with council members Zenkichi, Akune, and Kikajima, Medaka takes on the challenges in the school that range from mundane tasks to supernatural battles.



Robotics;Notes

ロボティクス・ノーツ

Production I.G • October 11 • Fuji TV • roboticsnotes.tv

"What would happen if you really tried to make a giant robot?" The game is set around a school from Tanegashima, an island to the south of Kyūshū and home to Japan's space administration, JAXA. The main character is a boy who's in the school's robot club. He's a big fighting games fan, and things kick off story-wise when he learns that one of the heroines is a genius programmer who made the engine for a world famous fighting game. This leads the main character to decide to make a robot that uses motion capture and command inputs. For the motion capture, he enlists the help of someone from the karate club.



Psycho-Pass

サイコパス

Production I.G • October 11 • Fuji TV • psycho-pass.com

In the near future, when it is possible to instantaneously measure and quantify a person's state of mind and personality. This information is recorded and processed, and the term "psycho-pass" refers to a standard used to measure an individual's being. The story centers around the "enforcement officer" Shinya Kougami, who is tasked with managing crime in such a world.



Seitokai no Ichizon - Hekiyō Gakuen Seitokai Gijiroku (Student Council's Discretion - Heikyō Academy's Record of Proceedings)

生徒会の一存 碧陽学園生徒会議事録

AIC • October 13 • Nico Nico Douga • seitokai-no-ichizon.com

The original comedy revolves around Ken Sugisaki, a boy who becomes part of the student council of his private high school. He is the only boy on the council, where he is surrounded by cute girls.

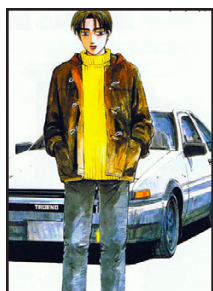


Aoi Sekai no Chūshin de

蒼い世界の中心で

Fifth Avenue • October 20 • Tokyo MX • aoisekai.net/anime.html

A re-imagining of the console wars, the series tells the story of two kingdoms, Segua Kingdom and Ninterudo Empire, locked in a struggle for dominance over the land of Consume. After years of war, the Segua Kingdom is on the defensive until a kid named Gear appears boasting of his increasable speed.



Initial D Fifth Stage

頭文字<イニシャル>D Fifth Stage

Pastel • November 6 • Animax PPV • www.perfectchoice-pr.com/initial-d/

The story focuses on the world of illegal Japanese street racing where the drift racing style is emphasized in particular. Keiichi Tsuchiya helps with editorial supervision. The story is centered on the Japanese prefecture of Gunma, more specifically on several mountains in the Kantō region and in their surrounding cities and towns. Although some of the names of the locations the characters race in have been fictionalized, all of the locations in the series are based on actual locations in Japan.

The **US** *RENDITIONS*

Story

An Interview with the Founders



This year could have marked the 25th anniversary of **US Renditions**, which pioneered bringing anime titles from Japan to the US audience. Founded in the late 80s, **US Renditions** brought us classic anime titles such as *Aim for the Top!*, *Gunbuster*, *Appleseed* and *Super Dimensional Fortress Macross II: Lovers Again*.

I first met David and Robert when I was a junior in high school in the autumn of 1987. I joined an anime/science fiction club called the **Cartoon/Fantasy Organization (C/FO): Gardena Chapter** which met every month at the Gardena Cultural Center to screen anime (called Japanimation at the time)—in raw Japanese. David was the president and Robert was vice president. It later broke from the C/FO to become the **American Alliance for Japanese Animation (AAJA)**.

Being immature at the time and just wanting to get my anime fix, I was clueless to what was going on behind the scenes. At most, I knew that David and Robert were working for a company called **Books Nippan**...nothing else. For reasons long forgotten, I stopped attending the monthly meetings in late 1989... then began my hiatus from anime until 1994. During that time, I heard of a branch of **Books Nippan** called **US Renditions**, which began bringing anime to the US direct to video market. I had no idea David and Robert, with others, founded and ran the company.

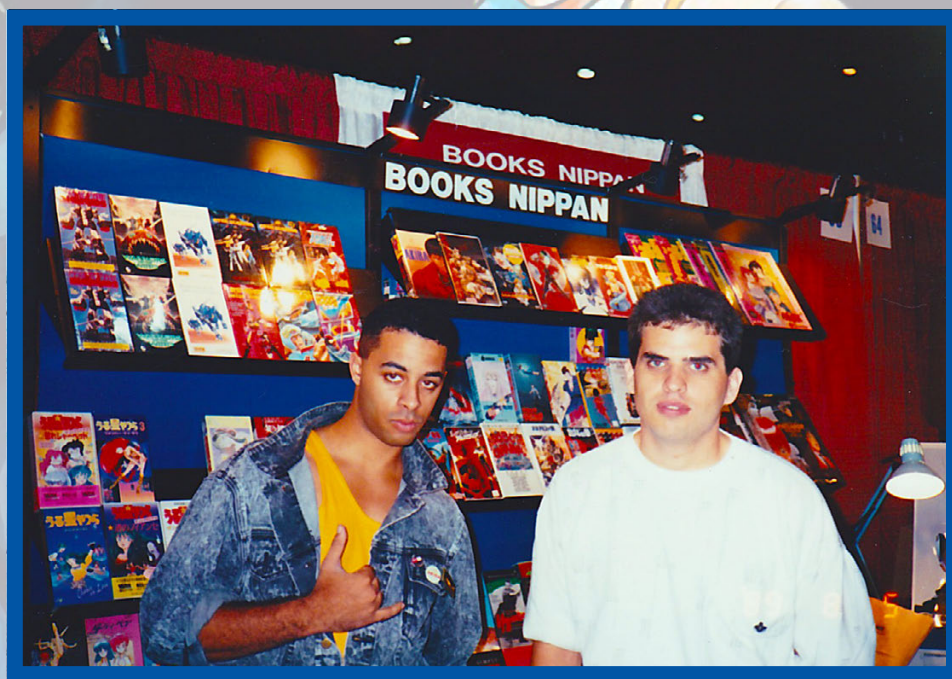
I meet up with David and Robert recently—and at the same time—at Anime Expo in Los Angeles. I'm honored to be granted this interview with a couple of the pioneers of the US anime market.

ED: David and Robert, when did **US Renditions** actually began and what did it take for the company to exist at a time when anime was not even a niche market?

ROBERT: Thanks for the opportunity to talk about the old days. I'd like to take one step back and talk about the first time I met David because it relates directly to the founding of **US Renditions**. I had become aware of anime in 1980 thanks to *Star Blazers* and when I moved to LA in the summer of '84 I was lucky enough to attend Worldcon in LA and interface with a lot of the C/FO guys and Carl Macek was at **Worldcon** presenting the pre-*Robotech* dub of *Macross* called "Boo-

bytrap" and at the con I picked up a flier for C/FO Santa Monica, which is where I lived, so I started going to C/FO Santa Monica meetings with my brother. And I remember it like it was yesterday, but around September of 1985, after *Robotech* had aired and really started to ignite locally, C/FO Santa Monica did a screening of the *Macross* Movie *Do You Remember Love?* aka "Summer 84."

the movie. I got one of those from David at the meeting and we immediately hit it off. To be candid, while I liked all the guys at C/FO Santa Monica, they were frankly older gentlemen. I say that knowing that they were probably younger then than I am now, laughs, but at the time when I was 18, they seemed like older gents (ignorance of youth) and when David came in, I was



David Keith Riddick (left) and Robert Place Napton (right) circa 89-90 at some convention. The booth behind them was the con set up.

The guest speaker was David Riddick President of C/FO Gardena who was the *Macross* expert in L.A. David was and is a very charismatic guy and he introduced the film and I learned he had done a translation script of the movie with translators Glen and Mario Ho which they had published themselves and it was called the "Macross Movie Gold Script." This was a fan publication, but it was a line for line translation of

meeting a peer—a guy my same age—and he was so passionate about *Macross*, which I had grown to love thanks to Carl Macek's *Robotech* which had burst on the scene that same year, so I was like "I've gotta hang with this guy" and I started going to C/FO Gardena meetings and a lifelong friendship was born with I ended up helping run C/FO Gardena along with David, Will Culpepper, Karl Altsaetter and Troy Augborne.

So how does this relate to **US Renditions**? In Northern California there were two key fan publications in the mid to late 80s: Toren Smith's *Baycon Japanese Animation Guide* in 1986 which really became his calling card as a translator because it was really such a professional publication and *ANIMAG* #1 which introduced Toshi Yoshida and countless others.

In Los Angeles, at the same time, I can say without hesitation the most important fan publication along the same lines as *Baycon 86* and *ANIMAG* was David and the Ho Brothers "Macross Gold Script." It really became a calling card for David the way *Baycon* was for Toren and *Animag* was for Toshi, Trish Ledoux, Mike Ebert, etc. David helped design the packaging for the script and polished the dialogue of the translation. He was a film student at Long Beach state at the time and adept at screen writing, so he took the translation to the next level.

The way I remember it, and David can correct this if I'm wrong, the "Macross Gold Script" got the attention of Book Nippan and Kevin Seymour, who was the American manager of the anime division for the Japanese management, and Kevin recognized David's talent and recognized that **Books Nippan** needed to get into the business of producing original home grown anime products, so David was hired by **Books Nippan** to not only run the anime fan club but help with a fledgling special projects division which didn't even have a name at that point, but it was the seed of **US Renditions**. I didn't come to **US Renditions** until 1988, about a year after it was formed and they had already released the *Robotech Album*, so David would know more about the literal founding of the division, but I wanted to make sure people know what a landmark fan publication the "Macross Movie Script" was—and it contributed directly to David



getting hired by [Books] Nippan and the founding of **US Renditions** as I recall looking back on it. Also I remember vaguely, and David can comment on this better, that at one time the division was going to be called **New Horizons** and then the name became **US Renditions**.

DAVID: I'm going to start off with a little bit of my backstory prior to working for Nippan. In late 1984, during my first year of college, I was attending a science fiction convention in Los Angeles. At that time, I was pretty bored of what was going on in the American comic book industry and I was looking for something new to get into. I happened upon a table that was selling Japanese animation goods. That's when I saw the now famous book *Macross Perfect Memory*. I also saw an English dub videocassette the first three episodes of the *Macross* television series done by a company called **Harmony Gold**. I was intrigued by the character and mechanical designs in the book. They reminded me of the TV shows I watched as a kid on a Japanese language TV station (Channel 22) here in Los Angeles. Shows such as *Brave Raydeen*, *Getta Robo G*, and *UFO Dai Appolon*. These

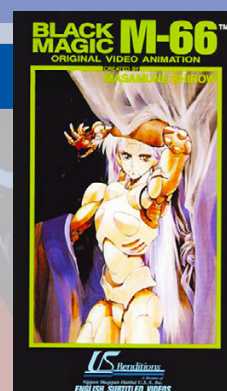
were the series that sparked my deep love of mecha design. The book *Perfect Memory* was written completely in Japanese. But that didn't stop me thoroughly enjoying all the intricate designs and great artwork. The moment I saw the design for the Valkyrie I fell in love. It was an evolution from the older *Shogun Warrior*-type mecha that I'd seen before. For me, it wasn't enough just enjoying the artwork in the pictures. I had to find out who was behind this amazing show. After watching the three-episode pilot of *Macross: Booby Trap*, I called **Harmony Gold** in Hollywood to find out more information. They put me directly in contact with the producer of the English version of *Macross* a man named Carl Macek. Carl and I kept in constant contact after that initial conversation. He was very interested in my opinions about Japanese animation and *Macross* in particular. At that time I wanted to find out everything I could about this show *Macross*. I discovered **Melody Records** (in Gardena), **Pony Toy-Go-Round** and **Books Nippan** in Los Angeles. Those were exciting times back then. It was like discovering entirely new world. While I was at **Pony Toys**, I saw flyer for a club called "Japanimedia"



Noriko Takaya
from *Top O Nerae! Gunbuster*.

in Little Tokyo. They were going to screen the *Macross* movie there at their upcoming meeting. It was clear from the upgraded character and mechanical designs on the flyer this was not the “Booby Trap” tape that I purchased earlier. I made a point of it to be at that meeting. That’s where I saw *Macross: Do You Remember Love?* for the first time. I was completely blown away by that movie. The production values were top-notch and beyond anything I’d seen up to that point. I met the club’s leader Dr. Don Wilson who told me of a much larger animation club: The **Cartoon Fantasy Organization** that was headed by man named Fred Patten. I started attending CF/O meetings regularly. This helped me learn more about *Macross* and anime in general. Fred Patten was a very mild-mannered but likable person. He was a walking encyclopedia of Japanese animation knowledge. I remember walking into my first CF/O meeting in the legendary “Studio A.” It was like find this cool hidden sub-culture. There was a large screening room but what I find most intriguing was the taping room. Dozens of VHS machines daisy chained together making copies of TV episodes that had been sent over from Japan. Most of the guys that were running were older than I was. Thinking back on it now, it reminds me a lot of the movie *Fight Club*. At the center of it all, was Fred Patten. I was determined to learn as much

from this man as possible. These meetings marked the beginning of my education in anime. Eventually I started my own chapter of the **Cartoon Fantasy Organization** in Gardena. Carl Macek was our very first guest speaker. We met in the back room at **Geoffrey’s Comics** and the room was filled to capacity. Subsequently, I met Robert Napton at the **Cartoon Fantasy Organization** meeting in Santa Monica. Unlike the older guys from CF/O LA, we were about the same age. We also had a lot in common as we were both film students. We spoke at length at that meeting and we became fast friends. He along with Will Culpepper, Troy Augbourne, and Karl Alstaetter made the **CF/O Gardena** chapter one of the best-attended and well-run chapters in the organization. By this time, **Harmony Gold’s Robotech** series began airing and had become very popular. As a fan project, my friends Mario and Glen Ho and I did a movie translation script of *Macross: Do You Remember Love?* This got the attention of the director of **Books Nippan** animation retail sales—Kevin Seymour. After meeting with Kevin a couple of times in late 1986, I was hired on as the director of the **Books Nippan Animation Fan Club** which was the largest mail order retail shop of its type. This is important for a couple of reasons. One this gave me access to the largest database of Japanese animation fans in United States and it gave me access to the largest collection of Japanese Animation media in the United States. This greatly accelerated my education about anime. You have to understand this all happened in the days before the rise of the Internet and I was sitting at the nexus point of all things Anime in United States. During this time, **Books Nippan** was seen as “the source” for anime in the US. Kevin Seymour was unlike myself because he came from a very eclectic theatre and musical background



instead of a dedicated *anime fandom*. He was a fan of Japanese pop culture and was an expert on popular culture on a global scale. He greatly influenced me in my musical tastes even to this day. Kevin was also a very humble and private person where as I was full of youthful hubris at that time.

In early 1987, the staff of **Books Nippan** were invited to a movie premiere in Hollywood at the world famous **Grumman's Chinese Theatre**. The name of the movie was *Star Quest* but the original name of the movie was *Royal Space Force: Wings Of Honneamise*. This is also a very important event. Because this is the first time that prominent members of the Japanese animation industry were in Los Angeles for a screening like this. It was completely unprecedented. I met Ichiro Itano and Hiroyuki Yamaga (the film's director) at the event. I remember walking up to Mr. Itano and introducing myself. He was very impressed and delighted that I knew who he was. We talked for about 20 minutes. I was very impressed with the entire staff from **Gainax**. **Gainax** was the

inspiration for the creation of **US Renditions** in United States. I made it a point to learn about all about of the prominent creators of Japanese animation. There was a "making of" video that was released before the film's video release. I watched that video dozens of times. It was there that I learned about the forming of **Gainax** as well as Hideaki Anno and Toshio Okada. At that time the yen dollar exchange was terrible. It was becoming really expensive to buy Anime related goods in United States. Those a lot of concern whether or not **Books Nippan** would be able to survive by just importing Anime goods despite the growing popularity of Japanese animation in the United States. After several meetings with the head of **Books Nippan**, Mr. Sho Nagata I was able to convince him and Kevin Seymour that the future of **Books Nippan** would be creating new English language anime products for the US. Kevin came up with the name for the new production division of **Books Nippan**: **US Renditions**. We were approached by Carl Macek of **Harmony Gold** to collaborate

on a project for United States relating to *Robotech*. I knew that music was important part of *Robotech* and that there wasn't a *Robotech* soundtrack album for the United States at this time. By this time, I was a huge fan of Japanese BGM albums. I knew that the first project of **US Renditions** had to be a success. I got approval to begin working on the soundtrack album for *Robotech*. The pressure was on me to make it successful. I knew that if this project failed then it would've killed **US Renditions**. The soundtrack I was an absolute success and we sold out of our complete initial run.

We received approval to begin work on a compact disc version of the soundtrack. I initially wanted this version of the soundtrack to be a double disc collection of the music but due to budgetary constraints it was going to have to be a single disc release. After the success of the vinyl version of the soundtrack, I received a lot more support from Kevin Seymour who was convinced that into English language anime products were the future of the company. I was able to use my contacts in the anime fandom community as a form of demographic research and their feedback was invaluable during these early stages of the company's development. My ultimate goal however was to produce English language Japanese anime videos and to bring a heightened awareness of Japanese popular culture to the United States. I did not want to compromise the vision of the creators of the anime series that we would adapt. I wanted to names, music and story line to remain completely intact in our productions. I wanted to give the Japanese creators full credit for their work. I didn't feel that Anime had to be watered down or changed for the United States market. I felt that American fans were sophisticated enough to accept Japanese animation in it's pure form. At **US Renditions**, our job would be to present Anime from this perspective. We were very different from **Harmony Gold** because of this mind-set.

Kevin and I began researching the video market in United States in earnest. While attending an industry convention in Santa Monica, we met John O'Donnell who was a highly innovative pioneer in the *home video market*. He was very impressed with our vision and wanted to create his own Anime production company that would be known as **U.S. Manga Corps**. We also made contact with a very important person to the future of Anime in this country—Ken





AAJA Membership Card

Iyadomi who was working for company LA Hero. In working with him, we were able to secure the rights for the initial releases of the *US Renditions* subtitled videos. My longtime friend Robert Napton was hired on at my suggestion to assist with the development of *US Renditions* and the expansion of the BNAFC. Robert was going to edit the script for *Fight! Iczer One!* which was going to be our first subbed release. Production on this project stalled (USR released *Iczer One!* later) but through Ken Iyadomi we were able to secure the rights for our first subbed videos which were *Gunbuster*, *Dangaioh*, *Black Magic M-66* and the original *Appleseed* OVA. The spirit of collaboration between *US Renditions* and *US Manga Corps* was very high. We helped them with their very first release *Dominion: Tank Police* as part of the production staff. I was still active in Anime fandom as well. The *C/FO Gardena* chapter split away from the main organization become its own organization known as the *American Alliance for the Promotion of Japanese Animation* (or *AAJA* for short). *AAJA* also had a chapter in Dallas led by

Lea Hernandez (who was a founder of the US branch of General Products).

ED: After the initial formation of *US Renditions*, what were your main job roles? And did both of you work directly together?

ROBERT: Around the end of 1987, David and I and the other guys were busy with *AAJA*, the club we formed when we official withdrew *C/FO Gardena* from the *C/FO*. We had a lot of admiration for *C/FO* but frankly, the national management of the club was taking it in the wrong direction we felt, so we rebelled and ended *C/FO Gardena* and started the *American Alliance for Japanese Animation* and for better or worse started a trend with other local *C/FO* chapters doing the same thing at least in Southern California. One of the cornerstones of *AAJA* was its monthly newsletter and I was coeditor of that and this goes back to *US Renditions*. Around the same time *AAJA* was taking off, David mentioned to me that *Nippan/US Renditions* anime manager Kevin Seymour was looking for more help. David had executively produced the *Robotech Soundtrack LP* to great success

and they were looking to do more with *US Renditions* as a result. One of the main projects was for an English film comic translation of *Fight! Iczer-One!* Kevin was looking for script editor to polish the translation. It's ironic that

even then, in 1987, comics and anime were pretty intertwined for me—I was really hired at *Nippan* to work on an anime film comic. Also, David was running the fan club and handling the mail order business and it was more work than one guy could handle, so Kevin wanted someone to bring on board to help and David recommended me, which was the direct reason I was hired at *Nippan*. I came in and interviewed for Kevin and got the job. This is a good spot to say something about Kevin Seymour. He's a very discreet fellow, very modest, but Kevin is one of the pioneers of anime in the USA. He was the American manager at *Nippan* and he really took the anime division to the next level—because he really understand what the fans wanted to buy. Before the Japanese managers were sort of guessing at what to import but Kevin *knew* what would sell, so he made the anime section of *Nippan* very successful which I think enabled something like *US Renditions* to happen. So I came to *Nippan* with the understanding I would work on the *Iczer-One* film comic and work hand to hand with David on the fan club order fulfillment, which was all done out of the office in Carson and its attached warehouse. Speaking of the warehouse, I'll never forget the first time I went in there after I got hired. Imagine row after row of shelves full to the brim with the rarest anime books of the 80s: stacks of *Macross Gold* books, *Newtype 100%* collections on *Gundam*, *Yamato* roman albums, art of everything, laughs. Again, this is Kevin knowing what to import at the time. If people had a time machine and could go back they could make thousands of dollars off e-Bay with the stuff we had just sitting around in droves at *Nippan*.

Anyway, I officially started at *Nippan* in February of 1988. I started working on the *Iczer-One* English film comic. It had been translated in Japan and the English was



A view of David and Robert in front of the [Books Nippan] offices—if you zoom in, it'd be interesting for everyone to see how non-descript the place looked—and yet it was the heart of the anime industry in the USA for a time.

pretty terrible frankly speaking, but part of the challenge was there was very little room in the Japanese layout to accommodate translated English text—and English always translates longer than Japanese—meaning more words are needed to say the same thing, so it's a pain. I worked on a rewrite of the script for a month or so and then Kevin sent to the Japanese publisher and they said I had added too many words, which was probably true, and then the entire thing just got killed, which was a shame. In the meantime, I was assisting David on sending out the fan club mail orders—mostly books, CDs were starting to sell, posters, and *Robotech* albums—and I think we were starting to talk amongst each other about doing a *Robotech* CD version, but the *Robotech* music project was always David's baby. He has an affinity for music the way I did I think for publishing—he really loves it—it was his fascination and expertise on BGM (background music) that made the *Robotech* LP work as well as it did—he produced it like it was a Japanese BGM album. The only big frustration I can recall as we approached the CD is we all wanted it to be truly a “Perfect Collection” as it was called and include *everything*—all the tracks. But each track required a royalty payment and Nippan management wanted to keep the track listing shorter for that reason, so we couldn't go to town on the CD the way we wanted to and include all the music and songs, which was disappointing. But sometime in 1988 we started working on the *Robotech* CD the way I remember it. I remember a really fun day when David and I went to a place in Hollywood to supervise the remaster the *Robotech* tracks for CD and convert them to digital and sweeten them up a bit. It was a place called DigiPrep as I recall. We spent the day there. On the lunch break we went to Dukes Coffee shop on Sunset



Robert and David with Composer Ryuichi Sakamoto (center).

and John Cusak was there and Maren Jansen the original “Athena” from *Battlestar Galactica* was having lunch at the counter. I remember because I had a huge crush on her when I was 11, so that was a big deal. I didn't talk to her but Dave talked to Cusak. *Laughs*. That was a really cool day because that was my first time getting paid to work in a studio on a project, and we were there on Sunset where so much rock history had been made right next to the Whisky and places like that, so that was a fun afternoon—living the dream, so to speak.

Other duties early on and throughout *US Renditions* involved taking meetings and calls from everyone in the anime business at that time—and that would usually be Kevin, David and myself. And I'm not exaggerating when I say *everyone*. People don't realize how Nippan was the hub for

anyone interested in doing something professionally in the United States with anime. Everybody important came through those offices for meetings. Anybody who wanted to get anything done stopped at Nippan first to see if Nippan could be a part of it, so I just remember a lot of conversations about a lot of different things—some of which happened, some of which didn't. I wish I had kept a journal because it's a bit vague now but I'll go into a bit of detail later in the *US Renditions* history about the birth of home video because I remember a lot of those meetings.

Also, in the early days of *USR*, David and I started branching out—because of our positions at Nippan, interesting opportunities came up. For example, we were invited to write for *ANIMAG* and penned a cover story together for issue three on



Robert at some unknown TRADE SHOW in later times—since the dub tapes are present...around 1992.

Wings Of Honneamise—a film we really loved. That was my first published work. Humorously, *ANIMAG* messed up my name and credited me as “Robert Nappon” in the printed version—which for years became a joke at the Nippan office—that I was trying to merge my name with the company’s name. That was the beginning of a long and fun relationship with the *ANIMAG* and David and I wrote several articles for them on *Macross*, *Gunbuster*, Ryuichi Sakamoto. We also became good friends with the *Protoculture Addicts* guys around that time as I recall. Kevin really supported *ANIMAG*, *Protoculture Addicts*, *Anime Zine*, and all the early anime magazines by carrying them at **Books Nippan**. He helped all those magazines stay in print by helping distribute them. I remember he also made a deal with Toren Smith to reprint his fantastic and legendary *Baycon 86* program guide as *A Viewer’s Guide To Japanese Animation*. That wasn’t a *US Renditions* project I don’t think, but it was a *Nippan* publication—so again, it was an original project, which was very much what we were all about during those days—creating home grown anime products in English for American fans. We all really believed that was the future

for **Books Nippan**—that just importing Japanese merchandise wasn’t enough. We were right, but in some ways, we were ahead of our time—not everyone was ready for that vision.

Another big thing that first year or two was works at **San Diego Comic Con** back at the old performing arts center—when it was really a comic con. I had been going to the con as a fan since 1985, but when I got to *Nippan*, I had to work the con and that was the first con I worked. **Books Nippan** was the only big anime vendor there, so we always made a big impression at that show and had a big long booth along the back wall. I will say candidly I was a terrible convention worker in those days, *laughs*—poor Kevin. He really had to show me the ropes. I had never worked retail in my life—somehow I managed to get to college age never having worked a retail job so I just didn’t have any clue about how to rise to the occasion and work a show like that. Here’s some irony—*yeeears* later at **Bandai Entertainment**—running the convention booths became part of my job, so all that training I got from Kevin became invaluable. Anyway, that’s what I recall about the first year or so of my time at *US Renditions*. It was a fun time—1988-89. But it was also tiring.

The entire first or so I was at *Nippan*, we were still running *AAJA*, so anime was my job and my hobby and I was trying to get through college like David and focus on creative writing. Something had to give and ultimately at the end of 89 we all decided it was time to fold *AAJA* and just focus on our professional pursuits and I guess that’s when I officially exited fandom and became a full time anime “professional,” and I qualify that in quotes because the fans were the professionals in those days.

Anyway, I’m kind of all over the place with this answer, but I was remembering things as I went, and we’re talking 25 years ago.

DAVID: My job title at *US Renditions* was Special Projects Producer but actually I was still the director of the *BN AFC* (Individual Mail Order Sales) as well. As my duties at *USR* become more demanding, we actually added more staff to balance things out. Kevin brought in Gloria Gines as his assistant and Ethan Fogg to assist with mail order sales. Gloria actually went on to do a lot of voice acting in the early *USR* dubs and went on to work with Kevin at *Animaze* after *USR* ended. Robert and I worked together on the *USR* projects but also with *BN AFC* duties as well. We also worked conventions such as **San Diego Comic Con** and the **American Booksellers Association** convention. **Books Nippan** was the major anime booth at these shows. Kevin took them very seriously and I used to say watching him design the layout was like performance art (*laughs*)! Anime did not have the mainstream success that it enjoys today and at **SDCC** we were still a niche market. Many famous artists and writers including Jean (Moebius) Giraud and Alan Dean Foster made it a point to visit our booth. It was indicative of how anime and manga were beginning to really influence popular culture on a global scale.

ED: In earlier attempts to bring anime video/audio media to a US market, concessions had to be made to that media; name changes, rewriting the story, reediting video, etc. Robert mentioned the story with the *Iczer-1* comic translation rewrite. Then there's the *Robotech* LP. Other than these two projects, were there any other, if any, concessions you all had to make in compliance to any licensing agreements made by both parties in later projects?

ROBERT: I guess this gets into the realm of "home video."

To set the stage, and David would remember this, I believe **Nippan** was first approached or considered home video with a company called **Gaga Communications** which had secured the North American rights to a number of key anime including *Project A-Ko*, *Bubblegum Crisis*, *Dominion* and others. **Gaga** approached us in 1988 as I recall and we met a nice man there named Jeff McKay I believe and though David, Kevin and I felt strongly about some of the titles, **Nippan** management wouldn't take the plunge. I need hardly remark for those that know their history, that a few years later John O'Donnell acquired that same package **Nippan** had passed on and that became the launch package for his company **US Manga Corps** under the **Central Park Media** banner. But more on that later, I suppose.

About a year later after **Nippan** passed on the **Gaga** package, if I remember correctly, a fateful meeting occurred with Ken Iyadomi from **Bandai Visual** came to **Nippan** with two titles—*Gunbuster* and *Dangaioh*. Ken was the first Japanese businessman I met who really had a passion for create a home video market for anime in the USA. He is one of the true pioneers of the American market. Before then you had Carl Macek and others who believed in anime, but they were Americans—Ken was from *inside* the Japanese anime industry

in Japan, so it's a very important moment. Ken approached **Nippan** about distributing *Gunbuster* and *Dangaioh* on VHS subtitled in the US market with no changes to the content. So again, another landmark vision—to bring anime to the US unaltered, which was very much the *US Renditions* philosophy as established by David and Kevin from the beginning.

So Ken and **Nippan** came to agreement and sometime in 1989 we started work on those first two releases which were slated for 1990. **AnimEigo** was active at the time and doing the same thing—creating officially licensed subtitled anime VHS tapes for the US market and it was kind of

with **Bandai** who exerted a lot of influence over the project. I don't want to throw anyone under the bus, but this individual really didn't know anything about anime but provided the English translations to both of the first releases and dictated certain things about the subtitle size and there were a lot of mistakes with those first two releases in my opinion and that was directly the result of too many cooks in the kitchen.

However, *Gunbuster* Vol. 1 and *Dangaioh* Vol. 1 were the first licensed, subtitled anime officially released in the US market so they deserve their place in history. They were sold for \$34⁹⁵, which sounds like a lot but was cheap compared to the standard



The ONLY picture of the [US Renditions] original crew. Robert in the middle. Left is Kevin Seymour, Dave to the right. The young lady is Gloria Gines who David mention's in the interview.

race to see who would get these out first. **Nippan** won that battle, but I have to say, **AnimEigo** won the war—for they are still around and *US Renditions* is not, *laughs*. At any rate, the process of subtitling those first releases was harder than I thought it would be. There was a third party involved along

import price of a Japanese anime VHS tape which could run in the hundreds of dollars in those days as crazy as that sounds.

The result of the success of the first two releases demanded we do another wave so *Gunbuster* 2 and 3 and the anime OVAs *Black Magic M-66* and *Appleseed* were also

selected for the second wave, which were both based on manga by Masamune Shirow. Toren Smith had singlehandedly created a market for Shirow in the USA—they were friends and Toren handled the English translations of his manga through **Studio Proteus** and really pushed Shirow's work, so because of the heat around Shirow's *Black Magic* and *Appleseed* were no-brainers. Ken Iyadomi was still involved as the Japanese producer and because of the issues we had with the translations we were able to push for translators who really knew a lot about anime, so I think I was really championing Toshifumi Yoshida and Trish Ledoux and *Gunbuster 2, 3, Black Magic* and *Appleseed* ended up being their first projects as translators for anime home video if I'm not mistaken and they of course went on to a great run at Viz producing and translating anime and manga, but they got their start at **US Renditions**, as did a lot of us. With them on board the translations became very accurate and we were able to stay completely true to the Japanese content.

So long answer to your question, the philosophy always was to stay true to the original source material. It was a different mind-set than **Harmony Gold** of the time, who had done *Robotech* and *Captain Harlock/Queen of a Thousand Years* as re-imagined versions of the material with a new or altered stories.

DAVID: **US Renditions** started with the philosophy that we would present anime in an uncut fashion and in a respectful way to the original creators. That said, as Robert said there were some mistakes made during early releases (due to the "too many chiefs" syndrome) which resulted in certain mistakes being made. Once Trish Ledoux and Toshi Yoshida as came on board as our translators, things smoothed out considerably. Examples of this would be the infamous "Sidekick Wave" gaffe or Shoji



Robert a random convention shot—wearing the rare US RENDITIONS sweat shirt that he and David had made and wore around.

Kawamori being credited as Masanori (Shoji) Kawamori. Overall, I think that **USR** stayed true to the original vision.

ED: It's good to hear that you all had full control of your projects and stayed true to the original material despite what was going on in the mainstream American animation market. Speaking of which—how did **USR** promote its products to a wider audience? At the time, anime was a tiny niche market. Was there a marketing division to try to get major retail outlets carry **USR** products? And were both of you involved in any way in promoting **USR** and its products to the mainstream other than the conventions scene?

DAVID: **Books Nippan** used traditional book distributors as well as comic book distributors (such as **Diamond**) to distribute product. In the beginning, you could only get

USR titles through direct mail order and at specialty shops (like comic book shops). Eventually, this expanded to places like **Tower Records**. We were promoting **USR** via conventions and interacting with the anime fandom of that time. It was still a niche market at that time. A lot of the promotion of **USR** titles came via "word of mouth" from the fans themselves. Kevin Seymour designed all of the early **USR** ads. During that time, I was in film school (CSULB) and would show excerpts from anime films such as *Royal Space Force* to my classmates. Some of them were really impressed with it and some did not know what to make of it (laughs). There was no marketing division. We were it. At that time, we were not going for mainstream acceptance...we were trying to increase awareness within the established SF/comics community.

ROBERT: Yes, David is correct. In the beginning, the initial offering of our VHS subtitled anime tapes was through **Diamond** and I believe **Caps City**, which was **Diamond's** competitor who eventually got purchased by **Diamond**. We were focused on distribution to the comic book stores and through the **Books Nippan** fan club which was an impressive data base at the time. We had the address of everyone who had ever ordered anime from **Nippan** so we did some direct mailers—post cards and the like. We also did advertising in publications like *Animag* and *Protoculture Addicts*—"preaching to the choir" was the only marketing strategy of that time. We would heavily promote at **San Diego Comic con** and later **AnimeCon 91** (which became **Anime Expo**). The emergence of a genuine anime convention scene in the USA was a game changer and helped build the market. We helped Mike Tatsugawa and **SPJA** as a sponsor of the original **Animecon**, and David, Kevin and I were very in favor of **Animecon** and we really got behind what

Mike Tatsugawa was doing. Before then, anime was relegated to small video rooms at cons—having an entire con dedicated to anime was a dream and a necessary step to build a marketplace so we had somewhere to market our products, laughs. *A-Kon* happened in 1990 and then *Animecon* in 91, *Otakon* in 94, so you had conventions come on the scene that became very important and still are...but the difference now is there are hundreds of anime conventions every year in the US. You could probably go to one every weekend. That was not the case when we launched our home video line.

At the time, getting mainstream video stores to take in “subtitled cartoons” was a long shot. The game changer for that was the arrival of John O'Donnell, Mike Pas-cuzzi, and Central Park Media on the scene shortly after we launched our line in 1990. That's a different topic, but it's important to note that Central Park Media changed the market and thus the marketing practices evolved as a result of them kicking down the door so to speak at the major retail level in 1991-1992.

ED: I remember going to Books Nippan's retail store on 7th Street in downtown Los Angeles for the first time back in the spring of '94. A friend of mine at work showed some interest in anime, we got talking, then we decided to take a road trip there. He and I were very impressed with the store and this trip renewed my interest in “JapAnimation.” I do remember seeing anime for the first time at Tower's. It was a nice surprise. Later on, I began seeing them in SunCoast stores too.

In my opinion, I thought this was great thing for anime. In the summer of that year, I attended my very first anime convention, *Anime Expo*, at the Anaheim Marriott in Anaheim, CA., also which I saw a flyer for at Books Nippan. Books Nippan/USR was at the con. I was totally

blown away by the number of fans of anime back then. With the growing popularity of anime in the early 90s, what were the reasons USR didn't continue? USR had it good for a few years. Other companies like *AnimeEigo*, *Central Park Media*, *US Manga Corps* and *AD Vision*, to name a few I remember, started popping up and growing. Were these “competitors” the main factor? Or were there other factors that led to USR's passing, such as the bad US economy at the time?

ROBERT: What caused *US Renditions*, and ultimately to end is a complicated question. One perspective I have to give is that *Books Nippan*, the parent company of *US Renditions*, was more than just anime. If anything, anime was the red-headed step child—it made money, but it was always sort of tolerated at the company and never fully embraced. *Books Nippan's* core business in the USA was distributing high end arts and graphics books to high-end book stores and also sell through the original *Nippan* store on 6th street and the new store on 7th street. Anime was NOT the core business. *Books Nippan* was a satellite of a huge Japanese book distributor *Nippan Shuppan Hanbai, Inc.*, and we always seemed to be in the red to the parent company in Japan, so the entire

Iczer-One and Nagisa Kanô from *Tatakae!! Iczer-1*.





Bandai Entertainment party David and Robert attended wearing *Space Battleship Yamato* uniforms from the movie.

time I was there, which was about 6 years, **Nippan** as a company overall struggled. I honestly think if they had focused more on anime they might have endured, because when it comes to anime **Nippan** left money on the table unfortunately.

1993 would turn out to be a pivotal year for **US Renditions**. In 91-92 we had released a second wave of VHS—*Gunbuster 2* and 3, *Appleseed* and *Black Magic M-66*. These did very well. We followed those with *Dangaioh 2* and 3. John O'Donnell had formed **US Manga Corps** via his company **Central Park Media** and they had really kicked down the door for creating a space for anime in mainstream video outlets and they had helped us, and all the companies, position their titles in mainstream outlets. In 1992, Ken Iyadomi left **Bandai** in Japan and moved to the United States to form a company called **LA Hero**. He secured the same distribution arrangement he had previously secured for **Bandai**—so his new titles would be distributed through **US Renditions**—and those ended up being *Macross II*, *Giant Robo*, *Orguss*, *Guyver* and *Ambassador Magma*. These titles were all dubbed instead of subbed. Some very talented and legendary voice actors got their start on those dubs including the great Steve Blum and Melissa Fahn to name a few. Also, in coming full circle, **Nippan/US Renditions** licensed its first title on its own which turned out to be *Fight! Iczer-One!*, which we dubbed at **Intersound** of *Robotech* fame.

So things were pretty good shape in 92 and 93. The anime division had grown to include Ethan Fogg who was handling the fan club, George Lambros who came in to be sales person for our VHS line, Grant West came in as well to help with mail order, etc. But the original guard had

started to go different directions. David left the company to pursue an opportunity and toward the end of 93 I was lucky enough to co-create

a comic book series with former **AAJA** staffer Karl Altstaetter called *Q-UNIT* which a publisher picked up and Kevin Seymour decided to leave sometime in late 93 to form his company **ANIMAZE** and focus exclusively on anime dubbing. When I heard Kevin was leaving I decided to leave at the same time and focus exclusively on my comic book writing career.

After we had all left some very capable people filled our shoes including Chad Kime who went on to a 12-year career at **Geneon** after he left **Nippan** and my **Bandai** colleague Taku Otuska worked at the store downtown.

But frankly, and this may sound egotistical, I think without David and Kevin who had founded **US Renditions** and myself who came in after and brought a lot of passion—without us championing the cause of **US Renditions** so to speak, it just couldn't be sustained.

Eventually **Digital Manga** bought **Books Nippan** in the 90s—at that point I believe it was a shell of its former self. **Digital Manga** took over the inventory and mail order business I believe...and that's when **Books Nippan** ceased to exist as we all knew it.

So I think had the core founders stayed, you probably would have seen **US Renditions** continue much longer, but that's just speculation on my part.

ED: That was a wonderful and informative insight the **US Renditions** from David Keith Riddick and Robert Place Napton. Thank you guys for your time to do this very interesting in-depth interview. Whenever you fans out there watch the classics like *Dangaioh*, *Appleseed*, *Macross II*, *Black Magic M-66* and *Fight! Iczer-One*, remem-

ber the hard work of the **US Renditions** crew that brought these to you. They're the pioneers that helped make U.S. anime fandom what it is today.

Fans of David can follow him on Twitter @davidriddick. Robert would like to make final comment. "I'd like to close my portion of the interview with this, and forgive my hyperbole: **US Renditions** would not have existed had it not been for David Riddick, his vision and leadership, and his belief that bringing anime to the USA was a movement—almost like an art movement—where like minded people responded to a similar aesthetic. But unlike other art movements—say a group of painters painting in the same school—we weren't creating the art, but we were the conduits for exposing this art form to Western audiences. Dave was at the forefront of that in cofounding **US Renditions** as was Kevin Seymour of **Books Nippan**, as was Fred Patten, Toren Smith, Toshi Yoshida, Trish Ledoux, the late Carl Macek, and many, many others. Anime fans today owe a lot to the pioneering efforts of these individuals. And anime fans today are our reward—seeing the growth and enthusiasm for anime having increased to a level we only dreamed of back then. I just want the fans of today to **TRULY** appreciate how good they have it now and respect the artists and creators in Japan by supporting their work—on all levels, not just cosplaying as beloved characters but supporting these creators monetarily so they can continue to create the anime we all love. Support **Funimation**, support those who are still trying to bring anime to the USA legitimately. If the fans of today do that then the dream of **US Renditions** endures, even though the company itself has now just become a part of anime history in the USA. But it's a part of the history I know we are all proud to have been a part of." ♦ **Ed Gomez**

SENSHI-CON 2012

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and under need a parent or guardian present during
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KAMLOOP GIRL LIVING IN JAPAN BECOMES YOUTUBE SENSATION

Known as Mikaera to her fans in Japan, Micaela Braithwaite is a Canadian living in Fukuoka Prefecture, Japan, and a YouTube sensation with more than 11 million views to date.

Six years ago Micaela moved to the small southern Japan town of Kyūshū and, after attending a Japanese language school and music school, she has been capturing her everyday experiences on video, on her blog and on other social media channels. Micaela has become so popular that she is now part of the YouTube Partner Program where she earns money from being a “cultural ambassador” between Japan

and Canada.

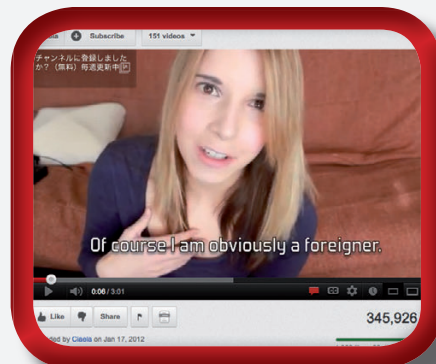
In her videos and her blog, Micaela talks about her everyday life, from visiting a recycle shop to making a Japanese savory pancake called Okonomiyake. In another video she offers her rendition of Adele’s popular song, “Someone Like You,” sung in Japanese.

Micaela has also collaborated on videos with other famous Japanese YouTubers and has been featured in Nihon’s TV popular morning show.

Find out more about her on her YouTube page [www.youtube.com/user/Ciaela] and on her blog [ciaela.wordpress.com]. ❖ Celeste Moure



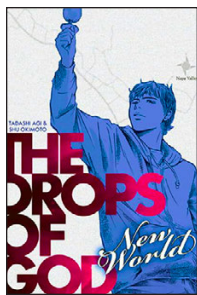
SHOPPING IN UENO!



CONVENIENCE STORE SUSHI

Manga Releases

Autumn 2012



Drops of God: New World

Tadashi Agi, Shu Okimoto
Vertical, Incorporated
September 25



Fairy Tail, Vol. 11 (Reprint)

Hiro Mashima
Kodansha International
September 25



Fairy Tail, Vol. 21

Hiro Mashima
Kodansha International
September 25



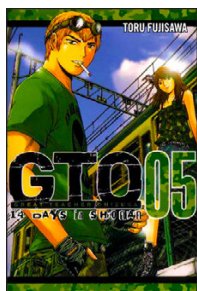
Fairy Tail, Vol. 9 (Reprint)

Hiro Mashima
Kodansha International
September 25



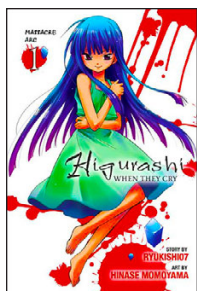
GA: Geijutsuka Art Design Class, Vol. 4

Satoko Kiyuduki
Orbit
September 25



GTO: 14 Days in Shonan, Vol. 5

Tōru Fujisawa
Vertical, Incorporated
September 25



Higurashi When They Cry: Massacre Arc, Vol. 1

Ryūkishi07,
Hanase Momoyama
Orbit
September 25

**Ezra Scarlett —
Fairy Tail**

Manga Releases

Autumn 2012 *Continued*



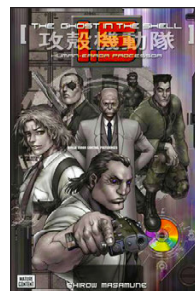
Omamori Himari, Vol. 0

Milan Matra, Mikazuki Kougetsu, Nikubanare, Shinshin, Kurohachi
Orbit
September 25



Paradise Kiss, Part 1

Ai Yazawa
Vertical, Incorporated
September 25



The Ghost in the Shell 1.5

Shirō Masamune
Kodansha International
September 25



Yotsuba&!, Vol. 11

Kiyohiko Azuma
Orbit
September 25



A Devil and Her Love Song, Vol. 5

Miyoshi Tomori
VIZ Media, LLC.
October 2



Angelic Layer Omnibus Edition, Book 1

Clamp
Dark Horse Comics
October 2



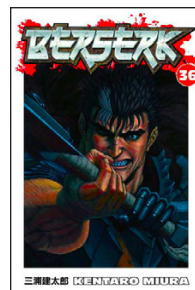
Arisa, Vol. 9

Natsumi Andō
Kodansha International
October 2



Bakuman., Vol. 15

Tsugumi Oba
VIZ Media, LLC.
October 2



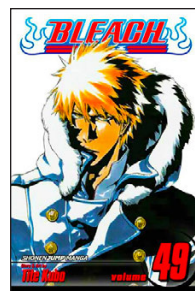
Berserk, Vol. 36

Kentarō Miura
Dark Horse Comics
October 2



Bleach, Vol. 48

Tite Kubo
VIZ Media, LLC.
October 2



Bleach, Vol. 49: The Lost Agent

Tite Kubo
VIZ Media, LLC.
October 2



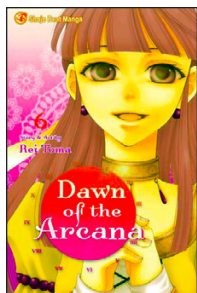
Cage of Eden, Vol. 7

Yoshinobu Yamada
Kodansha International
October 2

**Misaki Suzuhara & Hikaru —
Angelic Layer**



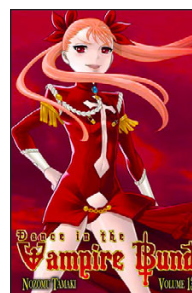
**Akito Takagi &
Mashiro Moritaka —
Bakuman.**



**Dawn of the
Arcana, Vol. 6**
Rei Toma
VIZ Media, LLC.
October 2



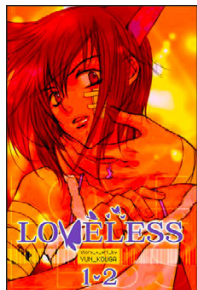
**Girl Friends:
The Complete
Collection 1**
Morinaga Milk
Seven Seas
Entertainment, LLC
October 2



**Dance in the
Vampire Bund,
Vol. 13**
Nozomu Tamaki
Seven Seas
Entertainment, LLC
October 2



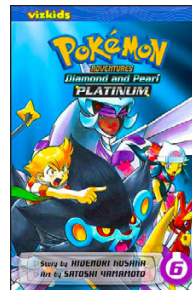
Jiu Jiu, Vol. 2
Touya Tobina
VIZ Media, LLC.
October 2



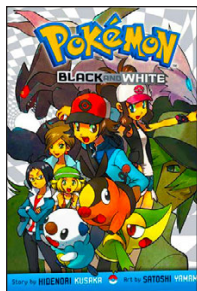
**Loveless, Vol. 1:
2-in-1**
Yun Kōga
VIZ Media, LLC.
October 2



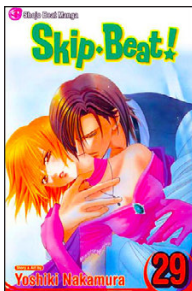
**Nura: Rise of the
Yokai Clan, Vol. 11**
Hiroshi Shiibashi
VIZ Media, LLC.
October 2



**Pokémon
Adventures:
Diamond and
Pearl/Platinum,
Vol. 6**
Hidenori Kusaka,
Satoshi Yamamoto
VIZ Media, LLC.
October 2



**Pokémon Black
and White Box Set**
Hidenori Kusaka
VIZ Media, LLC.
October 2



Skip Beat!, Vol. 29
Yoshiki Nakamura
VIZ Media, LLC.
October 2



**Slam Dunk,
Vol. 24**
Takehiko Inoue
VIZ Media, LLC.
October 2



**Ristorante
Paradiso**
Natsume Ono
VIZ Media
October 2



**Stepping on
Roses, Vol. 8**
Rinko Ueda
VIZ Media, LLC.
October 2



**The Story of
Saiunkoku, Vol. 8**
Sai Yukino, Kairi Yura
VIZ Media
October 2

Manga Releases

Autumn 2012 *Continued*



Toriko, Vol. 12
Mitsutoshi Shimabukuro
VIZ Media, LLC.
October 2



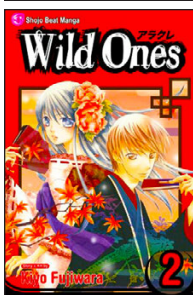
Venus Versus Virus Omnibus, Vol. 3
Atsushi Suzumi
Seven Seas
Entertainment, LLC
October 2



Wanted
Matsuri Hino
VIZ Media
October 2



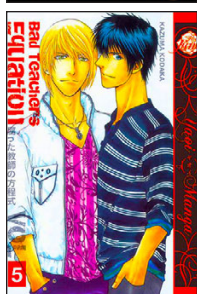
Wild Ones, Vol. 1
Kiyo Fujiwara
VIZ Media
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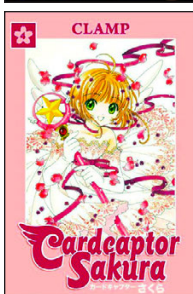
Wild Ones, Vol. 2
Kiyo Fujiwara
VIZ Media
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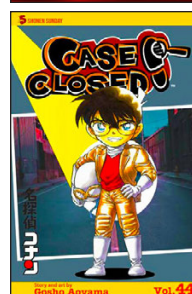
Yu-Gi-Oh! 5D's, Vol. 3
Masahiro Hikokubo,
Masashi Sato
VIZ Media, LLC.
October 2



Bad Teacher's Equation, Vol. 5 (Yaoi)
Kazuma Kodaka
Digital Manga Publishing
October 9



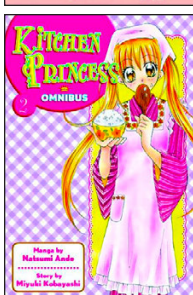
Cardcaptor Sakura Omnibus Edition, Book 4
Clamp
Dark Horse Comics
October 9



Case Closed, Vol. 44
Gōshō Aoyama
VIZ Media, LLC.
October 9



Kekkaishi, Vol. 34
Yellow Tanabe
VIZ Media, LLC.
October 9



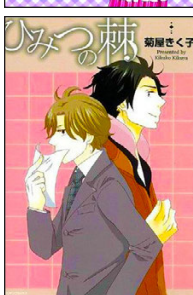
Kitchen Princess Omnibus 2
Natsumi Andō, Miyuki Kobayashi
Kodansha International
October 9



My Good Boy (Hentai)
Yōko Ōnami
801 Media, Incorporated
October 9



Punch Up!, Vol. 2 (Yaoi)
Shiuko Kano
SuBLime
October 9



Secret Thorns (Yaoi)
Kikuko Kikuya
Digital Manga Publishing
October 9



Sleepless Nights (Yaoi)
Sachi Murakami
Digital Manga Publishing
October 9



Start with a Happy Ending

Risa Motoyama
Digital Manga Publishing
October 9



The Limit, Vol. 1

Keiko Suenobu
Vertical, Incorporated
October 9



With a Dictionary and No Skirt (Hentai)

Enoki Tomoyuki
801 Media, Incorporated
October 9

Yūsei Fudō — Yu-Gi-Oh 5Ds



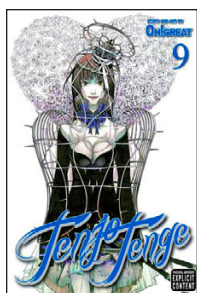
Bloody Monday, Vol. 8

Ryō Ryumon, Kōji Megumi
Kodansha International
October 16

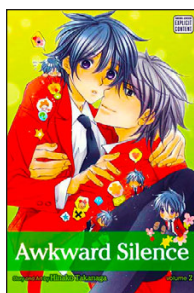
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Manga Releases

Autumn 2012 *Continued*



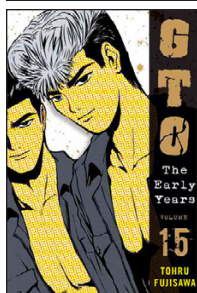
Tenjo Tenge, Vol. 9: Full Contact Edition 2-in-1
Oh! great
VIZ Media, LLC.
October 16



Awkward Silence, Vol. 2 (Yaoi)
Hinako Takanaga
SuBLime
October 23



Flowers of Evil, Vol. 3
Shuzo Oshimi
Vertical, Incorporated
October 23



GTO: The Early Years, Vol. 15
Tōru Fujisawa
Vertical, Incorporated
October 23



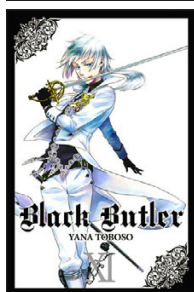
Mardock Scramble, Vol. 6
Tō Ubukata
Kodansha International
October 23



Air Gear, Vol. 26
Oh! great
Kodansha International
October 30



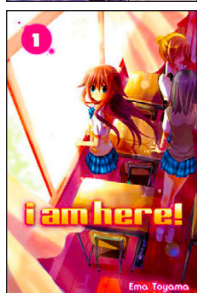
Arisa, Vol. 1 (Reprint)
Natsumi Andō
Kodansha International
October 30



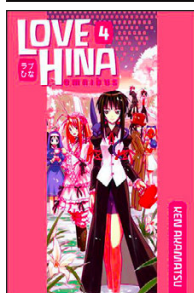
Black Butler, Vol. 11
Yana Toboso
Orbit
October 30



Durarara!!, Vol. 4
Ryōgo Narita, Akiyo Satorigi
Orbit
October 30



I Am Here!, Vol. 1
Ema Tōyama
Kodansha International
October 30



Love Hina Omnibus 4
Ken Akamatsu
Kodansha International
October 30



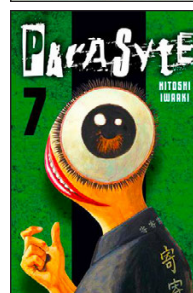
Negima! Magister Negi Magi, Vol. 36: Magister Negi Magi
Ken Akamatsu
Kodansha International
October 30
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Ninja Girls, Vol. 4
Hosana Tanaka
Kodansha International
October 30



Pandora Hearts, Vol. 12
Jun Mochizuki
Orbit
October 30



Parasyte, Vol. 7
Hitoshi Iwaaki
Kodansha International
October 30



Sailor Moon, Vol. 8
Naoko Takeuchi
Kodansha International
October 30



Shugo Chara!, Vol. 9
Peach-Pit
Kodansha International
October 30



Soul Eater NOT!, Vol. 2
Atsushi Ōkubo
Orbit
October 30



The Wallflower, Vol. 13 (Reprint)
Tomoko Hayakawa
Kodansha International
October 30



The Wallflower, Vol. 2 (Reprint)
Tomoko Hayakawa
Kodansha International
October 30



The Wallflower, Vol. 6 (Reprint)
Tomoko Hayakawa
Kodansha International
October 30



Triage X, Vol. 1
Shōji Sato
Orbit
October 30
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Neon Genesis Evangelion, Vol. 13
Yoshiyuki Sadamoto
VIZ Media, LLC.
November 2



Ai Ore!, Vol. 7: Love Me!
Mayu Shinjō
VIZ Media, LLC.
November 6



Bakuman., Vol. 16
Tsugumi Ōba
VIZ Media, LLC.
November 6



Bleach, Vol. 50: The Six Fullbringers
Tite Kubo
VIZ Media, LLC.
November 6



Bleach, Vol. 51: Love Me Bitterly, Loth Me Sweetly
Tite Kubo
VIZ Media, LLC.
November 6

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Manga Releases

Autumn 2012 *Continued*



Blue Exorcist, Vol. 8

Kazue Kato
VIZ Media, LLC.
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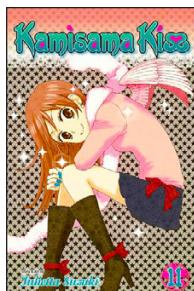
Claymore, Vol. 21

Norihiro Yagi
VIZ Media, LLC.
November 6



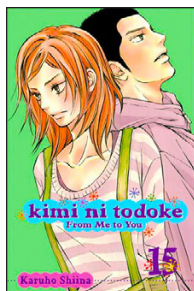
Gantz, Vol. 25

Hiroya Oku
Dark Horse Comics
November 6



Kamisama Kiss, Vol. 11

Julietta Suzuki
VIZ Media, LLC.
November 6



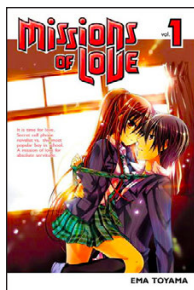
Kimi ni Todoke: From Me to You, Vol. 15

Karuko Shina
VIZ Media, LLC.
November 6



Message to Adolf, Part 2

Osamu Tezuka
Vertical, Incorporated
November 6



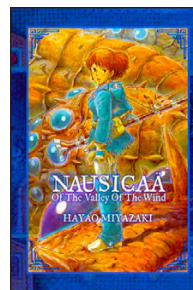
Missions of Love, Vol. 1: Watashi ni XX Shinasai!

Ema Tōyama
Kodansha International
November 6



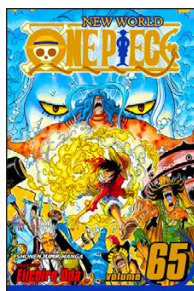
Naruto, Vol. 59: Nobody

Masashi Kishimoto
VIZ Media, LLC.
November 6



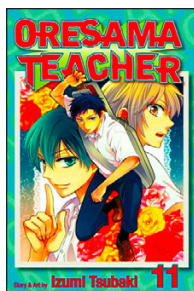
Nausicaä of the Valley of the Wind Box Set

Hayao Miyazaki
VIZ Media, LLC.
November 6



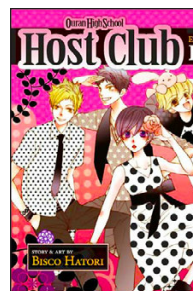
One Piece, Vol. 65

Eiichirō Oda
VIZ Media, LLC.
November 6



Oresama Teacher, Vol. 11

Izumi Tsubaki
VIZ Media, LLC.
November 6



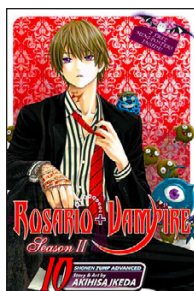
Ouran High School Host Club Box Set

Bisco Hatori
VIZ Media, LLC.
November 6



Psyren, Vol. 7

Toshiaki Iwashiro
VIZ Media, LLC.
November 6



Rosario+Vampire: Season II, Vol. 10

Akihisa Ikeda
VIZ Media, LLC.
November 6



Strobe Edge, Vol. 1

Io Sakisaka
VIZ Media, LLC.
November 6



Tegami Bachi, Vol. 11

Hiroyuki Asada
VIZ Media, LLC.
November 6



Vampire Knight, Vol. 15

Matsuri Hino
VIZ Media, LLC.
November 6



We Were There, Vol. 15

Yuki Obata
VIZ Media, LLC.
November 6



07-GHOST, Vol. 1

Yoshiyuki Sadamoto,
Yukino Ichihara
VIZ Media, LLC.
November 13



Alice in the Country of Clover: Cheshire Cat Waltz, Vol. 3

QuinRose,
Mamenosuke Fujimaru
Seven Seas
Entertainment, LLC
November 13



Angel Para Bellum, Vol. 2

Nozomu Tamaki,
Kent Minami
Seven Seas
Entertainment, LLC
November 13



Animal Land, Vol. 6

Makoto Raiku
Kodansha International
November 13



Bond of Dreams, Bond of Love, Vol. 2 (Yaoi)

Yaya Sakuragi
SuBLime
November 13



Cross Game, Vol. 8

Mitsuru Adachi
VIZ Media, LLC.
November 13

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Manga Releases

Autumn 2012 *Continued*



Excel Saga, Vol. 24

Rikdo Koshi
VIZ Media, LLC.
November 13



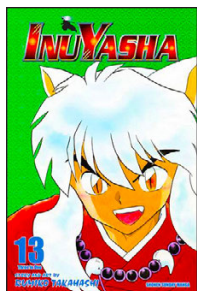
Haganai: I Don't Have Many Friends, Vol. 1

Yomi Hirasaka
Seven Seas
Entertainment, LLC
November 13



Honey*Smile (Yaoi)

Yura Miyazawa
Digital Manga Publishing
November 13



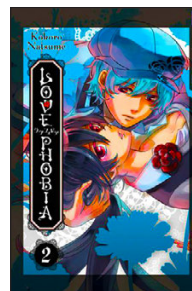
Inuyasha, Vol. 13 (VIZBIG Edition)

Rumiko Takahashi
VIZ Media, LLC.
November 13



Love Hair (Hentai)

Maban
801 Media, Inc.
November 13



Lovephobia, Vol. 2

Natsume Kokoro
Digital Manga Publishing
November 13



Miles Edgeworth: Ace Attorney Investigations, Vol. 3

Kenji Kuroda
Kodansha International
November 13
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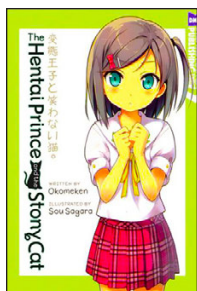
RIN-NE, Vol. 10

Rumiko Takahashi
VIZ Media, LLC.
November 13



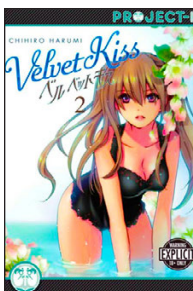
Starting with a Kiss, Vol. 2 (Yaoi)

Yoka Nitta
SuBLime
November 13



The Hentai Prince and the Stony Cat

Sō Sagara, Okomeken
Digital Manga Publishing
November 13



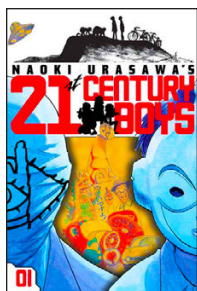
Velvet Kiss, Vol. 2 (Hentai)

Chihiro Harumi
801 Media, Inc.
November 13



Young Miss Holmes Casebook, Vols. 3-4

Kaoru Shintani
Seven Seas
Entertainment, LLC
November 13



21st Century Boys, Vol. 1 (Reprint)

Naoki Urasawa
VIZ Media, LLC.
November 20



Bokurano: Ours, Vol. 7

Mohiro Kitō
VIZ Media, LLC.
November 20



Bunny Drop, Vol. 7

Yumi Unita
Orbit
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Not Actual Cover



Haganai



Is This a Zombie?, Vol. 3

Shinichi Kimura, SACCHI
Orbit
November 20
Not Actual Cover



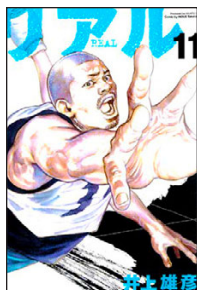
Nabari No Ou, Vol. 12

Yūki Kamatani
Orbit
November 20



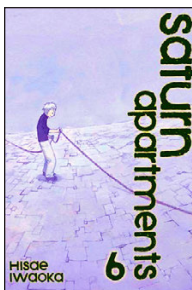
Omamori Himari, Vol. 9

Milan Matra
Orbit
November 20
Not Actual Cover



Real, Vol. 11

Takehiko Inoue
VIZ Media, LLC.
November 20
Not Actual Cover



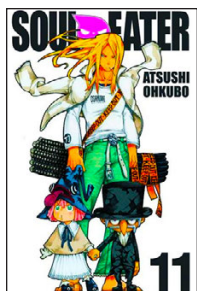
Saturn Apartments, Vol. 6

Hisae Iwaoka
VIZ Media, LLC.
November 20



Shoulder-A-Coffin Kuro, Vol. 3

Satoko Kiyuduki
Yen Press
November 20
Not Actual Cover



Soul Eater, Vol. 11

Atsushi Ōkubo
Orbit
November 20



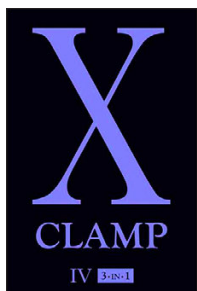
Spice and Wolf, Vol. 7 (manga)

Isuna Hasekura, Keito Kōme
Yen Press
November 20
Not Actual Cover



The Limit, Vol. 2

Keiko Suenobu
Vertical, Incorporated
November 20



X, Vol. 4

Clamp
VIZ Media, LLC.
November 20



Blood Blockade Battlefront, Vol. 3

Yasuhiro Naitō
Dark Horse Comics
November 27



Fairy Tail, Vol. 22

Hiro Mashima
Kodansha International
November 27

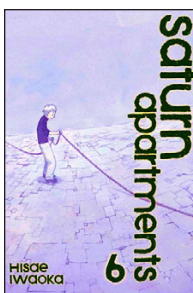
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Manga Releases

Autumn 2012 *Continued*



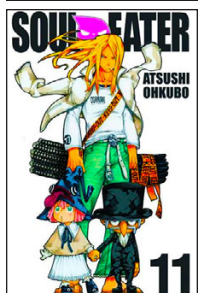
Real, Vol. 11
Takehiko Inoue
VIZ Media, LLC.
November 20
Not Actual Cover



Saturn Apartments, Vol. 6
Hisae Iwaoka
VIZ Media, LLC.
November 20



Shoulder-A-Coffin Kuro, Vol. 3
Satoko Kiyuduki
Yen Press
November 20
Not Actual Cover



Soul Eater, Vol. 11
Atsushi Ōkubo
Orbit
November 20



Spice and Wolf, Vol. 7 (manga)
Isuna Hasekura, Keito Kōme
Yen Press
November 20
Not Actual Cover



The Limit, Vol. 2
Keiko Suenobu
Vertical, Incorporated
November 20



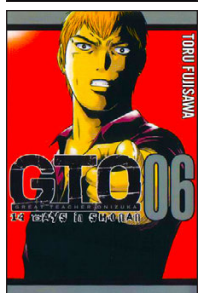
X, Vol. 4
Clamp
VIZ Media, LLC.
November 20



Blood Blockade Battlefront, Vol. 3
Yasuhiro Naitō
Dark Horse Comics
November 27



Fairy Tail, Vol. 22
Hiro Mashima
Kodansha International
November 27



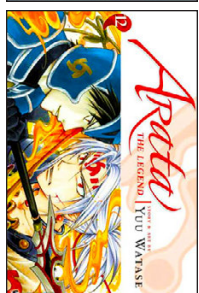
GTO: 14 Days in Shonan, Vol. 6
Tōru Fujisawa
Vertical, Incorporated
November 27



The Wallflower, Vol. 29
Tomoko Hayakawa
Kodansha International
November 27
Not Actual Cover



A Devil and Her Love Song, Vol. 6
Miyoshi Tomori
VIZ Media, LLC.
December 4
Not Actual Cover



Arata: The Legend, Vol. 12
Yū Watase
VIZ Media, LLC.
December 4



Attack on Titan, Vol. 3
Hajime Isayama
Kodansha International
December 4



Bakuman., Vol. 17
Tsugumi Ōba
VIZ Media, LLC.
December 4



**Battle Angel Alita:
Last Order, Vol. 16**

Yukito Kishiro
Kodansha International
December 4



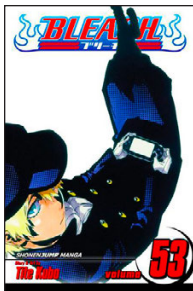
Black Bird, Vol. 15

Kanoko Sakurakōji
VIZ Media, LLC.
December 4



Bleach, Vol. 52

Tite Kubo
VIZ Media, LLC.
December 4



Bleach, Vol. 53

Tite Kubo
VIZ Media, LLC.
December 4



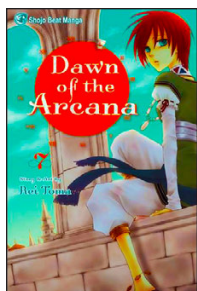
**D.Gray-man,
Vol. 23**

Katsura Hoshino
VIZ Media, LLC.
December 4



Danza

Natsume Ono
Kodansha International
December 4



**Dawn of the
Arcana, Vol. 7**

Rei Toma
VIZ Media, LLC.
December 4

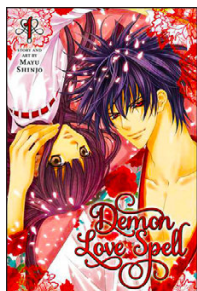


**Holo the Wise
Wolf — Spice
& Wold**

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Manga Releases

Autumn 2012 *Continued*



Demon Love Spell, Vol. 1

Mayu Shinjō
VIZ Media, LLC.
December 4



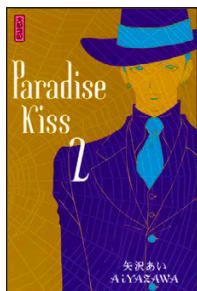
Natsume's Book of Friends, Vol. 13

Yuki Midorikawa
VIZ Media, LLC.
December 4



Nura: Rise of the Yokai Clan, Vol. 12

Hiroshi Shiibashi
VIZ Media, LLC.
December 4



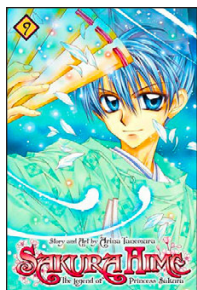
Paradise Kiss, Part 2

Ai Yazawa
Vertical, Incorporated
December 4
Not Actual Cover



Slam Dunk, Vol. 25

Takehiko Inoue
VIZ Media, LLC.
December 4



Sakura Hime: The Legend of Princess Sakura, Vol. 9

Arina Tanemura
VIZ Media, LLC.
December 4

A Certain Scientific Railgun





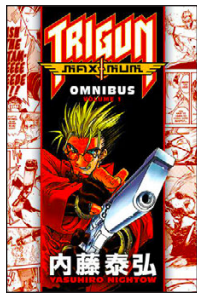
Super Manga Matrix
 Hiroyoshi Tsukamoto
 HarperCollins Publishers
 December 4



The Earl and The Fairy, Vol. 4
 Ayuko
 VIZ Media, LLC.
 December 4



Toriko, Vol. 13
 Mitsutoshi Shimabukuro
 VIZ Media, LLC.
 December 4
Not Actual Cover



Trigun Maximum Omnibus, Vol. 1
 Yasuhiro Naito
 Dark Horse Comics
 December 4



Yu-Gi-Oh! Zexal, Vol. 2
 Kazuki Takahashi, Shin Yoshida, Naohito Miyoshi
 VIZ Media, LLC.
 December 4



A Certain Scientific Railgun, Vol. 6
 Kazuma Kamachi, Motoi Fuyukawa
 Seven Seas Entertainment, LLC
 December 11



Anything and Something
 Kaoru Mori
 Orbit
 December 11



Blood Lad, Vol. 1
 Yuki Kodama
 Orbit
 December 11



Cage of Eden, Vol. 8
 Yoshinobu Yamada
 Kodansha International
 December 11



Caramel (Yaoi)
 Puku Okuyama
 Digital Manga Publishing
 December 11



Dance in the Vampire Bund Omnibus 1
 Nozomu Tamaki
 Seven Seas Entertainment, LLC
 December 11



I've Seen It All, Vol. 2 (Yaoi)
 Shoko Takaku
 Digital Manga Publishing
 December 11



Itazura Na Kiss, Vol. 10
 Kaoru Tada
 Digital Manga Publishing
 December 11



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Manga Releases

Autumn 2012 *Continued*



Itsuwaribito, Vol. 7
Yuki Inuma
VIZ Media, LLC.
December 11



Kekkaishi, Vol. 35
Yellow Tanabe
VIZ Media, LLC.
December 11



Love Makes Everything Right (Yaoi)
Sanae Rokuya
Digital Manga Publishing
December 11



Love on the Job, Vol. 1 (Hentai)
Chihiro Harumi
801 Media, Incorporated
December 11



Mayo Chiki!, Vol. 1
Hajime Asano, Niito
Seven Seas Entertainment, LLC
December 11



Ninth Life Love (Yaoi)
Lalako Kojima
Digital Manga Publishing
December 11



Pandora Hearts, Vol. 13
Jun Mochizuki
Orbit
December 11



Puella Magi Madoka Magica, Vol. 3
Magica Quartet, Hanokage
Orbit
December 11
Not Actual Cover



The Melancholy of Haruhi Suzumiya, Vol. 14 (Manga)
Nagaru Tanigawa,
Gaku Tsugano, Noizi Ito
Orbit
December 11
Not Actual Cover



Vampire Hunter D, Vol. 7
Saiko Takaki,
Hideyuki Kikuchi
Digital Manga Publishing
December 11



Dogs, Vol. 7
Shirō Miwa
VIZ Media, LLC.
December 18



Dorohedoro, Vol. 8
Q Hayashida
VIZ Media, LLC.
December 18



Neon Genesis Evangelion: The Shinji Ikari Raising Project, Vol. 12
Osamu Takahashi
Dark Horse Comics
December 18
Not Actual Cover



Tenjo Tenge, Vol. 10: Full Contact Edition 2-in-1
Oh! great
VIZ Media, LLC.
December 18



Vagabond VIZBIG Edition, Vol. 11
Takehiko Inoue
VIZ Media, LLC.
December 18

YAMA-CON: PHASE 1.0

December 8-9, 2012

Pigeon Forge TN's First Anime and Comic Convention



Johnny Bosch

Robert Axelrod

Art Of Akira Museum Exhibit - Video Game Suite with Tournaments
Dance Party - Large Dealer's Room - Artist Alley - Fan Panels
Three Hour Concert - Cosplay, AMV, & Ramen Eating Contests
- www.yama-con-tn.com -

Who's That Seiyū



Takagaki, Ayahi

高垣 彩陽

DOB: October 25, 1985
Tōkyō

Blood Type: A

Current Roles...



Sakai, Wakana
Tari Tari



Chris Yukine
Senki Zesshō Symphogear



Omori, Nene
Beelzebub



Satsukitane, Mikako
Sora no Otonomono



Nakamura, Yuichi

中村 悠一

DOB: February 20, 1980
Fukuyama-shi,
Hiroshima-ken

Blood Type: B

Current Roles...



Hazuki, Ryūsuke
Natsuyuki Rendezvous



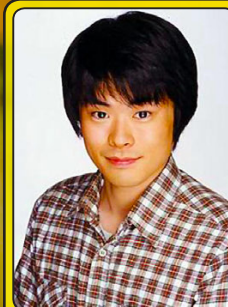
Luca
Arcana Famiglia!!



Grizzly-san
Shirokuma Café



Mashiba, Yohei
Working!!



Sakaguchi, Daisuke

阪口 大助

DOB: October 11, 1973
Kashiwazaki, Niigata

Blood Type: A

Current Roles...



Sawaki, Tadayasu
Moyashimon Returns



Sugihara, Teppei
Sket Dance



Fukube, Satoshi
Hyōka



Yōhei, Sunohara
Clannad



Nakahara, Mai

中原 麻衣

DOB: February 23, 1981
Tobata-ku, Kitakyushu,
Fukuoka

Blood Type: AB

Current Roles...



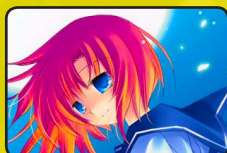
Watashi
Jinrui wa Suitaishimasita



Takamura, Yui
Total Eclipse



Miyazawa, Sae
AKB0048



Ryugū, Rena
Higurashi Kira



Shimono, Hiro

下野 紘

DOB: April 21, 1980
Tōkyō

Blood Type: B

Current Roles...



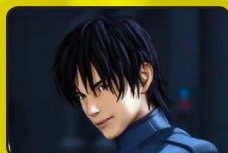
Kaga, Ryōsuke
Boku-H



Tsubaki, Sasuke
Sket Dance



Satō, Yō
Ben-To



Yoshitsune
Applesseed XIII



Noto, Mamiko

能登 麻美子

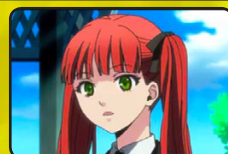
DOB: February 6, 1980
Kanazawa, Ishikawa

Blood Type: O

Current Roles...



Inia Sestina
Total Eclipse



Felicità
Arcana Famiglia



Irino, Saya
Black Rock Shooter



Tiffania Westwood
Zero no Tsukaima F

of Summer 2012



Tomatsu, Haruka

戸松 遥

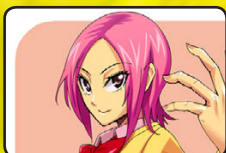
DOB: February 4, 1990
Ichinomiya, Aichi

Blood Type: B

Current Roles...



Yûki, Asuna
Sword Art Online



Rindô, Ranmaru
Binbô-gami ga!



Hidaka, Ai
The Idolmaster



Takatsuki, Ichika
Ano Natsu de Matteru



Ono, Daisuke

小野 大輔

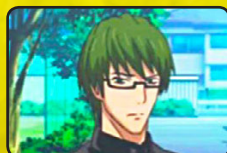
DOB: May 4, 1978
Kôchi

Blood Type: O

Current Roles...



Yûya Bridges
Dantalian no Shoka



Midorima, Shintarô
Kuroko no Basuke



Nimura, Kôichi
Papa no Iu Koto o Kikinasai!



Ushiyama
AKB0048



Itô, Kanae

伊藤 かな恵

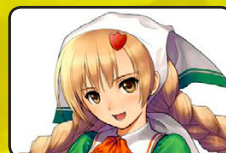
DOB: November 26, 1986
Nagano

Blood Type: B

Current Roles...



Oda, Nobuna
Oda Nobuna no Yabô



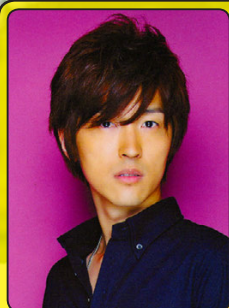
Amyl
Shining Hearts



Lu Anon
Kidô Senshi Gundam AGE



Nana Astar Deviluke
Motto To Love-Ru



Sakurai, Takahiro

櫻井孝宏

DOB: June 13, 1974
Okazaki, Aichi

Blood Type: A

Current Roles...



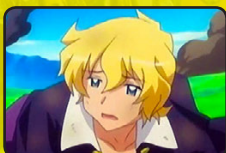
Mikadono, Shôgo
Kono Naka ni Hitori



Blue Knight
Accel World



Rook Banjo Crossfield
Phi Brain: Kami no Puzzle 2



Guiche
Zero no Tsukaima F



Eguchi, Takuya

江口 拓也

DOB: May 22, 1987
Ibaraki

Blood Type: A

Current Roles...



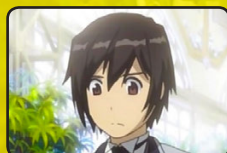
Sagara, Yoshiharu
Oda Nobuna no Yabô



Asemu Asuno
Kidô Senshi Gundam AGE



Watanuki, Barri
Inu x Boku SS



Kujo, Kazuya
Gosick



Matsuoka, Yoshitsugu

松岡 禎丞

DOB: September 17, 1986
Hokkaido

Blood Type: N/A

Current Roles...



Kusanagi, Godô
Campione!



Kirigaya, Kazuto
Sword Art Online



San-Daime
Mōresu Pirates



Mitarai, Shôta
The Idolmaster



Group picture in Gujo, Gifu.

10th Anniversary

World Cosplay Summit A Journey Across Cultures

You know that we are
there, so jump right on it, and make
you all the luck in the world!
Tess

Tess - Australia 2011

To Katie and Diana: This is it!! You beautiful ladies have worked
your butts off for months to get where you are right now so enjoy
every second of your amazing journey! My advice? Be a sponge
and soak up everything around you: the amazing talent, culture,
food, sights, and most importantly, the fantastic people who will
soon become your International family. Enjoy the ride and sweat
the small stuff. WCS is truly unlike anything you will ever
experience again so put on a CRAZY SMILE, sleep when you're
dead and live it up! Love,

Rynn - USA 2010

Hola, Y
(tambié
Hoy en
una solv
Es el 10
Conoz ere
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etc.
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By Greg Hansen with Laura Butler



When last we checked in with Coconut Bubble Sex Cosplay, they were basking in the glow of their victory at Katsucon 2012, where their Princess Tutu costumes and performance earned them the privilege of representing the United States at TV Aichi's World Cosplay Summit in Nagoya, Japan. Several months later, after much anticipation and additional work, Diana Owen and Katie George met up again with World Cosplay Summit US Preliminaries Organizer Laura Butler at ATL, the Hartsfield-Jackson Atlanta International Airport in Atlanta, Georgia.

The team encountered an early demonstration of the support they'd garnered from the cosplay community at their first layover in Detroit, Michigan. They were met there by an airport employee who was also a fan and Shuto Con convention staffer, who greeted the team with a small impromptu ceremony complete with signage and gifts. The moment was a reminder that fans from all across the country were rooting for them and watching to see how they represented the United States on the international stage.

Once in Nagoya, the team met up with staffers from TV Aichi and checked into the Nagoya International Hotel. It was quite clear from the outset that Team USA and all the visiting cosplayers were the focus of excitement and attention, and they were greeted by hotel staff with welcome cards complete with memorabilia from *Princess Tutu*. They'd done their





Katie and Diana in IDOLM@STER costumes posing with Japanese cosplayers at the Centrair Airport event



Top Left Page: Emily Wallin, Shuto Con's Cosplay Event Head, meets with the US Team in Detroit, bringing gifts and goodwill.

Top Left: Official TV Aichi karaoke party for all of the participants and organizers.

Top Middle: Diana and Katie (Team USA) singing at the karaoke party with their organizer Laura.

Left: Team USA and Team UK sharing a day off outside the Benelic Donguri Kyowakoku, a store that sells character goods from Studio Ghibli films.



Team USA on TV! With Team UK, Germany, Brazil, and Indonesia



Top Left: US Organizer Laura with Katherine from Team Australia.

Top Right: Valerie (Singapore), Katherine (Australia) and Riina (Finland Alumni) having a karaoke night out with a number of teams and organizers.

Above Right: Katie loves takoyaki.

Left: Janne and Riina acting as bodyguards to Valerie of Team Singapore.

homework about these visitors, and the gesture was well-received.

Before the hectic pace of the tightly-scheduled week swept everyone up, Mrs. Butler and TV Aichi communications organizer Ed Hoff took the US team out for dinner. This being Mrs. Butler's 3rd time in Japan for World Cosplay Summit—once as a competitor and twice as an organizer—it was important to get her team members out in the wild, as it were, to experience Japanese culture first-hand and organically. The team sojourned to a local restaurant and were introduced to *tebasaki*, a type of spicy chicken wing and regional speciality. As a *meibutsu*, a traditional Japanese product, *tebasaki* is considered a popular and signature food indelibly linked to the Nagoya region. A good time having been had by all, the team returned to the hotel to rest up and try and beat the jet lag.

The next morning began a week of activities organized by World Cosplay Summit. Business first, some of the day that Friday was devoted to unpacking and completing last-minute work on the participants' costumes. Teams from other countries were arriving throughout the day as well, and Team USA was introduced to cosplayers from Japan, China, Italy, the United Kingdom, and many more (see sidebar for the full list of 2012 participating teams!) Alumni from previous years also sent messages of support to the 2012 participants, collected together on a large board so all could see. That evening also brought opportunities for the teams to forge bonds and immerse themselves further in Japanese popular culture, as Team USA got together with Australia, Germany, Finland, the Netherlands and staffers for karaoke.

The week continued with the first large-scale presentation of the international cosplay teams, with introductions and photo ops inside and outside the Chūbu Centrair International Airport, a noteworthy landmark in Japan due to its construction atop an artificial island.

With a view overlooking the ocean, the cosplayers showed off their handiwork between tall cable fences under a clear sky. In the evening, all the teams gathered at Sunshine Sakae, a multi-purpose building in Nagoya which houses restaurants, shops, entertainment and studio space. It is also the home studio for SKE48, one of several satellite groups associated with the mega-idol group AKB48. It is a very

recognizable building, owing also to the fact that it has a ferris wheel attached to the side, the base of which is already several stories above ground level. Here, the teams drew their performance order for the actual cosplay competition later in the week, and Katie was heard to make the bold proclamation that "Diana's going to save the world!" at the welcome party (alcohol may have been involved).

The next day started with organizational matters. Schedules were reviewed, format was outlined, and the teams were given the behind-the-scenes run-down for the main event to come. Once that was taken care of, proceedings moved outside again. Under the lingering clouds from an earlier thunderstorm, the cosplayers participated in a cultural parade in Ichinomiya City in Aichi Prefecture. *Tanabata* is a tradition-

al summer festival which celebrates the meeting of the deities Orihime and Hikoboshi, mythological lovers who are usually separated by the Milky Way but allowed to meet for this one day. For those playing along at home, the *tanabata* festival is the one most closely associated with the writing of wishes on slips of paper and hanging them from a bamboo tree.

For Team USA and the other cosplayers, participating in this parade must have been several wishes come true, as thousands of people lined the streets, took pictures, had them pose with their kids and generally treated them like superstars. As this year marked the 10th anniversary of the World Cosplay Summit, participants from previous years were invited to march in the parade alongside this year's teams as well as cosplaying organizers. Katie and Diana wore costumes from the classic Gainax anime *Gunbuster*, a calculated decision to be sure as it was hot and humid, and the costumes allowed for a much more comfortable experience.

Craftsmanship judging took place the following day. Laura Butler participated in this alongside organizers from other countries, and this kept them occupied for the day. In addition, the teams recorded intro segments to be aired on TV, and went through a variety of behind-the-scenes preparations including lighting, audio, and making sure all their skit materials met the show's particular specifications.

The next few days found the teams divided into smaller groups and sent around to participate in a variety of cultural and promotional events. Teams new to the World Cosplay Summit—the United Kingdom, Russia and Indonesia—were up in Tōkyō as guests of the Ministry of Foreign Affairs, receiving tours of the region. Other teams traveled to Mie Prefecture and Tottori Prefecture, and others still went to the Brother corporate offices (a sponsor for the WCS) and Nagoya University. Ed Hoff has been giving a series of talks there discussing otaku culture, and capitalized on the presence of the visiting teams to demonstrate how wide-reaching and influential Japanese pop culture has become globally.

The US Team, though, wound up in Gifu Prefecture, a lovely, verdant and mountainous region which boasts a peculiar distinction. All throughout Japan (and in many Japanese restaurants overseas), in lieu of printed menus, many storefronts feature windows full of artfully crafted fake food to display what dishes await the customer inside. Gifu is perhaps the largest center for the production of these food displays, and the craft has been elevated to an art form in some circles (an exhibit had even been hosted at London's prestigious Victoria and Albert Museum in 1980).

Following a press event in costume as Ranka Lee and Sheryl Nome from *Macross Frontier*, Katie and Diana toured some of the facilities of the artificial food artisans, and even got to craft their own cell phone straps with miniature ornamental fruits. The trip to Gifu also found them sampling local cuisine, including a unique presentation of cold noodles known as *nagashi somen*. You may have seen it depicted in anime or manga... long troughs, usually made of bamboo, are set up along the counter at a restaurant, and a stream of cold water runs through it. The *somen* noodles are set loose in the stream, and patrons have to catch it on their chopsticks in order to eat.

As the groups rotated again, Team USA wound up with a day of free time. So, they spent August 1st sightseeing and touring alongside the UK team. They ventured into Osu in the central Nagoya region to visit Osu Kannon, a notable Buddhist temple that has existed at its current location since the early 1600s. In addition to a massive collection of literature, including the oldest known copies of certain Japanese works, the main hall has a massive and recognizable red paper lantern, where visitors and faithful can hang their wishes. Additionally, while touring with Team UK, Team USA made it a point to utilize one of



the ubiquitous sticker photo booths, or purikura, which can be found throughout Japan's urban centers and shopping districts.

The next day, Team USA appeared alongside the teams from Germany, the UK, Brazil and Indonesia for a brief appearance on a daytime variety program, *Ichi Suta!* The cosplayers were fortunately not asked to participate in any pranks or hijinks, but even for a brief segment on the show, much preparation and rehearsal took place to make sure everything went smoothly.

Rehearsals continued the next day, though this time it was a technical rehearsal for the actual World Cosplay Summit championship. Though it was not a full costume rehearsal, the teams had to bring their set pieces out assembled, following which they were stowed awaiting the full performance. It was a busy day, but not as busy as the next, for August 4th was the actual day of the event.

During the day a section of Nishiki-dori, a major street, was closed off and laid out with red carpet, and every country participated in a parade. They were joined by cultural staff, dance groups, musicians and martial artists, flanked on both sides by thousands of cosplay fans.

The championship performance itself was attended by the World Cosplay Summit's guest judges who this year included voice actor Toru Furuya, manga artist Go Nagai, *Cure* cosplay website administrator Inui Tatsumi, veteran actress and singer Rica Matsumoto, and young pop idol May'n.

Katie and Diana brought their elegantly choreographed *Princess Tutu* routine to the stage, enhanced beyond what was seen at Katsucon 2012. As the skit portrays a transformation between the dual personas of Rue and Princess Kraehe via a magic mirror, the addition of a compressed-air 'feather cannon' helped to make this moment of transition that much more vivid and impactful. Every team put on impressive displays, and it was gratifying for everyone to see all the hard work and dedication that brought this unique group of hobbyists from all corners of the globe together.

In only a few short days, new friendships across language and national barriers were forged through cosplay and Japanese culture, and it seemed only natural that, after the crowds had gone home from the theater space, the cosplayers would gather in the hotel lobby that evening for an after-party. Everyone contributed food and drink, and the party lasted deep into the night as people eventually moved back to their rooms.

Though the championship presentation had taken place, there were still events planned for the cosplayers, with another parade (this time back at Osu Kannon which Team USA had visited earlier), and a photo event at Sweet Castle in Inuyama City. Sweet Castle is an ostentatious place, to say the least. Once a government building, it has been redecorated and adapted to the 'sweet lolita' style, and is a place cosplayers and curious visitors can immerse themselves in an idealized sugary wonderland. In addition to several garden areas and dozens of displays of artful confectionery, there is a restaurant and cafe, and an interactive bakery

Top: The US Team playing DDR in IDOLM@STER cosplay.

Above: Katherine (Tsubaki) from Team Australia in her *Gurren Lagann* costume for the championship.

Left: Team US and Team UK at Osu Kannon.

Right Page: Katie enjoying the water misters during a shopping trip to Oasis 21.



where visitors can experience the craft of creating cookies, breads and desserts first-hand.

Finally, August 6th had come. The last day for World Cosplay Summit activities, the international organizers had their wrap-up meeting, discussing what worked, what didn't, and what could be done to improve the event in the future. An announcement was made that Goro Taniguchi, director and co-creator of the wildly popular *Code Geass* anime, has signed on to direct a new anime series inspired by the World Cosplay Summit itself.

The teams were also presented with special memory books put together by TV Aichi, so everyone would have a personal and unique memento to bring home. As a final event, the teams were taken on a special tour, leaving Nagoya and heading for Chita, where the group visited a sea park in the coastal city. For anyone familiar with

anime and manga, summer is a time for festivals, yukata, fireworks, and let us not forget the onsen, the outdoor bath. Yes, Team USA got to visit a 'modern traditional' Japanese inn, Hana no Maru, complete with all the accoutrements of your mid-season summer festival/hot springs anime episode. Of course, experiencing these things in their proper real-world context is very different, and the experience was very enjoyable and memorable, and a proper note to end the two week-long Japanese odyssey on.

The flight back stopped off in Hawaii, where Laura Butler and Team USA were met by Heidi Shimada, the liaison for the upcoming HEXXP Hawaiian Entertainment Expo. As the World Cosplay Summit US Preliminaries have announced an arrangement to host the Hawaiian Regional Qualifiers there late October, it was a chance for the organizers to catch up and for the cosplayers to tour parts of Hawaii they may have not had a chance to see before.

Team USA wants to extend their thanks to everyone who made the trip to Japan this year possible, and they are looking forward to bringing cosplay everywhere again in 2013. The first qualifier has already been completed, with Wild Garden Cosplay securing the slot for the mountain qualifier, held at NDK 2012. It was a small event, but highly competitive, as three teams vied for the slot. Wild Garden Cosplay will be bringing their *Dissidia: Final Fantasy* costumes to Katsucon 2013!

With HEXXP next on the calendar, the World Cosplay Summit United States Preliminaries staff wishes all competitors the best of luck, and they hope to get even more regions involved in the endeavor of international cosplay competition. Cosplay everywhere! ♦



Group shot taken at the Sweet Castle event



WCS Representatives for 2012

United States:

Katie George and Diana Owen

Australia:

Katherine Lee and William Wong

Brazil:

Bruno Pagano and Débora Guerra

China:

Sheng Mingu and Yan Ting

Denmark:

Josefine Hansen and Maria Raarup Corell

Germany:

Claudia Heinrich and Anna Maxeiner

Finland:

Maiju Härkönen and Elina Rimpiläinen

France:

Orianne D'Aliesio and Coralie D'Aliesio

Indonesia:

Rizki Karismana and Yesaya Marito

Italy:

Paolo La Manna and Francesco La Manna

Japan:

Kai To and Yukari Shimotsuki

Korea:

Hong Ji Min and Kim Tae Yeon

Malaysia:

Tan Yee Gim and Aaron Low Ken Ho

Mexico:

María Abril Zaragoza Becerra and
Patricia Jannet Pérez Martínez

Netherlands:

Sophie Linssen and Liza Kaper

Russia:

Margarita Romash and Elena Bars

Singapore:

Frank Koh and Valerie Aya

Spain:

Veronica Zarco Aguilera and
Alberto De Dios González

Thailand:

Pranajee Uttisen and Niti Sridaoruang

United Kingdom:

Alexandra Rutter and Laura Sindall

WCS Championship Teams

Photo courtesy of TV Aichi



Australia
オーストラリア



Brazil
ブラジル



China
中国



Denmark
デンマーク



Germany
ドイツ



Finland
フィンランド



France
フランス



Indonesia
インドネシア



Italy
イタリア



Japan
日本



Korea
韓国



Malaysia
マレーシア



Mexico
メキシコ



Netherlands
オランダ



Russia
ロシア



Singapore
シンガポール



Spain
スペイン



Thailand
タイ



United Kingdom
イギリス

Championship

The US Teams Princess Tutu Performance



The US Teams Princess Tutu Performance.





World Cosplay Summit National Staff

Laura Butler **United States Organizer**

Lynleigh Sato **United States Assistant Organizer**

Chris Landingin **Media Staff**

Greg Hansen **Writing Staff**

Photos Chris Landingin and Laura Butler

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Facebook www.facebook.com/wcsprelimsus

An Interview with Katie George

One Half of Team USA 2012

Q: What was your first costume?

A: Haruko Haruhara from *FLCL* in 2004.

Q: Which was your favorite costume to put together?

A: I really enjoyed the (2 year!!) process of making Wizard "Le Blanc" from *Granado Espada*. I've never had a costume take so long to make, but I learned more making it than any other costume I've ever made. Interpreting the beautiful details of Korean artist Maggi's design was a great learning challenge that really pushed me as a cosplayer. I learned a lot of difficult techniques, but it was long and tedious, so it might be a while before I choose another design that challenging.

Q: Which character do you want to do most that you haven't yet?

A: A costume that's been on my to-do list since I was... oh, I don't know, FOUR-YEARS-OLD (I'm not even kidding! I asked for this costume for Halloween EVERY YEAR from age 4-7!) is She-ra! Currently, I'm holding off because I'd love to use leather, and I'm not quite ready to start working with leather. Another dream costume is blue Aurora from *Sleeping Beauty*. I've been looking for the right shades of blue satin for ages, but so far, I've come up short!

Q: Do you prefer to work alone or with others when making a costume?

A: I love to sew with friends, but I prefer to make my costumes myself—that way, I have only myself to blame if things go wrong! lol

Q: Everybody seems to have one, so what's your cosplay horror story?

A: Hmmm, I wouldn't really call this your average "cosplay" horror story, but in 2009, my cosplay group, Coconut Bubble Sex Cosplay, had our skit audio cut out halfway through our performance, then we were subsequently "banned" from entering the masquerade by a very irate staffer. Luckily for us, she was the only member on staff who felt we deserved to be banned. Unlucky for a certain large anime convention, that was also the moment that I decided my group would never enter their masquerade ever again. And so we haven't, and I haven't returned there since! Their loss.

Q: What draws you to a particular cosplay more—the costume or the character?

A: It depends! Usually, it's a 50/50 mix of both, but sometimes, a character comes along that I love more than what she wears, or vice versa!

Q: What advice do you have for somebody interested in cosplaying?

A: QUICKLY! TO THE INTERNETS! No, seriously, the internet is an amazing resource for beginning cosplayers, and in the near decade that I've been doing this, the amount of knowledge and information available online has increased exponentially. Start bookmarking/saving every tutorial you find, pick a costume/character you're passionate about, and start crafting!

Q: Favorite costume you've seen somebody else in?

A: That's a pretty tough question! I've seen way too many amazing costumes to just single out a few! But as someone whose skills lie mainly in sewing (I'm pretty bad at props and armor and what-have-you), I LOVE seeing really excellent and clean craftsmanship, especially the kind that uses complicated or advanced techniques! It excites me and makes me want to try harder with my own sewing.

Q: Favorite convention experience?

A: Nothing will EVER make me forget meeting Morning Musume and seeing them perform live in 2009. As a huge Momusu fangirl, it was hands down one of my best convention experiences... Up until winning the World Cosplay Summit US Preliminary in 2012! ;)

Q: What are you looking forward to most in Japan?

A: KARAOKE and purikura! I love singing and can't wait to finally put my years of practicing belting out songs in Japanese (and driving my parents and then boyfriend crazy) to use! And doing purikura in cosplay in Japan with a group of friends is an item on my bucket list I never expected to be able to cross off!

So after the events in Japan...

Q: What for you was the most unexpected thing about Japan?

A: Definitely the way we were received by the citizens of Nagoya! At every parade we attended (and we did 3 total!), the large crowds of people from Nagoya who showed up were smiling and waving at us like we were cosplay celebrities! It was absolutely heartwarming to see so much excitement from total strangers for a cosplay event! Especially since most of them seemed to have no idea what most of us were cosplaying! I was so touched. Diana and I were even asked to take a few pictures with babies!!

Q: Did you try any new foods?

A: I did! I ate fish that still looked EXACTLY like a fish (head, tails, fins, eyes, skin—EVERYTHING) and was shocked that I actually enjoyed it! Nagoya is famous for its chicken wings, of all things, so the very first night we were there, we tried them, and I could definitely see why—they were delicious!

Q: Not counting your own, whose costume was your favorite?

A: I was really blown away by the craftsmanship of Orianne of Team France's competition costume. Up close, it was absolutely breathtaking—just flawless! I was so inspired by it. * _ *

Q: Are you bringing back any catch phrases or inside jokes?

A: YES, A TON. I'll list out as many as I can remember, but I won't explain them, because they're inside jokes. ;D "TEAM PRINCESS." "Team Patient Zero!" "Videophone~ videophone~" "SORRY, SORRY, SORRY, SORRY..." There are tons more, but those are the ones I remember off the top of my head.

Q: What was your favorite event?

A: I really loved the very first event we did at Centrair Airport! I know that sounds kinda nutty, but it was a BEAUTIFUL airport, and meeting our fellow WCS teams for the first time, as well as the Japanese cosplayers who had come for the event was absolutely amazing!

Q: What are your thoughts about the event overall?

A: WCS is an amazing opportunity to meet cosplayers from around the world. It really makes you realize that the US is not alone in our passion and drive for cosplay, and being exposed to cosplay on an international level in a way makes you feel like you've discovered a whole new facet of cosplay. I definitely recommend competing, but if you do win, don't let winning the championship in Japan make or break your trip— it's a small part of the WCS on the whole, and the skits that win in Japan are never the kind of skits that would win in the US and vice-versa. Go to meet new cosplayers and to show them how cosplay is done in the US!

Q: What is your favorite memory from this trip?

A: After the championship, we had an unofficial, impromptu party that started out very small and kept growing larger as the night went on and more teams found us— SO many good memories from that party! It was an amazing bonding experience, and I'll never forget it! ♦

Ichinomiya City Tanabata Parade



Vero and Alberto of Team Spain



Top: Katherine and Will from Team Australia as Tidus and Yuna from *Final Fantasy X*.

Top Right: Team Korea.

Above: Riina from Team Finland 2010 as Shampoo from *Ranma ½*.

Right: The organizer and alumnus section of the parade: Janne (Finland) as Jecht, Sørine (Denmark) as Rikku, and Kenny (Australian Organizer) as Wakka.

An Interview with Diana Owen

One Half of Team USA 2012

Q: What was your first costume?

A: My first costume was Ukyo from *Ranma ½*. I watched the show and fell in love with Ukyo and thought the costume would be within my craftsmanship level. I was also really excited about having the spatula prop! When I saw that there was a *Ranma ½* group going to take place at Mega Con, I decided to go ahead and do it so that I could meet other cosplayers and make friends.

Q: Which was your favorite costume to put together?

A: My favorite costume I put together would probably be my Fire Festival Rue costume I made for the World Cosplay Summit. I used a lot of new techniques I had never tried before and had the awesome experience of putting together an Elizabethan corset. I also got incredibly lucky finding beautiful fabrics for the gown at a reasonable price. There were a lot of details that went into that costume and surprisingly, it wasn't as stressful as I thought it would be!

Q: Which character do you want to do most that you haven't yet?

A: I would love to do Seras Victoria. She's been on my to-do list ever since I started cosplaying back in 2006, but other costumes and groups always seemed to come along and I would have to put her on the backburner. I'm definitely planning on doing her in the near future!

Q: Do you prefer to work alone or with others when making a costume?

A: Definitely sewing with others! It's so nice to get feedback, learn from your peers, and have a good time when you're working on a costume. I especially love it when you have movies and snacks; it's almost like a sleepover! The only time I prefer to work alone on a costume is when I have a deadline creeping up and have to sweatshop an outfit.

Q: Everybody seems to have one, so what's your cosplay horror story?

A: I would have to say Anime Expo 2008. It was such a horrible experience that I never went back to Anime Expo ever again. Everything that could've went wrong, went horribly, horribly wrong. It was a stressful, sweltering, crushing experience. I'm getting flashbacks already, haha!

Q: What draws you to a particular cosplay more—the costume or the character?

A: The costume usually draws me in first because no matter how much I love a character, if I can't pull them off or I dislike their outfit, I usually won't do it.

Q: What advice do you have for somebody interested in cosplaying?

A: I would recommend that you look for tutorials online or ask someone you know if you have a question about a particular technique or learning how to sew. It might be frustrating at first and there will probably be times you want to tear your outfit into pieces, but the only way to get better is to keep on sewing. At conventions, I also think it's wise to surround yourself with positive people; for me, most of the fun of cosplay comes from the friends I've hung out with at conventions.

Q: Favorite costume you've seen somebody else in?

A: This is a tough one! Some of my favorite costumes are usually at Dragon*Con! I remember I saw someone dressed as the Alien from the *Alien* franchise and it moved and looked just like the real thing! I'm always blown away when someone does a spot-on representation of a television or film costume.

Q: Favorite convention experience?

A: I would have to say Anime South 2007 or Fanime 2011! Anime South because it was one of those perfect stress-free weekends full

of so much laughter that I still quote things from that weekend. Fanime 2011 was special to me because I got to meet so many new people, develop closer friendships and the Masquerade experience was incredible!

Q: What are you looking forward to most in Japan?

A: I'm really looking forward to the karaoke party and meeting cosplayers from around the world!

So after the events in Japan...

Q: What for you was the most unexpected thing about Japan?

A: I had traveled to Japan before this trip, but what was different about this trip was that I actually cosplayed this time. I was really surprised how accepting and supportive people were; initially I was a little worried that they'd be uncomfortable so I was shocked how excited people were during the parades and meet-and-greets we did. Everyone in Nagoya was incredibly polite and enthusiastic about our cosplay—even when we dressed up to do Purikura!

Q: Did you try any new foods?

A: I did! I must have had every kind of onigiri on the planet. When we visited the Gifu prefecture, we got to partake in a local restaurant's unique way of eating noodles: there's a stream of water where you collect your noodles and dunk it in a savory sauce. It was delicious and a perfect compliment with the fish they provided us!

Q: Not counting your own, whose costume was your favorite?

A: I was blown away by so many of the costumes so this is a tough question! I loved Team France's beautiful dress craftsmanship. Team Spain's *Tiger and Bunny* costumes looked incredible and gorgeously made!

Q: Are you bringing back any catch phrases or inside jokes?

A: Too many to count! "TEAM PRINCESS" "Tasukete!" and "Where da ramen at?" make me laugh the hardest.

Q: What was your favorite event?

A: Getting to be on the TV Aichi program "Ichi Suta!" was my favorite! It was awesome getting to see a behind the scenes peek at how a television show is produced and it was fun getting to be silly on television. Not to mention the air-conditioning, haha!

Q: What are your thoughts about the event overall?

A: It's not perfect and it's definitely not for everyone. It's not just a free trip to Japan; the team selected has a busy schedule of parades, interviews, events and there isn't a lot of time for unwinding, which can increase your stress. I don't regret participating, and I'm incredibly grateful for the opportunity. I think it would be helpful to think of the event as more of a meeting of cosplayers from all over the world rather than focusing on the competition itself. The memories I have from getting to meet cosplayers from all over the world was very special to me and will stay with me longer than the actual competition.

Q: What is your favorite memory from this trip?

A: My favorite memory would probably be getting to walk around Osu Kannon with Team UK. We had a lot of events and not a lot of time to explore Nagoya and relax. Osu Kannon had so many unique shops that were right up my alley and it was nice getting to bond with Team UK and just enjoy each other's company. This was also after the actual WCS event and all of the parades, etc. so that added pressure was also gone. ♦

Gifu Prefecture



US Organizer Laura Butler with Katie and Diana cosplaying as Sheryl Nome and Ranka Lee from Macross Frontier

Top: Team USA, Korea, Singapore, Malaysia, and Italy at the Gifu Prefectural Office.

Top Right: Katie showing off her Sheryl costume.

Above: Sheryl and Ranka (Team USA) walking down the streets of Gujo.

Right: The teams and organizers participating in a workshop on how to put together a cute cellphone charm from small fake food pieces.



Nishikidori Red Carpet Parade



US Team walking down the red carpet



Special Tour & HanDasukon



Left Page

Far Left: Paolo and Francesco from Team Italy.

Left: Maiju and Elina from Team Finland.

Right: Team Thailand in Sakura Wars cosplay.



This Page

Top Left: The Mountain Qualifier winners Teca and Lilacwire of Wild Garden Cosplay with Assistant Organizer Lynleigh Sato. The performance was from *Final Fantasy - Dissidia*.

Top Middle: Pannon and Elrowiel from Green Jello Cosplay. The costumes are Princess Serenity and Queen Nehelania from *Bishoujo Senshi Sailor Moon*.

Top Right: Kawaii Cosplay (Shanihime and R.K.) as Inori and Shu from *Guilty Crown*.

Above: Vero and Alberto (Team Spain) sitting in front of the seal tank at the sea park.

Right: Katie and Diana with organizer Laura and media staffer Chris.



Group photo at the end of the yukata party at the onsen



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Monkian, and Ben-Gali



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Voice of
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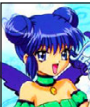















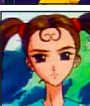

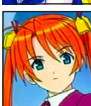


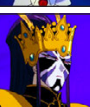
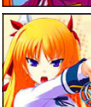



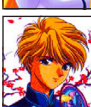





OCHIBA CON



September 29-30, 2012 | Quality Hotel, Oshawa ON
















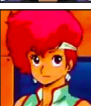
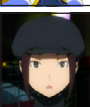

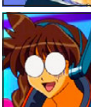




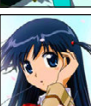



OCTOBER BIRTHDAYS

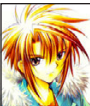





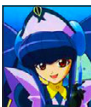



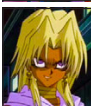







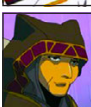
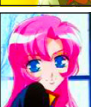


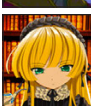



	3 Aizawa, Minto/Mew Mint <i>Tôkyô Mew Mew</i>		10 Tokai, Hibiki <i>Vandread</i>		14 Saitô, Kaede <i>Angelic Layer</i>		27 Shiba, Kaen <i>Bleach</i>
	Rain Mikamura <i>Kidô Butôden G Gundam</i>		Tokashiki, Yoko <i>Princess Nine</i>		16 Yûki, Rito <i>To Love-Ru</i>		Fujisaki, Madoka <i>Angelic Layer</i>
	4 Kiddy Phenil <i>Silent Möbius</i>		Ashita, Judau <i>Kidô Senshi Gundam ZZ</i>		20 Asa, Shigure <i>Shuffle!</i>		28 Akizuki, Meiko <i>Marmalade Boy</i>
	Barnette Orangello <i>Vandread</i>		11 Euphemia li Britannia <i>Code Geass</i>		22 Aino, Minako <i>Bishôjo Senshi Sailor Moon</i>		29 Athrun Zala <i>Kidô Senshi Gundam SEED</i>
	Dragon Shiryu <i>Saint Seiya</i>		12 Murrue Ramius <i>Kidô Senshi Gundam SEED</i>		23 Kagurazaka, Asuna <i>Mahô Sensei Negima!</i>		30 Soi <i>Fushigi Yûgi</i>
	6 Sonoda, Keiko <i>Shôjo Kakumei Utena</i>		Stein Heigar <i>Mugen no RYVIUS</i>		26 Christiane Friedrich <i>MajiKoi</i>		31 Akutsu, Mari <i>Full Metal Panic!</i>
	7 Tsubaki, Issei <i>Full Metal Panic!</i>		13 Tomo <i>Fushigi Yûgi</i>		26 Mayuzumi, Yukie <i>MajiKoi</i>		31 B-ko Daitokuji <i>Project A-ko</i>
	Kirigaya, Kazuto <i>Sword Art Online</i>		15 Mitani, Yûki <i>Hikaru no Go</i>		26 Hongo, Yui <i>Fushigi Yûgi</i>		Haga, Reiko <i>Comic Party</i>

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

NOVEMBER BIRTHDAYS

	1 Hello Kitty <i>Sanrio</i>		10 Katsura, Yukiji <i>Hayate no Gotoku!</i>		16 Kagari <i>Naruto</i>		25 Geronimo/Cyborg 005 <i>Cyborg 009</i>
	Inaba, Mizuki <i>Full Metal Panic!</i>		11 Ishida, Uryū <i>Bleach</i>		17 Mikihara, Ren <i>Full Metal Panic!</i>		Sai <i>Naruto</i>
	Queen Beryl <i>Bishōjo Senshi Sailor Moon</i>		Kamille Bidan <i>Kidō Senshi Gundam Z</i>		19 Zaraki, Kenpachi <i>Bleach</i>		26 Sawada, Makiko <i>Comic Party</i>
	2 Lily C. Shebert <i>Galaxy Angel Rune</i>		Fujisaki, Yūsuke <i>Sket Dance</i>		22 Kyōya, Ōtori <i>Ōran Kōkō Host Club</i>		27 Kei <i>Dirty Pair</i>
	3 Kirisawa, Erika <i>Durarara!</i>		12 Takaya, Abe <i>Ōkiku Furikabutte</i>		23 Parfet Balblair <i>Vandread</i>		29 Mu La Flaga <i>Kidō Senshi Gundam SEED</i>
	9 Madaramé, Ikkaku <i>Bleach</i>		13 Tōsen, Kaname <i>Bleach</i>		Kuro'udō, Akabane <i>Getbackers</i>		30 Tsukamoto, Tenma <i>School Rumble</i>
					Tōjō, Koneko <i>Highschool DXD</i>		

DECEMBER BIRTHDAYS

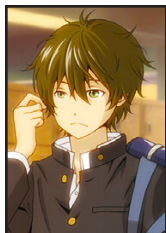
	1 Narumi, Ayumu <i>Spiral: Suiri no Kizuna</i>		7 Inagawa, Yū <i>Comic Party</i>		20 Sakuya <i>Sister Princess</i>		Kotobuki, Seishirō <i>Lovely Complex</i>
	Harima, Kenji <i>School Rumble</i>		9 Kanzaki, Hitomi <i>Tenkū no Escaflowne</i>		21 Paiway Underberg <i>Vandread</i>		26 Suzuhara, Tōji <i>Shin Seiki Evangelion</i>
	2 Andrei Sergeivich Kalinin <i>Full Metal Panic!</i>		Tieria Erde <i>Kidō Senshi Gundam 00</i>		23 Malik Ishtar <i>Yu-Gi-Oh!</i>		27 Rin/Len Kagamine <i>Vocaloids</i>
	4 Sarah MacDougal <i>Love Hina</i>		14 Natasha Zabigov <i>Kidō Butōden G Gundam</i>		24 Natarle Badgiruel <i>Kidō Senshi Gundam SEED</i>		28 Asakura, Nemu <i>D.C.: Da Capo</i>
	5 Lelouch Lamperouge <i>Code Geass</i>		Tōya, Akira <i>Hikaru no Go</i>		25 Vivan Magno <i>Vandread</i>		29 Tenjō, Utena <i>Shōjo Kakumei Utena</i>
	Sōjirō Agata <i>SKET Dance</i>		Okabe, Rintarō <i>Steins;Gate</i>		Victorique de Blois <i>Gosick</i>		30 Konohamaru <i>Naruto</i>
	6 Amano, Mishio <i>Kanon</i>		17 Ban, Midō <i>Getbackers</i>				

TOP MALE RANKING[†]



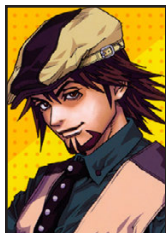
1

Kirigaya, Kazuto
桐ヶ谷 和人
Sword Art Online



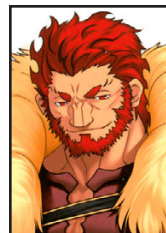
2

Oreki, Hōtarō
折木 奉太郎
Hyōka



3

Kotetsu T. Kaburagi
鋼木・T・虎徹
Tiger & Bunny



4

Rider
ライダー
Fate/Zero



5

Lelouch Lamperouge
ルルーシュ・ランペルージ
Code Geass: Hangyaku no Lelouch



6

Kira Yamato
キラ・ヤマト
Kidō Senshi Gundam SEED



7

Barnaby Brooks Jr.
バーナビー・ブルックス Jr.
Tiger & Bunny



8

Kyon
キョン
Suzumiya Haruhi no Yūutsu



9

Archer
アーチャー
Fate/Zero



10

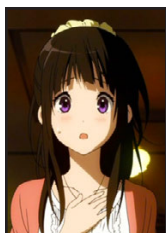
Sink Izumi
シンク・イズミ
Doy Days

TOP FEMALE RANKING[†]



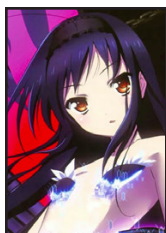
1

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



2

Chitanda, Eru
千反田 える
Hyōka



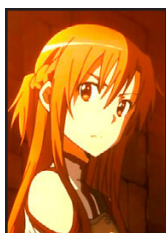
3

Kuroyukihime
黒雪姫
Accel World



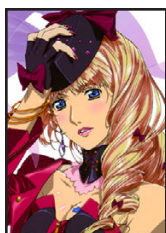
4

Hirasawa, Yui
平沢 唯
K-On!



5

Yūki, Asuna
結城 明日奈
Sword Art Online



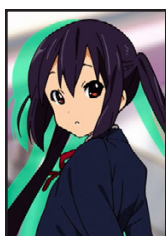
6

Sheryl Nome
シェリル・ノーム
Gekijōban Macross F



7

Lacus Clyne
ラクス・クライン
Kidō Senshi Gundam SEED



8

Nakano, Azusa
中野 梓
K-On!



9

Takamachi, Nanoha
高町 なのは
Mahō Shōjo Lyrical Nanoha



10

C.C.
シー・ツウ
Code Geass: Hangyaku no Lelouch

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

ソードアート・オンライン SWORD ART ONLINE

This past summer, the nerd culture was bombarded by so many things going on even with the heat. Popular conventions had taken place like AM2 (Anime, Manga and Music Convention), Anime Expo (AX), and Comic-Con San Diego that were one after another within just one month time. The next was the popular multi mass online role playing game (MMORPG), Diablo III that people stood in line for days and skipped work the next day calling in sick because they played all day and night. The last big thing that happened is a brand new anime that is about MMORPG gamers called Sword Art Online (S.A.O.). This new and action packed anime is this summer's anime pick.

This story is about the new MMORPG, *Sword Art Online* or "S.A.O." that takes place in the year 2022. This is "THE" game that gamers were anticipating for because of the hype and the new way of playing an online game in a virtual world. In order to play this game you need the special equipment, a wired helmet connected to a computer with an internal battery. Only 10,000 of these helmets were produced and more were being made. This helmet was the only gateway to get connected into the virtual game and play.

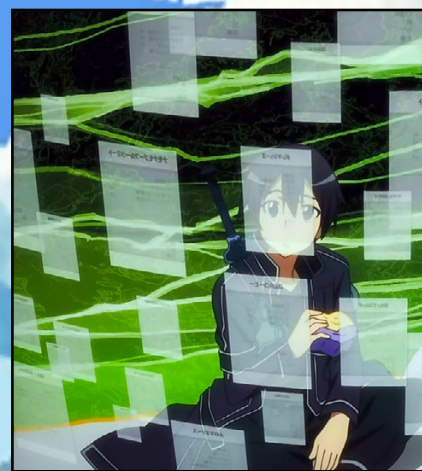
The hero who enters the virtual world of S.A.O. is named Kirito (Kazuto Kirigaya). Kirito is a young boy who has a secret amongst the other new players in the virtual world, he was a beta tester. As soon as he got into the game, he knew what to do first and where to go; start leveling up as fast as he can in certain areas and try to survive. As he started leaving the town square, the first place a new character goes to when starting, he was stopped by another player who notices him, Klein. Klein was observant and saw only Kirito going out alone while the other players were still in shock of entering the game, Klein knew Kirito was a beta tester and wanted to learn how to play.

As Kirito and Klein stepped outside of the town and into open fields, Kirito starts teaching Klein the basics. The fighting system in the game is based like fighting in real life with a weapon like a sword, spear, arrow, etc. There was only one way to give an enemy full damage and that is finding out how your weapon charges for a fatal attack. After Klein learned his own fighting style, he began getting hungry and told Kirito that he was going to leave to eat and come back. As they were about to part ways, Klein notices that he could not leave and Kirito checks, only to find that the "Log Out" button is missing.

Kirito and Klein go back to the town they started after a message from the administrator. The creator projects a large image of himself and explains to all the players in the game that the "Log Out" function is gone and the only way to get out is getting to the 100th floor and defeating the Boss. The last information the creator leaves is "If you die in the game, you die in real life too." Also, no one in the real world can interfere or remove the helmet because they will also die. So, with this hard hitting information given to all the players, Klein asks Kirito to join together but Klein needs to find his friends first. Kirito

decides to go solo and leaves the town.

How are all the people stuck in the game going to get out? What will be the fate of all the players? This anime is still in the beginnings of the story and seems very interesting where people cannot get out. This series was first put out in manga and is far ahead from this point. So, if you get a chance, watch the anime it is only 25 episodes, it may jump forward and miss some parts. If you want the full story, then read the manga. It is an exciting anime and I am looking forward to seeing what happens. ♦ Seichi Yukimura



ライン INE



Kazuto "Kirito"
Kirigaya

Asuna Yūki

Sword Art Online

TV • Currently Airing
Aniplex, A-1 Pictures, Genco,
DAX Production, ASCII Media Works

www.swordart-online.net
en.wikipedia.org/wiki/Sword_Art_Online

Producer: Iwakami, Atsuhiro
Director, Episode Director,
Storyboard: Itō, Tomohiko
Sound Director: Iwanami, Yoshikazu

Cast:

Kirigaya, Kazuto=Matsuoka, Yoshitsugu
Yūki, Asuna=Tomatsu, Haruka



Upcoming Anime DVD/B

Autumn 2012

September 25

One Piece: Collection 8

FUNimation
DVD • \$34⁹⁸

Steins;Gate, Part 1 (LE)

FUNimation
Blu-ray/DVD Combo • \$69⁹⁸ First Press

Croisée in a Foreign Labyrinth ~ The Animation: Complete Collection

Sentai Filmworks
DVD • \$49⁹⁸ Sub

Hakuoki: Season 1 Collection

Sentai Filmworks
DVD • \$59⁹⁸

Resident Evil: Damnation

Sony Pictures
DVD + UV Digital Copy • \$26⁹⁹ Dub

Resident Evil: Damnation

Sony Pictures
Blu-ray + UV Digital Copy • \$30⁹⁹ Dub

September 30

Cat Planet Cuties: Complete Collection

FUNimation
Blu-ray/DVD Combo • \$64⁹⁸

October 2

Strike Witches 2: Complete Collection (LE)

FUNimation
Blu-ray/DVD Combo • \$69⁹⁸ First Press

Detroit Metal City: Complete Collection

Sentai Filmworks
DVD • \$29⁹⁸ Sub

Mayo Chiki!: Complete Collection

Sentai Filmworks
DVD • \$29⁹⁸ Sub

Rental Magica: Collection 2 (Litebox)

TRSI/Nozomi Ent.
DVD • \$39⁹⁹ Sub

The Mysterious Cities of Gold: Complete Collection

VCI Entertainment
DVD • \$39⁹⁹ Dub

ThunderCats (2011): Season 1, Book 3

Warner Home Video
DVD • \$19⁹⁷ Dub

October 9

Deadman Wonderland: Complete Collection (LE)

FUNimation
DVD • \$64⁹⁸ First Press

GaoGaiGar - King of Braves: Complete Collection (Seasons 1 & 2)

Media Blasters
DVD • \$49⁹⁹ S2: Sub

Digimon - Digital Monsters: Season 1 Collection

New Video Group
DVD • \$79⁹⁵ Dub

Natsume's Book of Friends: Seasons 1 & 2 Premium Edition

NIS America
DVD • \$69⁹⁹ Sub

Heaven's Memo Pad: Complete Collection

Sentai Filmworks
DVD • \$59⁹⁸

Heaven's Memo Pad: Complete Collection

Sentai Filmworks
Blu-ray • \$69⁹⁸

Maid Sama!: Complete Collection

Sentai Filmworks
DVD • \$69⁹⁸ Sub

Naruto Shippuden Boxset 12

Viz Media
DVD • \$49⁹⁵

October 16

Casshan: Robot Hunter (OVA)

Discotek/Eastern Star
DVD • \$19⁹⁵



Blu-Ray Releases

Galaxy Express 999: Eternal Fantasy (Movie)

Discotek/Eastern Star
DVD • \$19⁹⁵

Hellsing Ultimate: Boxset 1 (Vol. 1 - 4)

FUNimation
Blu-ray/DVD Combo • \$59⁹⁸

Ga-Rei-Zero: Complete Collection (Re-release)

FUNimation
Blu-ray/DVD Combo • \$54⁹⁸

Tenchi Muyo! Universe: Complete Collection

FUNimation
DVD • \$39⁹⁸

iDOLM@STER XENOGLOSSIA: Complete Collection 1

Sentai Filmworks
DVD • \$49⁹⁸ Sub

Someday's Dreamers II Sora: Complete Collection

Sentai Filmworks
DVD • \$49⁹⁸ Sub

October 23

Aria the Scarlet Ammo: Complete Collection (LE)

FUNimation
Blu-ray/DVD Combo • \$64⁹⁸ First Press

Kaleido Star: Season 2 & OVAs Collection (S.A.V.E. Edition)

FUNimation
DVD • \$29⁹⁸

Ah! My Buddha: Nirvana Collection (AnimeWorks Classics)

Media Blasters
DVD • \$19⁹⁹

Dojin Work: Complete Collection (AnimeWorks Classics)

Media Blasters
DVD • \$19⁹⁹ Sub

Fushigi Yugi: Season 2 Boxset

Media Blasters
DVD • \$49⁹⁹

Nighthead Genesis: Complete Collection (AnimeWorks Classics)

Media Blasters
DVD • \$19⁹⁹ Sub

Majikoi ~ Oh! Samurai Girls: Complete Collection

Sentai Filmworks
DVD • \$59⁹⁸

Majikoi ~ Oh! Samurai Girls: Complete Collection

Sentai Filmworks
Blu-ray • \$69⁹⁸

Naruto Shippuden the Movie 3: The Will of Fire

Viz Media
DVD • \$19⁹⁸

Naruto Shippuden the Movie 3: The Will of Fire

Viz Media
Blu-ray • \$24⁹⁸

October 30

Durarara!! Blu-ray Lunch Box Set (LE)

Aniplex of America
DVD • \$189⁹⁸ TRSI

[C] - Control - The Money & Soul of Possibility: Complete Collection (LE)

FUNimation
Blu-ray/DVD Combo • \$69⁹⁸ First Press

A Certain Magical Index, Part 1 (LE)

FUNimation
DVD • \$64⁹⁸ First Press



Upcoming Anime DVD/B

Autumn 2012 *Continued*

A Certain Magical Index, Part 2

FUNimation
DVD • \$59⁹⁸

Fafner - Heaven and Earth - Movie

FUNimation
Blu-ray/DVD Combo • \$34⁹⁸

One Piece: Season 4 Collection, Part 2

FUNimation
DVD • \$39⁹⁸

UN-GO: Complete Collection

Sentai Filmworks
DVD • \$59⁹⁸

UN-GO: Complete Collection

Sentai Filmworks
Blu-ray • \$69⁹⁸

November 6

Golden Boy

Discotek/Eastern Star
DVD • \$24⁹⁵

Little Nemo: Adventures in Slumberland

Discotek/Eastern Star
Blu-ray • \$29⁹⁵

Locke the Superman

Discotek/Eastern Star
DVD • \$19⁹⁵

Sengoku Basara - Samurai Kings the Movie: The Last Party

FUNimation
Blu-ray/DVD
Combo • \$34⁹⁸

Digimon - Digital Monsters: Season 1, Vol. 1

New Video Group
DVD • \$19⁹⁵ Dub

Horizon in the Middle of Nowhere: Season 1 Collection

Sentai Filmworks
DVD • \$59⁹⁸

Horizon in the Middle of Nowhere: Season 1 Collection

Sentai Filmworks
Blu-ray • \$69⁹⁸

Psychic Squad (Zettai Karen Children): Collection 4

Sentai Filmworks
DVD • \$49⁹⁸ Sub

Ristorante Paradiso: Complete Collection

TRSI/Lucky Penny
DVD • \$39⁹⁹ Sub

Maria Watches Over Us: Season 2 Collection (Litebox)

TRSI/Nozomi Ent.
DVD • \$39⁹⁹ Sub

November 13

Black Lagoon: Seasons 1 & 2 Collection

FUNimation
Blu-ray/DVD Combo • \$54⁹⁸

Hellsing (TV): Complete Collection (Classic Line)

FUNimation
DVD • \$34⁹⁸

Hellsing Ultimate: Boxset 2 (Vol. 5 - 8)

FUNimation
Blu-ray/DVD Combo • \$69⁹⁸

Linebarrels of Iron: Complete Collection (S.A.V.E. Edition)

FUNimation
DVD • \$29⁹⁸

Mass Effect: Paragon Lost

FUNimation
DVD • \$29⁹⁸ Dub



Blu-Ray Releases

Mass Effect: Paragon Lost

FUNimation

Blu-ray/DVD Combo + \$34⁹⁸ Dub

Serial Experiments Lain: Complete Collection

FUNimation

Blu-ray/DVD Combo + \$89⁹⁸

Sgt. Frog: Season 3 Collection

FUNimation

DVD + \$49⁹⁸

Tenchi in Tokyo: Complete Collection

FUNimation

DVD + \$39⁹⁸

Queen's Blade: Seasons 1 & 2 Collection

Media Blasters

DVD + \$74⁹⁹

Children Who Chase Lost Voices

Sentai Filmworks

DVD + \$29⁹⁸

Children Who Chase Lost Voices

Sentai Filmworks

Blu-ray + \$39⁹⁸

November 20

Soul Eater: Complete Collection

FUNimation

DVD + \$59⁹⁸

Soul Eater: Complete Collection

FUNimation

Blu-ray + \$59⁹⁸

Bobobo-Bo Bo-Bobo: The Complete Series, Part 2

S'more Entertainment

DVD + \$49⁹⁸ Sub

Galaxy Express 999 (TV): The Complete Series, Part 1

S'more Entertainment

DVD + \$59⁹⁸ Sub

Cluster Edge: Complete Collection 2

Sentai Filmworks

DVD + \$49⁹⁸ Sub

Grave of the Fireflies

Sentai Filmworks

Blu-ray + \$29⁹⁸

InuYasha - The Final Act: Boxset 1

Viz Media

DVD + \$44⁹⁹

InuYasha - The Final Act: Boxset 1

Viz Media

Blu-ray + \$54⁹⁹

Pokémon - Black & White:

Boxset 1

Viz Media

DVD + \$19⁹⁹ Dub

Nov 27

Kite

Media Blasters

Blu-ray + \$24⁹⁹

Edited

Intrigue in the Bakumatsu ~ Irohanihoheto: Complete Collection 2

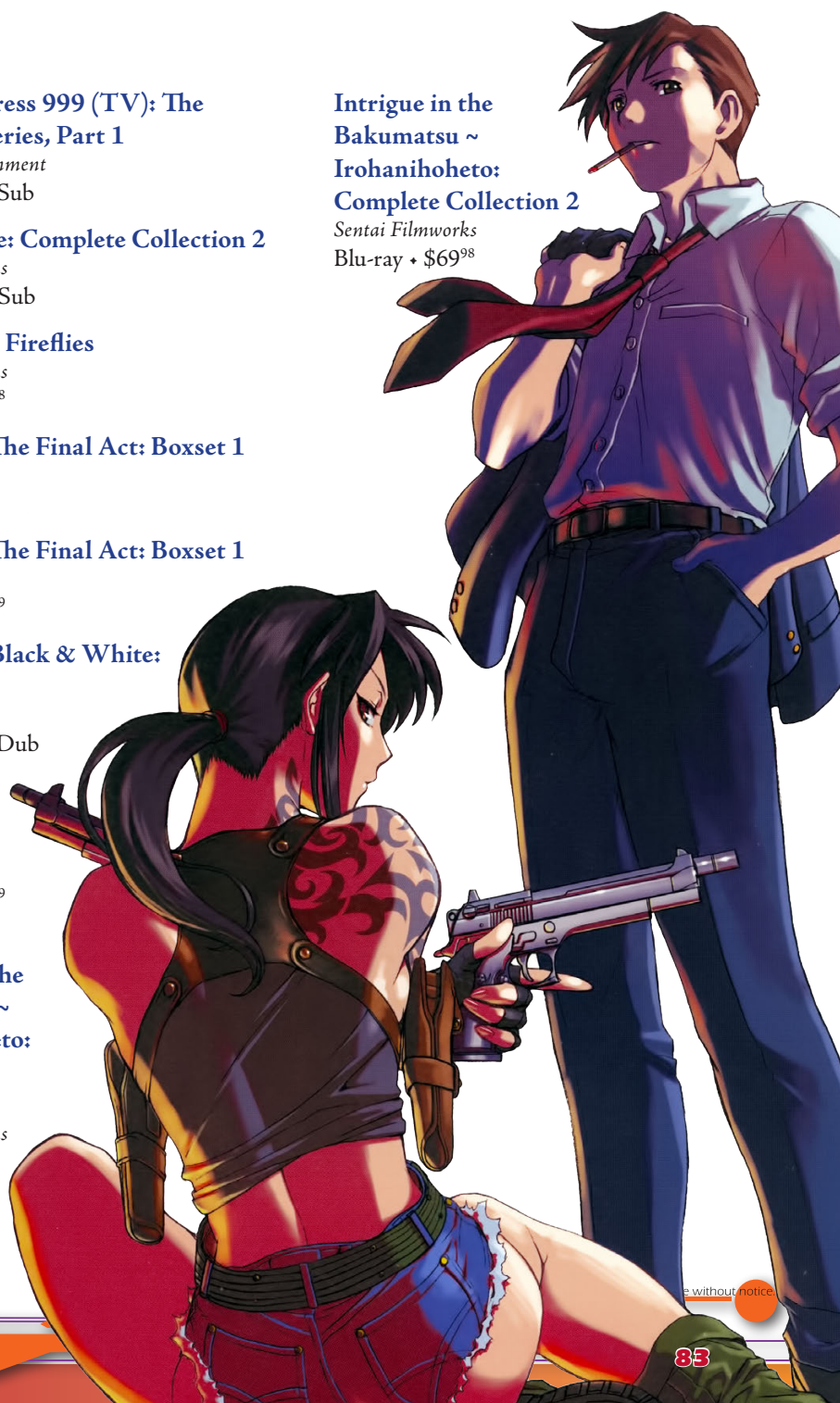
Sentai Filmworks

DVD + \$59⁹⁸

Intrigue in the Bakumatsu ~ Irohanihoheto: Complete Collection 2

Sentai Filmworks

Blu-ray + \$69⁹⁸



Upcoming Anime DVD/Blu-Ray Releases

Autumn 2012 *Continued*

BERSERK: The Golden Age Arc I - The Egg of the King
Viz Media
DVD • \$19⁹⁸

BERSERK: The Golden Age Arc I - The Egg of the King
Viz Media
Blu-ray • \$24⁹⁸

December 4

Is This a Zombie?: Season 1 Collection (LE)
FUNimation
DVD • \$64⁹⁸ First Press

Shakugan no Shana: The Movie
FUNimation
Blu-ray/DVD Combo • \$34⁹⁸ Preliminary

Shakugan no Shana S: OVA Series
FUNimation
Blu-ray/DVD Combo • \$34⁹⁸ Preliminary

Ai no Kusabi: The Space Between (2012) OVA
Media Blasters
DVD • \$19⁹⁹ Sub

Umineko - When They Cry, Part 1: Premium Edition
NIS America
Blu-ray • \$79⁹⁹ Sub

Umineko - When They Cry, Part 2: Premium Edition
NIS America
Blu-ray • \$49⁹⁹ Sub

December 11

Shakugan no Shana: Season 2, Part 1 (LE)
FUNimation
Blu-ray/DVD Combo • \$69⁹⁸ First Press

Shakugan no Shana: Season 2, Part 2
FUNimation
Blu-ray/DVD Combo • \$64⁹⁸

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Koshi Inaba

September 26
Toronto, ON - Canada
Sound Academy

September 28
Silver Spring, MD
The Fillmore Silver Spring

September 30
New York, NY
Best Buy Theater

October 7
Los Angeles, CA
Gibson Amphitheatre



AKB48

ATSUKO MAEDA

Launching herself in a new career direction as an actress, Atsuko Maeda performed for the last time Monday [August 27th] as a member of the all-girl pop group AKB48.

"From now on, I will be on the cheering side and I am looking forward to seeing everybody is doing great," Maeda said before the concert at AKB48 Theater in the Akihabara district in Tōkyō that marked her "graduation."

Maeda was an original member of the group created in 2005 and named after the electronics and subculture district in Tōkyō. Fans picked her as their favorite in 2009 and 2011 polls.

One of the most popular "idol" groups in

Japan, AKB48 has churned out consecutive million-seller singles. The group has been trying to boost its presence beyond Japan, with producer Yasushi Akimoto creating the Jakarta-based JKT48 in 2011 and planning to launch the Taipei-based TPE48 and the Shanghai-based SNH48 later this year. ♦ Kyodo



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- Anime Unscripted
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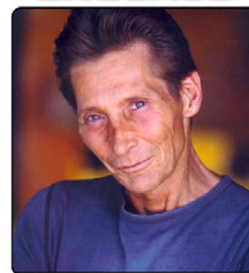
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*Parents or guardians need to sign a waiver
for attendees between the age of 13 and 17.
Children 12 and under need a parent or
guardian present during the event.



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AXELROD**



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Console & Desktop Gaming

Autumn 2012

September 25

Dead or Alive 5

Tecmo
Fighting - PS3, X360

Disney Princess: My Fairytale Adventure

Disney Interactive Studios
Adventure - 3DS, PC, Wii

Dragon Ball Z for Kinect

Namco Bandai
Action - X360

Family Guy: Back to the Multiverse

Activision
Adventure - PS3, X360

FIFA Soccer 13

Electronic Arts
Sports - 3DS, PC, PS3, X360

One Piece: Pirate Warriors

Namco Bandai Games
Action - PS3

Pro Evolution Soccer 2013

Konami
Sports - 3DS, PC, PS2, PS3, PSP,
Wii, X360

The Testament of Sherlock Holmes

Atlus
Adventure - PC, PS3, X360

Tokyo Jungle

Sony Computer Entertainment
Adventure - PS3

Warrior's Lair

Sony Computer Entertainment
Action, RPG - PS3, Vita

World of Warcraft:

Mists of Pandaria
Blizzard Entertainment
RPG - Mac, PC

September 27

Bad Piggies

Rovio Mobile
Action - Mac, PC

Everyone Sing

O-Games
Music - PS3, Wii, X360

September 30

Disney Pixar: Finding Nemo

Disney Interactive Studios
Adventure - 3DS

October 1

Crosswords Plus

Nintendo
Strategy - 3DS

New Art Academy

Nintendo
Productivity - 3DS

October 2

Carrier Command: Gaea Mission

Mastertronic Plus
Action - PC, X360

NBA 2K13

2K Sports
Sports - PC, PSP, PS3, Wii, WiiU, X360

Resident Evil 6

Capcom
Action, Adventure - PS3, X360

October 4

Port Royale 3

Kalypso Media
Simulation - PS3,
X360

October 5

Remington's Super Slam Ultimate Sportsman Challenge

Mastiff
Hunting - PS3,
X360

October 7

Pokemon Black Version 2

Nintendo
RPG - NDS

Pokémon Dream Radar

Nintendo
Action - 3DS

Pokémon White Version 2

Nintendo
RPG - NDS

October 9

Code of Princess

Atlus
Action, RPG - 3DS

Dishonored

Bethesda Softworks
Action - PC, PS3, X360

Fable: The Journey

Microsoft
Action, RPG - X360



Harry Potter for Kinect

Warner Bros. Interactive
Adventure - X360

Just Dance 4

Ubisoft
Music - PS3, X360

Spy Hunter

Warner Bros. Interactive
Action, Racing - Vita

XCOM: Enemy Unknown

2K Games
Strategy - PC, PS3, X360

October 16

007 Legends

Activision
Action - PS3, X360

Dance Central 3

Microsoft
Music - X360

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



MonkeyD. Luffy — One Piece: Pirate Warrior

Console & Desktop

Autumn 2012

**Doom 3:
BFG Edition**
Bethesda Softworks
RPG - PC, PS3, X360

Jet Set Radio
SEGA
Action - Vita

**Zumba Fitness
Core**
Majesco
Sports - Wii,
X360

October 17

50 Classic Games
Maximum Family Games
Puzzle, Compilation - 3DS

October 18

**Hello Kitty Picnic
with Sanrio Friends**
Majesco
Adventure - 3DS

Mugen Souls
NIS
Strategy, RPG - PS3

Ragnarok Odyssey
Xseed Games
RPG - Vita

Sparkle Snapshots 3D
Nintendo
Other - 3DS

October 21

Skylanders Giants
Activision
Adventure - 3DS, PC, PS3, Wii, X360

October 22

Style Savvy: Trendsetters
Nintendo
Simulation - 3DS

**Cabela's Dangerous
Hunts 2013**
Activision
Hunting - PS3, Wii, X360

Cabela's Hunting Expeditions
Activision
Hunting - PS3, Wii, X360

Forza Horizon
Microsoft
Racing - X360

Imagine: Babyz Fashion
Ubisoft
Simulation - 3DS

Imagine: Fashion Life
Ubisoft
Simulation - 3DS

Just Dance: Disney Party
Ubisoft
Music - X360, Wii

October 23

Killzone Trilogy
Sony Computer Entertainment
Shooter - PS3

Medal of Honor Warfighter
Electronic Arts
Shooter - PC, PS3, X360

Street Fighter x Tekken
Capcom
Fighting - Vita

Region 3 Cover Sample



Gaming



Super Monkey Ball:

Banana Splitz

SEGA

Puzzle-Action - Vita

Virtue's Last Reward

Aksys Games

Adventure - 3DS, Vita

October 28

Professor Layton and the Mask of Miracle

Nintendo

Adventure - 3DS

October 30

Bratz: Fashion Boutique

Activision

Adventure - NDS

Bratz: Fashion Boutique

Activision

Adventure - 3DS

Lalaloopsy: Carnival of Friends

Activision

Adventure - 3DS, NDS

LEGO The Lord of the Rings

Warner Bros. Interactive

Action - 3DS, NDS, PC, PS3, Wii, X360, Vita

Marvel's The Avengers: Battle For Earth

Ubisoft

Action - X360

Moshi Monsters:

Moshlings Theme Park

Activision

Adventure - 3DS

Need for Speed Most Wanted

Electronic Arts

Racing, Action - PC, PS3, X360, Vita

Nike+ Kinect Training

Microsoft

Sports - X360

Thundercats

Namco Bandai

Action - NDS

Toy Story Mania Kinect

Disney Interactive Studios

Party - X360

Toy Story Mania Move

Disney Interactive Studios

Party - PS3

Transformers Prime

Activision

Action - 3DS, NDS, Wii

Wreck-It Ralph

Activision

Platformer - 3DS, NDS, Wii

WWE'13

THQ

Wrestling - PS3, Wii, X360

October 31

NBA Live 13

Electronic Arts

Sports - PS3, X360

November 2

American Mensa Academy

Maximum Games

Trivia - 3DS

November 5

Freakyforms Deluxe: Your Creations, Alive

Nintendo

Simulation - 3DS

November 6

Big Time Rush

Game Mill Entertainment

Action - NDS

Halo 4

Microsoft Game Studios

Shooter - X360

Halo 4 (Limited Edition)

Microsoft Game Studios

Shooter - X360

Harvest Moon:

A New Beginning

Natsume

Adventure - 3DS

LittleBigPlanet Karting

Sony Computer Entertainment

Racing - PS3, Vita

NASCAR The Game:

Inside Line

Activision

Racing - PS3, Wii, X360

Nickelodeon Dance 2

2K Play

Music - Wii, X360

Nickelodeon Dora & Team

2K Play

Adventure - NDS

Umizoomi: Fantastic Flight

2K Play

Educational, Adventure - NDS

Cho-Cho Infinite — Mugen Souls

Winx Club: Magical Fairy Party

D3 Publisher

Adventure - NDS

November 7

Ragnarok Tactics: Imperial Princess of Light and Darkness

Aksys Games

RPG - PSP

November 8

History Legends of War: Patton

Maximum Family Games

Strategy - PC, PS3, X360

Pokédex 3D Pro

Nintendo

Productivity - 3DS

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

Console & Desktop Gaming

Autumn 2012



November 11

Paper Mario: Sticker Star
Nintendo
RPG - 3DS

November 13

Adventure Time: Hey Ice King! Why'd You Steal Our Garbage?
D3 Publisher
Adventure - 3DS, NDS

Ben 10: Omniverse
D3 Publisher
Action - 3DS, NDS, PS3, X360-Wii

Call of Duty: Black Ops II
Activision
Shooter - PC, PS3, X360

Monster High: Skultimate Roller Maze
Majesco
Action - NDS, Wii

Rabbids Rumble
Ubisoft
Party - 3DS

The Hip-Hop Dance Experience
Ubisoft
Music - Wii, X360

The Sims 3: Seasons
Electronic Arts
Strategy - Mac, PC

Victorious: Taking the Lead
D3 Publisher
Adventure - NDS

Wonderbook
Sony Computer Entertainment
Hardware - PS3

Wonderbook: Book of Spells
Sony Computer Entertainment
Adventure - PS3

November 18

Disney Epic Mickey 2: The Power of Two
Disney Interactive Studios
Action, Adventure - PS3, Wii, X360

November 20

Hitman: Absolution
Square Enix
Action - PC, PS3, X360

PlayStation All-Stars Battle Royale
Sony Computer Entertainment
Fighting - PS3, Vita

Rise of the Guardians: The Video Game
D3 Publisher - Action
3DS, NDS, PS3, Wii, X360

Shin Megami Tensei: Persona 4 Golden
Atlus
RPG - Vita

Sonic & All-Stars Racing Transformed
SEGA
Racing, Action - 3DS, PC, PS3, X360

Sonic & All-Stars Racing Transformed
SEGA
Action, Racing - Vita

November 23

Assassin's Creed III
Ubisoft
Action, Adventure - PC, PS3, X360

Assassin's Creed III (Limited Edition)
Ubisoft
Action, Adventure - PC, PS3, X360

December 3

Brain Age: Concentration Training
Nintendo
Educational, Puzzle - 3DS

December 4

Far Cry 3
Ubisoft
Shooter - PC, PS3, X360

December 12

Hawken
Adhesive Games
Action - PC

Region 3 Cover Sample



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

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favorites
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with a
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Give It The

Good Ol'

College Try!

MULTICULTURAL CLUBS IN COLLEGES

After graduating from High School and planning to start college, you are going to be defining who you are as an adult. You will be making new friends and trying new things that you may or may not like. One of the things you may come across on a college campus is joining a club. You may look towards a Fraternity (men) or a Sorority (women) which aim for brotherhood or sisterhood, you might take the route towards a club in your major like business or sciences, maybe in a club that fights for people's rights, or maybe even learn about a culture, your own or someone else's culture. There are so many clubs or associations to join, so why not give them a try because one of them may be worth while.

When every new semester/term starts, there are lines of tables outside campus with banners, picture albums, Greek letters and awards. Sometimes there will be others walking around passing flyers and describing their club. They want to show potential new members the success of their club and what they offer. Most of the time you are going to be persuaded into joining by mentioning parties, prosperous jobs after graduating, a reference for resumes when applying for jobs, your friend(s) joined, etc. It is up to you to

decide if it is for you to try or not.

If you are thinking of trying one out, then try a cultural club first. Cultural clubs do not discriminate who gets in or not. Their purpose is to have fun by sharing their culture and traditions with others. The first good thing about a cultural club is going to their festivities and trying their food. In California, "Friendship Games" and "Sports Fest" are where Filipino clubs in California and other States near the borderline gather to play games to show unity and school pride. For the other Asian clubs they may have a New Year's or seasonal festival. The second is learning about a culture whether it be your own or another culture. You may discover some information on history or art that are not in books such as cultural dances, traditions or expressions. The third point is making friends and having fun. By joining, you are going to meet many new people and do things that would never have thought of doing. Even from meeting all the people in the club, you may even find love.

From my experience, I was usually the quiet and gamer type during high school; not too social at all. When I started college, I just went to class, waited at the Student Union for the next class or went straight home because

I did not know anyone. One day I was just in the Student Union, waiting for another class that starts a few hours later, I was approached by this guy named Sam. He asked me if I was interested in joining their Filipino club. I told him, "I would check it out one day but not today." Sam was a persistent guy that we even bumped into each other while he was getting out of class and I was going to class. He decided to sit in my class with my friend and I listening to the lecture and joking around. After seeing his persistence I decided one day to check out the Filipino club and it was the best decision that I had made. I have done so many things that I probably would have never tried, visited or seen and met so many great people along the way.

You are starting your new life as an adult and are going to experience a lot of things that will lead to how you define yourself as an individual. Try a club on campus, just sit in a club meeting and decide if it is for you. If a club is not for you, there is always other clubs to try out as well. So do not make your college life just only school, homework and work only, have some time for yourself. Just remember, "College is going to be the time of your life," so make the best of it. ♦ Egbert W.



Eko

She is a half a year old "cell phone" model that doesn't know much about people. With the help of Hiroshi, she's getting a lot of experience to become a good cell phone.



Chanomizu, Hiroshi

He's a second year middle school student, who by unknown reasons, lives by himself. He always wanted a regular cell phone, but got Eko instead.

090 Eko to Issho

090 Eko といっしょ。

by

Asakura, Maru (亜桜 まる)

Hiroshi a second year middle school student happens to be living by himself. For the longest time, he always wanted to get a cell phone to show off to his classmates. One day, on his way home, he comes across a discarded cell phone. Because the cell phone he found was not working and damaged, Hiroshi goes to a repair shop to get it repaired.

Instead of getting a repaired cellphone, he gets a new cellphone. When it was delivered to his home, his "new" cell phone turns out to be a girl who also happens to be a cellphone! The only thing he wanted was a normal cellphone he could show off to his friends, but gets a real-sized cellphone girl, named Eko, that he can't return because of the expensive return fee from the contract. Now he has to teach Eko to be good and useful cellphone.

Here's a preview of the first and second chapters. Be sure to support the author.

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

090 Eko to /scho

**Stop
Reading
Here**



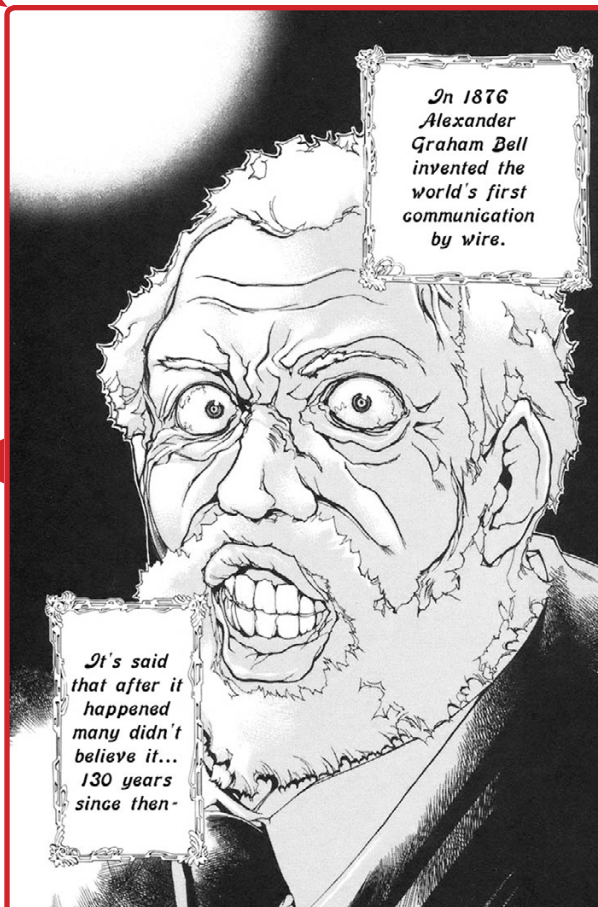
090 IS FICTION. IT HAS NOTHING TO DO WITH REAL EVENTS, PEOPLE, OR ORGANIZATIONS.



Start Reading Here

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

090 Eko to Issho



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

090 Eko to Issho

Stop
Reading
Here



Anyway, what
are you? Who
the hell are
you?!



Wait!!
What are you
trying to do
to me?!



WHAT
ARE YOU
SAYING?

yelling

I ALREADY TOLD
YOU THAT I DON'T
FORGIVE ANYONE
WHO CHARGES ME.
NO MATTER HOW
GOOD-NATURED.

TAKE
RESPONSIBILITY
FOR WHAT YOU
DID.



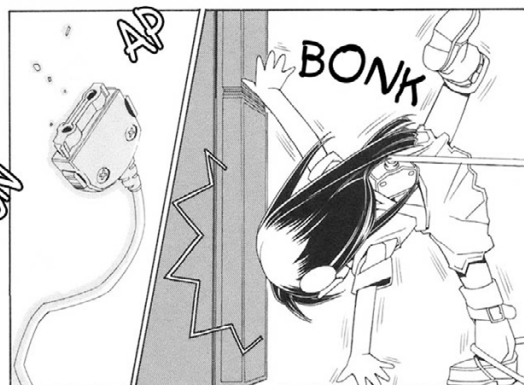
power
going
out

try
to do
that?!

Can a
human
like you

ARE YOU
LISTENING
TO ME?!

— 18 —



SW

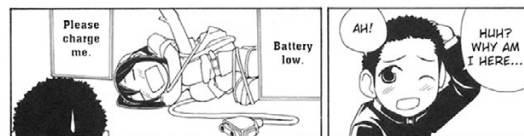
AP

BONK



Battery
low.

Click



Please
charge
me.

Battery
low.

AH!

HUH?
WHY AM
I HERE...



Power
on!!

charging

Energy
re-
stored.

Low.

Please
charge
me.

— 17 —



sfx: kaboom

Take that
Cockroach
!!!



Aren't you
a robot?!

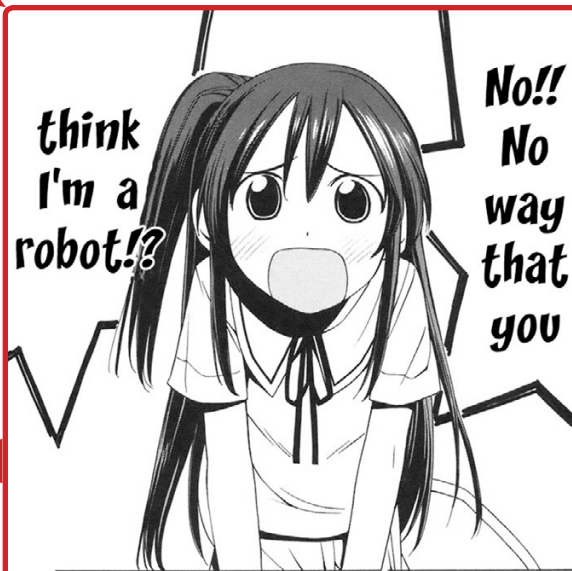
WASN'T THAT A
ROCKET PUNCH?

poof

OWW

sfx: rattle

— 20 —



think
I'm a
robot!?

No!!
No
way
that
you



craw

craw

scared

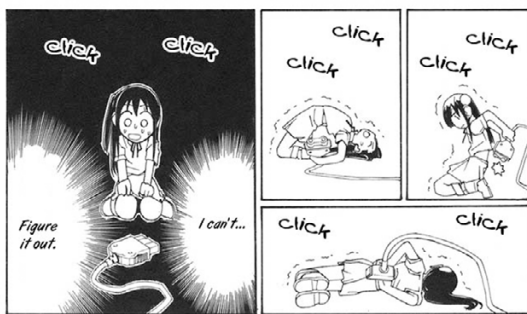
THAT'S
WRONG
...?

— 19 —

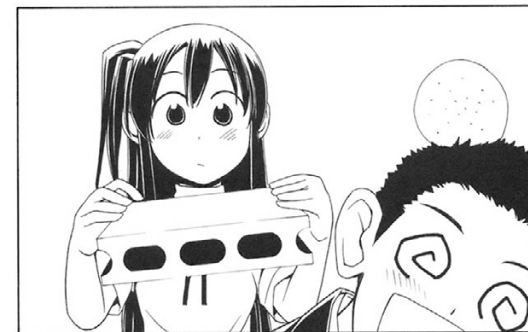
Start Reading Here

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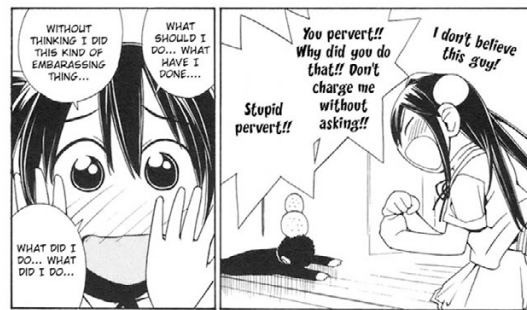
Og0 Eko to Issho



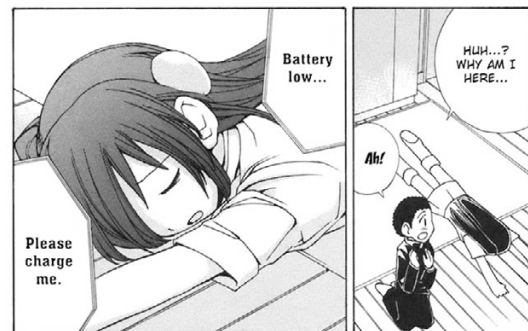
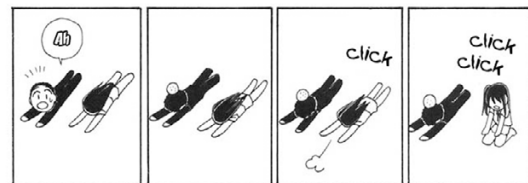
- 14 -



- 13 -



- 16 -



- 15 -

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

090 Eko to Issho

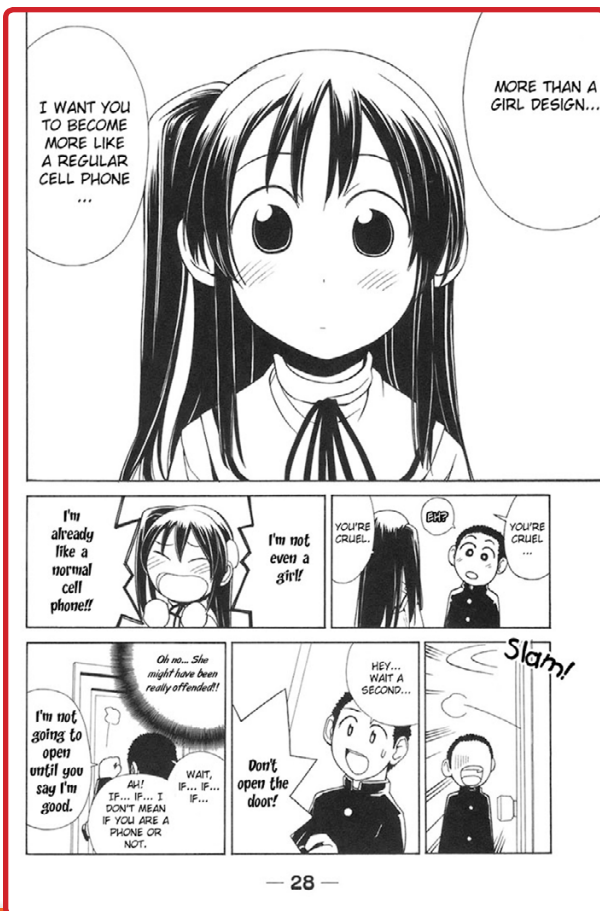
Stop
Reading
Here



- 28 -



- 25 -



- 28 -



- 27 -

Start Reading Here

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

090 Eko to Issho



— 21 —



— 24 —



2call Should be picky about the design.

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

ネット①

Will this really send? (A')
Isn't it in the middle of
being made? (smile)
Phone girl Eko-chan-
(>A<) You're really cute
Do your best!
by Tokunee Kikei-san

Wow, it really sent! Ah, good afternoon.
This is Hiroshi. Uhh. This is Hiroshi. I
don't have a saddle.

Eko-chan needs a design
change (^^)/
by Mr. "I got the magazine
early."

Hm, you think so!? Eko is that good of a
cell phone? But, to say it clearly, she's not
really like a phone. You know.

Since I just bought a phone
too I see where you're
coming from.
by Samumi-san

You think so too? It's worrisome, right?
What would everyone else do if you got
the wrong one delivered to you?



End of
Volume One,
Chapter 1 & 2

This concludes our preview of
090 Eko to Issho

Stop
Reading
Here

Start Reading Here

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

090 Eko to Issho



- 32 -



- 31 -





I'm Yours! is the third album to come out of the partnership between Japanese pop singer Miu Sakamoto and The Shanghai Restoration Project, an American outfit led by Dave Liang that merges traditional Chinese instruments with contemporary electronic music. They've been handling the production on Sakamoto's albums since 2010's gorgeous *Phantom Girl*, a delicate collection of artsysounding pop that stands as Sakamoto's best release in her 14-year career. The collaboration followed that up with last year's *Hatsukoi*, a slower but just as enchanting work. Now comes *I'm Yours!*, the most pop-friendly recording between Sakamoto and TSRP yet, another strong CD from a duo who have been creating some of the best J-pop of the last few years.

TSRP's production is more straightforward on *I'm Yours!*, eschewing the Beijing-opera touches of *Phantom Girl* in favor of synthheavy sounds recalling American indie-electronic duo The Postal Service. "Amai Nioi" ("Sweet Smell") is bouncy electro-pop that lives up to the album's billing as a "bright summer record," complete with sunny lyrics such as "Being able to say 'I love you'/to someone you really love is happiness." Meanwhile, "Go" and "More Speed, More Light" put a greater em-

phasis on the bass to craft slightly darker songs, the lyrical highlight of the prior being, "I don't really have anything/for you to fall in love with me." I guess that must be the summer storm.

All of the songs on *I'm Yours!* are designed to not get in the way of Sakamoto's voice or, in the case of the title track, accommodate both Sakamoto's singing and Kick The Can Crew member Kreva's rapping (which, despite being given an appropriate soundtrack, still sounds out of place). This is a good production decision because Sakamoto's voice deserves highlighting. The best J-pop comparison to Sakamoto is singer Salyu. Both women are capable of stretching syllables out into gorgeous sounds (evidenced on this album's two brief interludes and the disco-tinged "Dance Dance Dance"), although Salyu can hit much higher notes. Sakamoto, though, has been blessed with better production throughout her career, which allows her to take more risks (she was also blessed with a musical family, her parents are composer Ry ichi Sakamoto and singer Akiko Yano). *I'm Yours!*, like her last two albums, shows what happens when J-pop is given a little more room to play with—Sakamoto sounds more interesting than the bulk of her J-pop contemporaries, but still just as catchy ♦ **Patrick St. Michel**



THE UK'S COMIC CON SHOWS

MCM

Midlands Comic Con - Telford Int Centre

18th February 2012

Birmingham Comic Con - NEC

31st March - 1st April 2012

London Comic Con - ExCeL

25th - 27th May 2012

Manchester Comic Con - Manchester Central

21st July 2012

London Comic Con - ExCeL

26th - 28th October 2012

Comics - Movies - Games

Cosplay - Anime - Sci Fi

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MAN WITH A MISSION

MASH UP: THE WORLD TOUR

Amityville, New York

Ollie's Point

September 29

Hamden, Utah

The Space

October 1

Providence, Rhode Island

Firehouse 13

September 30

House Stanhope, New Jersey

The Stanhope

October 3

