

Forum:[Hack Forums](#)

Thread: [Anime Adventures Weekly - Issue #63](#)

tweety - October 20, 2014, 11:18 am

[img]http://aa.kernel-box.com/Headers/AAHeader.png[/img] Issue #63

Will killing me satisfy you?

- Illya von Einzbern (Fate/kaleid liner Prisma?Illya)

[img]http://aa.kernel-box.com/Headers/Headlines.png[/img]

No Game No Life Artist Caught Tracing

[img]http://dalian.7thstyle.com/2014/09/no-game-no-life-kamiya-yuu-caught-tracing-seventhstyle-002-614x296.jpg[/img]

A Twitter account has been created solely for the purpose of pointing out similarities between Kamiya Yuu's artwork and that of other artists. Unfortunately, their claims are valid. Artists in the past who have been caught tracing have been fired as a result of their incompetence. Tracing is a serious problem in the industry - the art isn't just being used to show off to friends or as something done for fun, it's used for commercial purposes and shown on a worldwide scale. As writing is to plagiarism, art is to tracing. Some might argue that Kamiya Yuu used various artwork from other artists as "inspiration"; however, this is not the case. The picture above shows the similarities between his art for No Game No Life's (NGNL) art (center), and another artist's work (left). The similarities are shocking (right). There have been no comments from either Kamiya Yuu or his associates at the time this section was written.

Nisekoi to get Second Season

Nisekoi fans rejoice! The makers behind the famous Spring anime titled Nisekoi (English: "Fake Love"), have announced that a second season is in production. The announcement was made in Volume 14 of the manga. The anime's final episode also had an illustration saying "See you soon," which hinted at the chance of a sequel. More information about the sequel will be released at a later date on Weekly Shounen Jump. The anime series has an OVA set to release this October, followed by another one in February 2015.

Fall 2014 season

With October's arrival, we close the Summer 2014 chapter with both awe and disappointment. This past season saw the release of many interesting shows -the eagerly awaited Sword Art Online II, Akame ga Kill, Tokyo Ghoul, and Ao Haru Ride, just to name a few. With broken hearts and enthusiasm, we look to the future with great anticipation. This season includes shows such as Fate/Stay Night: Unlimited Blade Works, Shigatsu wa Kimi no Uso and Ushinawareta Mirai wo Motomete (View the full list on [AniChart](#)). The question this week for readers is: What Fall 2014 show are you looking forward to the most?

Experts fear that Japanese volcano may erupt again

An eruption of Japan's Mt. Ontake in late September has left thirty-six people confirmed dead and many more unaccounted for and missing. Experts fear that the volcano may erupt again, based off of the increased seismic activity in the volcano's vicinity. Rescuers have no choice but to force the suspension of all rescue efforts, which planned to recover at least two dozen bodies still near the summit. Researchers estimate that there were at least 250 people on the volcano when it erupted.

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[img]http://aa.kernel-box.com/Headers/AANews.png[/img]

Informational Threads

[2014 Anime Adventures Secret Santa](#) by [Black Hole](#)

It's that time of the year again where Santa Hole-tan is going to be running the AA's Secret Santa. If you meet the requirements and have some spare cash, come and join in!

[\[Results\] Anime Adventures Best Girl](#) by [iMew](#)

We have come to the conclusion of AA's new Best Girl. The result is out!

[\[RABBIT DOUBT\] Round 2!](#) by [Tasemu](#)

The second round of the Rabbit Doubt has started, who can the Wolf be? Who's next to be hanged? Who will be feasted upon? Come check out this forum game and see what happens!

NOTE You cannot post on the thread or vote, you can only do so if you are a participant.

Discussions

[Genre\(s\) that you can't stand?](#) by [Endomous](#)

Endomous wants to know what Genre's you absolutely despise (Harem fans, BEWARE!).

[So apparently this is a thing...?](#) by [Pillows](#)

As Pillows has said in the thread, pictures would be better to describe what he is talking about. Hint hint: #PregnantAnnouncement.

[What anime is your favorite?](#) by [trac2thefox](#)

It's that thread again! trac2thefox want's to know what your favourite Anime is, why you like it and your favourite character. Come fill him in.

Recommendation Threads

[\[In Search Of\] 18 + Animes \[Philosophical/Gorey/Dark\]](#) by [hashlist](#)

Seems like hashlist wants to explore what some of us aren't used to. While we sit here watching cute Slice of Life's, hashlist want's some dark, psychological and bloody Anime in his memory bank. Come help him out!

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[img]http://aa.kernel-box.com/Headers/Gaming.png[/img]

No Writer Yet

[img]http://aa.kernel-box.com/Headers/MusicVid.png[/img]

[Tweety.'s](#) Submission:

[Happeh's](#) Submission:

[Kings~](#) Submission:

Submit your own Music Video of the Week and be featured in next weeks issue by [clicking here!](#)

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[img]http://aa.kernel-box.com/Headers/Cosplay.png[/img]

"Ufu, ufu, ufufufufufufu!"

While we know very little (we know nothing apart from what she looks like and 6 galleries) about Michiko Satsuki, it seems like all her cosplays are done extremely well. They all have high quality materials used as well as excellent photography skills, and lighting. A few pictures or galleries may

have excessive lighting, but I think using bright lighting in that sense really brings out the way Satsuki poses for all her shot. A bright shot.

Satsuki is not exactly loli-shaped, but her cosplay of Marisa is done pretty nicely. As you can see, the detail on the cosplay itself is rather incredible. It seems like every single, tiny frill is on point, if the cosplay itself is hand made then I have to say, she done a mighty fine job of it.

Satsuki really seems to enjoy herself in all her photographs, her cosplay seems so-so but she really does rock them. Even though the likelihood between Satsuki and the character she cosplays as is weak, they aren't that bad. I guess you can say she really loves what she's doing, and that's what matters in the end, ultimately.

Moving onto the photography, the snaps seem like they are done well, even with excessive lighting. It feels like the excessive lighting is fine though, it seems to suite Satsuki's smile, her photos in general. Just looking at the photographs, you can feel the warm, fuzzy and colourful environment. Not bad.

Series: Touhou

Character: Marisa Kirisame

Gallery: <http://goo.gl/xYzYNU>

Photographer: N/A

Profile: N/A

Cosplayer: Michiko Satsuki

Profile: N/A

tweety - October 20, 2014, 11:19 am

[img]<http://aa.kernel-box.com/Headers/AnimeHighlight.png>[/img]

Title - Btoom! (?????)

Genre(s) - Action, Sci-Fi, Psychological, Seinen

Studio(s) - Madhouse

Episodes - 12

Episode Length - 24 min. per episode

Rating - R - 17+ (violence & profanity)

Airing Date - Oct 4, 2012 to Dec 20, 2012

Airing Status - Finished Airing

On Crunchyroll? - Yes

Synopsis

In a blink of the mind's eye, Ryouta Sakamoto suddenly finds himself transported from playing the hit "Btoom!" video game to being stranded on a mysterious island, equipped with a day's worth of provisions, a bag of bombs, a strange crystal embedded in his left hand and a huge gaping hole in his memory. But it doesn't take long to figure out what's going on, especially after the first person Ryouta meets tries to kill him. Someone is attempting to recreate the ultra-violent Btoom! game in real life, and the island has been filled with an army of other unwilling players, each armed with one of the multiple variants of explosive weapons called BIM. Fortunately, Ryouta's an ace Btoom! player, but this insane version of the game has no reset switch or second lives, and there's only one way off the island: kill seven other people before they can kill you! Can Ryouta repurpose his game based skills fast enough to survive?

Characters

Himiko "Hemilia"

Himiko is a Btooom! player and the female protagonist of the Btooom! series. She has a crush on Sakamoto and cooperates with him in the Btooom! game. Her real name is Hemilia.

Ryouta Sakamoto

Ryouta Sakamoto is the protagonist of Btooom!. He is one of the top ranking players of the Btooom! game and is the best player on Japan. He is ranked #10 worldwide. He has been nominated to participate in the real life Btooom! game.

He is a regular guy in his twenties. He is of average height and weight. He has light brown hair and brown eyes, wears a dark gray, buttoned shirt and regular black pants and fashions a black belt. As any other Btooom! player, he has an IC chip implanted into his left hand.

Tails' Opinion Btooom. A show about video games. Sort of. Basically there is minimal storyline, minimal plot progression, honestly the plot doesn't really exist. It's pretty much a super basic anime about survival based on a video game. Story honestly was pretty nonexistent. There was a little, an attempt and that was okay, but there just wasn't enough.

I give the story a 4/10

Let me go ahead and explain my frustration in this anime here. First off, the survival aspect of the show is IN REAL LIFE. Its not in a game like SAO or Log Horizon. So realistically the main character should get tired right? Nope, you're wrong. This NEET (basically someone who does NOTHING but play video games), has the stamina of a professional athlete. Pisses me off. It's not logical. There is only one other main character and she is awful. She is a cluster of confusion. You can tell she is falling for the main character but she constantly wants to break out the handy dandy stun gun on him. She just doesn't make any sense. That's just in the beginning though, at some point they immediately take a 180 with a tiny piece of info that I won't spoil. I guess without my frustrations the characters are good. The two main characters are solid, not the best but not terrible and the supporting cast, all the enemies, make an absolutely fantastic dynamic. Pretty good.

I give the characters a 7/10.

If there is something to marvel at it is the art. The action/fight scenes are really well done. The general scenes and background also good, but what really matters here and makes it so good is that the intricate detail put into the seemingly meaningless scenes rounds the art out at masterful.

Example:

[img]http://24.media.tumblr.com/tumblr_mbek8vMtRq1qapu8qo1_500.gif[/img]

(Because I only have 2 character pictures gotta meet my imaginary 3 picture quota)

I give the art an 9/10.

All in all Btooom is just an enjoyable show. The art is great to look at, the characters are easy to feel for and story, while lacking in actual storyline, is easy to enjoy the general idea. Btooom is a show that is just plain enjoyable.

In terms of enjoyment I give it a 8/10

Programmargorp's Opinion Alright, so another week, another review right? Again, I don't have much to write in this intro with the exception of the fact that the show we're doing this week is Btooom! Directed by Watanabe Kotonu who has (surprisingly) done very little shows so far and with animation done by none other than Madhouse, we're in this for a pretty wild ride this time.

Considering how the author of the source manga as well as the director isn't that well known, I'm

actually quite surprised at how this series turned out in the end.

Since I don't have much to write anymore in the intro, let's just dive straight into the story portion of this review. Btooom! follows a typical story where the main character gets caught in a game where people have to blow crap (which includes each other) up so they can live. Now, on the surface there really isn't much that's 'different' about the story beyond what's there (and there REALLY isn't much else to say). It does manage, however, to differ itself from the norm somewhat via plot twists. While I won't go into anything deeper than that in order to not spoil anything, I will say that the story of Btooom! is quite decent.

Story wise, I rate this a 7/10

Onto the characters. These characters themselves are actually designed and developed in such a way that I don't start dying of cliché (Looking at you Blade Dance). On one hand we have the typical Main Character Ryouta (who is more OP than anyone would think he is) and the main heroine Himeko, who surprisingly enough isn't actually useless. Overall, these characters were designed to have the right vibe to them, and that contributed to their success.

Character wise, I rate this series a 7/10

Seeing as this series is done by Madhouse, there's really no issues I had with the art or animation at all. To be perfectly honest, this is usually where my review starts losing its ability to write long paragraphs, so I'll just finish up

Art wise, I rate this a 7/10

Onto enjoyment. Did I enjoy this series?

Yes, yes I did. Beyond the myriad of "cliché" that this series seems to be plagued by, it didn't stop it from being enjoyable.

Enjoyment wise, I rate this a 7/10

Overall, the biggest question to answer in this review, i.e. should you watch Btooom!?

My answer, yes unless there's something better you haven't watched.

See, Btooom! is not a series without problems, however these problems don't actually affect the enjoyment of the series as much as you'd expect. The result on this is that Madhouse has managed to build another enjoyable series.

Tails' Rating 7/10 Programmargorp's Rating 7/10

[img]<http://aa.kernel-box.com/Headers/MangaHighlight.png>[/img]

Do tell me if you like to see a random selection of some of the covers

Title - Nana to Kaoru

Title in Japanese- ??????

Genre(s)- Comedy, Ecchi, Romance, School, Seinen

Chapters currently released - 119*

Author – Ryuta Amazume

Artist(s) – Ryuta Amazume

Released - Jan 4, 2008 to ?

Status - Ongoing

*after my mistake in the last issue I would like to say that this is info taken from Mangafox (on the 02/10/2014) and not MAL as MAL currently states that there are an unknown number of chapters...

Synopsis

Kaoru is a 17-year-old virgin who has an S&M fetish. He has always dreamed of an SM relationship with his childhood friend Nana, who is looked upon as perfect and is always the target of boys' eyes. Their relationship has somewhat deteriorated through the years, due to them hanging out with different people and because Kaoru is not taking his education too seriously.

One day though, Kaoru's mother gives some of his S&M toys to Nana for safekeeping - Nana finds the leather one-piece that Kaoru bought and tries it on but accidentally locks herself in it and doesn't have the key!

Kaoru frees her of the one-piece, but then Nana realizes she may like Kaoru's hobby more than she thought and subsequently the two of them start engaging in so-called "breathers". These breathers are intended to relieve Nana of stress, stress originating from her attempts at keeping her grades and her name perfect.

Characters

Taken from one of the nicer looking chapters

Nana Chigusa (?? ??)

Nana Chigusa, Student of Class A, part of the track team and Student Council Vice President, is a very popular and beautiful girl. With so much riding on her, a teacher suggests she find a way to take a breather. When she is given Kaoru's toys to hold on to as a punishment by Kaoru's mother, she inadvertently locks herself into the leather outfit, therein starting the story...

A little surprised are we?

Kaoru Sugimura (???)

Kaoru is a 17-year-old virgin whose main hobby is S&M; in particular, the purchase of S&M gear since he doesn't have a partner. Nana is his perfect next door neighbor. The two have been close since the first grade due to the fact they both have single parents who work a lot. Kaoru is secretly in love with Nana and likes to fantasize about her in tandem with his S&M gear. One day his mother decides to get rid of all his gear and asks Nana to hold on to it overnight so Kaoru won't be able to find it and hide it. Later that night Nana inadvertently locks herself into one of Kaoru's leather outfits that she had been trying on "for size" and is forced to ask Kaoru for help unlocking it...

Vandie's Opinion

Nana to Kaoru is a rather strange idea to anyone with a "shred of decency" as most would think that a manga about S&M would have to be a hentai...The thing is, however, that it is not and manages to pull it off without being awkward. Everything that is shown or said in the manga has some relevance to the story or helps a character grow, from characters making off-beat remarks to magazines that they own. Everything. As S&M plays a major part it was important that Ryuta showed an accurate representation of it. Ryuta managed to show the way that S&M is used when used without sex, a feat that is not achieved often in this world that thinks S&M is just a category of pornography. It also has a very good sense of humor not taking itself too seriously often taking the piss out of the characters and letting them show their whole personality. The story is a work of genius and as such...

The story gets a rather good 9/10

As I said before everything adds depth to the characters and as such you start to actually care about what happens to them as early as the start of the second volume. The resulting very fleshed

out chapters bare all, allowing you to see all sides of their personality without contradicting anything. I tell you now that this is not short of an almost impossible thing to do, let alone well. Nana is shown to have an almost split personality, one for Kaoru and the "Breathers" while maintaining a very separate hard working and level headed one for within school and social groupings. On the other hand, Kaoru is shown to be a caring but perverted individual through and through. I enjoyed reading about these characters and will check back on them when I can.

Because of this, the characters get a cool 8/10

Now to the main drawback of this manga, the Art. It's not that the art was bad per se, but it was very inconsistent and didn't flow into each tile very nicely. Some pages appear to have taken hours with immense detail (the reason this doesn't get a 1) while others appear to be very bland with only the basic outlines of characters. The art of Nana to Kaoru appeared to be done in a sort of experimental fashion by Ryuta to see what fit the best. Due to this I can only hope that the later chapters level this off a bit as I have not yet had time to read all 100 or so chapters. As it stands the art is too inconsistent for a high mark in this category. Even if it does fix itself later, the damage will already have been done. Because of this unfortunate fact...

The art get's a rather disappointing 5/10

At first I was almost unwilling to review this due to the topic, just as many others will refuse to read it, but I'm glad I did. This manga deserves all the praise it got and although it does not sit within most peoples' comfort zones, it definitely sheds light on one of the world's more perverted pastimes. I would actually go as to describe Nana to Kaoru as an educational, albeit adult orientated, masterpiece due to how much light it actually sheds on this topic. I can guarantee you will learn one or two interesting things from reading this and the best bit is you will probably not even be trying to - you will just be enjoying the story. I cannot recommend this enough, even considering the inconsistent artwork. It's not quite 10/10 but it could very easily be with a few changes. I enjoyed every second of it, I even learnt how to prepare a hemp rope so as not to injure the person being tied up. If you like to read ecchi then you will enjoy this guaranteed.

Overall the manga has achieved a high 8.5/10

Afternote

I was told by Barrier that if anyone liked this then they should also try out the side story Nana to Kaoru Arashi, but I'm not doing a separate review on it due to the fact it is only a side story. I have not, however, read Nana to Kaoru Arashi myself so take the recommendation with a pinch of salt if you don't know Barrier. Personally though I would follow his recommendation had I the time.

If you want a manga reviewed please send a PM to Vandie. We are still yet to receive a request and as such will give a shoutout to the first person to send one in. We don't have list of what you like so why don't you learn that if you don't ask then you won't get.

tweety - October 20, 2014, 11:19 am

[img]<http://aa.kernel-box.com/Headers/VNHighlight.png>[/img]

[img]http://upload.wikimedia.org/wikipedia/en/6/62/Yume_Miru_Kusuri.jpg[/img]

A Drug That Makes You Dream

Synopsis:

I am just an average student, living an average, colorless life. I study, I work my part-time job, I get through my day just like everyone else, trying not to stand out from the crowd. But suddenly, almost before I realize it, the winds of change have blown into my life. They come in the form of three girls, girls who have been around me for some time, but who I never noticed in this way before. They are most definitely not living a colorless life like everyone else in postmodern Japan. They seem to float above society, strangely unaffected by it. Instinctively I know I should avoid getting involved with them, and yet before I know it, my destiny is bound with theirs. Where will it all lead?

Story Review:

The story is nothing special. As the protagonist, Kouhei, you have the choice of going after three different girls, each with one good ending and one bad ending. You deal with problems some people face in school, such as bullying, drug use and interpersonal relationships. Unlike most VN's, where the scenarios are entwined along a certain path for a good portion of the game before eventually branching off, the story arcs for each girl branch off fairly early in the game and are pretty much independent from each other. Once you choose a route you will quickly be pulled into the girl's life as you watch their relationship deepen, and the choices you make once you are in her life will either help her solve her problems or destroy the girl you have come to care for. This VN is refreshing on its characterization, wherein it's not your typical "main character can easily overcome any problem with no effort" type of story.

There are two minor characters in this story, Aya Kagami, Kouhei's adopted younger sister, and Hirofumi Tsubaki, Kouhei's senior at work. Anyone who is fond of harem VN's will know that the little sister usually has a role to play where she is in love with the main character. At the beginning of the game it seems like this will be the case with Aya, but as the story progresses you will see that she plays an important role in the relationship between Kouhei and the girl of choice. The other supporting character is Hirofumi Tsubaki. He is Kouhei's boss and brings some of the humor into the story. The role that he plays is somewhat as the "best friend of the main character", except he's quite different from the usual character type that is put into the role. While he does give Kouhei support in the form of advice and such, he deviates from the rest of the character type in that he's gay and has a thing for Kouhei.

Sound:

When it comes to audio, this game provides music that goes along well with the scenes it depicts throughout the game that not only match the moods of the scenes, but also serve to enhance them. Voice acting is also very well handled in this as every character (with the exception of, sadly, Kouhei) is voiced and they all succeed in portraying the characters they play.

Art:

Bearing in mind the fact that the game was first released in 2005, the artwork isn't that bad. While not as high quality as some of the more recent games, the artwork, including the character images, the background, and the game CG have a nice "hand drawn" feel to them like that of a manga or an older anime series.

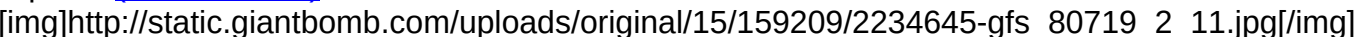
Screenshots:

Spoiler ([Click to View](#))

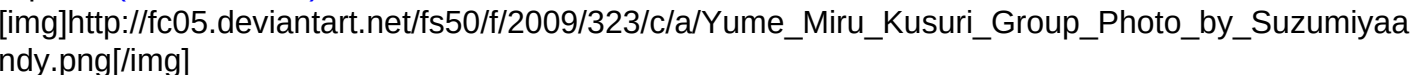
Spoiler ([Click to View](#))



Spoiler ([Click to View](#))



Spoiler ([Click to View](#))



Overall Satisfaction:

While there are some parts that maybe seemed a little unlikely, overall I thought this was a decent VN and would recommend others try it out.

Story: 8/10

Sound: 9/10

Art: 7/10

[img]http://aa.kernel-box.com/Headers/Interview.png[/img]

Interview - [iMew](#)
([Click to View](#))

Angel: Hey iMew, how are you this evening?

iMew: I'm doing fine I guess, it's a holiday today so I didn't really do anything all day.

Angel: Cool, I could really use a holiday right now. Before we jump into things, I would like to get to know you a little better. So, why don't you tell the readers and I a little about yourself?

iMew: I'm 18, I live in Germany, I like watching anime and playing video games (mainly LoL and osu!), been watching occasionally since I was 14 or so. My favorite anime is Mahou Shoujo Madoka Magica but I generally enjoy romcoms.

I might get burned alive for this but I also enjoy reading Naruto.

Angel: Ah Germany, I've always wanted to live there. Since you generally like romcoms, what makes Mahou Shoujo Madoka Magica so special to you?

iMew: It started off with a rather generic but enjoyable concept and turned it into something completely different. The plot was extremely interesting to me as it was rather unpredictable, most of the characters were well developed and relatable. Then I watched Rebellion once it was released on Blu-ray and it completely wrecked me emotionally.

Also, Shaft is god.

Angel: Well I have yet to see it but all of my friends tell me it's a must watch. You said you usually watch romcoms, what are some of your favorite romcoms?

iMew: Hard to pick favorites to be honest but I think I enjoyed Oreshura, Kokoro Connect, and Date-A-Live the most.

Angel: I have not seen any of those, lol, but they're all on my plan-to-watch list. Your AA's best girl competition should be coming to a close here pretty soon if I'm not mistaken. Which girls are looking like the favorite to advance to the finals?

iMew: I already know who's going to advance to the finals, but I haven't counted the votes for the Eucliwood - Shiina tiebreaker yet though.

Overall I've been thinking that Shinobu is going to win the entire thing ever since Kurisu got knocked out by Asuna.

I'd like Eucliwood to win though :(

Angel: I'm a big fan of Eucliwood myself. If she and Shinobu end up in the finals, I honestly don't know who I'll vote for. From what I've seen, it seems like Shiina is a fan favorite around AA. You seem to not like Shiina very much, why is that?

iMew: Shiina is a plot device. The "girl who can't care for herself" exists in a lot of romcoms and the concept is overdone. Even then, anime like Chobits have done it better.

Shiina barely has any development throughout Sakurasou, she was pretty much only used to develop the MC (and other characters) and served as a backbone for the plot.

Angel: I guess Shiina was okay in my opinion, but she wasn't even the best girl from Sakurasou no Pet na Kanojo. Moving on, it seems the Fall season is upon us. Anything that you're looking forward to in the upcoming season?

iMew: I wait for anime to finish airing before watching them, but Ore Twintails ni Narimasu will probably be really fun. I'll probably watch Grisaia no Kajitsu as well, aside from those two I haven't really checked out the Fall anime.

Angel: I was like that until recently, Tokyo Ghoul was the first airing anime that I've ever watched. What do you think of the newly added prefixes to AA?

iMew: I literally haven't seen a single thread discussing 'Art' yet so I think that prefix isn't going to see much use, but I think the other three will be pretty useful, especially Anime and Manga since, for example, the difference between[Anime] Claymore and [Manga] Claymore is pretty huge.

I think a Visual Novel prefix could be added as well, but it's not extremely important.

Angel: I think the prefixes have a good premise but (I don't know, maybe it's just me) they seem to be causing an increase in pointless threads. But yeah, a Visual Novel prefix would make a lot of sense for AA. Well that's about all the time I have for now. Thank you for taking the time to let me interview you; I realize it's not the most exciting thing in the world. Lastly, is there anything you would like to say to our readers?

iMew: SAO fans are better off ignoring the people who say it's 'bad', and everyone who haven't watched Madoka should do so now.

Ai Fuyuumi is best girl, no matter what the contest says.

I think that's about it.

Angel: Rize* cough cough :P Well once again, thank you for letting me interview you. It was a pleasure.

iMew: Thank you for giving me the opportunity to tell everyone that Shiina is bad :D

[img]<http://aa.kernel-box.com/Headers/Updates.png>[/img]

Gaming News!

The Gaming News will be opening next week, I will be writing for the section till we can find a Writer. If, however, anyone else would like to take over this position, do let me know! We are in need of staff as a few people had to step down due to the start of the new academic year, if you think you can cope, let me know via PM or posting below.

What do you want to see?

Since this is a community driven Weekly, we need the feedback of our community to keep it successful! Let us know what you would like to see, the chances are that if the majority agree with you, you'd get to see the section of your choice! So let us know what you want to see, what you dislike, what can be improved and so on. We just want to keep our readers happy, I'm pretty sure everyone on the team would agree.

New staff changes

We had a new staff change as Nathann22 had to step down from his VN of the Week writing

position, he has been around for approximately 10 issues, and may be back in the future. Playing a whole VN every week takes a toll on a person, and while dealing with education, it can be pretty tough. However, Hentai has decided he can crack the code and fill in this position for us! Special thanks to both of you for putting in the time to help out the Weekly.

Small break

AA Weekly has gone on a small break for numerous reasons. We had a small staff change as well as exams coming up for myself. It is getting a little difficult for me as I am not experienced as our previous Editor, Happeh. I will try to continue staying on schedule and releasing an issue every week. It takes an approximate 2-4 hours to compile, if you wish to help contribute, that would mean a lot. Thanks to everyone in the team with putting up with me.

The News Team: [Tweety](#) Editor

AA News

Gaming Section

Cosplay Corner [Dragon](#) Headlines [Sejskaler](#) Graphics [Tails](#) Series Highlights

[Programmargorp](#) Series Highlights [Hentai](#) VN of the Week [Vandie](#) Manga Highlight [King~](#) Music

Video of the Week [Happeh](#) Music Video of the Week [Azsry](#) Proofreader [Angel](#) Interviewer

zyvox - October 20, 2014, 11:22 am

Still doing this I see, keep up the good work

severos - October 20, 2014, 11:26 am

how often do you do this?? it's first time to see it (maybe I should check this forum more often), and by the way, is it possible to request to cover some anime-related stuff? or it's only up to writer's to write what they want??

tweety - October 20, 2014, 11:28 am

(Oct 20, 2014 11:26 AM)severos Wrote: [\[CITE\]](#) how often do you do this?? it's first time to see it (maybe I should check this forum more often), and by the way, is it possible to request to cover some anime-related stuff? or it's only up to writer's to write what they want??

It's once a week, if you read the update we kinda hit a in the road forcing me to delay issue #63 by two weeks, my apologies.

If you wish for something to be covered, you can first check if it's been covered already, if not, then PM the writers asking for a request. Just type in the search bar "Anime Adventures Weekly" and you should get all the AAW's that haven't been pruned yet.

Chitoge - October 20, 2014, 11:50 am

This link leads to the the AA Secret Santa thread.

Just thought I would say that. Also great edition from what I can see so far.

Will be reading more later on this week since I have to really try and study for these midterms.

tweety - October 20, 2014, 11:55 am

(Oct 20, 2014 11:50 AM)Chitoge Wrote: [\[CITE\]](#)

This link leads to the the AA Secret Santa thread.

Have you got any proof of your so called claims? ?

Chitoge - October 20, 2014, 11:58 am

(Oct 20, 2014 11:55 AM)Tweety. Wrote: [\[CITE\]](#) Have you got any proof of your so called claims? ?

Thanks friend.

Appreciate it ??

Black Hole - October 20, 2014, 11:59 am

Man, this thread has grown so much and looks so great. Keep up the great work. Awesome issue.

Toonami - October 20, 2014, 1:28 pm

Never realized tracing was a big issue in the industry. That's pretty crazy but makes sense when you think about it; with so much pressure to create high quality art, all that stress makes taking shortcuts seem like an option. I'd imagine if this were feudal Japan, they would make Kamiga perform seppuku.

It's pretty amazing how dedicated these cosplayers are. Always trying to use the best materials, find the best poses, the proper lighting, etc. I think it would be a cool experience to meet one of them.

Holy shit a manga I've actually read! (well sort of). I was pleasantly surprised by the characters and the story. Their reactions to the whole S&M situations are believable e.g. curiosity, embarrassment, pleasure. The art from the side story Black Label was pretty good from what I remember. The really detailed scenes are a marvelous sight even if you don't like S&M. Overall, something I would at least give a try despite the niche content.

I always like it when there's an electronic submission. That hella fast tempo though. The second video made me lol. Tequila! The third video had some old school sounds to it which I liked and that chick was pretty. Nice submissions guys.

Great job to the whole team, this was yet another solid issue. ?

Dragon. - October 20, 2014, 1:32 pm

Another great issue guys. Thanks Tweety for all the dedication and hard work you put into each and every issue. :)

iMew - October 20, 2014, 2:01 pm

that marisa is adorable

playing 1 vn / week is crazy, I'm honestly impressed that he managed to keep that up for 10 issues maybe it would be better to get multiple people to do the vn review? with 2 people each person would only need to play 1 every 2 weeks, which is a lot more doable

it's a nice issue overall, everyone involved did a goob job

Azsry - October 20, 2014, 2:42 pm

(Oct 20, 2014 02:01 PM)iMew Wrote: [\[CITE\]](#) that marisa is adorable

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it's a nice issue overall, everyone involved did a goob job

Hentai is new to the team for this issue. ? How he completed several routes for the issue is beyond me :/

iMew - October 20, 2014, 2:57 pm

(Oct 20, 2014 02:42 PM)Azsry Wrote: [\[CITE\]](#) Hentai is new to the team for this issue. ? How he

completed several routes for the issue is beyond me :/I was talking about how Nathan22 kept that position for 10 issues, playing a whole VN for each one, it's incredible. I don't know whether Hentai plans to / has the time to keep that pace up but it's ridiculous. Major respect to both of them.

Ang?l - October 20, 2014, 3:28 pm

Dammit, this means I actually have to start doing work again.

Vip?r - October 20, 2014, 5:41 pm

Thanks, for all the hard work going into this!

(Oct 20, 2014 03:28 PM)?ngel Wrote: [\[CITE\]](#) Dammit, this means I actually have to start doing work again.

Lol

Rakshasa - October 21, 2014, 3:02 am

(Oct 20, 2014 01:28 PM)Calvin Wrote: [\[CITE\]](#) Never realized tracing was a big issue in the industry. That's pretty crazy but makes sense when you think about it; with so much pressure to create high quality art, all that stress makes taking shortcuts seem like an option.

You have no idea. One of the best yuri manga I've read was discontinued because the artist was caught tracing photographs.

Good issue Tweets, keep it up.

Chips Ahoy McCoy - October 21, 2014, 4:52 pm

Great job on this weeks issue guys. I enjoyed reading.

Bezo - October 21, 2014, 7:36 pm

This was a really good read, glad to see an issue come out.

Vandie - October 22, 2014, 4:48 am

Glad to see this finally got released... :D

...And I finally got a chance to read it in its entirety...

tweety - October 22, 2014, 6:28 pm

(Oct 20, 2014 11:59 AM)Black Hole Wrote: [\[CITE\]](#) Man, this thread has grown so much and looks so great. Keep up the great work. Awesome issue.

Yeah, I actually read all the issues from #1 when Tas was the editor, it's nice to see a huge difference of quantity and quality. Thanks.

(Oct 20, 2014 01:28 PM)Calvin Wrote: [\[CITE\]](#) ...

It's pretty amazing how dedicated these cosplayers are. Always trying to use the best materials, find the best poses, the proper lighting, etc. I think it would be a cool experience to meet one of them.

...

Great job to the whole team, this was yet another solid issue. ?

Thanks for the huge feedback and compliments! Nice to always get things like this posted here lol.

As for the cosplayers, we have a comicon here where people actually have amazing cosplays. I'm going to one this week on saturday, if I get a chance I'll try take some pictures.

(Oct 20, 2014 02:01 PM)iMew Wrote: [\[CITE\]](#) that marisa is adorable

playing 1 vn / week is crazy, I'm honestly impressed that he managed to keep that up for 10 issues maybe it would be better to get multiple people to do the vn review? with 2 people each person

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1 VN a week was too much of a toll on Nathann22 because the academic year started, I honestly had no idea how he had time to pump these out. I did suggest that he does one every other week but Hentai decided he can take over for now, maybe in the future we can see a 'once-a-week' done by two people. That way, less stress for the reviewer/writer and we still have one a week.

(Oct 21, 2014 03:02 AM)Rakshasa Wrote: [\[CITE\]](#) You have no idea. One of the best yuri manga I've read was discontinued because the artist was caught tracing photographs.

Good issue Tweets, keep it up.

It's unfortunate but I came across several dozens of series that have been caught/accused of tracing. Really disappoints me.

Thanks Rak, I'll try my best. Can't really do much without my trusty team though, ? .

(Oct 22, 2014 04:48 AM)Vandie Wrote: [\[CITE\]](#) Glad to see this finally got released... :D

...And I finally got a chance to read it in its entirety...

Yeah, I'll try to compile everything in between my classes next time, that should save me more time during the weekend.