

NEWS PICS REVIEWS  
**DAS NEWSLETTER**  
 TRIPS FANART FANFICTION

Welcome everyone to another edition of the DAS newsletter! It's been a while since the last issue, but that doesn't mean that the DAS hasn't been busy. Between conventions and special events, DAS has been busier than ever.

The Dover chapter hosted a special anime program in conjunction with the Dover Public Library on December 9 that drew a nice sized crowd. Included were episodes of *Fruits Basket*, a presentation on the history of anime, and cosplay demonstrations.



*Dover Public Library event in December*

In May, DAS assisted with the Delaware Art Museum's "Make and Take" activity table as part of the museum's special program entitled "Art In The Toon Age".



*"Make and Take" table at the Delaware Art Museum*

Other special events included the Miyazaki Festival at the Brandywine Hundred Library, the Celebrate Japan Festival at the Penn Museum, marching in the Dover St. Patrick's Day parade, helping host a mini con in Pottstown, PA in

April, and presenting a program entitled "Attack Of The Giant Robots" at the Brandywine Hundred Library.



*Some attendees at the Pottstown Mini con*

Whooh! And it doesn't stop there. DAS has been invited to return to both the Brandywine Hundred Library (December) and the Penn Museum (September); as well as participate in Felton Family Fun Day, also in September. There's nothing like spreading the love of anime! For more pictures and info, check out the "Community" portion of the DAS website:

<http://www.delawareanimesociety.com/dasincommunity.html>



**The Rising Sun In The First State  
 (and beyond!)**

<http://www.delawareanimesociety.com>



Its full speed ahead for our biggest event of the year! **Zenkaikon 2007** is set for October 13 at the Valley Forge Scanticon Hotel & Conference Center. Z-kon will be better than ever with an improved layout, more video rooms (anime and live action), improved panels and cosplay pro-

gramming, more live entertainment (including Hsu-nami, Eyedolu, D-Chan and the return of Prism), a larger dealer's room, and concessions! For all the latest announcements and registration information, check out the official Zenkaikon website at: [www.zenkaikon.com](http://www.zenkaikon.com)

## CHAPTER ANNOUNCEMENTS

**Wilmington/North:** Due to a change in the weekend hours at the *Brandywine Hundred Library*, meetings will now be held from 1:00 – 5:30 p.m. on the third Sunday of the month.

**Kanameiji:** With a new president (Scott J.) and vice-president (Bob Z.) taking over, things have been going quite well, with the biggest announcement being a new meeting location! After trying several different places, the DASK have landed at *Brave New Worlds*, a great comic/game/toy/manga shop in *Willow Grove, PA*. Meetings are held on the last Saturday of the month, from 12:00 – 6:00 p.m.



**Dover/South:** Big news for our South Chapter members – DAS South has a *new meeting place!* Arrangements have been finalized with the DOVER LIBRARY for DAS to hold their monthly meetings in their conference facility. We'll have a private meeting room with plenty of seating, a carpeted floor, (well maintained) restroom and even access to AV equipment!

Beginning August 11, meetings will be held at the *Dover Library* from 12:00 noon – 4:30 p.m. (in the downstairs conference room) with a gaming hour from 11:00 a.m. - noon. (Meetings will still be held on the second Saturday of the month.)

## UPCOMING EVENTS

8/11/07 \* Akiba Fest J-Pop Summer Concert Bash, *Springfield, VA*

9/14-9/16/07 \* T-Mode, *Arlington, VA*

9/29/07 \* **Celebrate Japan Festival**, Penn Museum, *Philadelphia, PA*

9/29/07 \* Yurisai, *Newark, NJ*

9/29/07 \* Erie Anime Experience, *Erie, PA*

10/5-10/7/07 \* Tsubasacon, *Huntington, VA*

10/5-10/7/07 \* MangaNEXT, *Secaucus, NJ*

10/13/07 \* **Zenkaikon**, *King of Prussia, PA*

10/27/07 \* Akiba Fest J-Pop Halloween Concert Ball, *Springfield, VA*

10/27/07 \* Shikkaricon, *Newtown, PA*

11/2-4/07 \* NekoCon, *Hampton, VA*

11/9-11/11/07 \* Tandokucon, *Philadelphia, PA*

11/16-11/18/07 \* Anime USA, *Arlington, VA*

(compiled from <http://www.fansview.com>)

## DAS RADIO



DAS Radio is still alive and kicking with broadcasts every Wednesday and Friday night. A Winamp player is required to listen (which can be downloaded for free at <http://www.winamp.com/>). Just open your player and log on to: <http://dasradio.dnsdojo.net:8000/> to join the fun!

**Neochichiri** turns it on from 8:00 p.m. - 12:00 midnight with anime, game, jpop, trance, and dance for your listening pleasure.

DAS CEO, "**Mad**" **Mattie** takes over on Fridays from 8:00 – 10:00 p.m. with an eclectic mix of news, karaoke, anime, jpop, kpop, and trance.

A live AIM chat room is also open during both broadcasts so you can hang with your DAS buddies for a little virtual mingling. Email your AIM screen name to [delawareanimesociety@yahoo.com](mailto:delawareanimesociety@yahoo.com) so that the Djs can invite you into the room.

# REVIEW: SATOSHI KON'S PAPRIKA

By mYke Hottenstein (Kanameiji)

Let's all go to a parade! Here comes the troop of horn blowing frogs and kitchen appliances! While atop a mighty pile of dolls, is a great throne. On lookers become the instruments playing a fun tune; while ahead, the great dream lord rises above the streets.

In the terms of context, saying all that would make me crazy as a loon; however, within the film *Paprika* it all has a place. *Paprika* is Satoshi Kon's latest anime epic, and certainly does not disappoint. The visuals and colorful characters are all very fittingly from some kind of warped Teletubbie-on-crack dream.

The movie opens with action and intrigue right off the bat, immersing you into a very warped and well-spun story. The characters are very well defined and have very deep and powerful back stories. The animation is what we would expect to see from Satoshi Kon and never disappoints. The music was perhaps the best part of the feature, and was always well timed and well placed with the pacing of the action.

Satoshi's writing is well on par with his other great films and very often dips into Japanese lore and history. At times, the pacing shifts very rapidly, but works well with the story on a whole. The dialog is well written and does not feel forced or out of place at any point. The supporting characters were very fun as well, but sometimes seemed to skew the story slightly. As always, his story line is somewhat of a mystery until the end, but he does a nice job of nicely wrapping up most things.

Fans of Satoshi's work will love this film. I dragged a few non-anime fans with me, and even they were impressed by the film. I especially liked the little plug towards the end for *Millennium Actress* and *Tokyo Godfathers*. Overall, I would give the film a 4 out of 5 and say it's a must have for Satoshi fans and a must see for everyone else.

# REVIEW: BLACK LAGOON

by Matt "Slagpit" Doms (Wilmington)

A trigger happy, hard drinking gun bunny, a pacifist techie, a battle-hardened leader, and a rookie who is a former Japanese salary man, all on an old PT boat in the Southeast Asian seas. This is the cast and setting of the anime *Black Lagoon*, an action adventure series from studio Madhouse and being distributed in the U.S. through Geneon.

The series follows the adventures of the mercenary crew of the Black Lagoon, primarily through the eyes of its newest

member, Okajima "Rock" Rokuro, a former Japanese businessman who was initially kidnapped by the crew and later joined them after being abandoned by his employers. Also on-board are "Two Hands" Revy (the shows obligatory eye candy and resident gun nut), Dutch (the large black man in charge), and Benny (the non-combatant tech geek).

From what I've seen so far (having only seen the first DVD), this show seems to have a great deal of promise. With a similar feel to *Cowboy Bebop*, it features plenty of action in addition to decent character development. The art quality is wonderful, certainly on par with its oft-compared space cowboy counterpart, and the music is fitting, if not quite as entertaining as that of *Bebop*. Being a dub fan as opposed to a sub, I can't really comment on how the Japanese voices sounded, but I felt that the dub voices fit the characters quite well. My only real issue with the show is the lead character, Rock, REALLY just gets on my nerves.

All in all, I'd give *Black Lagoon* 4.5 out of 5 Energon Cubes (half a cube deducted due to annoying lead character).



# GAMER'S SPOTLIGHT

By J-Rock (Wilmington Chapter)

What's up peoples? In this section, I'll post reviews and my personal views on the many console games I've been playing. To kick off the column, I'd like to do a tribute to one of my favorite gaming companies, Treasure.

Treasure was started by a group of then former Konami employees in 1992. They formed their own company for the sole reason of creating new, unique properties and present them on systems they personally believed in. This was a stark contrast to Konami, who was rapidly producing sequel on top of sequel. Their first game, *Gunstar Heroes*, was released on the Sega Genesis in 1993. The reason they released it on that system was simple. The Genesis was easier to program for than the then uber hot Super Nintendo. They did stuff on the Genesis that even Sega didn't know could be done. And the awesome part is, they kept up the quality in following releases.

Treasure's games have a distinct feel to them. Their style is unique from the graphics, the control, the mind numbing action, and the hellish nature of the bosses. Even though they dabbled around with polygons, they shine on 2D. Personally, I wouldn't have it anyway.

It's because of their preference for 2D gaming and their reluctance to easily produce sequels, that they weren't as *continued on next page*

## Gamer's Spotlight continued

big a success as they should have been. But thankfully, they're still around. *Gunstar Heroes* was recently released on the Wii's Virtual Console, and they're currently converting *Ikaruga* for Xbox LIVE Arcade. They're also producing a new shooter for Xbox 360. Treasure's latest masterpiece, the *Bleach* series for the Nintendo DS, was finally announced for North American release recently (to be published by their long time collaborator, Sega).

To celebrate the good news, I give you my top 5 all time favorite Treasure games:

- 1: *Guardian Heroes* (Sega Saturn)
- 2: *Gunstar Heroes* (Sega Genesis, Nintendo Wii Virtual Console)
- 3: *Ikaruga* (Sega Dreamcast, Nintendo GameCube, Xbox 360 via Xbox LIVE Arcade)
- 4: *Silhouette Mirage* (Sega Saturn, Sony PlayStation)
- 5: *YuYu Hakusho* (Japan Import: Sega Mega Drive)

# NINTENDO DS GAME REVIEWS

## Cartoon Network Racing by Nailah (Wilmington)

All of the reviews that I had read for this game were not very positive. I think that it averaged a 6 out of 10. Despite that however, I bought this game in March and I have to say that I love it! It's sort of like a low-budget version of *Mario Kart*. The highest I've placed is 5<sup>th</sup> out of 8. That might be why I like it, as I'm not proficient at these types of games. I sat and laughed myself silly as I got turned around and was lapped by the other characters. The game does require coordination and quick thinking. Hopefully it can help me develop some of that.

All the different characters and scenery were entertaining and I love all of the Cartoon Network characters. *I Am Weasel*, *Cow and Chicken*, *Dexter*, *Johnny Bravo*, *Courage the Cowardly Dog* and *The Power Puff Girls* are there. I do wish that they had included The Red Guy (aka Mr. No Pants) from *Cow and Chicken*. I love that guy!

Overall, I think its a fun game and I can't wait to play it with others!

## Elite Beat Agents

by Sean aka Neochichiri (Dover)

Admittedly, when I first heard about this game I was

EXTREMELY skeptical. I thought it sounded really stupid, but then played it in store and was hooked. This is my favorite DS game so far. It is extremely addicting!

Basically, EBA is a rhythm game. You have to tap the numbers at the right times and in the right order in time with the music using the stylus. There are some cool songs . . . and some that aren't that cool. Some of the artists included are Avril Lavigne, SUM41, Good Charlotte, The Stray Cats, Rolling Stones, and The Village People.

Each song is set to a small, sometimes very strange story.



As the song progresses, the top of the screen changes based on how well you are doing. At points during the song, there are checkpoints that have different events associated with them. If your progress bar is positive, you get a good scene; if not, you get a negative one. Both of them are kind of funny. The sound is great. The graphics ... well, they're as good as they were meant to be. They're pretty much like comic book panels that are slightly animated.

*Elite Beat Agents* is a great game that is a lot of fun to play and highly addicting. Much like DDR, you always want to try to beat your previous score. There is also a multi-player feature, both with and without games. The download version doesn't have all the songs, but its still fun. Hopefully there will be a sequel. Pick this game up if you get a chance. Rating: 10/10

## FINAL FANTASY III

by Mattie (All)

I'm a big fan of RPGs, but have only had my DS since December 06. I never thought that I could like a FF title before IX, but this game really proved me wrong. The cinematics are amazing and the music is great too. The cut scenes are akin to anything you'd see on bigger systems such as the PS2. The characters are cute and decently represented graphics-wise. Some of class outfits are really cute, especially the "Devout" class, which has a hoodie with kitty ears! The job system is interesting and really makes you strategize and think. Some of the dungeons where you have to ration the healing potions and magic make it necessary to conserve energy in order to have enough left for the big bosses. While I'm not a fan of the "battle a minute" scheme where you are constantly flooded with enemies, FFIII isn't too bad overall.

Much like the bigger and more expensive games, this one gives you lots of plot, drama, friends, magic, mystery, and adventure; but much fewer times when you are wandering around aimlessly for hours while wondering where your characters are supposed to go. (Well at least it seems that way to me.) There seems to be a lack of "Phoenix Down" in

*continued on next page*

## Final Fantasy III continued

this game, but the system makes up for it in the fact that you can regenerate characters at multiple locations of fresh clean water/fountains. Once I pick this game up, it's hard for me to put it down again – especially since my DS is so convenient to carry and play anywhere! I'd give Final Fantasy III for the Nintendo DS two thumbs up or a 10/10.

CALLING ALL CHIBIS!!



[www.delawareanimesociety.com](http://www.delawareanimesociety.com)

Chibi Momo by Kitsudragon/Rob (Dover)

## PODCASTING AND ANIME FANDOM

by Bob Zygala (DASK)

For the last few years, a user-generated media revolution has been sweeping the world. Once the realm of the few with studios and broadcasting equipment, now anyone with a microphone and a computer can produce a high quality audio program and send it out to a worldwide audience. With the addition of a camera, video programs can be added to the mix.

The ease and relatively low cost of creating programs with modern hardware and software has led to a plethora of podcasts popping up across the internet.

In case you're not "in the know", podcasts are downloadable episodic media shared with the world through a syndicated feed such as RSS (really simple syndication). The audience can subscribe to the feed with software referred to as a podcatcher, which regularly checks the feed for new episodes and download them when they're available. The word itself is a portmanteau of "iPod" and "broadcast," but the playback is not limited to just iPods – just about any portable music player and/or computer can play them.

Pod casts cover topics all over the spectrum, from classical music to car repair; so naturally, there are a number of pod casts on anime random and other related topics. To give a few examples:

**Otaku Generation** (<http://otakugeneration.net>) is a weekly audio show about anime and geek culture. (The DA S's own Jefferson Eng is a frequent guest).

**Anime World Order** (<http://animeworldorder.blogspot.com>) features a panel of presenters who cover anime news and reviews.

**Ask A Ninja** (<http://www.askaninja.com>) is a video podcast where a man dressed as a ninja answers viewer questions. By the way, he looks forward to killing you soon

This is, of course, FAR from an exhaustive list. You can find these and many more podcasts for free through the iTunes music store, or through a podcasting directory such as [www.podcastpickle.com](http://www.podcastpickle.com). Also, keep an eye on the DAS mailing list in the not too distant future for details on an upcoming DAS podcast!



DAS members pause for a photo at Otakon 2007

## OTAKON 2007 REPORT

by Mattie (All)

Otakon 2007 has come and gone, with many DAS members attending as both con-goers and con-workers. Mattie and Sean spent time manning the Funimation booth; while Stacey, Nai, Kiwi and Peter spent time working as "go-fers". Members Chris Short and Chris Salvatore were also active in the masquerade. Our club CEO Mattie and DASK chapter president Scott, also helped host the annual Anime Club Summit and FAQ panel, which was well-attended despite some minor scheduling confusion.

Wilmington chapter member, Carmen, who is a long-time convention vet filed a post-con report on his Live Journal account. Here are a few excerpts:

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Otakon 2007 Report continued

"It had been 3 years since I had attended the Otakon cosplay ... it was a decent cosplay with 31 acts. Later that night, I also checked out the fan parodies. Very humorous indeed."

Carmen was also able to secure autographs from Seki Tomokazu (who signed two items for him), as well as the members of AAA (Attack All Around). He was also able to present Beanie Babies to the female members of AAA, which earned him a big hug in return.

"Overall, I enjoyed myself and saw members from DAS during the con. I also got to see and meet two Kigurumi cosplayers, and one of them was Reika. Now I'm looking forward to the next Otakon!"

You can find Carmen's writings and con reports on his Live Journal at: <http://cjd-kitty.livejournal.com>

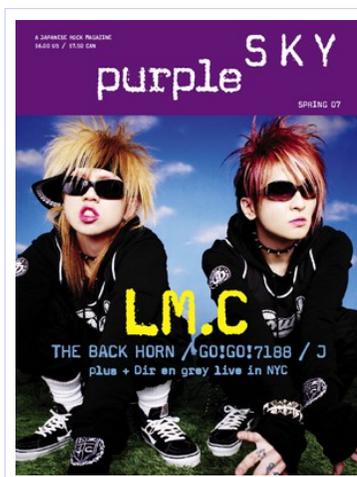
In addition to the artist interviews, there were also concert reviews (including Dir en gray live in New York City and "Japan Nite" at the world famous Knitting Factory, also in NYC) and several pages of album/single reviews. The Dir en gray review was pretty in-depth and almost had me wishing I had been there to see it. I was also intrigued by a number of the album reviews as well, making a list of things to try and hunt down just to satisfy my curiosity. Some of those included The GazettE, Siva, Nightmare (*Death Note*), Kra, Angelo and Janne Da Arc.

Overall, I thought that *Purple Sky* was a pretty cool magazine, particularly if you like Japanese rock and visual kei bands.

*Purple Sky* is published quarterly and has a cover price of \$6.00. You can also subscribe (4 issues for \$26.00). For a list of stores or subscription info, check out their website at <http://www.purpleskymagazine.com/>

## REVIEW: PURPLE SKY

by Mish (Dover Chapter)



I recently came across a copy of *Purple Sky*, a magazine dedicated to Japanese rock music. First let me start off by saying that in general, I'm not that much of a fan of Japanese music – J-Pop in particular. I do like the occasional song or anime theme, but overall, it just doesn't do anything for me. That said, I do enjoy what I like to call "real" bands such as Concerto Moon, Galneryus, Sigh, Blood Stain Child, and Loudness. Heavy hitters for the most part, and definitely **not** what could be called J-Pop.

First off, *Purple Sky* is a very nice magazine – tons of full color pictures, high quality glossy paper and "hip" graphics. It's laid out quite well and even includes a section on the various contributors. Judging by the mini-bios, they all sounded pretty qualified to be writing on J-Rock. Some of the acts featured included LM.C, Dir en gray, The Black Horn, and Oreskaband. Some of the bands I already knew, but the majority were unknown to me.

The interview with LM.C was hilarious – those two are quite a pair. Kind of makes me want to hear them. The Black Horn I already knew, but it was still interesting to read an interview with them.

## LARP

by David (Dover Chapter)

For many cosplayers, there are only a few chances each year that they get to do what they love. Usually these are conventions or special events (such as a movie or a release party.) Many would like the opportunity to show off their creativity and hard work more often. For those of you who desire to play make believe for more than a couple of hours at a time, this article may interest you.

For many people who play RPG's, thrills come from a dice roll and hearing about what is around the next corner. They love the anticipation of a great and epic battle, and the thrill of victory. They have imagination, guts, and more Mountain Dew than they can shake a stick at. However, some want just a little bit more. If you are one of those, then read on.

Cosplayers and RPGers, what would you say if I could give you the opportunity to do what you love more often, with the thrill of a new challenge? Are you interested? Good. What I have to offer is the opportunity to mix those two separate worlds in such a fantastic way that once you start, you cannot stop. "What is this?" You may ask. My reply to you is LARP.

LARP is an acronym for Live Action Role Playing. It is a game where you dress up like your character of choice and act out a story all of your own. For Cosplayers, it is a dream come true because you get to be a kid again and play make believe with your favorite characters. With RPGers, they no longer need to be frustrated if they roll a one with their most powerful attack, because those things are decided by their skill and not by luck.

I myself have not done cosplay at all in my life, but I can assume that LARPing will give the cosplayer an added *continued on next page*

## LARP continued

challenge because here, the goal for the costume is not only to look good, but to be able to function with all of the running, jumping and fighting that will be happening (not an easy task I assure you).

But enough of the hype, lets get down to the details. In LARP you use weapons that you make yourself to attack your enemies and spar. For safety reasons, there are usually strict guidelines for how the weapon of choice is padded and how you can use it. While this may take away from the realism, this allows everyone to have more fun with less trips to the hospital.

Every LARP system is different with different ways attacks will affect you. Some groups use a hit point system like in *Final Fantasy* or *Dungeons & Dragons*. Others try to be more realistic and use a color calling system that forces the victim to react to a hit in certain ways depending on their armor and the type of weapon they get hit with. Magic is usually represented by using foam balls or little tiny sacks of rice.

The more events in which a person plays the same character, the more he or she will level up and be able to do more things. For example, in Darkon, (a LARP organization in this area), a player starts off as a fighter until he goes to enough events to learn how not to hurt someone. Then he can choose a class and learn how to use different weapons, or use magic. The things a player can learn and do are determined in a rulebook, and depend on the class and race that a player chooses to be. As a result, newer players tend to die a lot, but they learn more while making things safe for everyone else. In order for the person to not cheat, careful record keeping is done to document how much progress each player has made.

Most LARP groups go with a medieval theme because that is the easiest way to customize the idea of LARPing to their rules. But just like normal role playing games, LARP can be customized to fit any theme you want. For safety reasons reality may be compromised (such as a tap instead of a punch); but if you use your imagination (as you are suppose to do), the most epic battles may ensue from the experience.

Have you ever wanted to pit Vash the Stampede against Spike Spiegel? Or how about Cloud against Alucard? Have you ever imagined what it would be like if Akera took on Ma Gin Boo? Look no further, because now you can not only find out, but play it out yourselves!

For more information about LARP in your area, I suggest you either Google search it, or go to [www.darkon.org](http://www.darkon.org).

For those of you who are interested in doing an anime/video game based LARP, and would like to help me work out the rules, please contact me at [vashthechibi@gmail.com](mailto:vashthechibi@gmail.com). LARPing experience is preferred, but not required. The only requirements are a large imagination and a mind for safety.



When LARP and anime collide!

## Cosplay Corner

by Mattie (All)

As a first time or veteran cosplayer, there are definitely things to keep in mind to really make the most of the conventions that you attend. As costumers can tell you, we “suffer for our art”, in that costumes are not always the most comfortable things to wear. Additionally with all the walking one has to do at cons, and the numerous “wardrobe malfunctions” that one can experience, going to a con and having your costume survive unscathed can be a challenge! Below is a quick list of things to keep in mind that can be helpful.

~ **Bring an emergency sewing kit.** This is useful when your zipper splits down the back right before you walk into the con center, or anything else rips/splits when you sit down. Its hard to give your costume a real “road test” before a con as you’re not sure how long you’re going to be wearing it, or what activities you might be doing. To minimize materials you have to carry around, I recommend getting the clear vinyl thread that blends in with any fabric color, some glue, tape, and hairpins. (Find a non-cosplaying pal with a backpack/bag to carry it for you.)

~ **Keep the weather and venue in mind.** If you are going to a summer con, wearing a heavy EGL outfit with long sleeves, heavy petticoats or long pant legs, and a heavy wig may not be the best. With that in mind, that Morrigan or Felicia outfit that you’ve worked on may not be the best choice for a con during the dead of winter either. Passing out from heat exhaustion or getting frostbite isn’t worth it. Wearing a skimpier costume indoors during cold weather might be okay, but it could still be an issue if you have to~ walk to your hotel or a nearby restaurant.

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~ **Pin that hair, and pin it good.** Here's a tip that I learned way too late: use TONS of hairpins! Nothing worse than not being able to walk more than 10 steps without having your wig fall off. This idea is paramount, especially with ponytail wigs or wigs with attachments and adornments. Make sure to pin the wig going from left to right (e.g. The hairpin points horizontally from one ear to your opposite ear). If you pin vertically, the wig will just start to sag.

~ **Its OKAY to wear glasses if your character doesn't have any.** Some people are extremely picky ... but if you don't have contacts, or if they tire your eyes like mine do, there is no sin in wearing your glasses. If your character doesn't have glasses, just take them off to take pictures. Glasses might be more of an issue during competition, but for casual walking around, its much less important (IMHO).

~ **Wear comfy shoes!** For pictures and competition, you should have the correct footwear for your costume of course, but for general con walking, if you need to have a more comfortable shoe, I say go for it! Nothing worse than hurting feet when you have to get around the con. See if a pal can stuff them in their bag so that you can have them handy when you need them.

~ **Bike shorts are your friend.** A must if you're wearing a very short skirt. (Nuff said!)

~ **Make props/outfits in as few pieces as possible.** This helps the stability of the costume; especially with props that may break if bumped/handled incorrectly.

~ **Wrap props snugly.** Important if you are going to be traveling in tight quarters such as a stuffed van or plane.

~ **Distribute your hair evenly in the wig cap.** One problem some people with a lot of hair have, is that it tends to sag and form a lump at the bottom of your neck when stuffed in the wig cap. It makes it hard for the wig to cover it properly. Pin/braid/secure your hair a bit under the wig cap to avoid this.

~ **More stitches means less glitches!** If you hand sew much of what you wear, more stitches means more strength in the garment, especially when considering zippers and other points of potential stress/stretch.



## Beautiful Story – Marina Inoue

I had never heard of this song or the singer until I started looking around YouTube for videos and music from the anime *Getsumen To Heiki Mina*. I got turned onto this show by watching the live action *Densha Otoko* (Train Man). Mina is a cute super heroine bunny girl with carrot rockets who fights interplanetary evil. Anyway, this song is the first ending theme of the series. Though it is somewhat repetitive it is addictive with a good techno back beat that makes it easy to dance to. Marina Inoue is likely a soprano with a sweet and airy tone to her voice. I haven't heard any of her other songs, but I definitely want to hear more.

If you watch the YouTube video, you'll find it it is really flashy and cute, with Marina wearing a white 60s-looking outfit while doing a simple para para like dance that might be fun to attempt. The video eventually fades to her in a Mina cosplay complete with bunny ears and poses. Its really cute!

If you'd like to check out the video for *Beautiful Story*, it's bookmarked on the DAS YouTube account: <http://www.youtube.com/profile?user=DelawareAnimeSociety>

## Wish – Olivia

This song is associated with the wildly popular anime and manga series, *Nana*, which is about two girls who are both named Nana. One is a self-confident punk rock singer, the other a shy emotional girl. The two meet on a train bound for Tokyo and end up becoming roommates. *Wish* is the second opening of the series and starts out with hard rock guitar chords before progressing into a medium tempo with ballad-like lyrics. The chorus really demonstrates the wide vocal range of Olivia. My guess is that she is a mezzo soprano, as she does well with the high "belting it out" chorus as well as the low and rich tones during the medium tempo parts. For an anime that features music as one of its main points, *Wish* is a great compliment to the series. You can find the video at <http://www.youtube.com/watch?v=ZhNtdibKrOM>



You might also find it interesting that Olivia's full name is Olivia Lufkin; and that she was born in Okinawa to an American father and Japanese mother and is bilingual.

**CHECK OUT THE CLUB STORE:**

<http://www.cafepress.com/dasociety>

# Cultural Convergence

by Nailah (Wilmington)/Mish (Dover)

**Obon** is an annual Buddhist event that commemorates one's ancestors. It is believed that each year during *obon*, the spirits of departed ancestors return to the mortal world to visit with their relatives.

Traditionally, lanterns are hung in front of homes to guide the ancestral spirits. *Obon* dances, *bon odori*, are performed, graves are visited, and food offerings are made at both home altars and temples.

At the end of *obon*, floating lanterns are put into rivers, lakes, and the sea in order to guide the spirits back into their world. Specific customs vary from region to region.

*Obon* is traditionally celebrated from the 13<sup>th</sup> through 15<sup>th</sup> of the 7<sup>th</sup> month of the year, which is July according to the solar calendar.

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**Darumasan ga Koronda** is a Japanese game for at least three players. The name of the game literally means "The *Daruma* Doll fell down." It bears a resemblance to the English and American children's game Red Light, Green Light; and even more so to the American game "Ghost in the Graveyard". There are many variations of the game and slight rule changes based on region or merely the group of people playing the game. One known variation is that in Osaka and the surrounding area, this game is called "*Bosan ga He o koita*" (a *bonze farted*).

One person is chosen as the *Oni* or *demon*. All other participants act as common players. Before play begins, a starting line is drawn, and the "demon" stands at some distance away from the starting line, in front of a tree, wall, or other fixed object.

The game begins with the players shouting "*hajime no ippo*" (*Taking the first step!*) As this is shouted, the players on the starting line jump one step in any direction, but usually towards the demon.

**Main gameplay** - *Oni*, literally the "demon", or the "it" player faces away from the other players towards the tree or the wall, so that he or she cannot see them. "It" then chants a spell: "*Daruma-san ga koronda*". The other players approach "it" while this spell is spoken aloud, coming as near as possible.

When "it" finishes saying the spell, he or she can then turn around and look at the players. The players should stop their actions immediately when the last word is spoken and try not to move while "it" is looking at them, or they can be called out. "It" checks to see if any player is moving. If nobody is moving, "it" turns around again, and repeats the spell.

When "it" does spot somebody moving, he or she calls that

player's name. The player whose name is called upon is caught. That player then has to go to the place where "it" is and stand holding one of his or her hands. This player may not run away or help the other players. If all the players are caught in this way by "it" (the captured players chain along, holding each other's hands), the person first caught is the loser and becomes the next "it" person.

If a player reaches "it" or any caught players, he or she gets to free them from "it". To free them he or she shouts "*Kitta!*" (*I cut you loose*) and makes a gesture of slicing between the clasped hands of two players or by touching the back of "it". Players that freed run as fast as they can away from "it". Players not freed may not run away. "It" then turns as soon as possible and shouts "*Tomare!*" (*Stop!*). Every player must stop immediately at this point, but is not recaptured unless "it" touches them under a certain rule (which varies from area to area).

For instance, after such a jailbreak, "it" can take up to five steps from where he or she is standing in order to touch other players. If "it" touches every other players, the first player touched is the loser (in the typical rule), and becomes the next "it" person. If "it" cannot reach everyone, then he or she remains "it" for the next round.

The rules may vary from generation to generation, and from area to area.

**Strategy and style** – A popular strategy for this game, when playing as the demon, is to chant at varying speeds or to chant so fast that it is dangerous for any player to move at all. Players often strike strange poses when stopping to show off skill and it is quite common for the best player to stand right behind the demon but not touch him. This player then may taunt the demon when he turns around.

Retrieved from:

[http://en.wikipedia.org/wiki/Darumasan\\_ga\\_koronda](http://en.wikipedia.org/wiki/Darumasan_ga_koronda)

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**Hana Ichi Monme** is a traditional Japanese children's game. This game is often played in kindergartens and elementary schools. The children split into two groups, and the members of each group hold hands, so that the teams face each other in two lines. One group steps toward the other in the rhythm of a song that is used only for the game, and the other steps back so that the team lines remain parallel. In each phrase of the song, the team that is stepping back changes, and the team creates a move that associates a swing.

Each time the song ends, the team leaders step forward and do *janken* (rock, paper, scissors). The winner goes back to his team, and they discuss who the team wants to add from the other team. After they have decided, they sing another song doing the same movement and announce the person they want. The game ends when one team loses all of its members.

*continued on the next page*

*Hana Ichi Monme continued*

In another version, after the children line up, the team leader steps forward to *janken*. The winning team sings the first part (1) while they advance forward in line. The opposing team retreats in parallel. As the words *monME* is sung, the children kick into the air as if to kick the dirt into the opponent's face. Then it's time for the second team to sing their part of the lyrics below (2) as they advance in line. The two teams alternate the verses.

Lyrics:

- (1) *Katte ureshī hana ichi monme*
- (2) *Makete kuyashī hana ichi monme*
- (1) *Ano ko ga hoshī*
- (2) *Ano ko ja wakaran*
- (1) *Sōdan shiyō*
- (2) *Sō shiyō*

Translation:

*We're so happy we won, hana ichi monme*  
*We're so upset we lost, hana ichi monme*  
*We want that kid*  
*We don't understand which kid you mean*  
*Let's talk about it*  
*Yes, let's*

The children then huddle to choose a person from the opposing team and return back in line to call out...

- (1) <name of child chosen eg.> *Yoshi-chan ga hoshī*
- (2) <name of child chosen eg.> *Keiko-chan ga hoshī*

Translation:

*We want <e.g Yoshi-chan>*  
*We want <e.g Keiko-chan>*

The two children then step forward to *janken*. The loser joins the winning team's line. Game ends the same way.

Retrieved from:

[http://en.wikipedia.org/wiki/Hana\\_Ichi\\_Momme](http://en.wikipedia.org/wiki/Hana_Ichi_Momme)



Sweet chibi Momo by Mattie (colored by Kel)



Kana-chan by Christica (Dover)



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