

Letter From The Editor ...

My Fellow Otaku,

It is to my utmost honor and appreciation to welcome you to our first issue of the magazine for the American Otaku, We, The Otaku: The Magazine! Here we hope to make you laugh, make you think, and even make you pissed (even if this isn't our intention...believe us...) but the main goal is to keep you informed of topics within the anime, music, and video game world that the American Otaku will find interesting and resourceful from the most highly respected websites and articles on the Internet (even including some written by us) in our brief format.

We hope you find this issue enjoyable as we delve into many past news and articles of 2011 in our "Just In Case You Haven't Heard" section. You'll enjoy it.

Then we plan to take you to the anime scene as the classic anime, Akira, goes to Hollywood (and how the changes in the American adaption is causing such a backlash), to the now newly Guilty Crown series with its similarities to another popular anime (and the ignorance of the similarities to some of its creators), to the blast of the past article asking if anime is better than sex (just asking...), and then to some free goodies we found online during our search for American Otaku News!

We'll then visit the video game scene in Otaku Joystix as we mention the guy who will create a custom video game just for you plus an article of why the gamer's mind is different (with the scientific proof to back up the claim), as well as the music section in In Your Ear that includes the reunion of Black Sabbath, a quick article about our love for supercell, and so much more!

Anyways, we don't want to give everything away so let's get started. Thanks in advance for reading our inaugural issue. Take care and have fun.

H.D. Campbell Editor-in-Chief



Volume #1 * Issue #1 www.WeTheOtaku.com

The We, The Otaku Squad Editor-in-Chief:

H.D. Campbell

We, The Otaku would like to thank the hard work and effort of all individuals whom contributed to the magazine though their works on their websites, blogs, videos, and illustrations we found scouring the internet. Without your contribution, our publication would not be possible. Thank you.

We, The Otaku: The Magazine ™ is published monthly by The H.D. Darkheart Company, LLC, P.O. Box 3514, Brandon, FL 33509. (813) 644-9915, We, The Otaku: The Magazine, Volume 1, Issue 1 © 2012 by The H.D. Darkheart Company, LLC., all rights reserved. All copyrights and trademarks to properties, stories, videos, and illustrations are the property of their creators. Without limiting the rights of copyrights herein, no part of this publication cannot be reproduced without the consent of the copyright holder. All materials listed are subject to manufactuers change and the publisher assumes no responsibility for such changes.

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Based on the manga "Naruto" by Masashi Kishimoto orginally serialized in Weekly Shonen Jump by Shueisha. © Masashi Kishimoto/ Shueisha/ Studio Pierrot/ TV TOKYO. Licensed by Viz Media. All Rights Reserved. Cover design by H.D. Campbell









CONCLUSION Is The "One Inch Punch" Real?



ALIEN INVADERS. A WORLD UNITED. WEIRD GOO.

LOL WUT?





A Quick Reccollection of Anime, Manga, Music, & Video Games News of This Past This Past

...and some from before...





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BASED ON OTHER CREATIVE WORKS)
AND THAT "THE POWER OF THE
ENTIRE MANGA INDUSTRY WOULD
ALSO DIMINISH."
(TAP UNDERLINED TO READ ARTICLE)

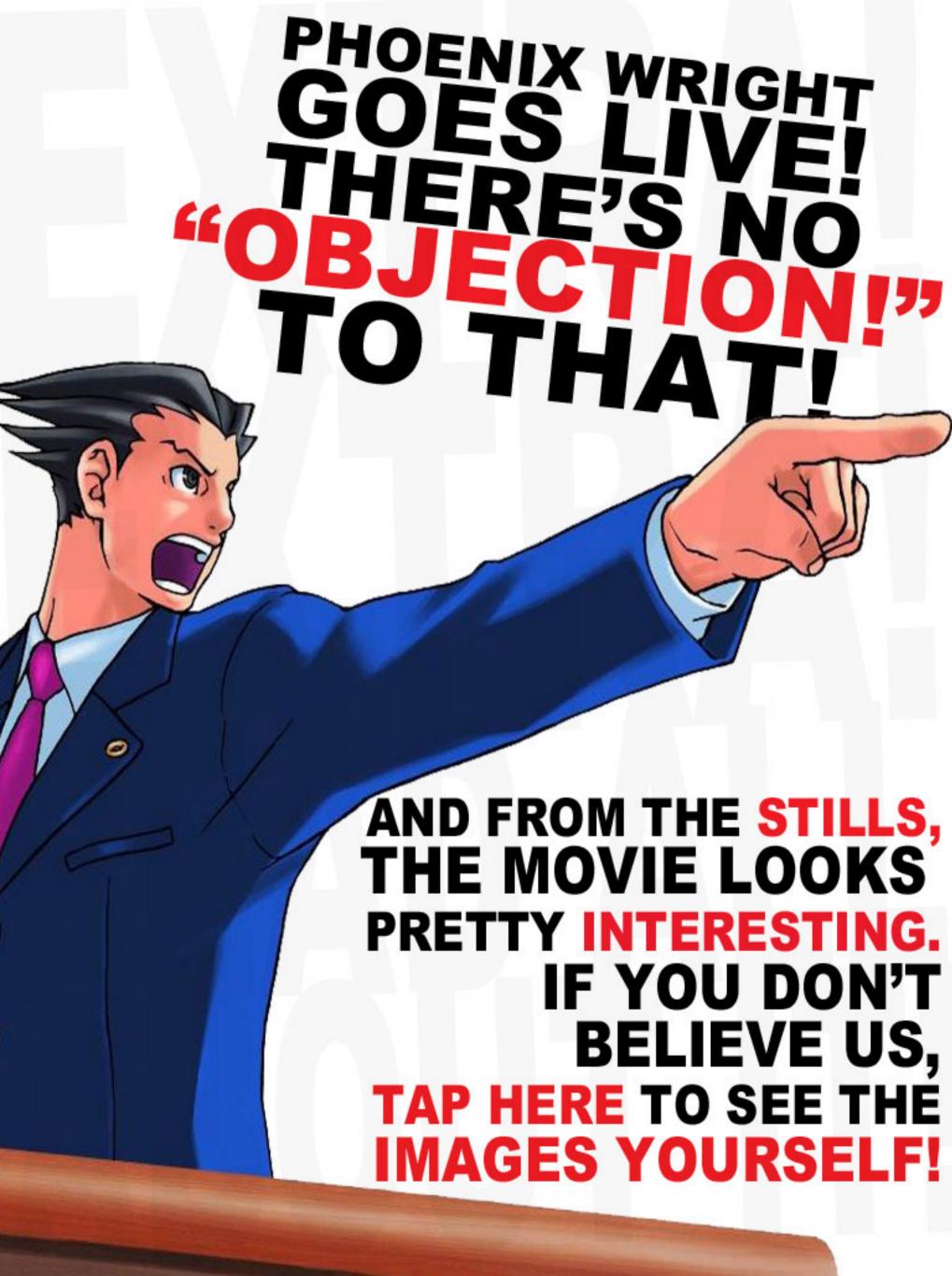
#3: IT CAN EVEN AFFECT COSPLAY!!!
(TAP UNDERLINED TO READ ARTICLE)

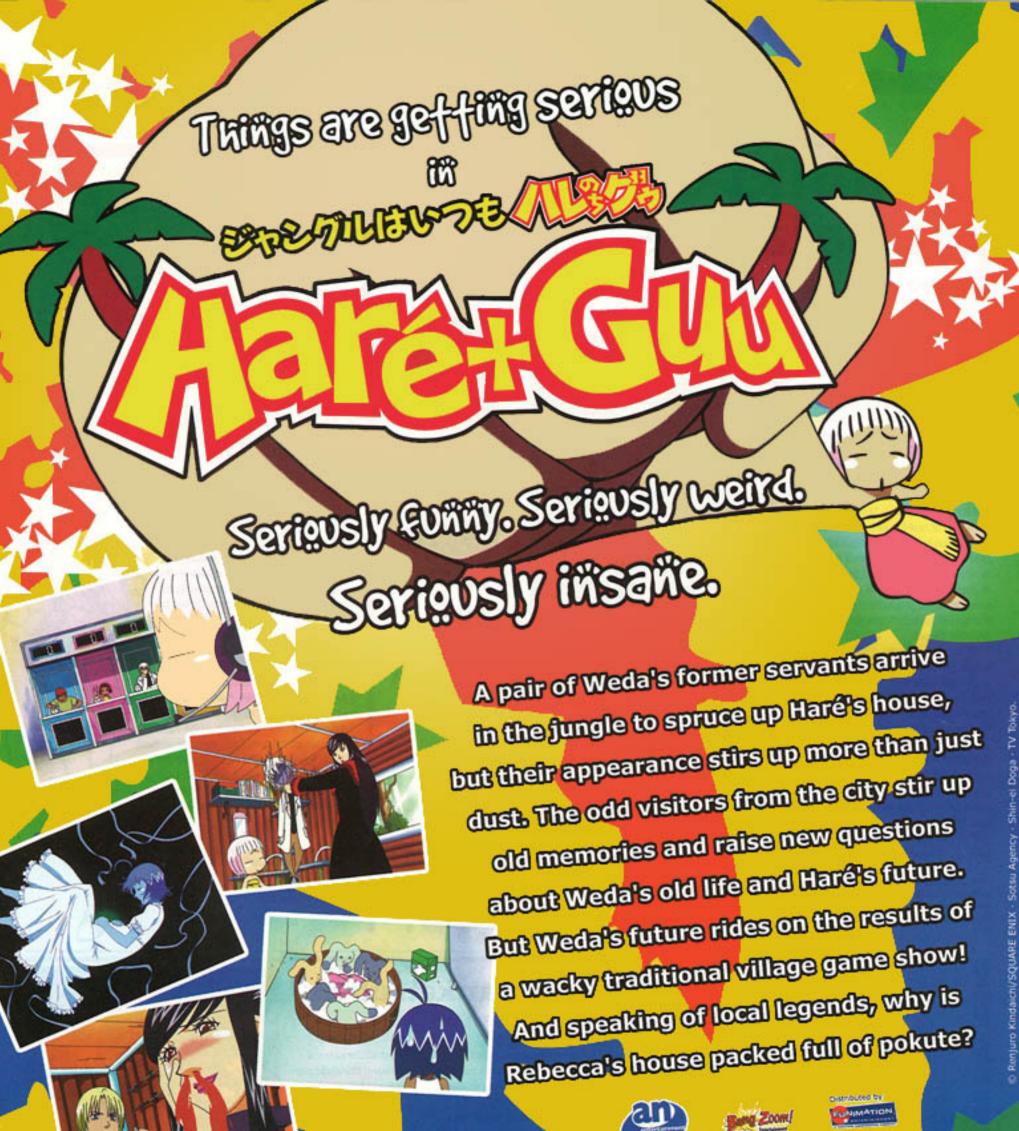
NOW IS IT US...OR DOES THE TPP SEEM VERY "NOT OTAKU-FRIENDLY"?

IS NICKELBACK REALLY CONSIDERED SEX REPELLANT?

ACCORDING TO TASTEBUDS.FM THEY ARE BUT THEY ARE ONLY #1













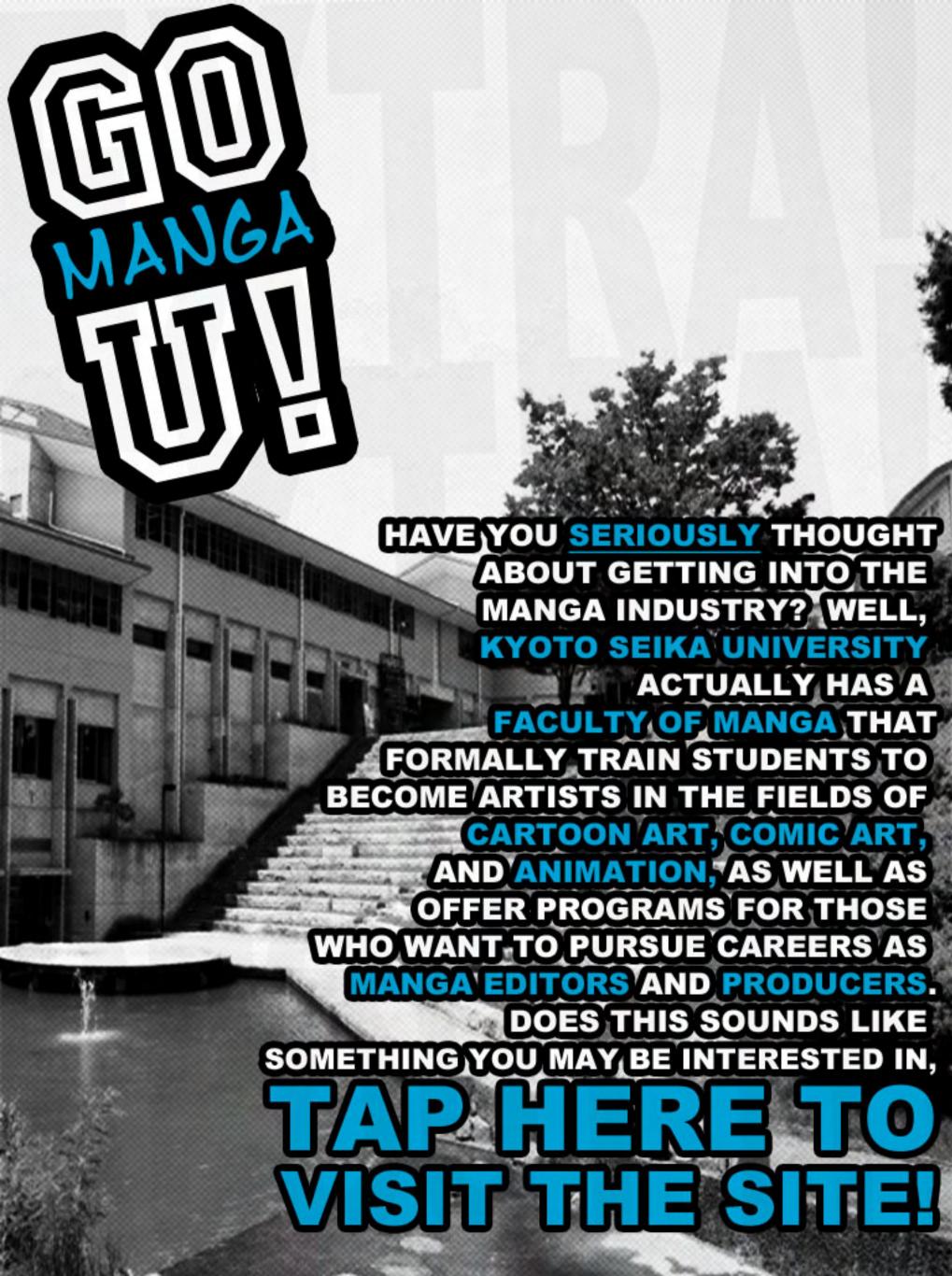
Haré+Guu Vol 1-4 * Available where DVDs are sold!

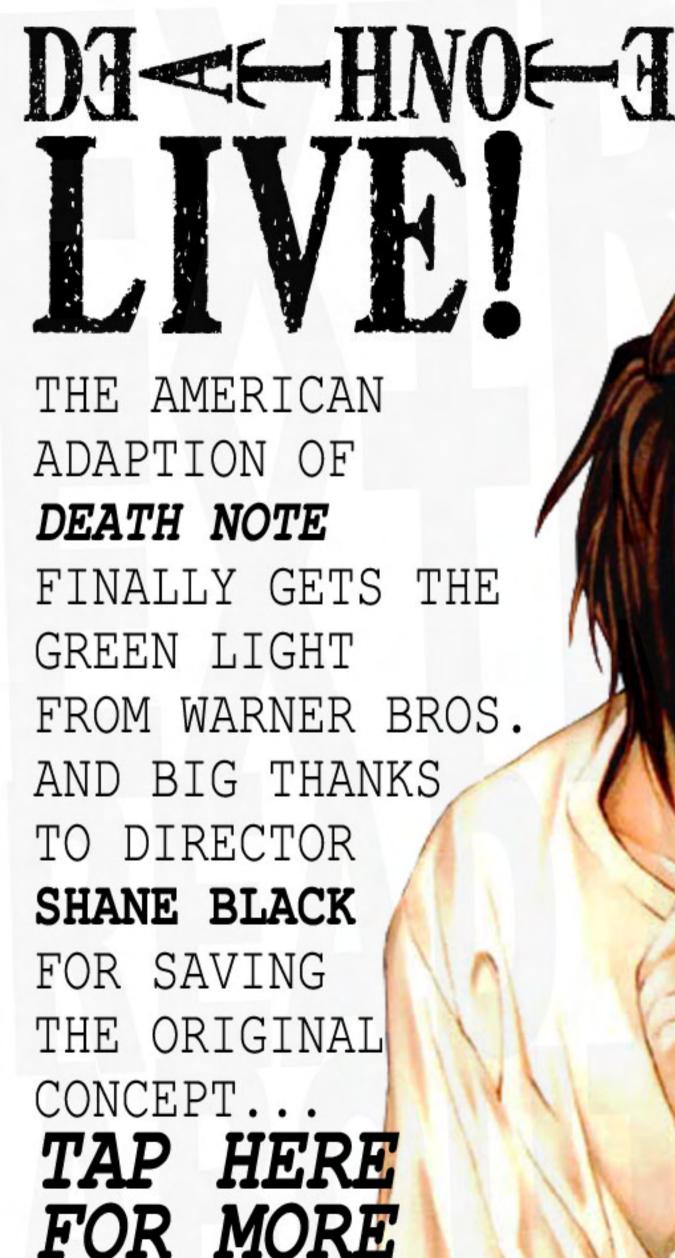




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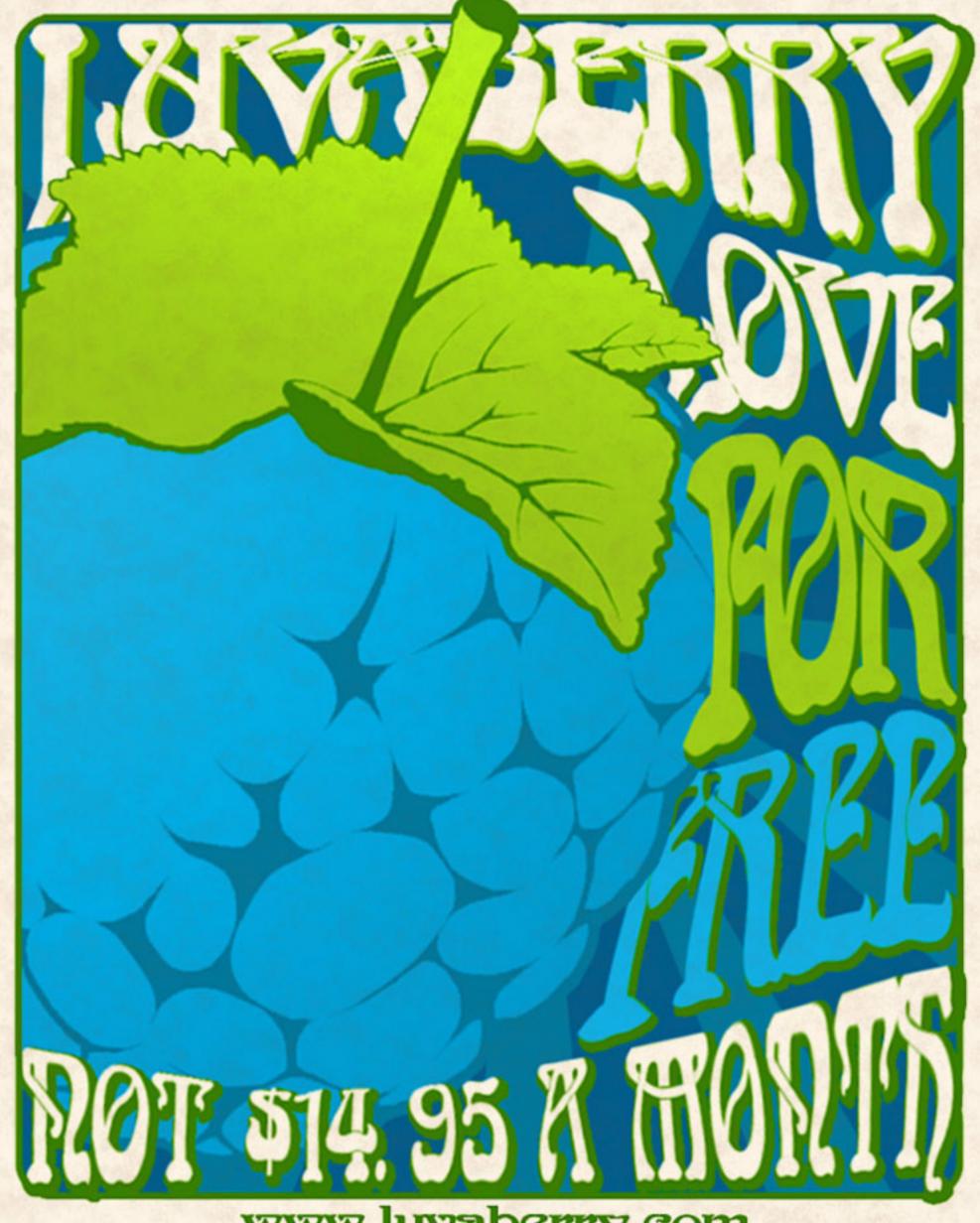
DETAILS!





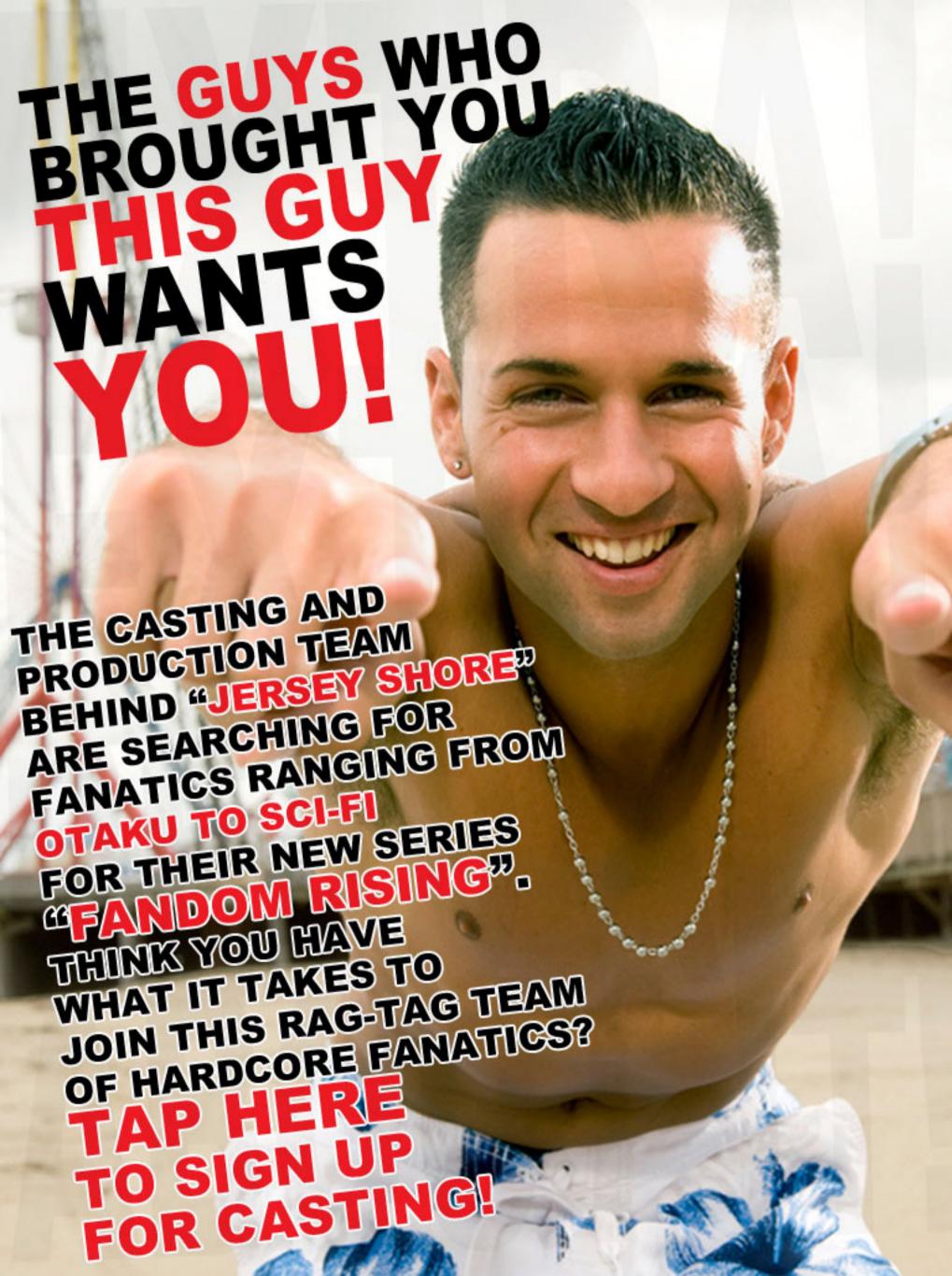






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Sukoshicon: Destin January 7-8, 2012

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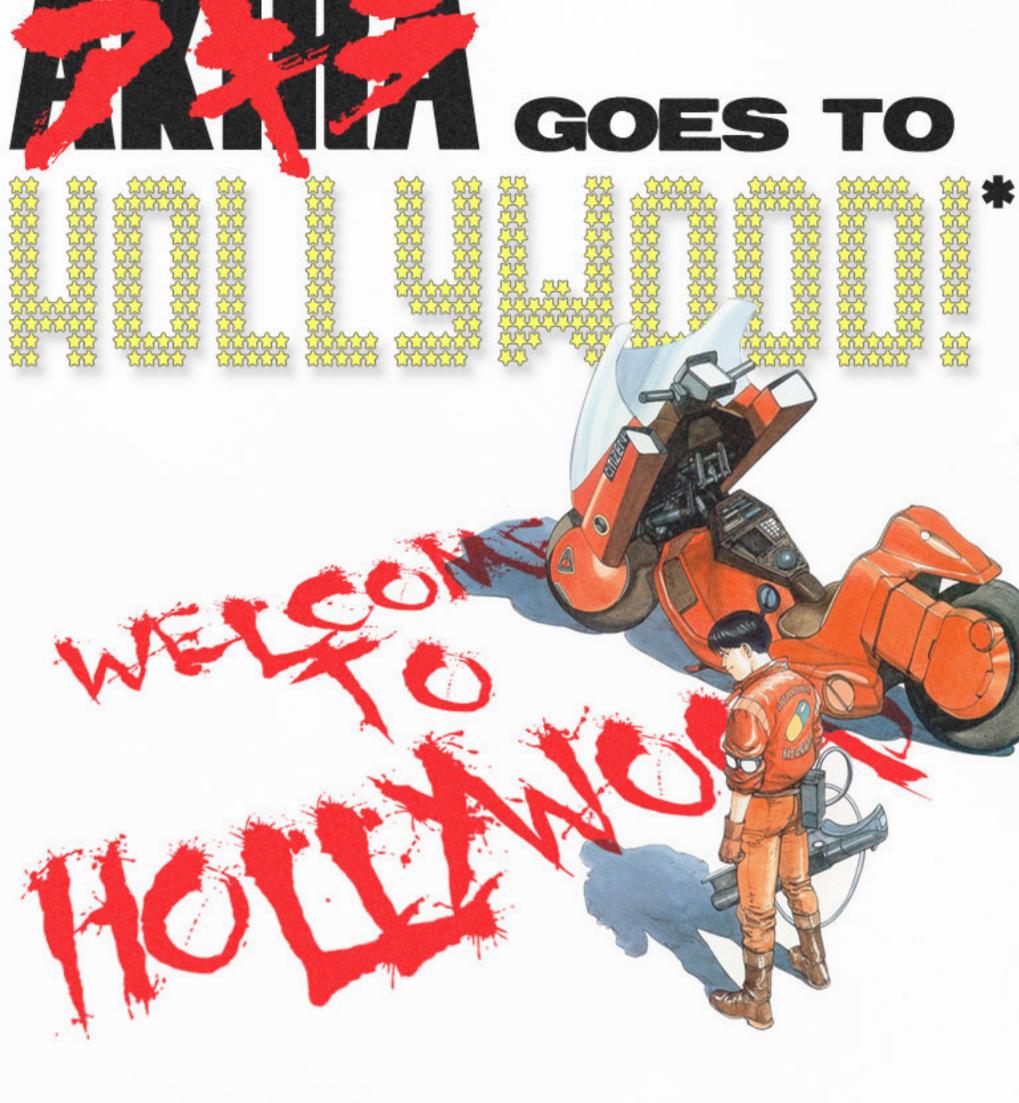
rant but somebody has to say it, why not us?

A couple of weeks ago, WTO caught wind of the hot anime series known as Guilty Crown that was being hailed as "The Next Code Geass" by many otaku we know. Since we are huge fans of Code Geass (obviously, being that we have a whole section on our AnimeTV! site called OtakuBinge: Code Geass! but more on that later...), we decided to check it and see what all the fuss was After watching a couple of trailers and finally the first episode (legally) on Funimation.com, we could see what they mean. It does reminds us of Code Geass...perhaps too much so. A guy wants power so he can change what he thinks is wrong in the world, the mysterious girl he saves grants him that power in someway or another, Japan fighting for its independence, the suppressive government whom has no problem killing those whom they don't seem fit for their status quo, and so on....sounds familiar? Then again, there are countless anime series (and video games) that start off with that premise, right? Perhaps this is only in our imaginations being huge fans of *Code Geass* and all, right? We would have been happy to settle with this...until we read an <u>Anime News Network interview with the staff who created *Guilty Crown*.</u>

Close to the end of the interview, David Cabrera of ANN asks Chief Producers Kōji Yamamoto and Ryo Ohyama, Production I.G's George Wada (with Aniplex USA's Yosuke Kodaka interpreting) about fan reactions of comparing *Guilty Crown* to *Code Geass* and how would they differentiate themselves down the road. Their answer and we quote, "Where are you seeing this?". Our reaction:







*with a couple of changes...

These past couple of months has been pretty interesting to the American Otaku whom been keeping up with Hollywood. In late October, director Shane Black reported that a live US version of Death Note is "in the works" (click the link to read more). And ever since 2002, filmmakers in have been flirting with creating a live US version of the legendary anime, Akira. Now, nearly a decade later, Akira finally gets the go ahead from Warner Bros. And...um...well...from the reports we have read, the U.S. version have done a LOT of changes to make their remake their own. Just keep reading if you don't know what we mean...

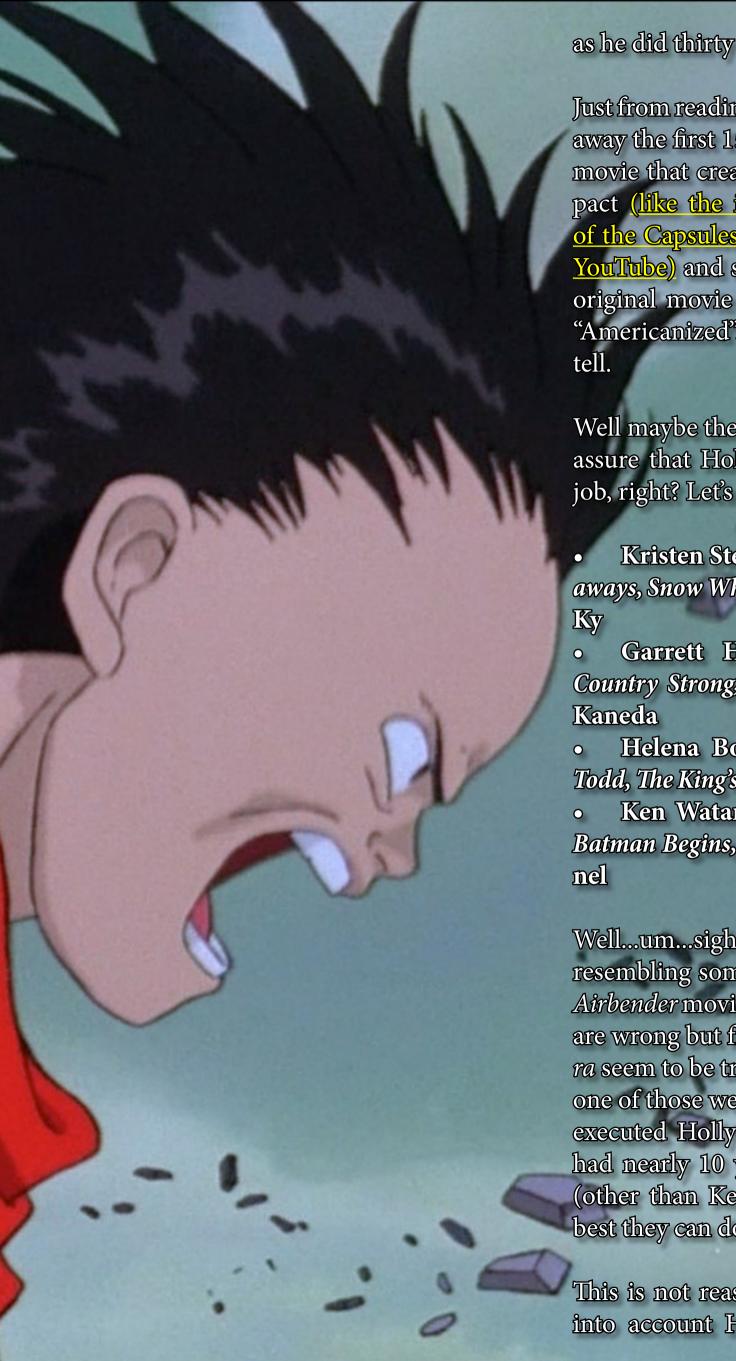
Here's the plot (<u>via BleedCool.com</u>):

"Kaneda is a bar owner in Neo-Manhattan who is stunned when his brother, Tetsuo, is abducted by government agents led by The Colonel.

Desperate to get his brother back, Kaneda agrees to join with Ky Reed and her underground movement who are intent on revealing to the world what truly happened to New York City thirty years ago when it was destroyed. Kaneda believes their theories to be ludicrous but after finding his brother again, is shocked when he displays telekinetic powers.

Ky believes Tetsuo is headed to release a young boy, Akira, who has taken control of Tetsuo's mind. Kaneda clashes with The Colonel's troops on his way to stop Tetsuo from releasing Akira but arrives too late. Akira soon emerges from his prison courtesy of Tetsuo as Kaneda races in to save his brother before Akira once again destroys Manhattan island,





as he did thirty years ago."

Just from reading that plot, it kinda takes away the first 15 minutes of the original movie that creates the initial visual impact (like the iconic motorcycle scene of the Capsules vs. the Clowns here via YouTube) and seems to water down the original movie story even if it is to be "Americanized"...but it may be soon to

Well maybe the (rumored) cast can help assure that Hollywood may do a good job, right? Let's see who's on the list:

- Kristen Stewart (Twilight, The Runaways, Snow White and the Huntsman) as
- Garrett Hedlund (Tron: Legacy, Country Strong, Friday Night Lights) as
- Helena Bonham-Carter (Sweeney Todd, The King's Speech) as Lady Miyako
- Ken Watanabe (The Last Samurai, Batman Begins, Inception) as The Colo-

Well...um...sigh...is it just us or is this resembling something close to The Last Airbender movie? We are praying that we are wrong but from this standpoint Akira seem to be transforming into another one of those well intentioned but poorly executed Hollywood projects. They've had nearly 10 years to get it right and (other than Ken Watanabe) this is the best they can do to match the classic?

This is not reassuring especially taking into account Hollywood's horrible record when it comes to adapting anything other than American books to movies (well... perhaps not if you were going by baseball stats standards.) Anybody in their late 20s can remember such movie adaptions such as *Super Mario Bros*, *Street Fighter*, or *Double Dragon* but definitely not as cinema masterpieces. We mean, they didn't do such a good job on *Superman Returns* and the Superman franchise already had four movies under its belt. So with that being said, is going live-action with some properties that are considered legendary in their initial mediums needed?

Perhaps but history shows that properties that goes live-action just doesn't necessarily help but rather diminish past works. And while we can imagine the previous statement making the heads of many American Otaku nod in agreement, this view doesn't just apply to this side of the pond. According to an article posted by Anime News Network, the Oricon Poll reports that 65% of its Japanese panelists are "somewhat unhappy," or "completely unhappy" with live action adaptations...and this is coming from the home where many live-action adaptions relates more closely to the original storyline than the "Americanized" versions. Such stats would help build the argument for not creating a live action version (especially noticing that Japan did not attempt it...) but some people in Hollywood decided that it was worth trouble. And why not? They paid for the rights therefore they also have the creative licence to approach this project anyway they see fit, right? And with that being said, we understand that the movie industry must create a picture that would relate to the wider audience which, in effect, produce a large profit...

But seriously...Neo-Manhattan!?!





Catchy title, huh? Nearly every American Otaku knows that anime and sex are pretty much intertwined. Nearly every series seems to always have that character (or the whole cast) that looks like they come straight out of an underwear magazine. So we understand that sex is part of the culture (without the mention on fanservice).

Well, this article came to be as were scouring the Web trying to find some AMVs & we happen to come across this blog titled "Wikipedia: Encyclopedia or Karma Sutra" written by Adam Torres. According to his blog, he was curious of people's use of Wikipedia and the top 100 searches of April 2007 (a bit dated, we know but still worth the look...). Unsurprised of the top subjects being related to current events that he classifies as General Research at 28%, the shocker for Torres comes that the second highest subject at 26% are animerelated (with the term Naruto being at the top of the list) which he labeled the classification as "Anime" and the third highest being a tie at 16% between sexual-related subjects classified as "Sex" & popular culture subjects classified as "Pop Culture". Although we can find Torres's amazement of the popularity of anime understandable, many otakus should find this outcome not too surprising due to the exponential growth of anime fans from the late 90's to today with the introduction of such anime properties such as Dragonball Z, Pokemon, Naruto, Gundam Wing, etc. as well as the vast accessible outlets that provides us with anime & manga such as mainstream bookstores, the Internet, and early Cartoon Network. (Note the term "early" ital-

icized because it seems that Cartoon Network has become more of a competitor of Nickelodeon & Disney rather than being a "central" for animation as it was in the past...

Now as we drift back down memory lane, remember when Toonami came on from 3 pm to 7 pm every weekday and showed two Dragonball Z episodes back to back, a Gundam Wing episode, and Sailor Moon? And for those hardcore otaku, don't try to front and act like you didn't watch it.)

Now back to the article...







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Otaku JoyStix

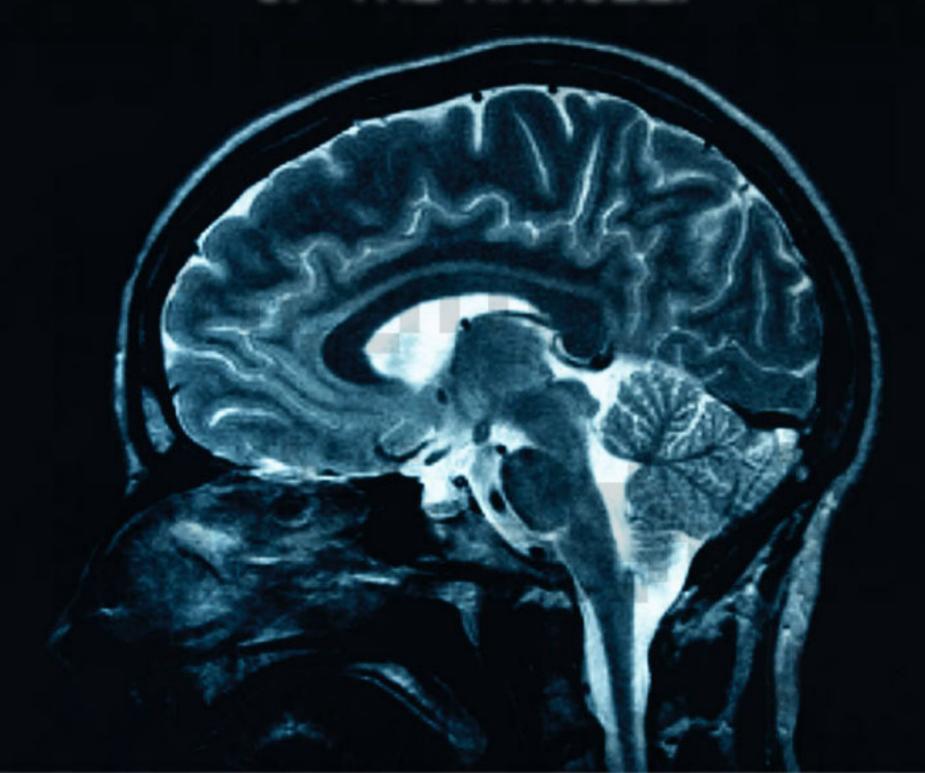
...Because American Otaku Love Video Games Too!

SOME GAMERS HAVE DIFFERENT MINDS...

A STUDY PUBLISHED IN TRANSLATIONAL PSYCHIATRY JOURNAL SHOWS THAT RESEARCHERS AT GHENT UNIVERSITY IN BELGIUM FOUND THAT TEENAGERS WHO PLAY GAMES FREQUENTLY TEND TO HAVE A LARGER PRODUCTIVE REGION ASSOCIATED WITH REWARDING SENSATIONS IN THEIR BRAIN.

SO WHAT OTHER GROUP OF PEOPLE HAVE SIMILAR FEATURES?

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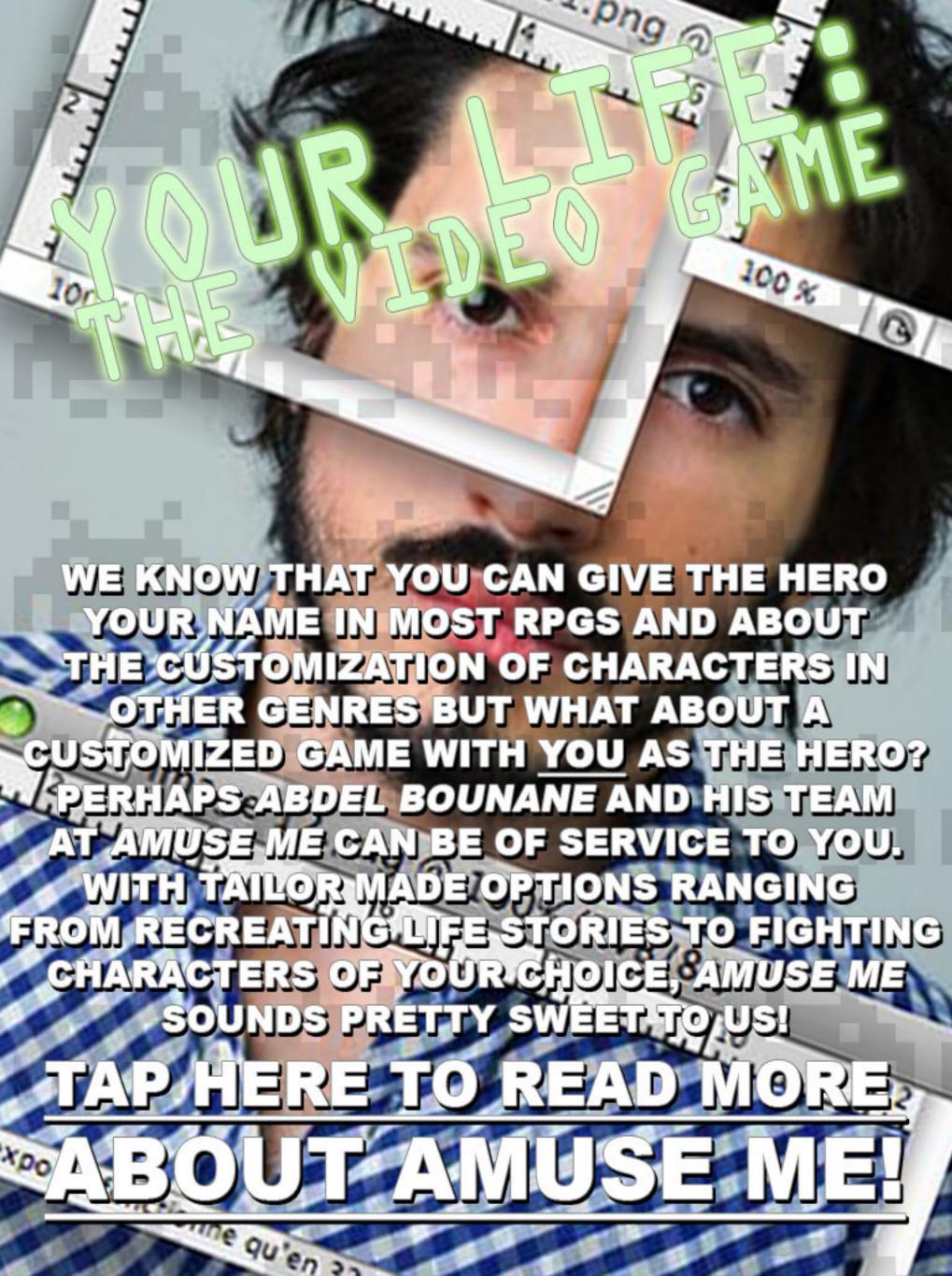




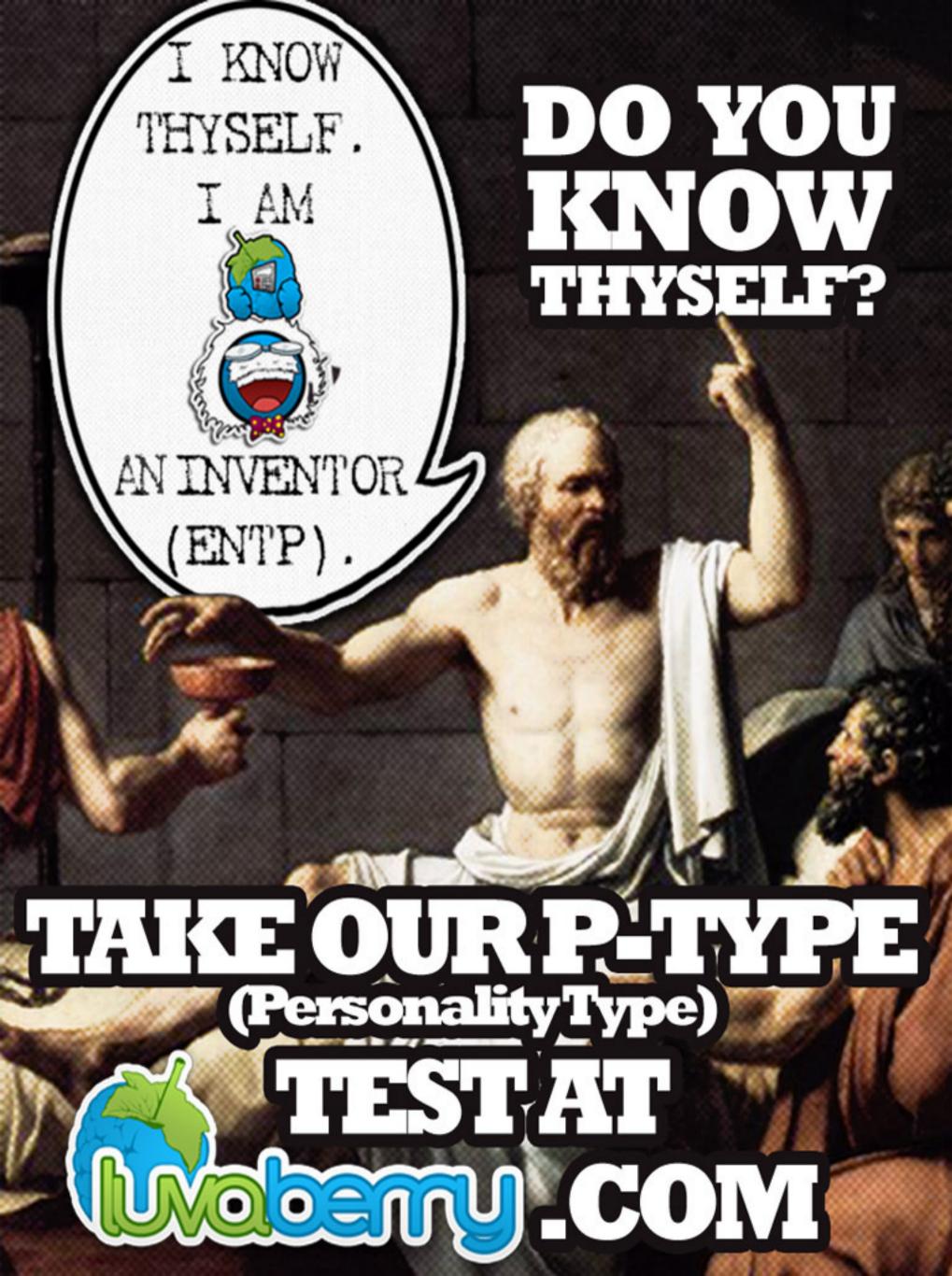


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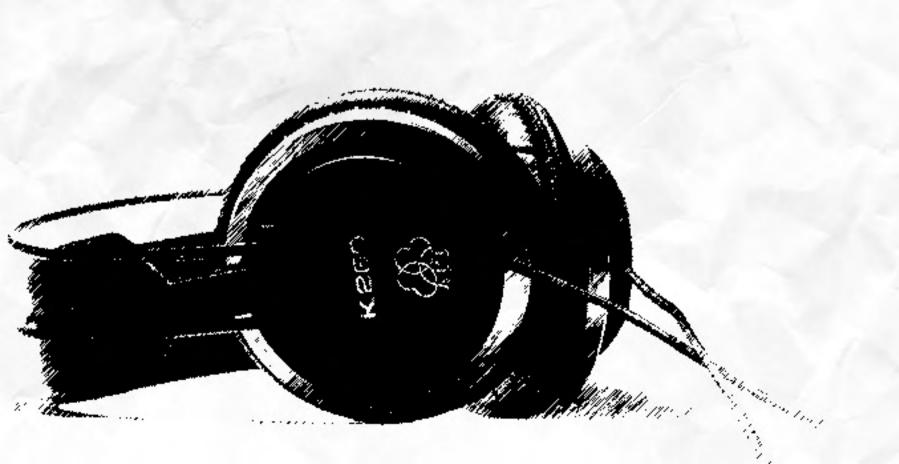
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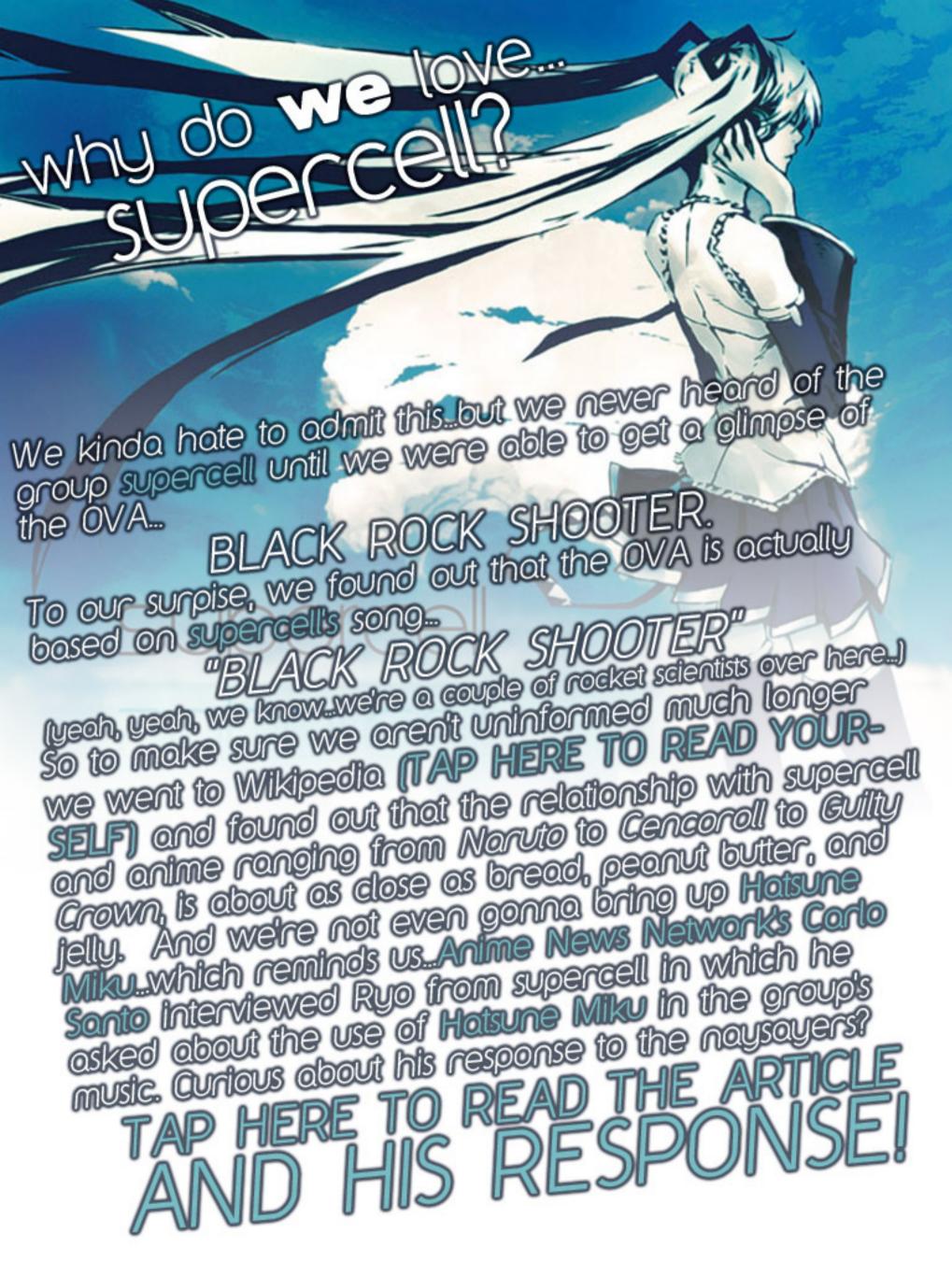


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