

Anime

スタッフ

EX

Stuff

Issue 21

3/23/1995



**Knight Sabers
as
Screen Savers**



**The story behind the
BUBBLEGUM CRISIS CD-ROM.**

Anime Stuff

Welcome to the first issue of Anime Stuff published in Adobe Acrobat digital document format! The better your video and printer resolution, the better this issue will look. This issue features high-quality Adobe Type 1 Postscript fonts, and 24-bit color graphics.

This issue was produced on a Macintosh computer using Adobe Acrobat Pro, Adobe Illustrator, and Aldus Pagemaker software.



Anime Stuff

reviews and comments on Japanese animation and related stuff

Issue 21

Date: 3/23/1995

The Anime Stuff Staff for Issue 21:

Tom Mitchell - Publisher & Designer, CompuServe Distribution

CompuServe Address: 76701,273, Internet: 76701.273@compuserve.com

Jeanne Hedge - Editor & Adobe Acrobat Beta Testing

CompuServe Address: 75512,1214, Internet: 75512.1214@compuserve.com

Albert Wong - Index Database & Internet Consultant

CompuServe Address: 72657,2103, Internet: 72657,2103@compuserve.com

Marijan Adam - Internet Distribution

Internet: kimagure@venice.mps.ohio-state.edu

Contributing Authors:

Tom Kunsman - CompuServe Address: 74653,762

Lou Gacek - appears courtesy of Tom Kunsman

Special Thanks goes to:

All the members of our anime group on CompuServe ♦ Adobe for seeing the light on free Acrobat readers ♦ Wayde Higuchi for the CD's ♦ IQUS Systems for shipping the new software ♦ Chris Kellar & V-Max for the compliments and inspiration ♦ Nikaku Animart for the top-notch service!

Anime Stuff is produced at Studio Midori. For more information regarding electronic publishing or design, please contact us at our CompuServe Email address 76701,273, our Internet address 76701.273@compuserve.com, or our US Mail address at 474 Chowning Circle, Dayton, Ohio 45429.

Studio Midori - The Mind Behind the Design





Tom Mitchell, the guy who enjoys ASCII text about as much as an episode of Robotech.

TOM'S STUFF

*Comments on this issue of Anime Stuff
by the guy that makes it...*

Once again welcome to Anime Stuff! Issue 21...as in lucky 21...I hope. As you can see, this issue is a lot different than previous ones. I've totally dropped ASCII text for Adobe Acrobat's paperless digital document format. Now I can have a more newsletter/magazine-style layout with fonts, and still not have to kill any trees to do it. Amazing.

As I get better at this, I'll do my best to keep the file size down, the content quality high, and add a few surprises. I hope you enjoy it. I know that some readers may complain about the file size for the newsletter, but I've seen far bigger files on the Net with far less quality content. Six Meg Robotech sound files? Give me a friggin' break. (grin)

So don't flame me too hard for the change. At least this new version of Acrobat Anime Stuff is compatible with DOS, Windows, Mac, and flavors of UNIX, unlike some other single platform efforts I've seen recently.

Anyway, if you've managed to get this far, that means you're ready and able to read the newsletter! (Lucky! Lucky! <- bad KOR Hikaru impersonation.)

For this issue we focus on my interview with John Sirabella of Software Sculptors to discuss his innovative CD-ROM product BUBBLEGUM CRISIS - THE SCREEN SAVER in the Anime Life section. We also have a few comments about the dreaded US premier of Sailor Moon, and some new reviews for you to ponder!

So enjoy this new issue, and please feel free to send me any comments or questions you may have. It might be fun to add a letters section too, you know. (^_^)

Tom

- Tom Mitchell, Anime Stuff publisher

AKIRA-Special Collection LaserDisc

By Tom Kunsman

Last year, Pioneer released the AKIRA Special Collection Laser Disk Collection containing three disks in CAV format. The CAV format is what makes this LD collection so special. This format allows the viewer to access information at the end of each side of each disk that can be included in this format. Other examples of LD collections that have given you this extra footage of special effects, or what have you, include Terminator 2 and Aliens.

If you are interested in the production of what went into the cult hit Akira, then this is the box set for you to get. The Akira Special Collection presents as its extra information, ALL of the story boards and original test cells. After each side of a disk is finished, you are presented with the test cell and color test for the previous viewed section. For every scene and scene change (which there are over two thousand scene changes) you are presented with the actual test cell used. Now for each character in a particular scene, there is at least three different color tests used, and see at least these three color tests!

For example, in the opening sequence of the movie we see the bar with the TV and jukebox in the background. For the three or so scenes on the TV screen, you are given so much detail for these images and how the image of the TV changes, it's not funny. Considering you only see the TV for about a minute, each segment was given as much attention to detail as say Tetsuo's motorcycle was. Also given is a working schematic of how the jukebox works, and how it picks up a CD.

Another good example of the amount of planning and detail that is given in these extra parts is that names were given to each member of the Clown gang, along with the usual color tests of themselves and their motorcycles! Where else can you get this kind of information? In fact there is so much information given over the three disks, I have yet to go through it all!

Included with the set as well is a nice little pull-out oversized book with the life history of Katsuhiro Otomo as well as the famous quotes from Mobius, Jodorowsky, and James Cameron. Also included, on the disk, are all of the covers for the original Japanese manga and all TV promos for the original release of Akira from Japanese and French TV. As a nice bonus, they include the entire end credits of everyone who worked on the movie on the book. I only wish it was printed at a bigger type face.

As a bonus to all of this, is the fact that you get both the original Japanese language version as well as the English dubbed version done by L.A.Hero. Too bad they could not have waited a little longer and include the English subtitled version instead of the dub version.

So, in conclusion, if you are really interested in how animation is done, and how the story boards are used in creating the final movie, then the Akira Special Collection Laser Disk set is for you. ▲

Z Gundam Memorial Box Part One LD Set

By Lou Gacek

In February of 1994 Bandai/Emotion released part 1 of Mobile Suit Zeta Gundam in a seven laser disk box set. Zeta Gundam aired in Japan in 1985 and ran for 50 episodes. The Mobile Suit Z Gundam Memorial Box Part One, as it is officially called, contains episodes 1 thru 26 in CLV format over 13 sides and contains a 24 page soft cover book, in Japanese, about the making of the series.

The book also contains profiles and commentary from artists who worked on the series like Yoshikazu Yasuhiko for his character designs, Kunio Ohikawara and Five Star Stories creator Mamoru Nagano for their mechanical designs as well as original art work done for the series.

All of the disks, except the seventh, contain four episodes(two per side) with each episode running about 24 minutes. All episodes contain the opening and ending themes, one commercial break and a preview of the following episode. The box set runs 635 minutes, or a little over 10 hours long.

As for the look and sound of the series, as anyone who owns a laser disk player knows, the picture is so clear that it often exposes parts of the animation that were not as well animated as the rest. As for the quality of the animation in the box set, it seems to get better as the series progresses. There looks to be a lot of redundancies in the first eight episodes, where the same cells from fight scenes were refilmed on to different backgrounds to save time and money.

However, later on the artists appear to correct this as they place more time and effort into the backgrounds and coming up with new sequences for the fight scenes that are unique to that episode. The series was recorded in digital mono, but if you have a receiver with simulated stereo you can not tell the difference.

For those of you not familiar with Zeta Gundam, the series takes place in U.C.(Universal Century) 0087, seven years after the one year war. In this time line the Zion archduchy was defeated by the Earth Federation, and by 0083 the Titans are a nazi like organization composed of the most radical forces of the Federation. They are used to keep the rest of the Federation as well as the space colonies under control. However, in 0085 the more moderate forces of the Federation ban together to form the A.U.E.G. (Anti Earth United Government) to counter the Titans influence. Founded by Biex Ford and Quattro(Char Anznable) Bagina, the A.U.E.G. gain support after the Titans and under the support of Bosk Om, use poison gas on Side 4 and kill 30,000 people during a pro A.U.E.G. rally.

The series starts after this, with Camille Uidan's defection to the A.E.U.G. .

Other characters, like Emma Sheen and Bright Noah, soon follow along with three RX178 MK III Gundam prototypes stolen from the Titans. During the series

characters from the original Gundam TV series also appear.

I would probably call the Zeta and Double Zeta Gundam series the golden age of Mobile Suit design because you find some of the most diverse and creative Mobile Suit designs (with the possible exception of the RX78 GP03 Dendrobium from Stardust Memories) than in any other of the Gundam series.

The second box set was released in July of 1994 and contains episodes 27 thru 50. It looks as if when Bandai/Emotion gets around to releasing Double Zeta Gundam that there will be another two box set edition. ZZ Gundam aired in Japan in 1986 and ran for 52 episodes containing many of the same characters as well as adding a few new ones.

About the price: The list price in Japan is about 41,000 yen or \$410. However getting it shipped into the country raises the price to about \$450 to \$500(which is what I paid for mine) depending upon who you buy it off of. If you are paying more than \$500 you are being ripped off, or the dollar has drastically fallen against the yen, and in that case you will have more problems than over priced LD box set to worry about. Otherwise I would recommend the Zeta Gundam Memorial Box Set. It is a must have for any die hard collector of Gundam or Japanese anime.

Lastly, because the box set is in Japanese, it presents a problem when watching a series like this of not being able to follow the plots(or sub plots for that matter) and dialog. To remedy this you can find the synopsis of the series in Animag numbers 1,4,5,7,8,9 and 10. However since the earlier issues of Animag are hard to find, photocopying the articles from a friend (or a complete stranger in my case) wouldn't be a bad idea.

Special thanks to Tom Mitchell who my friend Tom Kunsman met on the weekly Japanimation conference on CompuServe who was nice enough to photocopy that ever important issue number one for me. What a great help that was in understanding the series. Thank you. ▲

Manga & Magazines

stuff found on the shelves and in the pages



July, 1994 PC Penguin Club cover

PC Penguin Club Magazine

By Tom Mitchell

One of my favorite hobbies is collecting computer graphics by Japanese anime and manga artists who are moonlighting or hoping for that big break by doing artwork for Japanese computer games. Some of the work is quite stunning and beautiful, and one thing you begin to realize when you start following it is that the best and most lavish artwork seems to be done for the erotic computer games market. Another thing you notice if you're a Japanese animation fan is the fact that Japanese anime magazines feature a level of print and graphic design quality not seen in many magazines here in the US. Video game magazines are also a step above in Japan too.

Well, on a recent trip to my favorite anime store, I have found that erotic computer games and lavish Japanese print publications have merged in the form of a magazine called PC PENGUIN CLUB. This amazing magazine devotes the same level of printing and coverage to erotic Japanese computer games that quality anime publications in Japan have. It's an incredible magazine! The quality is unlike anything seen here in the US. It features over 120 pages of full color spreads of images taken from all the most popular adult computer games currently sold in Japan! The glossy quality of it is extremely lavish. Pages and pages of stunning anime/manga style computer art.

Other than the fantastic computer painting, the magazine also highlights the types of things fans would be interested in for content, such as game sales rankings, announcements, fan popularity polls, special features on CD-ROM voice actors, fan art, and even a manga or two!

Despite the erotic content of the magazine, if you're an artist with a computer, I'd suggest you pick up a copy if you can find it at your favorite anime magazine source. This publication also once again proves the notion that there's a magazine for everything on the planet. And for otaku, there are several of them. ▲

Bubblegum Crisis: The Screen Saver CD-ROM

By Tom Mitchell

Software Sculptors has managed to enter the crowded computer screen-saver market with something unique: the first anime-based screen saver! Also special is the fact that this is the first time such a product has appeared in the U.S., or even more remarkably, the crowded and savvy anime marketing world of Japan!

Bubblegum Crisis - The Screen Saver's main mission is to protect your computer screen from burn-in, like all screen savers do. Burn-in used to occur if you left an image on your computer monitor on-screen for too long. Eventually the image would be permanently etched by the monitor's electron beam onto the phosphor coating on the inside of your monitor. Even though this is no longer a problem with most modern computer monitors, screen savers have become a graphic way to customize your machine for fun or to make a statement in the office. Now us Bubblegum Crisis fans can hire the Knight Sabers to do the job of protecting our computer screens and projecting our "otaku" interests into the workplace!

The BGC Screen Saver's software comes on CD-ROM and works with both Macintosh and Windows computer platforms. The software is divided into two parts: the actual screen saver itself, and something called The Video Jukebox. The CD-ROM itself is packed with hundreds of megabytes of video clips from the Bubblegum Crisis OAV series recorded in Apple's QuickTime Video format. The screen saver



Box cover to BGC: The Screen Saver! Inside can be found the CD-ROM jewelbox and manual.

BUBBLEGUM CRISIS: THE SCREEN SAVER - CD-ROM FOR MACINTOSH AND WINDOWS COMPUTER SYSTEMS

(From Software Sculptors, \$34.95 suggested retail)

works simply by allowing the user to select a group of favorite clips from the CD-ROM for showing on the screen while your computer is idle. When your screen goes blank, the software puts up a small video clip on a portion of the screen and plays it back and then moves on to the next one until your screen is a changing mess of noisy Bubblegum Crisis drama. Great fun! Just try and keep the volume on your computer low when you select scenes featuring machine gun fire, explosions, or Priss yelling "bitch" in Japanese. Folks in your office might wonder why you're watching violent "Speed Racer" videos on your computer.



The Screensaver's Jukebox menu screen. A click on each button allows you to call up one of your favorite BGC music videos! New enhancements to the program allow you play them all in order, one after the other, instead of just one at a time. Be sure to check on-line sources for updates from Software Sculptors.

I think the folks at Software Sculptors were kind of surprised that the CD-ROM's second option proved to be the discs' most popular feature with users. The Video Jukebox is a selection of music videos recorded from the two BGC music video collections. Here the videos appear just as they do on their videotape and laserdisc counterparts, but rendered in a small QuickTime video window that the user can control. The songs are presented in a screen of large buttons that the user can select to run one at a time, or with a new software patch, play them all in order.

This CD-ROM is a lot of fun, particularly if you want to out-class your friends' wimpy screensavers. Perhaps the only flaw in the software may be your system. The faster computer, and the more colors you can show on screen, the better! To make the video clips look really good, 16 or 24-bit color is a must! A good sound system helps to enhance the 8-bit digital sound of the clips too.

Software Sculptors are planning a whole series anime-based screen savers. A Project A-Ko screen saver has been released, and they are currently working on a Ranma 1/2 CD-ROM too. Perhaps the most remarkable thing to happen to Software Sculptors is that now the hungry Japanese multimedia market has come to them asking to produce their products for sale in the Japanese anime market too! Imagine that! ▲



After you select a video, the Screensaver plays it back as a Quicktime video centered on the screen with a colorful backdrop of graphics from the show. Sound is presented in crisply reproduced 8-bit sampled mono sound. The better the audio, video, and CPU features of your machine, the better this CD-ROM will look!

Tom Mitchell's Anime Stuff Interview with John Sirabella of Software Sculptors

For this latest Anime Life feature, we present to you an interview with one of the U.S. anime scene's newest entrepreneurs, John Sirabella of Software Sculptors. John and his staff are responsible for taking anime into the odd and popular niche market of computer screen saver products. The Bubblegum Crisis Screen Saver is their first entry into the market, and the first product of its kind here in the US or Japan!

The following interview was conducted over a few days via CompuServe E-mail, and will provide BGC fans some insight into the creation of this unique computer product and future goals of the company behind it!

- Tom Mitchell

Begun on 10/5/1994

TOM: Tell us a little about Software Sculptors. Is the Bubblegum Crisis Screen Saver your first major product?

JOHN: Software Sculptors has been around for about 3 years. I started the company to create a consumer based software product. Most people thought I was nuts because of all the competition. I started to feel the same way after the first year and found consulting and creating software for Corporate America to be a safe and easy bet. We did work for Ragu, Chesebrough Ponds and Borden.

After the 2nd year we moved offices and I found a software company (Cubic Media) down the hall. He was creating a consumer based product called the Video Linguist to help people learn French and Spanish using Quicktime movies. What surprised me he was a two man show doing all of this, against people like Microsoft. He gave me inspiration to believe that it can be done if you find the right niche.

I went to a Star Trek convention (I really like Star Trek) and saw more Japanese animation booths than Star Trek booths. A friend said if you believe in something get it while it is young, it seemed Japanese animation fell into this category. It was perfect for the products I wanted to create. I called CPM, AnimEigo, Viz, AD Visions and a few other companies. AnimEigo and CPM were interested.

We created the product, our first one being Bubblegum Crisis The Screen Saver and here it is now. I am very proud of what we created and it took a great effort by a few people. I could not do it by myself.

TOM: So, you and your staff stumbled into Japanese animation pretty recently then. What were some of the first things that you saw? Bubblegum Crisis?

JOHN: We first caught on to anime at the Creation's Star Trek convention. I saw more booths for anime than Star Trek, it gave me an idea. I then saw Bruno and his stand. He told me about Project A-ko and Outlanders. Those were the first two titles I bought, I loved Outlanders and even loved A-ko more. He told me about how this is an upcoming popular trend. I then bought other titles but my next love was Ranma 1/2.

I thought this would be perfect for software and my answer for question one tells you the rest.

TOM: Although common in Japan now, the Bubblegum Crisis Screen Saver is certainly the first commercial anime-based CD-ROM in the US. I can see how because of your previous corporate work you may have come up with the inspiration of using QuickTime video for an anime screen saver. I imagine that the tough part was deciding what all you wanted to put on the disc! How did the inspiration for the Video Juke Box for the BGC music videos come about? The Video Jukebox actually seems to be as popular as the Screen Saver itself among all the users I've talked to.

JOHN: Deciding what clips to use in the screen saver was a very tough and long process. We started by capturing over favorite 500 clips from the BGC 1-8. It then took another month of deciding which would be the best. It was based on action, no doubles and how the clip ended. We wanted to make sure when the clip ended it left a cool picture on the screen.

As far as the Video Jukebox it was mainly created because of Hurricane Live. Robert had offered for us to use it and we felt it was great stuff but didn't know how to

use it. We thought it was not made for the screen saver so we said, "Let's make this product more than just a screen saver. Lets add a jukebox which will make the product more sellable and give more for the money."

We did not think the jukebox would become the big part of the product but it seems to have outshined the screen saver for some people. It is funny because the screen saver took twice as long to create but I think by the Ranma 1/2 version the tide may turn. This is great because it means it gives more reasons for people to buy it. The A-Ko jukebox, we are especially proud of because we created the music videos ourself. We took the soundtrack and mixed the videos to them. So it is like a new product in the Ako line...

We are adding more features though to the A-Ko version of screen saver and juke box.

Screen Saver:

- 1) Play clips directly from the CD
- 2) Use the videos from the jukebox in the screen saver

Jukebox:

- 1) Videos will play sequential one after the other instead of repeating
- 2) Volume control

TOM: All of those enhancements are very good ideas. Were most of those ideas based on feedback from users so far? And speaking of feedback, have you heard any comments about the Screen Saver from Bubblegum Crisis' creators in Japan?

JOHN: Yes, all of those ideas were based on user feed back and judgment calls. There were actually a few other suggestions and we felt these were the best given the small time frame we had between BGC and Ako. Now when Ranma 1/2 comes out that will be another story!!! That screen saver will be done somewhat differently.

As far as the creators in Japan, we have sent out the BGC screen saver to Robert two weeks ago and expect some feed back soon. Also the product will probably be sold over in Japan also.

TOM: It will certainly be interesting to see what the reactions of Japanese fans will be like to the product. As far as I know, there has not been an anime screen saver product released in Japan that's tied to such a major Japanese anime title. If you folks decide to market it in Japan, can we expect to see ads in one or more of the major anime magazines there like Animage, Newtype, or Anime-V? It would really be something to see an ad from an American anime software company in one of those publications. I don't think it's been done before. But then your screen saver is one of the first anime products developed in the US that can work well in both markets with minimal translation.

JOHN: It really will be interesting if this software does well in Japan. I have my doubts especially since we are American company. I will be very proud if it does well in Japan. It may also give us some big competition if it does well in Japan but I wonder how Youmex will handle the marketing of the software. As you know when we created the BGC screen saver Youmex made sure they have all rights in Japan. With this, I do not think we will be doing much advertising in Japan.

TOM: Ah...Well, I can't blame Youmex for wanting to control the product in the Japanese market. With them handling it, you will do well. This is because Youmex is a very good and aggressive marketing company. The quality of their advertising and products are usually top-notch. They kick butt! I believe you guys are in good hands there. Of course, if your product is a success, then you'll have to worry about the big Japanese anime marketing companies wanting to play in the market. But I think the nice thing about most anime is that success compliments every thing since most all anime products are pretty unique and have their own following. You just have to worry about owning a good licensed product, and you do!

Speaking of another hot licensed anime you own, I've noticed the ads for your new Project A-Ko Screen Saver product already in some of the American anime magazines. Other than putting together the custom Juke Box segment for it, did the process of selecting the screen saver clips take as long as it did for the Bubblegum Crisis product? Project A-Ko is so much fun that I'm sure you folks must have had a great time selecting clips for it.

JOHN: The Project A-Ko screen saver and jukebox was a lot of fun to create. In some ways it was more fun than BGC because we were able to use more creativity. You see with BGC Hurricane Live already existed and we just processed the film. With the A-ko jukebox a lot more creativity was needed because we had to match the songs to the videos.

As far as the screen saver goes it was also more fun because the A-ko characters have such great and funny expressions that it really was great. I think people will find the screen saver and jukebox more fun in general. We are very happy with the product and hope it will do well. We tried to answer users demands also with the new features we mentioned previously.

TOM: And now you're in the process of working on a Ranma 1/2 screen saver. You mentioned in the weekly anime conference on CompuServe that you were going to take a little different spin with this screen saver and that you were in the process of coming up with unique ideas for it. Can you tell us about some of your plans for the Ranma 1/2 screen saver?

And if you're open to suggestions, and you do a Juke Box for it, you should compile the opening and closing theme title graphics for the show. The tunes and the graphics they used in the Ranma TV show would make a very catchy Juke Box collection!

JOHN: Yes, as you know we are starting the Ranma 1/2 screen saver and we are very excited about it. We see it as a very big opportunity for our company. Most of our people here are very big Ranma 1/2 fans (including myself ...) and we believe Ranma 1/2 has a very big potential.

Our plans right now include the same idea as The BGC and AKO versions with the big addition of the traditional screen saver modules. What I mean by traditional modules is the type After Dark has made famous. Where a small animated figure walks across your screen and plays with your desktop. We see so many possibilities using the Ranma 1/2 characters, we have already gotten so many suggestions including:

- 1) Ryogua walking around the screen lost forever
- 2) Akane chasing Ranma
- 3) Shampoo on her bike chasing Ranma

You get the idea. We are very open to suggestions and in fact have put an ad in Animerica for people to write in with their suggestions. We will create at least one of these suggestions and give the idea person the credit in the screen saver.

We are also going to create a video jukebox. We will be using the opening and closing themes and the songs from the two movies. It should be an awesome product. We are hoping to get it out a little bit after Christmas but definitely before March(Manga month).

TOM: I just have one final question, John. Beyond screen savers, what other kind of anime related ventures would Software Sculptors like to try?

JOHN: This is a very good question, we want to do more than just screen savers and video jukeboxes. We want to expand the product line to include other anime related products. Expect in '95 some different products from Software Sculptors. Including

- a) Interactive CD Comic Book based on an anime title -- we are just finalizing talks with CPM for doing an interactive CD comic book based on Gall Force. CPM will be coming out with a comic book next year.
- b) CD Video Title -- Place an episode on CD like Gall Force with some interactive features. The features have not been finalized.
- c) Screen Saver modules -- Create a few more screen saver modules

Things we would like to do but have not yet finalized --

- a) Game -- This is a big undertaking and we want it to be great (probably our largest). We want it based on an Anime title or popular RPG. I would expect late 95 or early 96.

At this point, John talked about some projects that Software Sculptors is currently pursuing but would not like to reveal yet, as things are currently under negotiation. Although fortunately us members of the Sunday Night Anime Conference on CompuServe get an idea what they are since John uses us as a sounding board for opinions and ideas as to what we would like to see done next.

Perhaps after some of these plans come to fruition, we'll make available more of John's comments in a future issue of Anime Stuff or in another interview!

Thanks again to Mr. Sirabella and Software Sculptors for taking the time to talk with me,

and for caring enough to consult fans directly on ideas for his company. This is certainly a rare notion these days as many fan-based anime companies have grown up and become distant from their fan roots.

- Tom Mitchell

= END =

Anime Stuff's ANIME TOP 10 List!

TOP TEN THINGS THAT COULD HAPPEN TO THE U.S. VERSION OF SAILOR MOON:

- 10:** Sailor Moon Super Bowl half-time show!
- 9:** Tuxedo Kamen formal wear at the GAP.
- 8:** Moon Stick power saves Voyager in Star Trek/Sailor Moon crossover show.
- 7:** Die, Power Rangers! Die!
- 6:** President Clinton's new catch-phrase for the next election: "Moon Prism Power Lame Duck!"
- 5:** Moon Stick-wielding Sailor Moon balloon ends up in odd looking entanglement with Bart Simpson balloon at Macy's Thanksgiving Parade.
- 4:** Akira is AWESOME!!!! (Oops, sorry that was left over from the rejected Top 10 Typical Robotech Fan Comments on Akira list.)
- 3:** Most people will think something very strange has happened to Speed Racer.
- 2:** Live action movie version signs Brad Pitt as Tuxedo.

And the number one thing that could happen to the US version of Sailor Moon...

1: Decent Sailor Moon snacks!

Anime Mail-Order Source List

The following is a list of businesses where the ANIME STUFF staff members shop for our anime stuff. They are highly recommended sources for anime and provide excellent service. All of them provide mail order so you can write to them for catalogs.

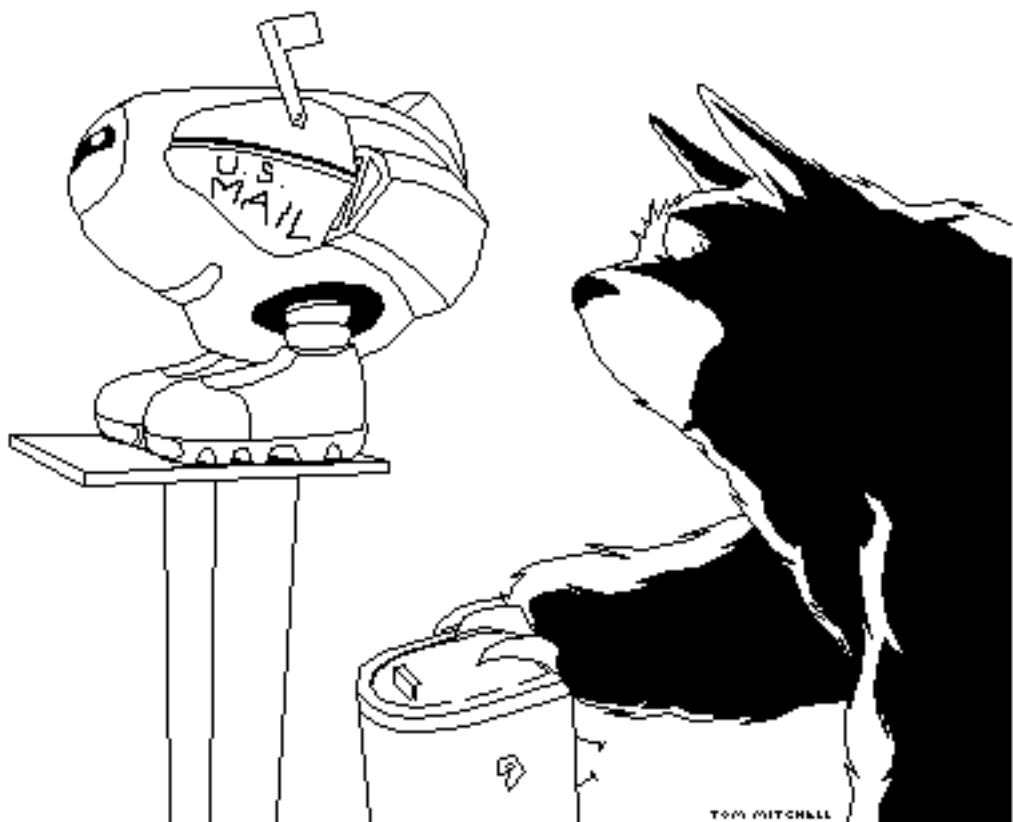
SIGHT & SOUND **NIKAKU ANIMART** **LASER PERCEPTIONS**
1275 MAIN STREET 615 NORTH 6th. St. 1739 NORIEGA STREET
WALTHAM, MA 02154 SAN JOSE, CA 95112 SAN FRANCISCO, CA 94122

PHONE: 1-617-894-8633 PHONE: 1-408-971-2822 PHONE: 1-415-753-2016

MIKADO LASER (J.C. TRADING, INC.)
JAPANESE CULTURAL & TRADE CENTER
1737 POST STREET
SAN FRANCISCO, CA 94115

PHONE: 1-415-922-9450

SIGHT & SOUND, LASER PERCEPTIONS, and MIKADO LASER specialize in domestic and imported laser video discs. Nikaku sells magazines, books, compact discs, laserdiscs and other anime goods. Tell 'em ANIME STUFF sent ya!



Tom's **The Anime Good, Bad, & Ugly!**

A simple list of things I like, don't like, and really bug me in anime during the making of this issue of Anime Stuff!

GOOD: Peter Payne's translation of the New Kimagure Orange Road novel!

A wonderful gift to fans everywhere who either have trouble reading or getting a hold of the book! Thank you for the hard labor, Peter!

BAD: Subtitled anime films that were originally in stereo, presented in flat mono sound.

For a recent example of this trend, take a listen to the new subbed Gall Force LD. Another great stereo soundtrack lost to American fans. Companies doing this either don't think we listen or are too cheap. How much labor is involved in transferring it anyway? Sheesh.

UGLY: The thought of what's going to happen to Sailor Moon when it comes to US TV.

Double-Click on the notepad to read Comments from CompuServe anime fans!

CLOSING CREDITS

Date of original publication: 3/23/1995

ANIME STUFF Copyright © 1995 Tom Mitchell & Studio Midori. All rights reserved.

This publication originally appears on CompuServe Information Service's Comic Book & Animation Forum.

INTERNET distribution is limited to Marijan Adam.

INTERNET Address :kimagure@venice.mps.ohio-state.edu



Original Copyrights to the material reviewed, articles written and graphics presented are reserved by their respective owners. The contents of Anime Stuff may be reproduced in any form of media so long as the names of the authors are preserved, articles remain intact, and ANIME STUFF is mentioned as the source. The contents of this publication may not be reproduced in publications for sale without the permission of the copyright holders listed above.

Articles & computer artwork in Anime Stuff may be re-published in newsletters and CD-ROM compilations so long as a copy of the media in which the articles appear are sent to:

STUDIO MIDORI
c/o Tom Mitchell
474 Chowning Circle
Dayton, Ohio 45429
U.S.A.

*Anime Stuff is Always looking for articles or artwork by fans.
If you'd like to be published in Anime Stuff, E-mail us!*