



YGG MAGAZINE

ISSUE 6 July 2015 \$5.00

Backstory-
Kuroko no Basket
Hellsing

Cosplay-
Dakun &
Hakudoushi

COVER STORY-

Digital Manga Publishing

ISSN 2333-1364



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Reviews-
No Thank You!!
Sticky Elevator
Stud Sell-Off!
Big Pervert Patisserie

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Cover Story

DIGITAL



MANGA



PUBLISHING





Digital Manga Publishing was among the first companies to recognize the importance of the Yaoi audience. This spring, DMP used the power of Yaoi fans and Social Media to bring a beloved title back to print. Hikaru Sasahara recently sat down with YGG to talk about its history and its future.

YGG: What made you start Digital Manga Publishing in the US?

DMG: It was a couple of things. My family still runs a small anime studio in Japan, so I grew up anime. And since I grew up with animation, I always wanted to see Disney. Because back then — well still, it is the King of Animation. So from my childhood, I always wanted to go to America. That was one reason. And I always wanted to do something that was in line with my father's business which was anime. I used to actually distribute anime on video cassette. But then I switched to publishing.

There was one more reason. When I came to the US in 1972, I always wanted a business — not to work for someone else's company. I wanted one of my own. I just asked 'What would be good for me to do in America?' Being Japanese in

America, what would that give me an advantage? What could I do that not many Americans can do? That happened to be manga. Just like I see Americans living in Tokyo starting their own businesses. They always try to do things that Japanese cannot do because of their knowledge, history and connections they have. So, that's what I tried to do.

YGG: When did the company begin in the US?

1996.

YGG: Is the BL Audience different now than when you started the company?

I don't think so. They still seem to be the same. I think the size of the market has changed since then. The size of the audience decreased a few years ago. Now, it seems to be coming back.

YGG: The audience does seem to be growing. There were three Yaoi Manga on the New York Times Bestseller list last year.

I was shocked at that. One was ours. The *Finder* Series.

YGG - Congratulations on your Kickstarter success.

Thank you very much. We notified the publisher in Tokyo. They were very excited.

YGG: How does Digital Manga select the BL titles it licenses?

That is one of the few things I don't do myself, because I don't know about what's out there. My editors choose them. They look at what the fans are requesting and what's available for license to decide.

YGG: We noticed that you have had great success with Kickstarter and Tezuka. What made you decide to do a campaign for Finder? Everyone in the media was surprised.

It was mentioned everywhere that there was surprise. That's what I most enjoyed. When you do something new, you can surprise a whole industry. We did it for a number of reasons. A Kickstarter campaign is an excellent way to promote a title. Everybody called me crazy. But Kickstarter is a fan driven thing. It makes fans start talking about the title and learning about it.

YGG: Will you do another Kickstarter campaign for a Yaoi title?



... DID YOU MEAN WHAT YOU JUST SAID?

...IS THAT WE AREN'T IN A RELATIONSHIP WORTH GOING LONG DISTANCE FOR IN THE FIRST PLACE.

WHAT I'M SAYING...

THAT I WANT TO OFFICIALLY GO OUT WITH YOU?

ARE YOU SAYING YOU'RE REALLY OKAY WITH ENDING THINGS LIKE THIS?

... WHAT'S THERE TO END?

THERE WAS NOTHING TO BEGIN WITH, WAS THERE?

YOU KNOW...

BUT I WAS ATTRACTED TO YOU. WOULD I HAVE TOUCHED YOU OTHERWISE?

... I ADMIT IT WASN'T LOVE AT FIRST SIGHT.

OTHER THAN SEX.

We are definitely looking at that. We have to decide on a title. We can't discuss the title right now, because we still have to get approval from the publisher.

YGG: There is a lot of frustration amongst fans in the US about how few BL titles are published here as compared to Japan. Could Kickstarter be used to fund localization of titles?

Yes. Absolutely. We really want to bring more titles to the US, but the current licensing system in Japan makes that difficult. Currently, we have to pay a minimal guarantee upfront — way before the book is released into the market. That is a really risky gamble. That system is from 40-50 years ago. There are 100s of titles we'd like to get, but that old system is a problem.

YGG: There was an article in Publisher's Weekly about the state of the manga market in the US and the potential for growth. Do you see a potential for growth in the US?

I believe so. Those old folks in the US that were screaming 'America is Number One' are gone. The younger generation is taking over. I've talked to these young kids in places like Silicon Valley. They don't care where the product is coming from, they just want lots of cool looking stuff. And the internet is exposing people here to so much from Japan. There is a lot of interest in everything from Japan. The manga industry went from zero to a six billion dollar industry. There is a lot of potential for growth.

YGG: Another issue for Yaoi fans is that there are a lot of BL stories in magazines that we never get to see here. Do you think you will ever localize magazines?

Yes. Actually, we were the first company to publish a yaoi magazine. We compiled 8 or 9 different issues. It actually went really well. The problem was that it is so difficult to





Sept. 2015 - March 2016 Releases



Sep



A Waltz In The Clinic
By: Makoto Tateno

Sequel to
A Murmur of The Heart

Oct



Even So, I Will Love You Tenderly
By: Yoneda Kou

Side story to
No Touching At All

Nov



The Tyrant Falls In Love Vol.9
By: Hinako Takanaga

Dec



Jan



I've Seen It All Vol. 3
By: Shoko Takaku

Feb



As Many As There Are Stars
By: Miecohouse Matsumoto

** Tentative **

Mar



ZE Vol. 11
By: Yuki Shimizu

FINAL VOLUME //
SERIES COMPLETE

Apr



get approval. Each volume was by a different author. Some said yes. Some said no. It was a crazy process for us. But it sold really well. We'd like to do another one.

YGG: Do you think there will be a loosening of approvals in the future?

It's getting much looser and lenient, but the thinking in the publishing industry in Japan is so old. They don't want to move or change. They hang onto the old systems. But I think things will change.

YGG: What is the current status of the Digital Manga Guild (DMG)?

Before DMG's main focus was on creation of manga titles. While this still may remain true to some extent,

DMG is now shifting to focus on training and recruiting localizers.

On a lot of our bigger projects, we need experienced localizers. While this is possible to find outside of DMG, we were looking for methods to give new individuals a chance to improve their skills. More or less, we are reformatting our ideology and our methods to create opportunities for inexperienced individuals that we can use on our other bigger projects.

That being said, DMG will still produce manga, but it will now be less focused on the bunk approach, and more focused on training and granting to experience to those who desire it.

Upcoming Yaoi titles from DMP for 2015:

ZE vol.10

Twittering Birds Never Fly vol.2

A Waltz in the Clinic

Even So I Will Love You Tenderly

Tyrant Falls in Love vol.9

Does the Flower Blossom? vol.2

Border vol.4

I've Seen It All vol.3

As Many As There Are Stars

ZE vol.11

Border vol.5

Does the Flower Blossom vol.3



Backstory

黒子のバスケ

KUROKO NO BASKET

The **Basketball**





*that **Kuroko Plays***





This anime is on YGG because it is heavily shipped amongst yaoi fans. The show is allegedly a sports drama, but the characters are often featured in pairs and have friendships that are closer and more intense than those between real life straight guys of the same age. This is a long article, because the cast is huge and seems to get bigger each season.

The basketball team of Teikō

Middle School rose to distinction by demolishing all competition. The regulars of the team became known as the 'Generation of Miracles.' After graduating from middle school, these five stars went to different high schools with top basketball teams. However, a fact few know is that there was another player in the 'Generation of Miracles:' a phantom sixth man. This mysterious player

is now a freshman at Seirin High, a new school with a powerful, if little-known, team. Now, Kuroko Tetsuya- the sixth member of the 'Generation of Miracles,' and Kagami Taiga- a naturally talented player who spent most of middle school in the US, aim to bring Seirin to the top of Japan and begin taking on Kuroko's former teammates one by one.



Cast

Tetsuya Kuroko (黒子 テツヤ)

He is the sixth man and the 'phantom' member of the Generation of Miracles (キセキの世代 Kiseki no Sedai) Teiko Middle School's basketball team. Kuroko is Seirin's secret weapon. Although he was an essential member of his middle school basketball team, unlike his former teammates, Kuroko is unknown. This is largely because he is so small, frail, and easy to miss. Kuroko possesses the skill of misdirection which allows him to steal the ball and shift the trajectories of passes to suit his team without being noticed by the opponents. His near-invisibility makes him highly susceptible to on-court injuries however, and is not effective indefinitely. If he is left in play too long, opponents grow used to his misdirection tactics; as such, he must be placed on the bench at varying points in any match to prevent this. During the second season of the anime series and the eleventh volume of the manga, he developed a new technique, called the 'Vanishing Drive.' As the name states, he makes a drives towards an opponent player and seemingly vanishes in front of their eyes, appearing again behind them. This technique combined with his misdirection makes him a powerful player. Kuroko considers himself a 'Shadow,' whose goal is to help his 'Light' achieve greatness. He also has a tendency to speak and act completely deadpan, and a running gag involves his teammates, thinking they are alone, talking to themselves only for Kuroko to answer them, apparently having been in the area long before they arrived.



Taiga Kagami (火神 大我)

A naturally gifted basketball player, Kagami easily makes his way into Seirin's starting line-up as a freshman power forward. When he first returned to Japan, he was disappointed by its relatively low level of basketball skill compared to that in the United States. However, since starting high school, Kagami has been spurred on by his desire to compete with the Generation of Miracles. While he is a powerful all-around player, Kagami's unique skill lies in his ability to jump to great heights. This skill facilitates not only his most common move, the dunk, but also allows him to defend well against taller players. The drawback to this capability is that his body is still underdeveloped thus he often injures himself. As Kuroko has chosen Kagami as his new 'Light,' Kagami is also bolstered by Kuroko's techniques.

Ryōta Kise (黄瀬 涼太)

Now a freshman at Kaijō High, Ryōta Kise was the rookie of the Generation of Miracles. Kise started playing basketball because he wanted to do something that was challenging because he mastered whatever he wanted to do. After seeing how Aomine played he decided to join. Since he only started playing basketball in his second year of middle school, Kise was his team's least experienced member, and notes himself the weakest of the five. Kise's unique skill is his ability to mimic the moves and plays of other players. He originally could not copy the special skills of truly exceptional players, like the other members of the Generation of Miracles. Beyond being a strong player in his own right, Kise takes liberal advantage of his good looks and poses as a model after school. He now seems able to mimic the exceptional: faced against Daiki Aomine, he copied his former Ace's nearly impossible style precisely during their game, matching him blow for blow throughout. While he lost when he passed the ball to a team mate, something Aomine himself would never do and could thus predict, he proved his boundless potential. Later, Kise finally overcame his inability to copy the skills of more skilled players, and gains the ability to create a Perfect Copy — a state in which Kise can use all the skills of the Generation of Miracles at once. While he is almost unstoppable in this state, it only lasts for a short period of time.



Shintarō Midorima (緑間 真太郎)

Once a member of the Generation of Miracles, Midorima now serves as the shooting guard of Shūtoku High's basketball team. With his great height and unwavering calm, his skill is a super-accurate shot that can be taken from anywhere on the court; as long as his form is unaltered and his defender doesn't block him, his shots are said to never miss. With the range of his shots covering the entire court, Midorima allows himself and his team to conserve energy during a game by shooting full-court threes from their own side of the court, immediately ready to mount a defense when the shot goes in. Midorima is so dedicated to basketball that he tapes his fingers when not playing, presumably to protect them for game time. Midorima also believes in the absolute nature of fate, so he frequently checks the horoscope and follows its predictions and recommendations to the letter.



Daiki Aomine (青峰 大輝)

Aomine Daiki was the ace player of the renowned Generation of Miracles. Embracing an aggressive and liquid style, made even more powerful by Kuroko's misdirection. However, other players like Wakamatsu dislike him, and his style of playing in particular. Incredibly fast and versatile, Aomine's strength lies in his unpredictability, as well as an uncanny ability to shoot from virtually any position, getting the ball in even from behind the backboard; possessing supreme speed coupled with surgical acceleration, very few can block and him, and only Ryōta Kise, a fellow member of the Generation of Miracles, has been able to pass him. As a middle schooler, he had a pure love of basketball; but during his second year his talent and skills suddenly blossomed, single-handedly bringing his team to victory in point leads of up to 170. As his skill grew more renowned and feared, many

players would simply give up in trying to stop him. Coming to the conclusion that he would never find an opponent capable of matching him in skill, Aomine has grown very jaded and sardonic, skipping practice altogether and arriving late for important games. He has been barred from playing in the last games of the Inter High-School Championship due to injuries he sustained in a match against Ryōta Kise, who pushed Aomine far harder than he expected was possible. Despite his already supreme skill, he is capable of more, under the right circumstances; when faced against an appropriate opponent, he can enter his 'zone,' where he is able to exert 100% of his capabilities. Though players of a certain caliber can all do this, only he is said to be able to do so at least partially of his own will.

Atsushi Murasakibara (紫原敦)

Formerly playing center for the Generation of Miracles, he does the same now for Yōsen High School. Beyond possessing shoulder-length, purple hair, Murasakibara is immediately recognizable for his great height, at least ten centimeters taller than any other currently revealed member of the Generation of Miracles. Though his ability as a basketball player has never been disputed, he actually finds the sport uninteresting, simply playing the sport because he is excruciatingly good at it. Mildly sadistic and bemusingly childish, he is easily riled though generally laid-back, and can often be found with some form of candy in his mouth. His abilities have yet to be seen in full, but no one debates dubbing him the greatest center among high school players in Japan.

His true abilities are shown during the match between Seirin and Yōsen. Using his incredible height of 208 cm (roughly 6 feet 10 inches) and strength from his weight of 95 kilograms (roughly 210 pounds) to dominate the area around the basket, he is able to tower any opposing player and block any attempts of jump shots, layups, and dunks. In offense, he utilizes his strength and height in conjunction in order to break free of any defense regardless of the players on defense, and overwhelm the opponents. His strength is seen when he breaks free of three defenders and is able to break down a basket through sheer talent and force.



Tatsuya Himuro (氷室辰也)

One of the players in Yōsen's basketball team, Himuro was Kagami's mentor and rival in the United States. Originally around the same level of skill as Kagami, he has since apparently evolved to equal the members of the Generation of Miracles. Though little of his playing has been seen, he possesses uncannily beautiful form, and the ability to somehow slip through an opponent's defense. Perpetually collected and quietly friendly, he is said to be willing to do anything to fulfill his objectives.



Seijūrō Akashi (赤司 征十郎)

The final member of the Generation of Miracles. He stood at their head as captain, leading their team to uncontested victory during the three years he played for Teikō Middle School. He is uninterested in winning, simply because victory in his eyes is an absolute given, requisite to his own life as much as breathing. But he has grown tired of victory in the absence of a chance of defeat; thus when it became clear that Aomine would not be able to participate in the final rounds of the inter-high school championship, he also withheld himself from playing and demanded Murasakibara do the same, wanting to make the games at least a little interesting. He upholds an extreme ‘winner-take-all’ philosophy, believing that victors are granted absolution in all things, while losers are denied everything. He claims never to have lost at anything, and as such he believes himself right in all things; he grows violent towards those who thus defy him, attempting to stab Kagami with a pair of scissors when the latter refused to leave even when told to do so. Respected and feared by the Generation of Miracles, they assemble as he demands, and can’t help but heed his words. His abilities were finally shown during his match against Shuutoku: The ability to see what the opponent will do next, known as the ‘Emperor’s Eyes.’ This, combined with his naturally developed perfection as a point guard, allows him to stop all moves that approaches him and nullifies them, be it offense or defense. Furthermore, he is shown using this in conjunction with an ankle break while attacking so the opponent won’t ‘look down on him’ as he’s naturally short.



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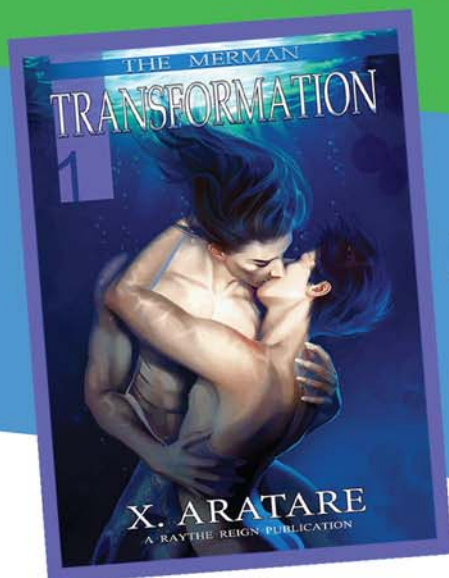


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Backstory

Hellsing Revisted

by Amanda Pike

Hellsing was an anime first released in Japan in 2001 as – essentially – a mini-series. Though the anime is loved all over the world there seems to be a tragic level of misunderstanding amongst some of the fans. Many *Hellsing* fans do not understand the nature of the story beyond the basic premise that a vampire serves as assassin to the supernatural for a team of monster hunters. The story is a little more complex than that. *Hellsing* is one of those animes that borrows from Western Culture and makes it into something new and perhaps even more interesting than what it originally might have been.

The basic premise of *Hellsing* is that at the end of the original *Dracula* story (the novel by Bram Stoker,) Abraham Van Helsing did not merely lead in the hunt and destruction of Dracula but actually the hunt and capture of Dracula instead. The ultimate result of this was that Dracula was bound by a magical/ alchemic spell to serve Abraham Van Helsing and his descendants forever. Years later the family name becomes a play on words as ‘Hellsing’ instead of ‘Van Helsing’ which toward the end of the Ultimate OVA series gets ironically used in the phrase, “And Hell will sing.” Dracula, at this point,

goes by the alias Alucard which is nothing more than his true name spelt backward. Many Western fans of the anime have ironically mistaken the name as being ‘Arucard’ due to the lack of ‘L’ in the native Japanese language and because of a culturally induced mistake in the anime’s original English language subtitles. However, as explained by Crispin Freeman, (Alucard’s English language voice actor,) the name was never meant to be Japanese. It was meant to be an inversion of the name from Bram Stoker’s famous novel and even that of the historic Vlad the Impaler, whose full name had been Wladislaus



Dragwlya and later anglicized to Vladislaus Draculea and then further into Dracula. In the anime, the notorious vampire's backstory is subtly given that before his death he was Vlad the Impaler and that after death he rose as the vampire Dracula and after his capture at the hands of Abraham Van Helsing becomes Alucard (Dracula spelt backward.)

Once you know this then the story gains a level of intrigue that it was otherwise lacking, causing the anime to present itself as a shallow action story, which it truly is not. In present day, the Hellsing organization is headed by Integra Hellsing (of direct bloodline to Abraham Van Helsing.) Integra insists on using masculine prefixes such as with her knighting 'Sir.' Though it's fairly glossed over, there are hints of the complex, strained and also strangely protective relationship that Alucard has with Integra and has had with her since her childhood. Later, the storyline unfolds with the amusing and yet ridiculous inclusion of Nazis out for world domination.

Hellsing's animation style is predictably, slightly stylized, with rich and dark coloring. It has a great deal of gore and action amid some beautiful and occasionally comedic visuals such as what happens after the 'Police Girl' Seras Victoria is transformed into Alucard's vampiric fledgling. There is also excellent use of shadows and very attention-grabbing reds.

Five years after the original *Hellsing* anime came the *Hellsing Ultimate* OVA. *Hellsing Ultimate* followed the manga more closely than the first anime incarnation of the story and yet the original *Hellsing* anime was a little closer to Bram Stoker's original 1897 *Dracula* novel. One major difference is how the vampires are created. In the first *Hellsing* anime the vampires are created by a simple exchange of blood between victim and master vampire. If you are given





too little of the vampire's precious blood and you are left nothing more than a mindless ghoul instead of a vampire. In the *Hellsing Ultimate* OVA (this is also how it is done in the manga,) you need to be a virgin for the transformation to work, otherwise you will become a ghoul. This leaves the jarring question of how did Alucard aka Dracula aka Vlad the Impaler (who had biological children,) become a vampire? That question is never fully answered in the anime and perhaps it is better that way. It is because of the potential plot holes about ghoulishness that causes me to favor the vampiric reproduction methods in the first *Hellsing* anime even though the *Hellsing Ultimate* OVA more faithfully follows the manga. And yet at the same time I feel that the *Hellsing Ultimate* OVA does a much better job of establishing that Alucard is Dracula, tells a better story, is more concise in its story telling, and even its animation style is improved.

One of my favorite scenes in the *Hellsing Ultimate* OVA is not a battle

sequence, but actually at the start of the second episode. It is when Alucard dreams of his original defeat by Abraham Van Helsing and he is told that he is nothing now. When the dream is over Alucard has blood tears in his eyes as he assures himself that it was just a dream. This is a very poignant moment and gives you a moment to see the more vulnerable aspect of his proud, ruthless, and feral psyche with is that of a wounded and weary old man who both respects the old mortal who succeeded in defeating someone like him simply by knowing his supernatural weaknesses and also is ashamed of his own defeat. It's a conflict that has haunted his mind and also served to assure his loyalty to the Van Helsing line more than the magical spell compelling him to serve them. It helps remind us that under that fierce, predatory exterior this creature is still a fifteenth century nobleman.

A contemporary Dracula story that I am fond of is the novel *A Matter of Taste* by the late Fred Saberhagen.

A Matter of Taste is the sixth book in his *Dracula* book series. In *A Matter of Taste*, Dracula, himself indicates a certain lack of knowledge as to how and why he became a vampire. Because of his ego and refusal to accept that he does not understand something, Dracula convinces himself that it was a 'transcendence of will,' that he had refused to die and so became a vampire without the need of consuming another vampire's blood first. I had always liked this origin of Dracula best because despite Dracula's claims, it's clear he woke up in his grave after death and was not sure how he had become a vampire at all. I liked the uncertainty of it, the mystery behind it. So yes, I prefer Dracula stories where it is not clear how he became a vampire at all, perhaps even to himself.

Hellsing leaves the matter of how Dracula became a vampire unclear but unlike Fred Saberhagen's Dracula, it would seem that this incarnation of Dracula (Alucard,) willfully and deliberately became a

powerful supernatural force out of the fear of his own mortality, the fear of death. It is his shame for this old fear that causes Alucard to value and respect those willing to face the horrors of mortal life such as growing old and natural death that produces admiration. And it is because of this that those that run from their own mortality induce in him a resentment that a good psychiatrist would be able to interpret as self-loathing. I believe that a lot of his admiration for mortals stems from his defeat at the hands of Professor Abraham Van Helsing, who had not beaten him by brute force, but by using his wits and by knowing Dracula's weaknesses. There is a level of respect in that which cannot easily be shaken for him. I like depictions of Dracula with a deep sense of personal honor even if they are ruthless and violent and probably should not be trusted.

Funimation does an excellent job of dubbing the *Hellsing Ultimate* OVA into English using the voice actors from the first *Hellsing* anime. The dubbing is quite well done and it's a good thing too because I was growing quite annoyed at hearing American fans refer to the anti-hero as 'The No Life King' because of certain English

moments in the Japanese language version when in the intended English translation the words should be 'King of the undead' or 'King of Vampires.' Crispin Freeman does a wonderful job voicing Alucard with his knack for well-fitting baritone character voices.

My biggest gripe about *Hellsing* and the *Hellsing Ultimate* OVA is very simply that it focuses so heavily on the action that it leaves little room for character introspection and this is an anime that drops some subtle hints of complex inner workings for each character but does not do well to delve into it. Both *Hellsing* and the *Hellsing Ultimate* OVA are guilty of this sin. Sometimes you want a calm moment for character exploration and or discussion to allow the growth or depth of the characters to be understood and built upon.

I give *Hellsing* a 7.5 out of 10 because of its wasted potential in character exploration and for not going as far as it probably should have in explaining to the mainstream audience that yes, Alucard is Dracula. And also for the poor subtitling choices that perpetuated the myth that the name was meant to be 'Arucard' a mistake they corrected for the *Hellsing Ultimate* OVA. The

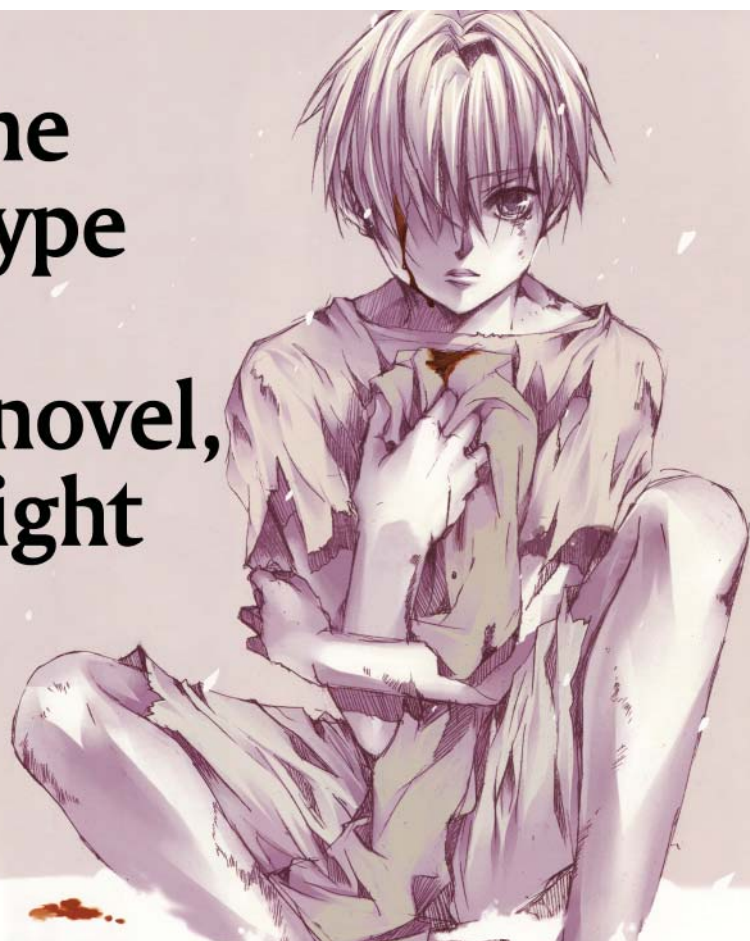
Hellsing Ultimate OVA gets a slightly better score even though I preferred the way the vampire reproduce in the first anime. *Hellsing Ultimate* OVA had better animation, a more cohesive and condensed plot and did a better job of establishing that Alucard is the vampire Dracula from Bram Stoker's novel and before that, when he was mortal, he was Vlad the Impaler.

Hellsing is well worth the viewing if you have never seen it or if you have seen it than this may be the right time to sit back and revisit some monstrous old friends. Because, as to quote Clive Barker in his old VHS tape introduction to the film *Nightbreed*, "We all need a few friends to get us through the night."



Why yaoi is the most scarce type of localized hentai visual novel, and how it might change

by Isabel Heyninck



I know. The title is longer than a lot of anime with long names. Also, this article is not for children.

So something that's fascinated me for a long time is the astonishing amount of localized hentai and yuri visual novels in relation to the scant, almost nonexistent supply of yaoi visual novels.

The only explicitly sexual yaoi visual novels localized before MangaGamer's acquisition of No Thank You! this year were made by JAST USA in 2006 with Enzai on January 30, and Absolute Obedience on December 30, both made by Langmaor. After those releases no other hardcore visual novels were released until No Thank You! This means it took nine fucking years before another major English VN localizer decided to take a chance on yaoi. What happened?

Let's look at some numbers. Adult visual novels, despite being a

niche market, are pretty profitable. The biggest player in the area of localization — in my opinion — is JAST USA, they're a company big enough to get A-list visual novels from the likes of Nitroplus. I've looked at their catalogue, and by factoring out visual novels with no explicitly sexual content or made for all ages, they've released 63 adult VNs and only two of them were yaoi.

The owner of JAST USA and J-List, Peter Payne, is a relatively easy guy to reach both on Twitter and Facebook, and I have asked him several times why JAST hasn't localized some of that sweet, sweet BL in recent years. His main reasons were the high rate of piracy for yaoi game and the high cost and risk of releasing such games because of the expense voice actors incur.

First, the business risk of translating and bringing over a Japanese visual novel are high, no

matter its popularity. The otaku community is ripe with piracy, often for no reason at all. I am ashamed there are people who still download anime episodes when Crunchyroll and other good legal alternatives that benefit anime studios exist. People have become so spoiled and entitled it doesn't dawn on them there are people that took time and effort into not only creating entertainment for them, but then for localizers getting the correct licenses to bring it to overseas audiences, paying for whatever needs to be paid, translating every line of dialogue, and then going through the appropriate channels to release it only to have it up on a torrent site within minutes. It really sucks. With video game piracy the way it is visual novels only have fan loyalty to rely on. And man, are hentai fans loyal. It truly warms my heart to see so much smut selling like hotcakes in a world where most anime fans wouldn't even

pay \$30 for an entire season of their favorite anime series on Blu-ray, and herein lies the problem.

Only two yaoi visual novels were ever released. Two. In a sea of tentacles, oppai, kinky, fetish driven hentai, only two were ever produced. Think about the logistics of fujoshi going into a hentai site. BAM, plastered everywhere tits and faceless male protagonists, many of them probably don't carry Enzai or Absolute Obedience. There's no man-focused porn. It feels like no one wants our money. Why would they look into a market with nothing for them when there's sites with a plethora of lovingly fan translated yaoi games. How little BL games there actually is is what leads to the high piracy rate for these types of games. And there is the audience for yaoi games. We're a niche market, even more niche than the typical crowd hentai sites cater to. If you build it they will come. There are companies that cater to that market and have made enough of a profit to continue releasing title after title. SuBLime Manga which is partnered with VIZ Manga releases nothing but yaoi mangas. With manga scanlations easily and readily available they have nothing but fan loyalty to rely on, if yaoians weren't willing to buy physical and digital copies of these mangas SuBLime would've disappeared a long time ago.

The risk to profit ratio is still high. There are challenges doubtless and not just because of the initial cost for voice actors. The main problem is finding that niche market and bringing them to the product. Many localization studios are already really good at this with their regular hentai titles. Spread the word, rile up the fans, advertise in the right sites, get your game reviewed, and let them know it's everything they want. What needs to be done is to reach out to the community. Fujoshi will be more than happy to pay for content if it



means more BL titles being brought to the English market as they are very loyal to their smut. Yaoi A Go Go, aarinfantasy, 4chan's /y/; there are plenty of thriving communities that can help spread the word if a game is well known it will turn up a profit.

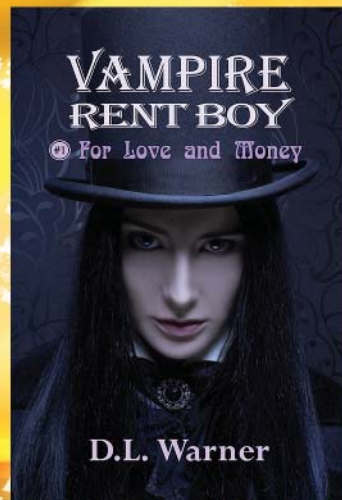
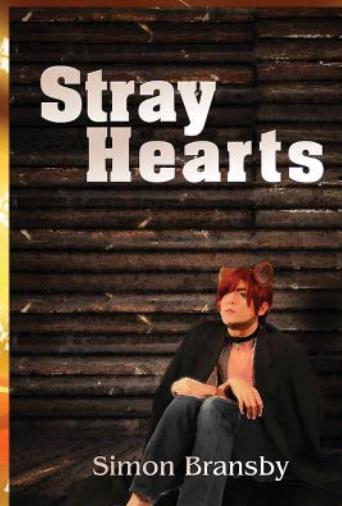
No Thank You! was a success, becoming the top product on MangaGamer's weekly ranking before new VN releases pushed it down. However there's no guarantee any new yaoi VNs might be localized as a result. I had hope Sekai Project might bring BL games in droves, but they seem content with releasing all ages titles and western VNs. Perhaps something good will come out of their acquisition of the Korean BL game (with no sexual content) November Boy but I'm not holding my breath.

I do believe there is hope. In a crowd funded society, and an increasingly more visible fujoshi base from shows like Free!, and Dramatical Murder the day of the yaoi boom is at hand. The fact the biggest distributor for hentai games wanted to take a chance on us is enormous. I'm sure plenty of yaoians would want to see the visual novel that inspired Dramatical Murder or explore a game they've never heard of before. Fujoshi and fudanshi (male equivalent) are a market. We just need to let our voices be heard. We want porn, and we want it now! Until it happens, we'll be waiting with our hearts and wallets wide open.

While localization studios are hesitant about taking risks, don't be discouraged. There's a site called DLsite where a few creators of BL content have translated their work into English, so check it out.

This article was previously published on otageeku.com.

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CAPSULE BOYFRIEND



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MARRIAGE IN PRISON



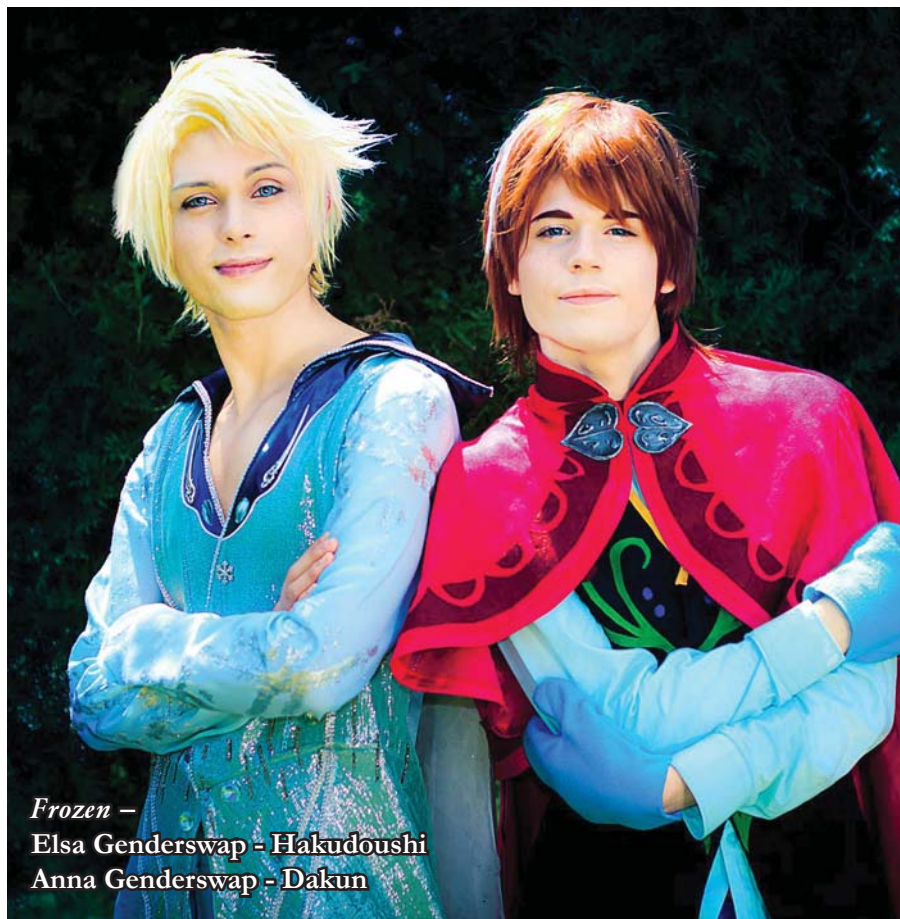
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YAOI FAIRYTALES

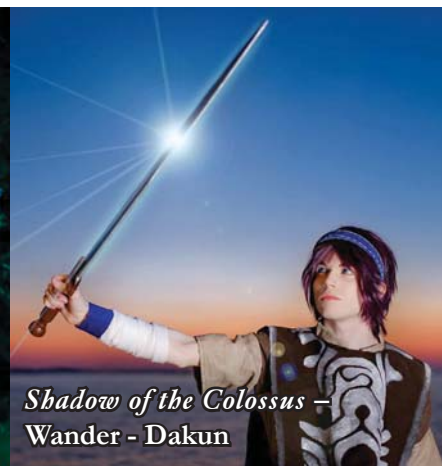


© Kasa Tomono/Brite Publishing

Cosplay



Frozen –
Elsa Genderswap - Hakudoushi
Anna Genderswap - Dakun



Shadow of the Colossus –
Wander - Dakun



101 Dalmatians –
Cruella DeVille Genderswap -
Hakudoushi

HAKUDOUSHI & DAKUN – ITALY

YGG: *What city and country are you from?*

Hakudoushi: I'm from Milan, Italy!

Dakun: Hello there! I'm from a small village in Tuscany, Italy!

How long have you been cosplaying?

H: Hmm...I think 4 years now! (wow, I'm getting old T_T)

D: As long as I can remember I'd say late 2011/early 2012. Aha.

What do you enjoy most about cosplaying?

H: Many things. I like to act like the characters I love, having fun, and acting stupid with my friends in the conventions, and doing my best in the aesthetics to make everything look good! (Costume, make up.) But... the thing I love the most is absolutely singing in cosplay.

D: At first it was mainly about having fun and meeting friends, but now I think there's much more. Something

I'm really enjoying lately is that I can get to know people from all over the world...And that's awesome!!

How do you pick the characters you cosplay?

H: If a character is villain and/or white haired it will certainly be in my cosplay wish list. Even though I have an ideal character there is no rule for me actually...I like to experiment a lot making different kind of characters. The characters I often feel to cosplay denote a particular period of my life. That is how I empathize with them the most.

D: I usually cosplay characters who fit my personality and tend to face things the same way I would, sometimes a character also represents what or who I'd like to be.

How long does it take to create a character?

H: Actually, it depends on the

character...all I can say is that the last time I spent doing a cosplay was one night (my worst night ever) and the longest time was like 2 months (Gilgamesh armor from Fate/Zero.)

D: On average a month or so.

You seem very comfortable playing yaoi characters or shooting yaoi scenes. Do you watch or read Yaoi?

H: That is not correct. I do like 'Yaoi Shippings' because it's VERY fun to cosplay! But I don't like Yaoi-only anime and manga. Their plot is mostly predictable and trivial (apart from rare exceptions like No.6, I love that.)

D: Well, I only feel comfortable because it's something I do with my boyfriend...! Anyway, I do! Not so much lately, actually...but before I used to watch and read a few! No.6, for example. It has a special place in my heart...



Inuyasha –
Sesshomaru - Hakudoushi

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Black Butler –
Ciel - Dakun
Pluto - Hakudoushi



Neon Genesis Evangelion –
Shinji - Dakun
Kaworu - Hakudoushi

Maito Ross



Howl's Moving Castle –
Howl - Dakun

*Will you be attending conventions this year?
If so, which ones?*

H: Of course! I will do Rimini Comix, Romics, and Novegro in Italy. I don't know about the conventions abroad. I wish I could go to Japan Expo in Paris!

D: Yep! There are several in Italy that I usually go to (Riminicomix, Romics, Lucca Comics and Games)... but if you are willing to invite me somewhere, I'll gladly come! *laughs*

What are you working on for 2015?

H: I am working on Riku from Kingdom Hearts 2, and Griffith from Berserk...I just can't wait.

D: Mmmh let's just say I have big expectations for this summer...

How did you two meet?

H: We met at a convention in Italy when we were younger. It was really a funny day, I still remember it.

D: We met at a con in 2012...It was derp at first sight <3

And why did you decide to work together?

H: Well I don't consider cosplaying 'work,' we just enjoy cosplaying the couples we love the most!

D: I wouldn't say 'work,' we just wanted to bring to life some of our favorite couples. And who could do that better than your partner?

giggles

Will you work together again? (fans loved your photos together)

H: Thank you very much to everyone, I'm SO glad that people follow my cosplays! And of course, we will do MANY other cosplays together, there's no end to this.

D: Absolutely! We have tons of ideas in mind and, hopefully, they'll become real soon! Oh, I'm sending a bit 'thank you' to all the people who appreciated us!





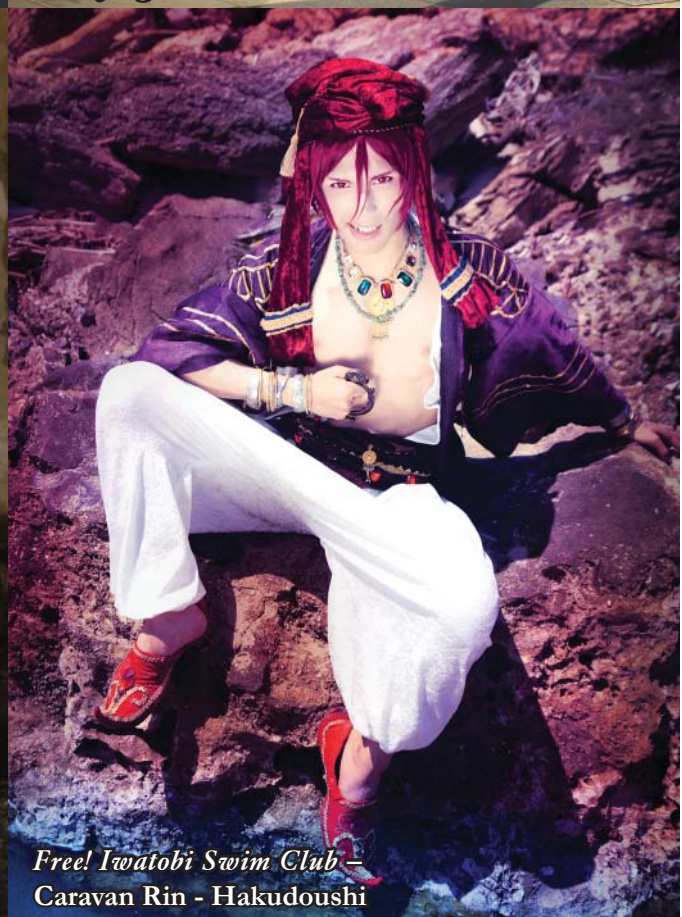
*Maleficent –
Maleficent Genderswap - Hakudoushi*



*Attack on Titan –
Eren Jaeger - Hakudoushi*



*Attack on Titan –
Armin Arlet - Dakun*



*Free! Iwatobi Swim Club –
Caravan Rin - Hakudoushi*

Review



No Thank You!! by Sanpei Shima
Available through *MangaGamer*.

Hey you, yeah you, do you like monogamy and hours of dialogue? Trust me, there is some fucking, eventually. And a lot of it.

No Thank You!! is MangaGamer's first yaoi title. I don't even know where to begin. How do you describe a game so good it actually kind of makes you angry once you find out how it was made? This is so perfect you'd never guess a clusterfuck of different writers worked on it and it was cobbled together after someone threw the suggestion of making a BL game out as a joke.

First things first: it is important to know who was working on *No Thank You!!* in order to see why it is so special sex wise. The illustrator for *NTY* is Hamashima Shigeo, a renowned hentai illustrator that has made her BL debut under the pen name Sanpei Shima. She has previously worked on *Eroge!* and *euphoria* which both have serious merit in the hentai visual novel sphere, I don't recommend googling the latter though. Her hentai background does provide a really unique style different from most yaoi games; I will discuss this aspect later. The director of *NTY* is Amemiya Mitsuru who seems to be

making her directorial debut with this game. The scripting and writing was split up amongst six different writers with Amemiya overseeing everything. A lot of work was put into the script as there are no noticeable continuation errors nor does it feel like the narrative voice changes unnaturally, the characters are all solidly fleshed out and you could tell them apart on more than just looks.

One interesting thing I find about this game is every gay male I've talked about this game to loves the fuck out of it. Meanwhile, in women the response varies. This game was targeted at a gay male audience from the start, however the look some guys have is pleasing enough for female audiences and the illustrator has said she's tried drawing these more masculine scenes in a way that would appeal to women. What men dislike about female targeted yaoi is the majority of men don't look very masculine. This difference in character art lets this game appeal to a wider demographic than it typically would at the expense of another. However, I believe this is purely based on the first look aspect and a lot of females on the fence or turned off at first would end up falling in love with the game if they tried it for themselves.

I initially wasted a lot of time playing this game like most hentai, where the choices aren't clear cut and each choice leads down different story paths. *NTY* is completely linear. How it works is, you pick your husbando for the run and always select the narrative choice that will allow you to be with him, lest you get one of the two premature endings. The only feature that will truly give you a choice are the 'flags' you get throughout the game, in the form of a giant button with No Thank You!! emblazoned on it, which can lead to either a positive or negative outcome based on the situation. *NTY* has a lot of save space, as well as quicksave and

autosave, which can let you redo in case you mess up.

Each romanceable character has their own unique look and personality, and the game has an absolutely yummy selection. You get two types of bodies which I'd classify as boy next door and bara. The more normal guys can be called bishies but not quite as they aren't drawn to be mind meltingly handsome like most yaoi protagonists, hence they look more like a regular guy which was refreshing for me. The baras are big and muscular older men and can stand their own next to the younger characters.

The game starts by introducing this flag destroying mechanic. And basically what happens is you save a man from getting hit by a car and get hit yourself. This is the first time I ever had to start a game by almost killing the main character. The protagonist finds himself taken in by the man he saved, Kouichi, who runs a bar called *sótano*. He has no name nor recollection of who he is so the staff name him Haru. You play as Haru who joins the staff of this bar which includes Kouichi, the bartender Hiroyuki, the server doubling as pianist Ryu, and the cook Maki as they run the bar and that doubles as a secret detective agency that solve problems legitimate detective agencies and the police can't get involved in.

Hiroyuki, my first choice because he seemed the easiest, is the most endearing, cute little thing. His shyness and awkwardness definitely award him moe points and his route is the one I'd recommend trying out first to female yaoi fans. Ryu is a serious megane character, however there is more to this character than meets the eye. Their bodies are slender and beautiful, but have a bit of muscle so it fits perfectly for the otome demographic. Maki is a gentle giant who only talks when he has to. He barely shows emotion, but has as



much depth as all the other characters and his path has the protagonist decoding him little by little as his past is revealed. Kouichi is another mystery, and this older man is father figure and the reliable leader of sôtano's staff. Their large build lend themselves to pretty pleasing sights and their older appearance juxtaposed with Haru's youth makes their sex scenes even steamier.

I never thought I'd see the day I'd have a thing for bara, this game showed me the light. I still don't like the majority of the genre, but I don't shy away from extremely muscular manly men anymore. As for my favorite romanceable lead all of them are so loveable I can't decide who is the best boy, although I lean more towards Maki. But to meet the truly best boy, you have to look to the protagonist Haru.

Haru is the most incredibly adorable, baka, cute little thing on the planet. Truly, he is a bisexual god. His dialogue is fucking hilarious, and he's also extremely open about his sexuality and in general lives his life as if every day was a carnival. His body is perfect, he has this exotic panther like look to his face, and (minor spoiler you can skip to the paragraph if you'd rather avoid it) he has tattoos that wrap around one of his arm and leg and ups his sexiness to legendary status. If you love tastefully tattooed characters you'll love Haru.

It takes an eternity to get to the sex scenes, but boy, is it worth it! To my delight, a large amount of the sex scenes are either fully or partially clothed. The way the character's clothes often clings to their clothes adds a layer of sexiness just as exciting as sex naked. The facial expression of

the characters are always spot on, and always change to perfectly match the dialogue and each character's level of pleasure. A lot of the scenes are from a first person point of view, and there the general hentai influence from Sanpei can be seen with a lot of hover dick, a look into the bottom's most private parts, and either faceless protagonist or lower body view. I do enjoy sex scenes where the dicks are the focus, something I feel is severely lacking in yaoi. Thankfully this game has very little rape, something that turned me off a lot in most western BL releases, and Haru himself said he hates rape. The fact it happened is actually kind of surprising since there is a lot of loving sex in Hiroshi's route, and with every other character he puts a surprising amount of care into making sure they don't feel any pain and get to enjoy themselves.



Haru is one of the most caring lovers I have seen in hentai, and although sometimes he teases his objects of affection never does he show real disrespect for them, except in the very few rape scenes. As for the dialogue, truly some steamy stuff guaranteed to make you blush if you're like me. Also, I am not kidding, this game has some of the highest quality dick I've ever seen. Each looks distinct and is very well drawn. The variety of length and dick color was something quite enjoyable about the game, and it adds to the experience of romancing each character as Haru likes to describe them in excruciating detail. I also love the variety of body hair on the men, with some hairier than others and Ryu with none, as I always felt it was weird a lot of games about sexing men had them all completely hairless. There are

some sex scenes that involve playing with body hair, and it's brought up in the dialogue frequently. However, for those not into bushier men there is an option to toggle off body and pubic hair. My only qualms are a few (very few though) of the kissing and sex scenes look awkward and because Haru is top only I'll never get to see his beautiful body get pounded. The types of loving vary from character to character, rough for Maki, kinky for Kouichi, passionate for Hiroyuki, and mental for Ryu as Haru constantly tries to see what makes him tick and pushes his buttons. So each character isn't only a completely different story path but also a completely different sexual path as well!

As for the story itself, splendid. I truly felt absorbed in Haru's world. Enjoying every bit of the summer,

being a badass, solving cases, and having fun with everyone at sôtano. After figuring out that the game was linear my first real ending absolutely broke my heart, I even shed a manly tear. I expected this game to touch my genitals, but in the end it touched my heart. The game has a spoiler mode that is turned off by default, if you decide to change character settings the first time leave the spoilers as they are. The game was intended to be played without it first, and with good reasons. Experiencing the ending for the first time and the impression it has left on me definitely makes *No Thank You!!* one of my favorite visual novels and my absolute favorite yaoi game of all time. This game doesn't wimp out on plot, you'll get so involved with the each romanceable character's personal life and the side characters that you come across in the game you'll definitely want to 100% the game to understand every bit of *NTY's* intricate story. This game has consumed many hours of my life but I wouldn't take them back for anything. Steamy sex aside, the game has great heartfelt lessons about life, humor, adventure, and intrigue, with the spoiler feature having me replaying the game to see what details I might have missed before.

So my conclusion on *No Thank You!!* is it's a must play for fujoshi, fudanshi, any visual novel enthusiast really! I definitely don't regret spending forty something on it and will buy the game's physical release really soon. If you want your porn with an extra layer of story and character interaction this is a must buy. I truly think MangaGamer's choice to bring this gem over has definitely paid off and hopefully will pave the way for more yaoi games in the future.

-Isabel Heyninck



Big Pervert Patisserie: My Ass on Display! by *Tadaki Otsaki*
Available through *Renta*.

Saijo Asahitaro is a pastry chef with a flair for elegance and a quality unmatched. His all-male staff are kept busy with orders from everywhere, but time is running out. This chef has a secret...he must find a perfect butt to keep his inspiration going! A sweet ass means sweet cakes, and Saijo must find a new muse quickly. Lucky for him, just such a perfect peach wanders inside to buy a taste of iced heaven. Can the pervert Patisserie convince his muse to use his perfect hams for the greater good, or will he be doomed to bitter tasting failure?

Seto Shizuku is an ordinary boy with a longing for perfect pastry. When he wanders into Saijo's shop, he thinks he's found heaven, until he finds the baker is obsessed with his ass! What will it take to change this pervert's single-minded focus on his virgin buns?

I really had fun with this title. Despite the difference in ages, the conflict/resolution never felt forced, and the loose art style did a great job reflecting the playful feel of the story. It doesn't take itself too seriously, and the tone is heartfelt and genuinely funny. There is some sex, but nothing too graphic; just the right amount to

be a true pay off to the tale. I highly recommend this to anyone who enjoys a bit of silly with their sex, and I must comment on the art for the desserts. This one will definitely make you want whipped cream afterwards.
-Simon Bransby



Sticky Elevator by *Ari Hanamoto*
Available through *Renta*.

Shuuya is unemployed, and his family is starting to worry. Finally, he discovers that a prestigious department store is looking for an elevator boy, and the pay is incredibly good. His training is far from ordinary; the elevator attendant must provide 'service' for each floor! Things get complicated when Hanamura, a childhood rival and Shuuya's secret crush enters the lift! How many floors will it take to find love?

I wasn't expecting much from this one, but I ended up getting a better story than I thought, despite the lack of background for the characters. This isn't a deep story, but it's very sexy and with lots of action to keep things going. The art is well done, with an open, simplified line-style that keeps the tone light and with details where it counts. The ending is very cute, and wraps things up well. Overall, I'd say it's worth the time and I got a real smile out of it.

-Simon Bransby



Stud Sell-Off! by *Nonki Suzumoto*
Available through *Renta*.

Takagi is desperate to find work after his company folded. An ad in the paper catches his attention: "All you have to do is stand. 50,000 yen." The ad belongs to a private museum where real humans are put on display as art! Sounds easy enough...or is it? This museum allows touching, and has a very 'involved' clientele! Takagi is humiliated to learn that a former student of his owns the gallery, and wants to give him private lessons! As if things weren't complicated enough, something sinister is going on behind the scenes...can the new exhibit unravel the mystery?

This one rose above my expectations. It took a little bit to get going, but I wasn't bored. This is actually a decent story, with some real character development and believable reactions. The art is polished, with a more detailed style that brings life to the expressions. For those expecting hardcore, you won't find it here, but there is some light action and generous adorable humiliation without being crude. If you want a good story with medium heat and a bit of mystery, this is a good place to start.

-Simon Bransby



ROMEOXJULIEN

a YAOI WEBCOMIC
from MARINA
with thanks to
Will Shakespeare

In Verona, California, Julien's family runs a Renaissance Festival on the beautiful Hacienda del Capulet property.

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