

Acapella

INTERVIEW

With Amiya Aranha Your
Dreamweaving spider-mom

VAllure Outfits

VAllure Debuts Their First New
Halloween Themed Outfits

Many New Debuts

Sakuna Yuuki, Dooby &
Felynn deRouge

AMIYA ARANHA



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Amiya Aranha

The Dreamweaving Spider Mom



Could you please introduce yourself?

I'm Amiya Aranha, A dreamweaving spider girl (or spider mom as I like to call myself). My content all focuses on nostalgia, but specifically nostalgia in regards to old video games. It's a niche that a lot of VTubers have entered in the recent years, but I really try and go the extra mile by not only playing the games, but also creating educational content surrounding the games, and playing unusual or rare games that have been painstakingly preserved by archivists. In general, I want to help people explore their childhood nostalgia and sense of wonder!

What got you into the medium of VTubers?

When I was younger I was really active online, however in the more recent years I've kind of been living under a rock in terms of the internet - So, I wasn't really super aware of VTubers until a friend of mine suggested an audition to me, saying that they thought I had skills that would be valuable as a VTuber.

Do you have any role models?

In terms of VTubing, I look up to Obahe Pam a lot - She does a great job at getting other VTubers involved in various events, and doesn't matter how "big" or "small" they are as a creator or whether they're associated with a company or not - that sort of thing is getting rarer nowadays. She really brings the community together.

In terms of general content creation, I've always liked AVGN, not only because of the retro game reviews, but also because of the silly skits and game history he integrates into his videos. Finally musically, my role model is the artist Oomori Seiko. Her music really speaks to me and I enjoy her lyrics that share her philosophy on things like being a woman, life, and mental health.

Where did your love for retro games and game creation come from? And did you ever find it hard to incorporate them into your VTubing career?

For me, most retro games are just games, because it's what I grew up with. I didn't really get into it later as a hobby - I kind of started off in my childhood playing DOS games or things like Sega Genesis, and just kind of stayed in that era because it's what's comfy and interesting to me.

Game creation came a lot later, just in the past few years. I've always been interested in making games because I love analyzing game mechanics and what causes me to like, or not like a game. But I've always been more of an artsy creative type, so I kind of just assumed the logic of programming games would be completely lost on me until I finally gave it a try.

Since I was a collector for a number of years for becoming a VTuber, I didn't foresee too much of an issue incorporating the games - I play most things through official means (ie on original hardware) so there was less of a concern with navigating the sometimes murky waters of emulation. The most difficulty I thought I would encounter was people simply

not being interested in the games I wanted to play, and I was advised as much. But I stuck with it because it's what I like, and now there's been kind of a renaissance of retro games in VTubing in the recent years!

How would you explain the appeal of retro gaming?

Aside from being simply what I grew up with and what I was comfy with, I think the appeal and charm really lies in the limitations that developers and artists had when creating the games.

Game developers were constrained by anything from only being able to use a certain amount of colors on screen at once, to certain strict technical limitations. I think that really tests the ability of game developers and forces people to be creative - take, for example, the dithered pixel art style of PC-98 games. Dithering in that way was done so it could appear as if there were more colors on screen than the artists were actually limited to using.

On top of that, there's definitely an appeal of the unknown - having the internet at home wasn't super common until the early 2000s, and even then it took a number of years for information to be amalgamated online. Before that, there was a bit more mystique to games, which is part of why I find game archival so fascinating - there are some games to this day that have been lost to time.

Remember when you were younger, and someone at school told you that you could find a mew under the truck in Pokemon? And you had no real way of finding out whether that was true or not - that sense of wonder and mystery really encapsulates why I like retro games.

How did you come up with Buckojam? How was the participation from your community?

I had been getting into game development little by little, and sharing that learning process with my viewers, so it seemed like a natural conclusion to hold a game jam. Just from knowing my community, I know that a ton of them are creative in different ways - A great deal of them do some kind of programming work for their day jobs, many of them are wonderful artists, some of them like creating music, some are really great story tellers, and most of them just like playing video games. I think those are all important traits for game

developers to have. I also don't really consider myself to be the brightest person when it comes to technical stuff like coding, and at that point, even I had been able to figure out how to do some basic stuff.

I thought that if I can do it, anyone can. I thought I would get maybe 5 submissions if I was lucky, but we ended up having over 20 submissions to play through! Some were full fledged games. It was really amazing, and I think part of what helped facilitate so many entries was me putting together some game engines and creation resources for people to use before the Buckojam started.

With so many streams using old consoles, what has been the most challenging stream to set up so far?

In terms of consoles, I had a lot to juggle when it came to a recent stream where I played phaser games on the Sega Master System.

If you're not familiar with how the Sega Master System phaser works, it's basically a light gun that you point at a screen, and when you pull the trigger the targets flash white for a brief moment. The phaser can detect whether you're pointing at the white parts to see if you hit your target.

The only issue is that these gun peripherals don't work on modern lcd displays. So in order to showcase these shooting games, I had to split the consoles signal into two, and hook one side up to the crt, and the other up to my upscaler which was output to a capture card, and then finally output to my PC for streaming.

On top of this, the CRT I have is old and no longer has a remote, so I had to bust out an older phone I have that has an IR blaster so I could get a universal remote app to adjust the brightness on the TV, because the gun has a hard time detecting the white spots if the display is too dark. Ultimately it went off okay!



Retro Games & Community Events



What advice would you give for someone looking to start a retro game/console collection?

When I started collecting older consoles, they were considered junk - I think I got most of my console collection for under 50 bucks.

Now that retro gaming is trending again, people are really hiking up the prices on ebay and even in physical stores, where they'll just check ebay for prices. This kind of makes sense if you think about it - retro games are a finite resource since they're not being made anymore, so that will drive up the prices a bit.

All that being said, it's not as easy as it used to be to get into retro game collecting. I would say the best bet is to focus on consoles that don't have region locking, or have region locking that is easily bypassed, and look into buying a console from a market outside your own. Alternatively, look into FPGA consoles!





What is the thing that draws you into console modding?

A lot of it is from necessity. I've performed software mods and repairs on many of my consoles. In the case of software mods, it's usually to allow you to play "backups" of consoles that can be burned onto CDs.

There are also other mods that make consoles output video in a different way, such as an HDMI mod for an NES. This makes capturing the game footage a lot easier.

In terms of repairs, I've had to do anything from simply cleaning a bit of crud out of a memory card port, to replacing or painstakingly bending a pin connector inside of a console.

In my case when it comes to hardware modding, I do it more for fun. For example, I recently got a Gameboy Advance which I then got a replacement shell for, resin casted new glittery buttons, and replaced the screen with a fancy backlit screen. I just think this kind of customization is fun!

What is your favorite theme week that you've done?

I had a "Dinovember" for the first time last year, and it was a lot of fun!

The other themed weeks I do like FMVs and Star Wars are great, but what I liked about Dinovember was the focus on something that most kids had in common and liked to learn about growing up - dinosaurs!

It's nice to have something that feels so universal no matter your gender, where you grew up, or what kind of family upbringing you had. We had a great time learning about different dinosaurs, playing edutainment games, and watching Jurassic Park!

Is there one type of community event you would like to organize, but have been unable to for any reason?

Now that I have the first game jam under my belt, I'm not really sure what bigger event I could organize than that. I'd definitely like to do more game jams as the years go on, maybe even one focusing on TTRPGs rather than video games, or at least incorporating them into the game jam in its current form.

I will say that rather than doing something that involves a lot of people doing work individually, I'd really like to be able to collaborate on something that utilizes lots of different skillsets so lots of Buckos can participate.

I feel like the focus for community events is often on some kind of creative skill, but I'm the type of person that wants to make everyone feel included so I'd like to think of something that everyone can have a part in!

With so many unique types of content, has it ever changed your perspective on what is considered to be the "normal" or "standard" forms of content in the VTubing space?

I'd like to think that I stand out in terms of the standard when it comes to VTubing, but honestly I don't see it that way because I truly think that the best VTubers are some of the most creative content makers on the internet.

I've been on the internet for a long time, but I'm still amazed at the new things people come up with to make their streams stand out and how they explore and expand upon their niche.

It's a lot like the charm I see in retro games - Us VTubers kind of share a limitation in not being able to stream in the same fashion "traditional" streamers do, so we really have to work hard and be creative to overcome that and stand out.

Do you have anything you are looking forward to in the near future?

Lots! I have a new outfit debut and merch drop coming up on November 8th which I'm really hyped about!

I've prepared a new cover song and lots of custom assets to reveal the new outfit~ This one is retro gaming related, so I hope everyone can come by to see all the thought that went into it!

The debut will also feature my favorite console, the Casio Loopy, and show off some new skills that I've learned like 3d modeling and game development.

In the more distant future, I'm planning an event to get lots of retro game streamers together for something musical, so please keep your eyes peeled!

New Outfit
8 November





NEW OUTFITS



Stronny Cuttles



Icey Snowpaws



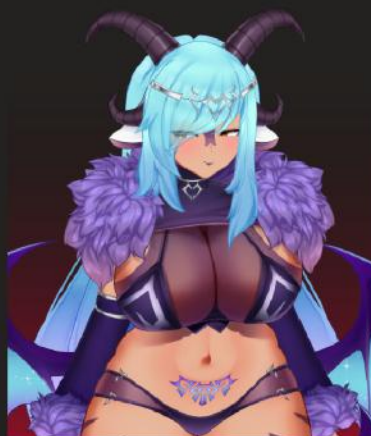
Shibi Cottonbum



Mercy Modiste



Immy Bisou



Azura Dulait

This month was spooktober, meaning we got to see some very appropriately-themed outfits from VAllure. With Stronny the vampire sucking more than your blood, Icey the angel taking you to Heaven, Shibi the slimegirl getting you sticky, Mercy the Sadako haunting your dreams, Immy Ratatouille nibbling at your toes, and Azura the succubus fulfilling your desires. This month also marked the birthday donothon of Stronny who announced that not only is Gen 2 in the works, but preparations for Gen3 has begun as well.



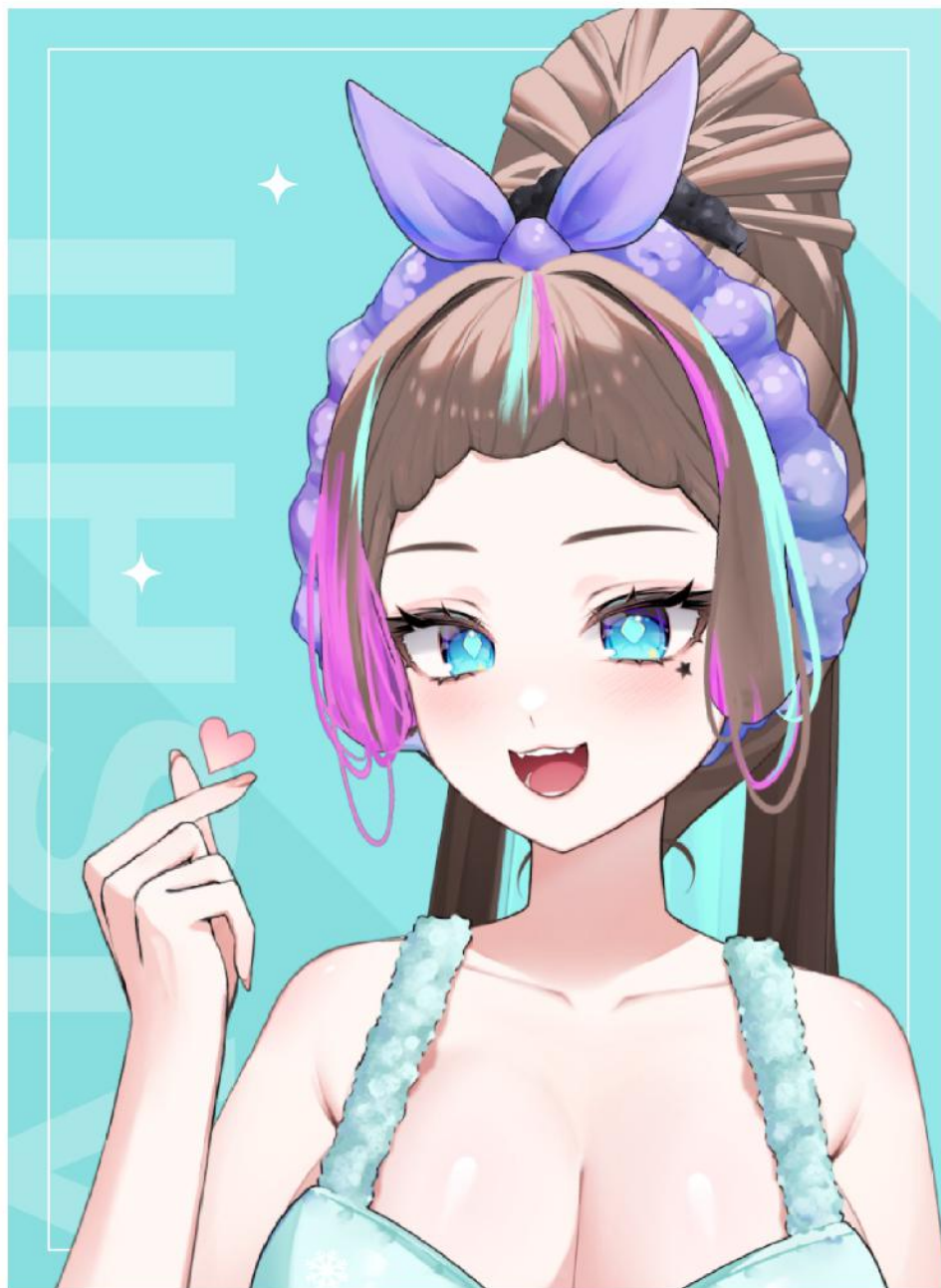
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STRONNY CUTTLES

Happy Birthday Mommeh!

Aishii Ai's New Fit

Fuzzy And Soft, Perfect For Cold Winter Nights



"I love how fuzzy and soft my pajamas are, as well as wearing something that is so much more casual!! My regular outfit has a lot going on so it's nice to relax with something simple! :3"

Art & Rigg by | @DrakontKnight

Assisted by | Merryweather Media

"When thinking about what Ai wanted for my very first new outfit, I wanted something that was very different from what I wore every day on stream but was still true to me. Also, with the colder weather coming up, I thought it was the perfect opportunity to turn up the cozy vibes with pajamas! Plus, it gave me an opportunity to have a fitting outfit for ASMR!"

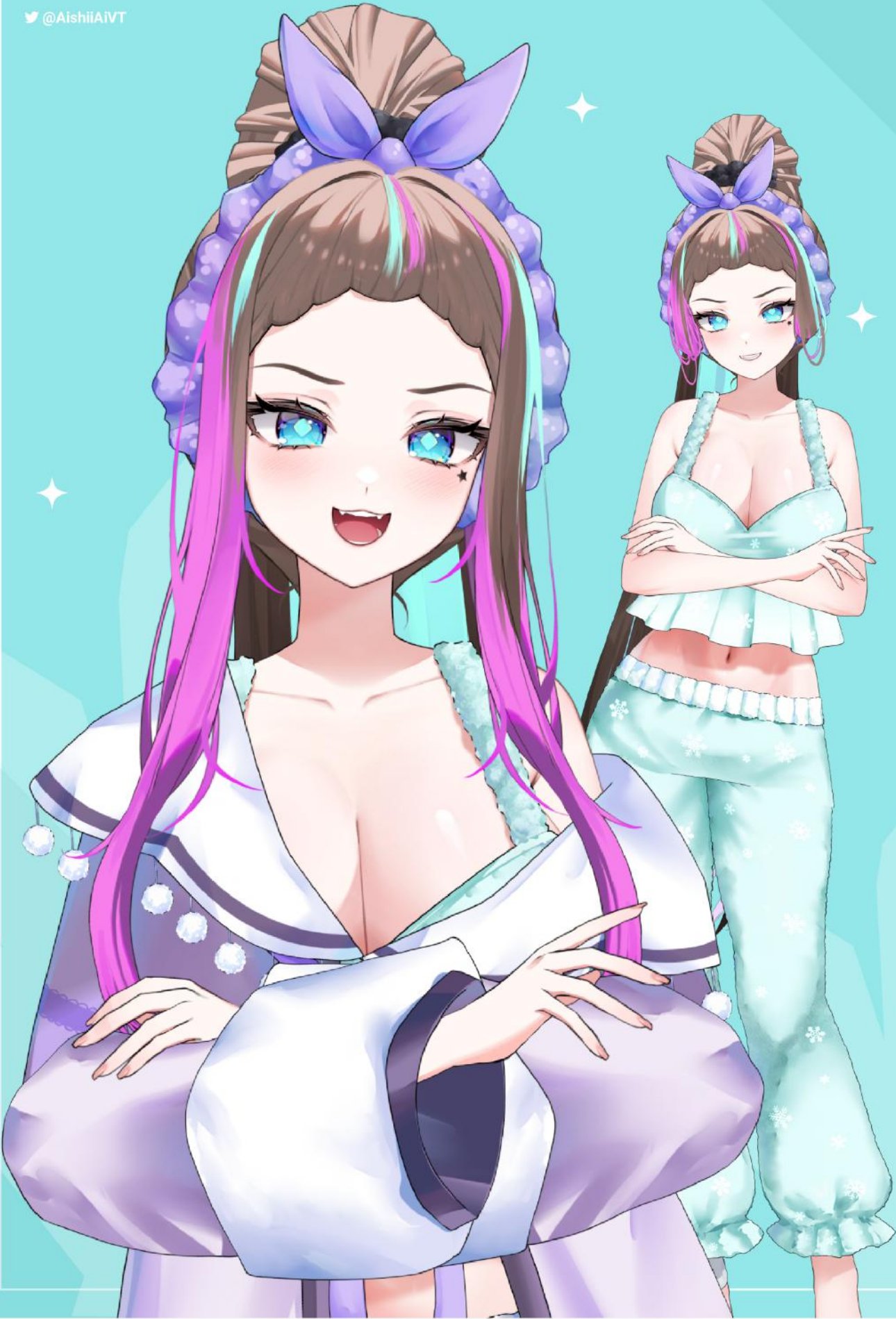


"I created the original draft and then consulted my friend @Kaimeriss (who's also an artist) for feedback and she helped me adjust the design and decide on colors!"



Dont miss out on Aishii's new merch available for preorder now!

🐦 @AishiiAiVT



New Debuts

With A Hint of Nostalgia



@LynneRouge | Felynn deRouge Ch. フェリン

Felynn deRouge | 5 Oct

Most VTubers launch their career with a debut, but not Felynn deRouge! Instead, Felynn jumped into VTubing with a cover of "King" by Kanaria and two YouTube videos on 4 October. Her cover of "King" was produced by the Rigger Mortis team. The model animation as well as her singing were fantastic! Meanwhile, her first video: "You Don't Need to Debut as an Indie Vtuber" discussed how debuts work within the VTubing world and explained why indies don't need one, while also giving advice on what to do instead. Her second video: "You Can Get a Vtuber Model Too" discussed various models that VTubers have, the process of getting a Live2D model, and when to update one's model. We are excited to see what content Felynn comes up with next!

Dooby 3D | 25 Oct

Dooby, a familiar voice who returned from an over four-year-long hiatus as a train operator, recently held her re-debut stream. Bringing fans a memorable experience showcasing her mocap setup, complete with monkey bars, a rideable mechanized train, and her high-energy charm. Dooby's setup is sure to once again capture the hearts of returning and new fans alike. During the stream, she also surprised her audience by revealing her experience in the film industry, having worked on several high-profile projects, including an Emmy-winning series. The re-debut showed off her knack for blending professionalism with fun and reigniting excitement for what's to come. We eagerly await her next steps, knowing Dooby's creativity, style, and experience will bring something unique to the VTuber scene.



@dooby3D | dooby



@yuki_sakuna | Sakuna Ch. 結城さくな

Sakuna Yuki's Debut | 28 Oct

At 4:45 pm JST, Yuuki Sakuna tweeted out the waiting room for her debut, and by the time the stream started at 7:00 pm JST there were over 300,000 viewers. As the stream started, Sakuna lampshaded that she was following a template for her introduction. Her fanbase was dubbed "Sakunada Familia", or "SakuFam" for short. Following that, she talked about her likes, things she's not good at, had a Q&A and introduced her artist and rigger. She showcased some expressions, and concluded showcasing her cover of "Henceforth" by Orangestar, which premiered after the stream. The peak live viewer count was 383,139, making it the 3rd most attended VTuber stream to date. It is also the VTuber debut with the most live viewers, even surpassing the number of viewers on YouTube watching Japan's national election that night.



ASMR Parade

You Have Never Slept This Good



You've probably heard of VTuber karaoke relays before, or perhaps VTuber concert medleys, but have you ever heard of a VTuber ASMR parade? Featuring 51 VTubers, the ASMR parade was created and organised by Pillowdear, a veteran of the ASMR world. Featuring longtime ASMR content creators, as well as those who had never done ASMR before, each participant

created a 4 to 5 minute-long video with any themes or triggers of their choosing. The various themes were organised into their own segments and separated by filler transitions by Pillow herself. The entire video was incredibly well produced, with Pillow providing overall audio balancing for a seamless smooth-sounding experience for nearly the entire four-hour

duration. Whether it featured your favourite ASMR creator showing their stuff or introduced you to a brand new creator with a knack for ASMR, the first-ever VTuber ASMR parade was a huge success, amassing almost 75,000 views in less than two weeks! Thank you to Pillowdear for all the hard work and we look forward to many more ASMR events to come!

The Rockin' Relay

Karaoke Relay 2024



47 performers, 24 hours, one world stage. VTubers both corpo and indie from all walks of life came together to put on a show that brought the house down. In what could be called an online rock festival, the Rockin' Relay was a karaoke event with a focus on rock-adjacent music.

You want System of a Down? They had it. You want Ludo? They had it. You want MCR? It would have been unthinkable if they didn't have it. With so many great performers, if someone didn't have an oshi going in, they certainly had one coming out.

A humongous thank you is in order for Kanna Yanagi of Pixellink And Kou Mariya of V4Mirai for not only arranging the relay but also acting as the hosts! It is quite an undertaking to collaborate with so many people from both the indie scene but also 11 different corpos to create such an event.

It is work like this that should not go unappreciated and makes the entire VTuber scene a better place. Gratitude should also be extended to everyone who participated in the relay, you really gave it your all and it shows. It couldn't have been done without you!

Sincerely, thank you.



Zentreya's Ghouls and Geckos

Charity Event | 10 Oct



St. Jude is leading the way the world understands, treats and defeats childhood cancer and other life-threatening diseases.

Zentreya and the gang were back at it with another game of Dungeons & Dragons, affectionately dubbed Ghouls and Geckos, to raise money for St. Jude's Children's Hospital! TRMNTDBYGNOMES took the helm as the Dungeon Master, while Haruka, Ironmouse, Zentreya, and Chat the Gecko made up the four person party tasked with retrieving a witch from a spooky manor.

Part of the charity was an auction that included multiple items, five of which were signed by Zen. This ran the range from one of her guitars to a previously sold out Projectt Melody figure. There was, however, another dimension to the event to spice things up, multiple donation incentives read by "DJ Donoghost". Two such goals were achieved before the game even started thanks to Zen donating 5,000 USD of her own money.

When all was said and done, this charity event raised a total of 40,519.20 USD for St. Jude's. Congratulations to Zentreya and the girls at VShojo! This work goes a long way.



Scarlett Goodbye

Scarlett Flameheart's VSMP Wedding

Scarlett Flameheart from VReverie's "Guardian" graduated this month. But that didn't stop her and the Minecraft VSMP server from forging more unforgettable memories together. After all, what is more unforgettable than a wedding? That's right! On the 14th, Scarlett was officially united (in Minecraft) through sacred and eternal vows to Daiya Fortuna of PixelLink "Chronicle". The event went smoothly and was filled with emotions.

The event then moved on to having another ceremony, a burial for the soon-to-be-gone Scarlett. The stream ended beautifully, with Scarlett having a hard time containing her tears. Wherever Scarlett may go, she will forever be immortalized in the hearts of the Minecraft VSMP community. Thank you for all the memories.



Stronny's Birthday

Mommeh's Cake Can't Be This Thicc



Stronny Cuttles of VALLure celebrated another trip around the sun with a donothon that featured nearly 12 hours of gaming, well wishes, and more! Right out the gate her fans showed their support and flew past early donation goals including VALLure's 2nd generation being officially confirmed.

The day started with Stronny playing Pico Park with her genmates in what can only be described as unfiltered chaos. The girls really know how to have fun! Reeflings and the girls really showed their love for Stronny with a Kudoboard, bringing her to happy tears.

Stronny opted out of having cake, instead having apple pie with custard. The donothon succeeded in raising 44,415.66 USD, which allowed VALLure's 3rd generation to be put into pre-production! Congratulations Stronny and happy birthday!



"Thank you Reeflings, I'm so happy with how far we have come together in such a short amount of time. I am one blessed Cuttlefish and will continue to be blessed with you by my side. I will make you proud now let mummeh cook!"

Fun Events

From All Over The "Space"



DebutAtCookiebox

6 Oct

BriAtCookiebox has debuted as a magical pixie bunny girl! She now sports a strapless chantilly rose sweetheart-babydoll dress and detached lace lantern sleeves, framed within her big, fluffy twintails and cute wings. Bri also showcased her new toggles, emotes, stinger, stream screens, and the much anticipated "Brikini."



Nyaruchuu Multi-day Birthday

1-3 Oct

While many VTubers have multi-day events for their birthday, Nyaruchuu decided to take a different approach, instead having multiple streams to celebrate the event before her official day. Across three days of streaming, Nyaruchuu celebrated by shopping irresponsibly, singing karaoke, baking cupcakes, and calling friends! Happy Birthday Nyaru.



Dropouts JAIL//BREAK Debuts

25 Oct

Digital DropOuts recently had their second wave of debuts, JAIL//BREAK. Featuring two new members, MitzyPaws the "Co-Dependent Cutie" and Bonnoujimb the "Rambunctious Raccoon." After their debuts they were joined by two wave one "Conspiracy" members, for a fun collab of Webfishing. Their debut merch featured stickers, standees, and keychains.



Nyana Banyana Spookothon

2-6 Oct

Nyana Banyana wasted no time bringing the spooky vibes this season with her very own donothon. The multi-day event featured a variety of games, from Space Marine 2 to Cult of the Lamb. Overall, Nyana raised 2,550 USD, meaning we can expect new song covers in the future! Sadly for some niche enthusiasts, this means the final goal of a feet reveal has eluded their grasp.



Runie Ruse Birthday

13 Oct

13 Oct. was Phase Connect's Runie Ruse's 96th birthday bash. It was an occasion for her and all her fans to reminisce about everything that's happened and how much Runie had grown as an entertainer. She used this occasion to release her second song "AposTASTY" with merch to boot, from a dakimakura to an acrylic diorama, a keychain, desk mat, as well as a unique voice pack. Happy birthday Runie!



VTuber Olympics

20 Oct

While the Summer Olympics concluded months ago, the VTuber Olympics just took place. Organized by Blaise Shinryu, the event included nine VTubers showcasing their talents in what was more of a celebration than a competition. Blaise was joined by guest hosts BriAtCookiebox, Obake PAM, Hazumi Aileen and Enya Ignis as the torch.



Mataraka's Anniversary

Double D's and Triple Threat

To celebrate her first year under VShojo, everyone's favorite roach mom Matarakan held a subathon that is still going on, as of this publication. She kicked things off with an animated video showing the rise of Evil Momo and announcing the theme of this year: conquest. Matarakan unveiled her new outfit, the Kan-mander, illustrated by Cluseller and rigged

by Iron Vertex. Her friend and fellow collaborator, Brick, joined her on stream to announce the R.O.A.C.H. gear collection. This collection features items such as a Momo butt pad, dakimakura, numbered t-shirt, and free sticker sheet with every order. Production was handled by Orchid Eight, Brick's own company, with initial orders shipped within the

first day. Finally, Matarakan announced that she would be joining WME as their first-ever VTuber talent. This being the same agency that manages Hideo Kojima, she hopes to achieve even greater things with their help. She has shared that there are already plenty of exciting things to come!

ART | @CLUSELLER

RIGG | @AKATSUKIENMA & @ETCTR_

What is a Babiniku?

Exploring a Different Facet of VTubing Culture

Babiniku (バビニク) is a shorthand of the Japanese term "virtual bishojou juniku" (バーチャル美少女受肉), which can be roughly translated to "virtual girl incarnation". It is used to describe content creators who are (but not always) men using an avatar of an anime girl. Some use a voice changer, others do not.

"Like Yoko Taro [...] I like girls, I like cute things, and I have nearly just as many feminine interests as my own girlfriend. However, I'm comfortable enough with my own sexuality that I can happily express these interests without having any impact on how I present myself in general." -Nyanko Pankotanko

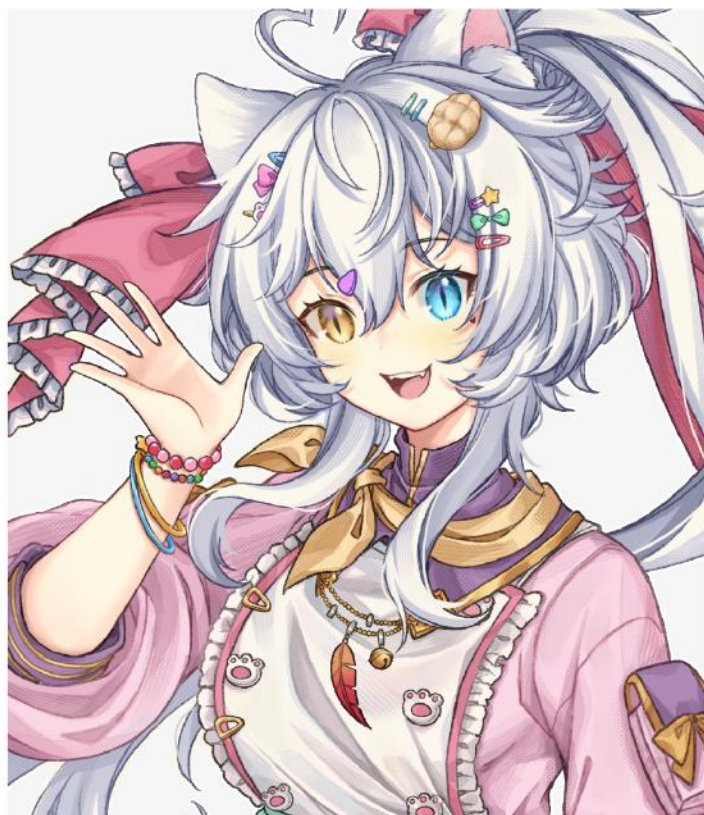
While Babiniku is a very well-known concept in Asia, it seems to be more unknown in the Western sphere. This culture is even weaponised against VTubing at large. We've all seen an outsider go, "I bet this cute girl avatar is a guy with a voice changer."

"As of the current state, Babinikus don't have much awareness, and a lot of people get confused coming across a Babiniku streamer. [...] They see a female model and expect a female voice." -Hanako Amaya

To spread awareness and create a space for creators to exchange, three friends created the VTuber community: Babiyume EN. A portmanteau of the words "Babiniku" and "Yume" (夢, dreams), the community aims to spread knowledge of Babiniku culture, create a sense of unity and support, and encourage Babiniku to be proud of themselves.

"Being a Babiniku speaks to my inner soul! [...] As a man I've been told I shouldn't use a female model [...] if I can make a female character in a game, why not also my model? [...] VTubing is about freedom!" -Miya Mewrilee

Let's hope this is a new milestone in VTubing, so that in the future, Babiniku content creators will be seen, acknowledged, and accepted. Because VTubing is — and always will be — about being able to be whoever you want, to connect, affect, and touch the world through your avatar.



Phoebe & Paichi's PP-THON

The Road To Japan Subathon

This year for Subtember (Twitch's annual time of offering discounts on all gifted memberships throughout the month of September) a pair of performers, roommates, and best friends would participate with their own event, the PP-THON.



Phoebe and Paichi spent the month collaborating together on stream with the goal of raising money for their upcoming trip to Japan. There were three overall milestones: at 800 total subs there would be a vlog of the trip, at 1600 total subs, they would climb the steep Atago or "Stairs to Success," and finally at

2000 total subs there would be a fancy kimono photo shoot. Additionally, there were numerous incentives that were unlocked, such as a Ring Fit story speedrun race, future bartending stream, and future bath stream. The Ring Fit race began on the 17th and allowed viewers to sabotage their streamer through donations. In

the end, Phoebe came out victorious. The final stream of the event was an irl cooking stream with the ladies donning maid outfits and serving omurice, desserts, and more for viewers who donated.

Congrats Phoebe and Paichi! Have a wonderful trip to Japan!