The background of the page is a hand-drawn illustration. At the top, there are several small, hand-drawn planets and moons on a light yellow background. A prominent blue diagonal band with a grid pattern and a rainbow-like gradient runs across the middle. Below this band, there are faint, light blue lines that look like orbits or paths. The bottom half of the page is a brown, textured landscape with some green patches, possibly representing a planet's surface.

July 2023

NOTES
FROM:
Planet Cray



Summer sure has been busy and so, the zine catchup game continues but hopefully this double-issue release should fix things for good (lol).

This issue's "gimmick" is that it is done entirely on paper, then digitized! Honestly, it'd be even cooler to show you all the textured papers and shiny ink in person...

I haven't built/tested a lot of decks lately, hence the sort of "content drought" on deck lists recently but soon.....

- Tempest
@dragon8blade

The State of Genesis in Premium -

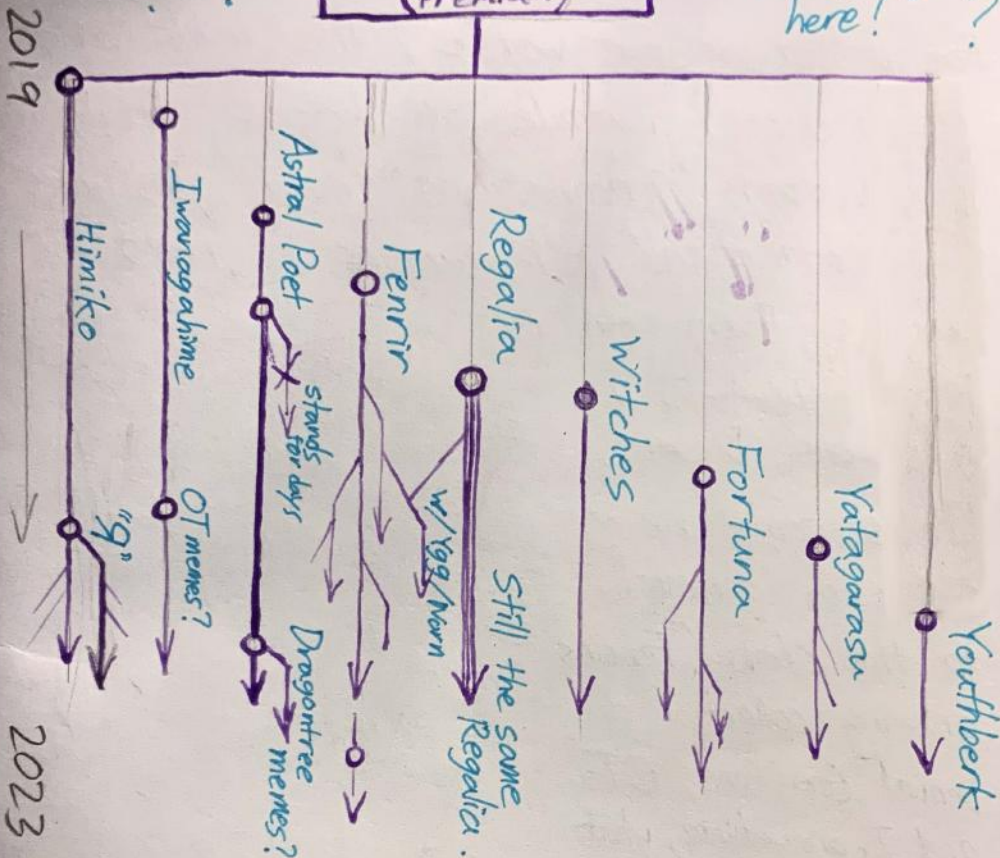
A look at the last few years, and going forwards

I'm gonna be honest here; I haven't played Premium Genesis much in the last few years. It feels like the clan has been in a weird place lately. We've got Regalias, a solid deck that doesn't have much room to change, and then we've got a TON of stuff that comes and goes and you see it at an event ONCE and never again. A surprise box of awkward but well built decks, meme decks, and... Youthberk ??? As much as I don't like using the term "solved deck" I'll say it here; it feels like NOTHING is "solved" besides Regalia.



Genesis (Premium)

A lot of things are going on here! ?



I've seen just about everything here top somewhere at least once, and aside from Regalias it's almost never the same deck twice. What's the issue? Lack of support? No synergy? Bad spot in meta? General awkwardness? All of the above? Welcome to the tier 3.5 life?

Rogue Deck's (Beloved) No Man's Land

Where am I going with all this? Well, nowhere in particular, actually. Just deckbuilding thoughts. Not bad though. Usually when I have trouble, it's because I'm stuck and I got nothing to fix it with. Whenever I look at Ferrir, it's like, I have so many things to work with, it's hard to decide where to go.



Currently testing: <https://decklog-en.bushiroad.com/view/MZ&G>

Any (especially non-Regalia) Genesis players here? What do you like to play? What's your approach in premium? What are your thoughts on the current card pool?

NAME

Genovious



Gender:

Aquaroid (M)

Sexuality:

Gay / Asexual

HEIGHT DIFFERENCE

1 cm

175 cm

176 cm

AGE DIFFERENCE

~5y

~250y

~250y

(G-era)

UNDERSTAND MY SHIP
IN 5 MINUTES

NAME
Miltiadis

Gender:

Aquaroid (M)

Sexuality:

Bisexual

Big Spoon

M G

Little Spoon

Lends Clothes

M

G

Borrows Clothes

Doesn't Use Pet Names

M G

Uses Pet Names

Introverted

M

G

Extroverted

Affection through words

Affection through actions

G M

Confesses First

M

G

Waits for confession

Screams About the Bugs

Squashes Bugs w/ a shoe

G

M

Drives the car

G

M

Can't drive lol

Can't cook for shit

M

G

Makes Dinner

Dislikes PDA

M

G

Loves PDA

Overprotective

M

G

Chill Going

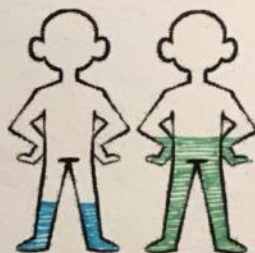
Has more relationship experience

G

M

Has NO relationship experience

HORNY LEVEL

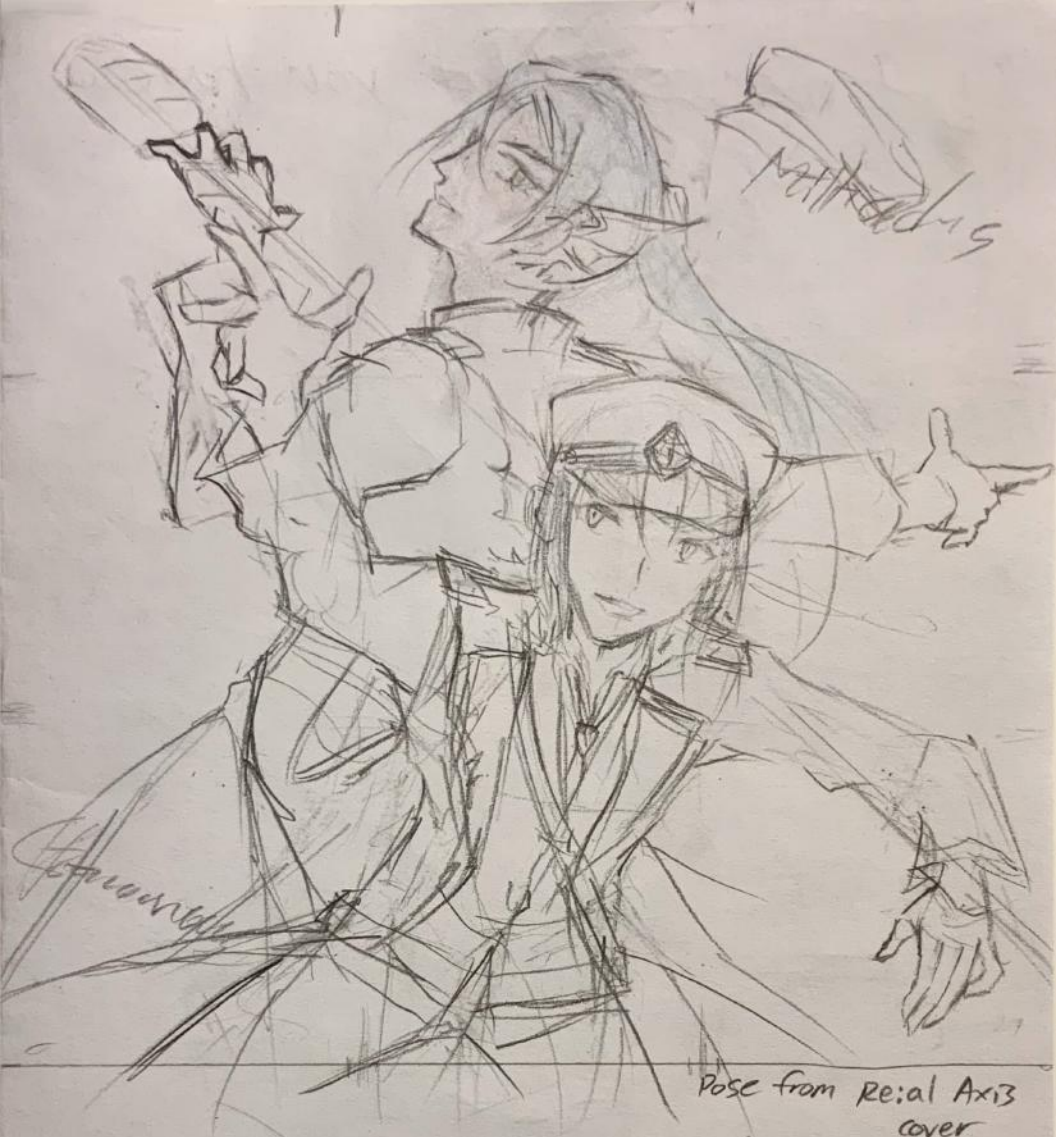


AWKWARDNESS LEVEL



JEALOUSY LEVEL





June 2023
sketch

7/26

Pose from Re:al Axis
cover

I saw some ppl doing the ship
meme thing recently, so I wanna do
← it for one of my VG unit ships!
Come join me! Units, anime, OCs, yume,
anything's good! -Link to template-

"Let me see what you have..."

16 crits.

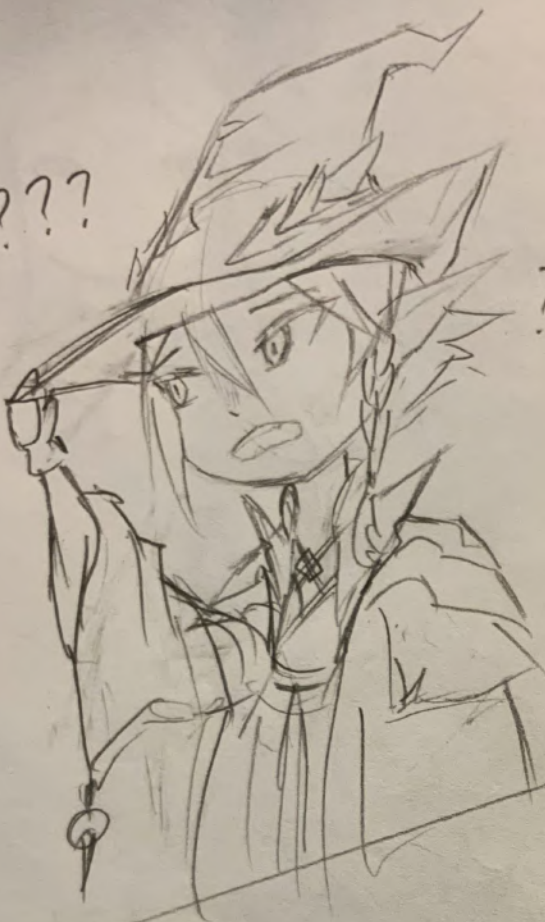


NO!



???

???



original pose:
@koditsa -
Based on real events

!





Card Lores - "Lost in Translation"

Though I'm not sure I'm even qualified to be talking about this topic, neither being fluent in Japanese, nor good at writing stories in English, there are still things I wanted to point out.

A lot of us who read Vanguard love read it through translations, official or otherwise. Typically a good translation aims to preserve readability without awkward wording or excessive TL notes. And this approach is absolutely correct in my opinion. But because of it, a lot of things that don't translate well due to an inherent difference in how a language works, are lost. Usually small details, like proverbs, puns, pronouns, weird furigana... these are often difficult to preserve in an easily readable translation.

Furigana:

Furigana is that tiny row of kana above a (usually) kanji row of text that tells you how to pronounce it. Typically this is because most kanji have 2-3 common readings. In video games and dramatic shonen manga, sometimes they do a thing where kanji are read with a completely non-standard way, like, in English or something. Yeah, they do that in Vanguard.

Ex: su to ra i do
ストライド lit. meaning
Stride = 超 超 "to transcend"

(Interestingly I think it DOES get pronounced 'chouetsu' a few times in the anime; Kanzaki does it.)

Ex2: su ru Bu re i ka
マグネリバーサル・ブレイカー
磁極反転・天則決壊

Magnereversal Breaker

lit. meaning something something "magnetic pole reversal.
breaking natural law" (don't take my word on this one)

I say this is just 'fun to know' details, but this exact issue actually lead to at least 2 recent card erratas in EN due to lack of distinction between kanji and kana ver. of 'Maelstrom' and 'Silver Thorn'

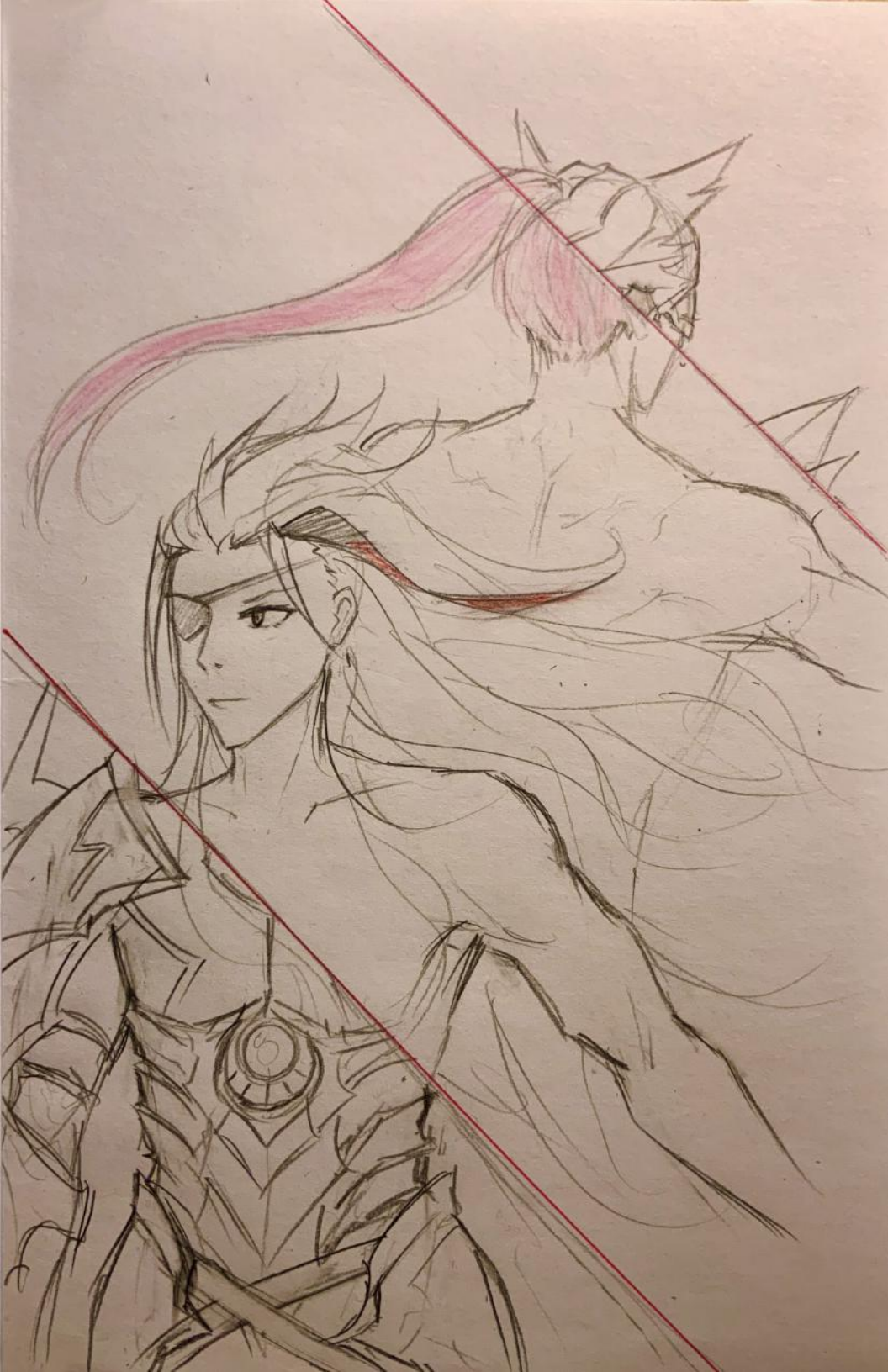
Pronouns:

Japanese is a language with a lot of different ways to say/write "I" and quite a few ways to say "you". Typically usage depends on speaker's age, gender, social standing, and/or situational appropriateness. (On the other hand Japanese lacks the gendered pronouns which would be used in the occasion/structure that English pronouns are used in.) In writing of stories, pronouns can be used to give some character personality details (ie. 'boku' instead of 'ore' on a male character can convey a polite or reserved person, while 'watashi' might indicate professionalism). In practice, the rest of the character's speech makes up for this lost detail in a translation usually. But a lot of units only show up in lore once or twice, so there's not much room to grasp their personality through dialogue. Or the situation was such that the pronoun was significant:

Ex: Amaruda uses 'boku', but Verno's own pronoun is 'watashi'.

Ex2: In the Bastion vs Youthberk fight, Youthberk actually switches from his usual 'ware' (very impersonal) to 'ore' (very personal).

I started out writing about this in terms of the lore but I guess it's actually important in game/anime too.



Cray Wars - Defunct Mobage, Lore Gold Mine?

Recently I found some old videos of Cray Wars story content floating around online. For those unfamiliar, Cray Wars was a short lived mobile game, released around Link Joker era, that combined some dungeon-like board game-like gameplay with lore content. With the game's End of Service, much of this content is at risk of becoming lost media. Which brings me to make a project recruitment plea here...

I am seeking people who are willing to help archive, transcribe, and/or translate what can be found of Cray Wars content. Those interested, please let me know via email, twitter, discord, etc.

