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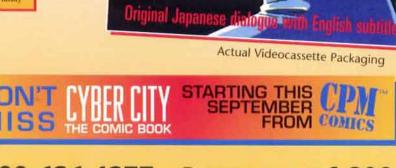
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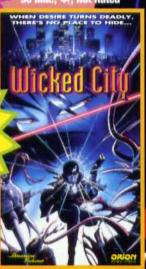
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JAILED HOUSE ROCKS

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# JAILED HOUSE ROCKS

t isn't about insolence on the part of the industry. It isn't about a bad attitude on the part of the subtitling fandom. It isn't a tragedy either, despite all the noise around it. It's about rights and money. It's about J.A.I.L.E.D.\* and it's about time.

Now, before anyone goes flying off the handle, there are a few points to consider. First off, the fandom was, for the longest time, the backbone of anime in North America. Script providers and fan subtitlers, along with the various clubs and networks which reproduced and distributed their copies, were vital in making anime as strong as it is now. They now feel that with J.A.I.L.E.D. they are shoved aside and forced to yield to those who will make a profit off an activity that should be a labor of love. Unfortunately, this is in great part the fault of those who abused an unregulated system (pirates-for-profit) and of those few clubs who pirated recklessly, arguing that "it's only the Japanese, what can they do?" or "We're the fans, it's okay for us to subtitle it's our right." Tolerance, when abused, quickly reaches its limits.

Still, from a slightly different perspective, there is something reassuring about the emergence of an industry coalition such as J.A.I.L.E.D. What this near's is that because anime-translating companies are banding together against piracy, where actually IS a North American anime industry. And when you say industry you say market. In the final analysis, we conclude that mainstream North American viewers are finally paying attention to Japanese animations and actually spending rioney to get them. If anything, this is good news. Anime is finally here to stay.

As for J.A.I.L.E.D., we doubt that it will go after small fish, but it is not unlikely that it will attempt to shut down fan-subber groups — first those who subtitle anime whose rights belong to an American company, then the other ones, to prevent piracy. It is their right and they have the law on their side in this matter. As anyone who is trying to make a living off a given market, the companies that form J.A.I.L.E.D. have an inherent right to protect their market and prosecute people who illegally hurt their potential profits.

This kind of initiative was long overdue. It is sign that the industry has developed enough to protect itself. However, we worry that it may be done with disregard and disdain for the fandom, who made it all possible in the first place. We must fear that soft-pirates (clubs making copies to promote anime) might be put in the same bag as hard-pirates-for-profit. J.A.I.L.E.D. is necessary and will greatly help the market, but it could also hurt the true, honest fans.

Time will tell. We'll just have to wait and see.

Claude J. Pelletier

Jean Carrières

# **CREDIIS**

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#### Cover

Ghislain Barbe

#### Illustrations

#### **Photography**

Miyako Graham .....

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#### Other illustrations from:

AKIRA 6 (Kodansha Comics Deluxe 339): cover. ANIMAGE 203 (5-95): 12. MAGIC KNIGHT RAYEARTH Vol. 1: 199-200. NEWTYPE (1-94): 109. PONPOKO (This is animation, 42 pgs, 8 1/4 x 10, Shogakukan, 1994): 5, 13, 21, 30, 37. PROMISE (Viz, 1994): cover, 14. THE ROSE OF VERSAILLES Vol. 1 (Sanyusha, 1981): cover; Vol. 2, pg. 77. RUNRUN 5-93: cover. TOKYO BABYLON Vol. 1 (Mandarin, 1993): cover X (Tohan Comic): Vol. 1: 85, 121, 181, 183; Vol. 2: 181; Vol. 4: 126; Vol. 6: 118. X-1999 #2 (Viz Comics): 10, 32.

All other illustrations cames from promotional artwork, cover art, or directly from the animation.

# ECHOES FROM THE NET & OTHER NEWS

### ANIME TOPIC ON PRODICY

Japanese animation and manga had already their own topic on GEnie and CompuServe. Now a forum for anime exists also as a topic on the Arts Bulletin Board on Prodigy Online Services. The Board leader is James Callan. Personally, I found their communication software primitive and exasperating, so I never got to try the anime topic. As commercial server, I would recommend GEnie, but if you have a computer & a modem your time and money will be better invested if you can find an access to the internet. A simple access to newsgroup like rec.arts.anime is already better than GEnie, but surfing the World Wide Web is the best. It gives access to a virtually unlimited source of information — and not only on anime. (Claude J. Pelletier).

## **EVENTS**

### ANIME WEEKEND ATLANTA,

The Southeast's first Japanese Animation convention, will be held October 27-29 at the Castlegate Hotel and Conference Center in Atlanta, GA. Confirmed guests include Vaughan Simmons (Mangajin), Bruce Lewis (Studio Go), Bill Mayo (Anime Modelers Guild), Alex Matulich (JACOsub programmer) and Ed Hill (Shaman Jump). Membership is \$17.50 until September 1 or \$20 at the door. Hotel reservations are \$59 per night ((800) 824-8657). For information: Anime Weekend Atlanta, PO Box 13544, Atlanta, GA 30324-0544. E-mail: awaadim@peach.america.net

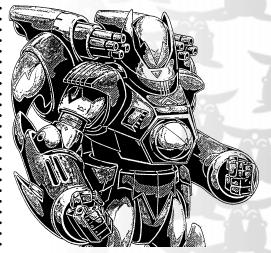
#### **OTAKON '95**

OTAKON '95 Will be held September 1-4 at the Penn State Scanticon, State College, PA. Guests: Teruo Kakuta, Adam Warren, Toren Smith, Robert DeJesus, Trish Ledoux, Tomoko Saito, Steve Benn (tt.) rraine Savage, and C. Scott Rider. Registration: \$35. Hotel reservations: (814) 863-5000. Info.: OTAKON '25, '61-A Waupelani Dr., State College, PA 16801. Ph.: (814) 867-3478. E-mail: dcasher@delphi.com

#### ANIME EAST

will be held November 10-12 at the Brunswick Hilton & Towers in Fast Bruis-Lick, NJ. Guests: Mio, Hiroyki Kitazume (character designer of MOLDIVER and GUNDAM ZZ), Frederik Scrodt. Zuren Smith, Steve Pearl, Sue Shambaugh, Neil Nadelman, Peter Fernandez, Corrine Orr, Billie Lou Watt, PROTOCULTURE ADDICTS staff, etc. It will also celebrate the 30th anniversary of KIMBA THE WHITE LION. There will be lots of events: Tezuka exhibit, masquerade, voice acting & cel painting workshops, gaming, manga symposium, etc. Registration: \$35 until August 15th, \$40 until October 15th, and \$45 at the door. Hotel reservation: \$89 single/double, \$99 triple/quad ((908) 828-2000). Info: ANIMEast '95, P.O. Box 10371, New Brunswick, NJ 08906-0371, PH: (908) 719-9770, FAX: (908) 382-1275, email: anime.east@genie.geis.com

### ROBOTECH RPG



With ROBOTECH's tenth anniversary coming in 1996, the ROBOTECH/ EXO-SQUAD toy-line, new video releases, new novels, new comics, computer games in the works and more, there is a real ROBOTECH frenzy. Among all that, the ROBOTECH RPG is still going strong. Palladium has already sold over 120,000 copies of the basic game alone and approximately half a million copies of sourcebooks and supplements! They have just release two new books: ROBOTECH: NEW WORLD ORDER (see review in PA#34) and ROBOTECH STRIKE FORCE.

ROBOTECH STRIKE FORCE (RDF sourcebook). The most dynamic sourcebook in years! Present new adventures and character classes, new RDF and Zentraedi mecha designs, prototypes and hybrids. Directly compatible with RIFTS and MACROSS II RPG. Written by Wayne Breaux & Kevin Siembieda. Cat. # 563, 112 pgs, \$11.95.

# SOFTWARE SCULPTORS GOES TO VIDEO

The company that brought us the BUBBLEGUM CRISIS (Cat.# SSSS-2001), the PROJECT A-KO (Cat.# SSSS-2002), and the RANMA 1/2 (Cat.# SSSS-2003) screen savers has announced its first ever licensed Japanimation titles: METAL FIGHTER MIKU (Cat.# SSVS-1001) and ZENKI THE DEMON PRINCE (Cat.# SSVS-1007). Both will be premiering at ANIME EXPO '95. Both 75-minute tapes contains three episodes each and retails at \$24.95. Their screen savers are hybrid CD-ROM (for Window 3.1 and Macintosh) offering each at least five music videos and over 150 video clips and retails for \$34.95. They are also offering a video CD-ROM (hybrid) for RECORD OF LODOSS WAR (Cat.# SSLM-3001, eps. 1-3, 80 min., \$24.95, avail. on 5-31-95) and LA BLUE GIRL (Cat.# SSLM-3005, eps. 1-2, c. 90 min., \$24.95, avail. on 6-15-95).

