

#9

WEATHER

Clear and quiet for the
foreseeable future

THE

文々。新聞

LATEST STORY

ROMANCE OF THE CAT KINGDOM TAKES THE /MJG/ LEAGUE TITLE

WEEKLY* NEWS FROM THE FASTEST* REPORTER IN GENSOKYO



EXCLUSIVE INTERVIEW WITH THE LEAGUE ORGANISER



In this last issue covering the /mjg/district’s 6th League we went back to where the Bunbunmaru started in it’s league coverage: an interview with the chief organiser for the event, TO.

We caught the TO for an interview right after the final match of the league had ended cementing the Romance of the Cat Kingdoms as the champions and enshrining them into the /mjg/district’s history. The work of organising the league was not yet over, and TO seemed busy, attending to the last tasks that needed done to close out this year’s League.

The exhilaration of the night’s game was still at the forefront of everyone’s minds and at the first opportunity we asked how the TO felt about the final:

“Well I was not surprised about the result, after all Cat Kingdom was one of the favorites to win it all since the very beginning.”

The Cats were top of the power ranking and way back in the first issue of the paper the TO had said that “Teams 12 and 16 are the ones to look out for”. Since that statement 9 weeks ago the Cats have remained at the top of the bracket consistently throughout regular season and semifinals culminating in a thoroughly deserved, if underwhelming win:

“Of course, like many other anons, I would have preferred a closer result and maybe even an upset, just because it would have been the most entertaining outcome. But at the end of the day it was a well deserved win and I think this year’s finals were good. I hope people enjoyed it whether or not the team they were rooting for won.

The final match was truly a nailbiter, and we thoroughly covered it on page 3. We got around to talking about what stood out to TO over the last few months as a personal

highlight of the event for him:

“It’s very hard to just pick one moment. Strictly speaking about mahjong, the jonger comeback game has to be one of the highlights of the league for sure.

We believe TO is referring to the blowout L League finals game from Haitei 11 in which they ended with an astonishing +117k points in one hanchan, almost taking the victory.

“I’ll also add the Cat Kingdom Daisangen since I was commentating that one so it hit close to home. Besides that, team reveals are

“My biggest fear is someone stepping in as new TO and making controversial changes [...] like what happened with league 5, so that’s my main motivation to stay on for the next year”

always one of my favorite parts of league. I also really enjoyed the WME streams, the same team idea and OC had been on my mind for a couple of years.”

We also asked for his personal lows of the season:

“The team I was a part of not making it to semis of course. I also wish to someday have a league without postponed sessions due to Catfood.”

The league has been a long one this year and with the highs and lows out of the way we wondered how the TO felt about how the event went overall:

“I’m pretty satisfied with this edition. I think everything went smoother this year, besides

the hiccups at the very beginning. There were some minor incidents regarding grinchng and remakes but they were easy to fix, and once again we achieved 100% commentary coverage, thank you streamers.”

The League got off to a rocky start this year with a cheating debacle that was covered in Issue 1 of the Bunbunmaru, and several replacements were sought for different teams.

“Regarding the team themes, of course each year it will be harder to come up with something original. I think that while a lot of people understandably dislike IP teams, they provide a lot of options and if there are enough anons passionate about it, they can work (I’m still waiting to be drafted to the symphogear [Editor’s note: GEAH] team).”

There were many shitposts early in the league regarding the originality of team themes and the merit of some OC ideas, which largely died down within the first few weeks as league progressed.

“But even without recycling IPs, I have seen some nice ideas proposed in the team channels.”

League six had it’s fair share of IP teams but they were also some of the most prolific teams in terms of OC. The structure of existing IP provides a good framework for OC, and even the non-IP teams this league and in the past have heavily leaned on existing media and genre tropes to produce their OC – though of course a higher bar for quality is not to be discouraged.

We had one final question for TO – one that’s loomed over the bulletin-board since the semis concluded: will you be running the >next league?

“I can’t give a satisfactory answer right now. To be honest, I’m sick of it and don’t feel like

doing it next year, but then again, I felt the same way last year and here we are.”

“There’s an entire year left so for now I’m taking a break and I will try to think about the future with a clearer mind.”

“My biggest fear is someone stepping in as a new TO and making controversial changes that might ruin league for some, like what happened with league 5, so that’s my main motivation to stay on for next year, but on the other hand I also enjoy league way more as a normal player.”

League 5 was originally drafted with 2 division based on European and Pacific timezones, with different rules for each division. This wildly unpopular change spurned a second league to pop up with the old rules, and the new changes were abandoned and superseded. “Regardless of what happens it will get announced when the time is right and I’m



confident the core group of anons that help with league will remain, and in the end that’s what really matters since they are the ones that are truly irreplaceable.”

Despite his rigging and Chinese cat enabling his contribution to the league and the /mjg/district is undeniable. Organising an event of this scale is no mean feat; and on top of that TO was a regular streamer and caster throughout the season putting in more than his fair share of hours to what is likely the largest community event in One-Han City.

Whether TO will be at the helm of >League Nana is yet to be decided then, but we hope that whoever it is steers the event along the course well charted by those who came before.

As we parted ways the TO gave his thanks to the newspaper and expressed interest in it continuing next year, and just yesterday TO posted his final update as the League 6 TO (>>531207794). Please suggest questions for the questionnaire and upload your OC!



WE SOLICITED SOME FINAL WORDS FROM THE LEAGUES TOP TEAMS

FINAL SESSION INTERVIEWS

WE INTERVIEWED PLAYERS FROM ZWEI AND ROMANCE OF THE CAT KINGDOM IMMEDIATELY AFTER AN EXHILIRATING FINAL GAME.



Our top reporter was live at the scene for the last hanchans of the finals, catching some of the most gripping games of the season. In the aftermath we managed to get interviews from teammates asking them about the finals and the league more broadly.

Just 130 points stood between ZWEI and the title as the last session commenced. They needed Romance of the Cat Kingdoms not to go positive to make up the difference. While the Captainless ZWEI fielded one of their best players, Cat Kingdoms fielded two players who hadn't played as many games over league, including the team Captain for the final game – a time honored tradition for the league.

With more than a half dozen near yakuman and one double ron the games ended in spectacular fashion, and this reporter suggests you watch them in their totality if you missed them. ZWEI missed the mark by 70 points – stymied by R.I.I.C.H.I and the Pinzu Pumpers who had no hope of changing placements and played their own game – losing the title to the Cat Kingdoms.

Immediately after the games we caught the Victors, as well as ZWEI and asked them how they were feeling post-match. ZWEI's anchor for the match said:

"I think I did about the best I could in that spot, and while the result wasn't enough ultimately, I'm happy I got to fight to the very end and put up a good fight at that. I wasn't really expecting either of the other two teams to assist us, they were playing their own games and whether they wanted to take sides was up to them."

"Congratulations to Cat Kingdoms though, they were a force to be reckoned with throughout the league and a fitting opponent for the final battles"

With ZWEI's player leaving we focused on how the Cat Kingdoms were feeling and asked them a few more questions:

A.S. How are you guys feeling post victory?

Jyanshi A: "feels great. I didn't think we would make it to the finals myself due to how the second half of the regular season went."

Jyanshi B: "yeah, it feels like the TO injected a little more suspense into this year's script for the regular season"

Jyanshi C: "we got kino finals telly and that's all I could ask for, unless I expected league 3 finals kino where 3 teams worked together to kill the leading team, but sadly we got a crab bucket this year."

A.S. We really believed for a second that you might not make the title. Did you expect the other teams to crab bucket this hard?

Jyanshi A: "Like we alluded to in the previous interview, if everyone decided to pull us down we wouldn't have won at all. But unfortunately it [seems] that ZWEI would have won instead of a more even final. So the finals turned out to be [a game of] who the two other teams want to win the least."

Jyanshi B: "I mentioned before the final session here that this finals was unlike League 3's in that the bottom two teams

had no realistic chance and thus much less incentive to coordinate against the top team. Default play favored us since the others would have to go out of their way more specifically to help ZWEI"

Jyanshi C: "At least be like the Japanese in M League finals, where the team with no chance of winning killed their hands and tried not to deal in, so the team with a real chance could try for the win"

A.S. Besides taking the title, what has been the highlight of the league for you individually?

Jyanshi A: "Personally it's pulling a yakuman out of my ass to save the session from going deep negative overall. But other than that I would say L-League finals. It's always good entertainment when you have no skin in the game to see the underdog pull one out from behind."
"I think [Jyanshi C] did the same."

Jyanshi C: "ya, I was negative last, then kan into chun draw saved me."

Jyanshi B: "Commenting games has always been fun. The oh no no nos will never die"



With the comments from the players now over, we have one more a final statement from the Romance of the Cat Kingdoms Captain:

It was the dawning of a glorious day
When first the founder of the House of
Nya2K's Proud league won.
Alas, that Mortals on succeeded in full time
And saw the setting of the sun of power!
RuxiaGirl, the feeble, fell beneath the blows
Of the IRC cabal. Shin Kuan, vile though
bold,
Then ruled the thread. The plot JSR and
Celestial Teapot
To oust him, failed, recoiled on their own
heads.
Bakyou Heat and Grinchlantis lit up the
flame of war
And nameposters swarmed like ants
through all the land.
Then rose the valiant and deployed their
might.
Pinzu Pumpers carved out a kingdom at
betting.rigged.moe,
In fe2, Hannah Yome strove to make their
own.

Haitei XI went to /vt/ and seized /jong/,
Füritend and Akuyaku laid hold on anime
streams,
WME, in turn, held wrestling streams by
force.

Zodiac and Ransei released new episodes,
Team 9 built up log reviews, Yakupara
their dishes,
Good Sprouts challenged art, R.I.I.C.H.I.
abnormalities.

But overtopping all Cao Hagde the strong
Became first minister, and to his side,
Drew many able jyanshis. He swayed the
thread,
Without, he held the commentators in his
hand;

By force of arms he held 1st in semis
Against all rivals. Of imperial stock
Was born Zwei, who with sworn brothers
twain

Made oath the dynasty should be restored.
These wandered negative for weeks,
A petty force. But Destiny was kind
And led Zwei to Discord's rustic cot,
Where lay Smug Gyarū, he who
Already that the empire must be rent.
Seven sons of Cao Hagde sat on the dragon
throne,

And Dualchan snatched the thread from
Cao Hagde
Before him bowed the kyaputens of Zwei,
R.I.I.C.H.I. and Pinzu Pumpers,
Content to forfeit kyaputen power for life.
All down the ages rings the note of change,
For fate so rules it; none escapes its sway.
League 6 has vanished as a dream,
The useless misery is ours to grieve.

Thus /mjg/ became one empire under
the rule of Dualchan of the Cat Kingdoms.
Domains under heaven, long united, must
divide; long divided, must unite.

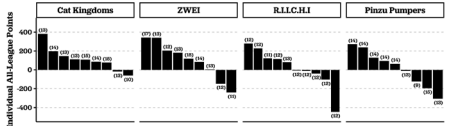
LEAGUE'S END: THE SCORES ON THE BOARD

ROMANCE OF THE CAT KINGDOMS DOMINATE THE FINALS DESPITE ZWEI'S ATTEMPTS AT THE TITLE

With the league now officially over lets review the performance of the finalists and briefly touch on the L-League results.

L eague has ended in spectacular fashion with the Cats taking the title, but how did the stats for the competing teams look in the final week of play?

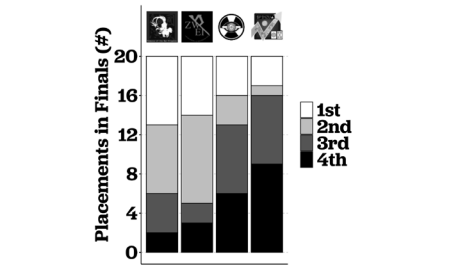
To Bench or not to Bench
Benching players has been a perennially contentious topic in league – and League 6 has been no different – with many teams receiving the thread's consternation at the perceived iniquity. Players are considered benched when they no longer play as many games due, voluntarily or not, due to poor performance in the league.



This graphic shows the players for each finalist team by their points scored, and in brackets above that how many hanchans they have played. Both ZWEI and Cat Kingdoms seem to have had their worst performing player play the least amount of games, whether this is the product of an active effort to bench those players or outside factors this paper could not confirm.

Regardless the difference is not as substantial as pundits may think. What is remarkable is the egalitarian distribution R.I.C.H.I has managed to maintain throughout the League.

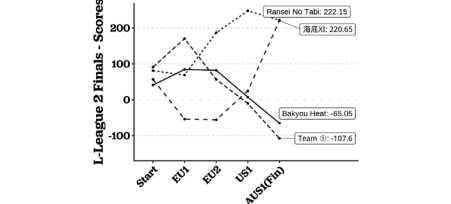
Impressive Results



The Romance of the Cat Kingdoms managed to pull off some incredible placements in the final week with more first and second place placements than Pinzu Pumpers and R.I.C.H.I combined, though the crown for best and worst hanchan in this last week went to the Pinzu Pumpers.

As shown in the point gain/loss graphic this was a fairly pedestrian week, with few unusual hanchans.

L-League finals



L-League concluded with an insane 117.1k hanchan from Haitei 11, barely missing the coveted First-Last place trophy by 2 points with the title going to Ransei no Tabi in what was the highlight session of the League for this reporter.

The OC This Week

This will be the final weeks OC, including many teams final goodbyes.

Legend of the Celestial Teapots had a singalong to share with us, please enjoy!
<https://youtu.be/d0j5rk4CSIE>

An anon posted an AI slop H-Game (>>530466310)

A wordcloud of the thread's posts throughout league was made (>>530472997)

R.I.C.H.I posted a finals trailer that felt familiar somehow... (>>530612912)

The Rozen Dolls made an AMV singalong video and posted it to the board (>>530845742)

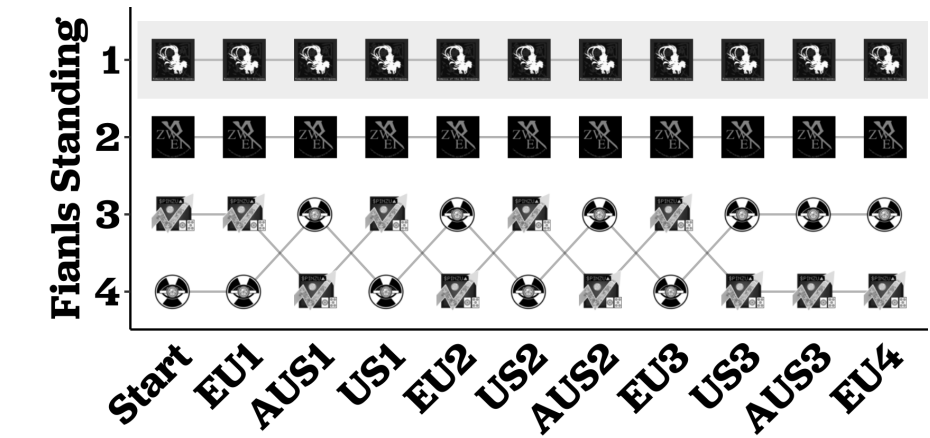
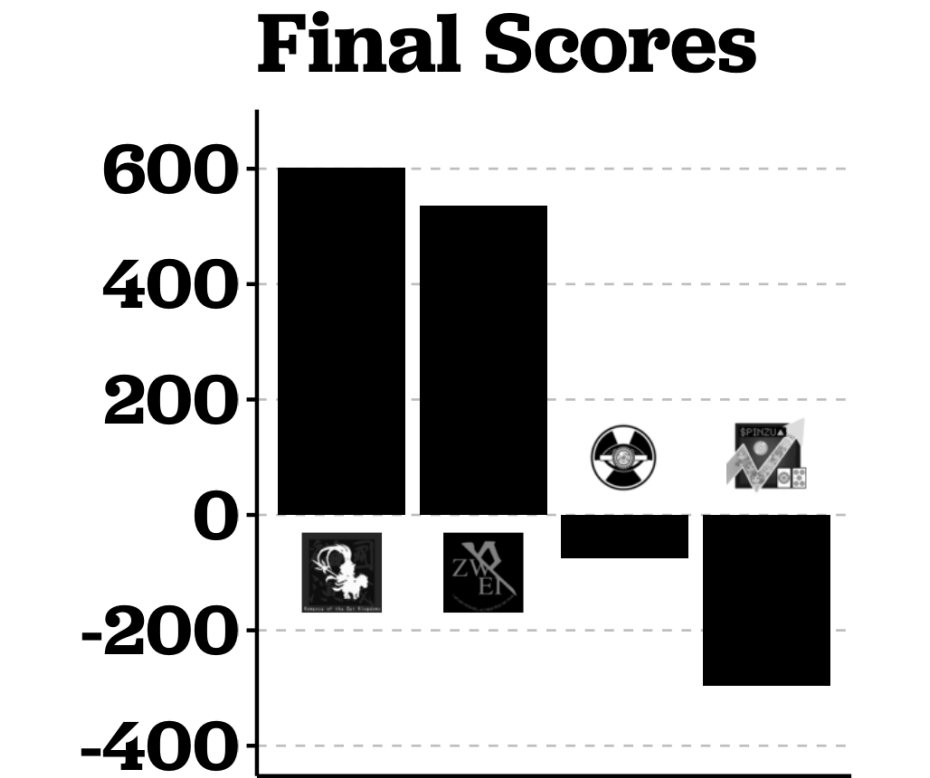
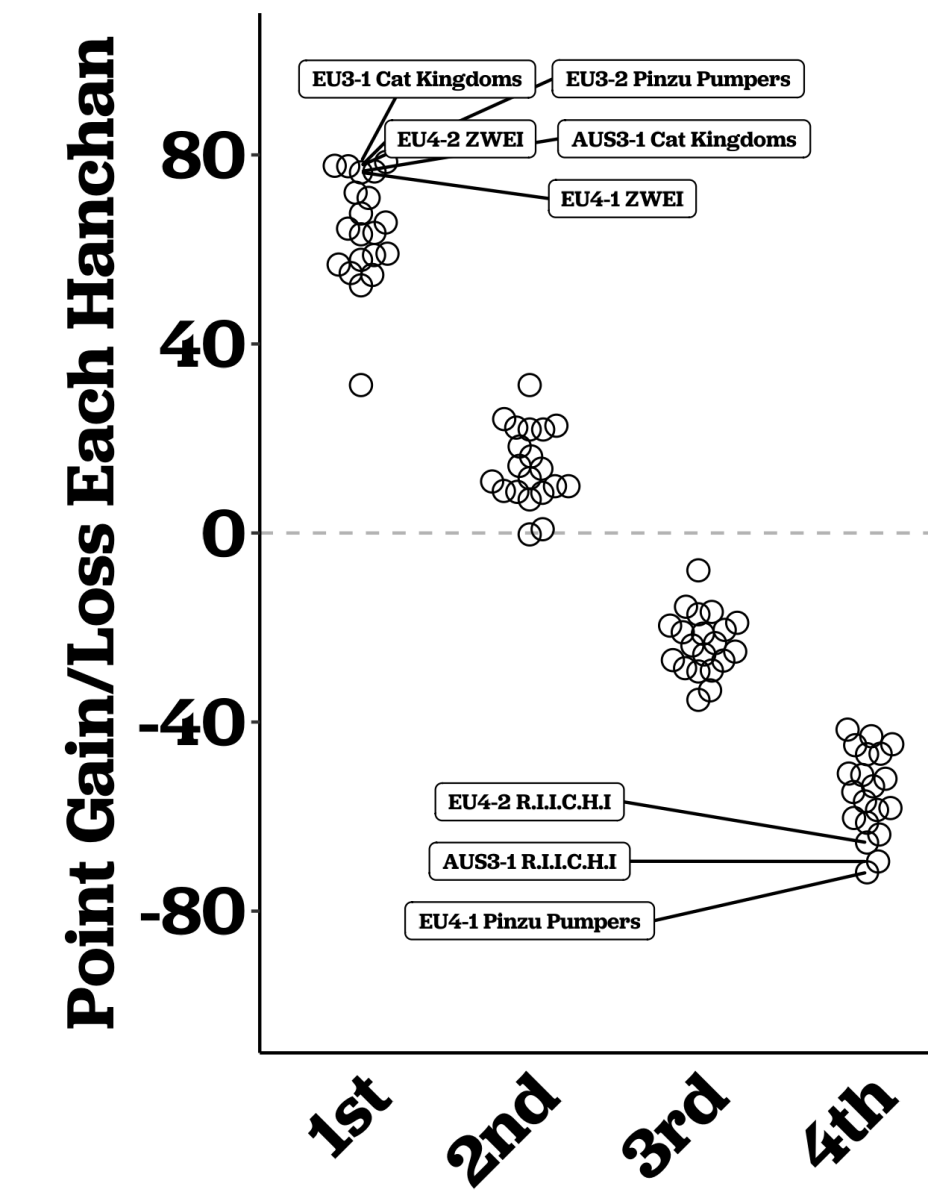
Sanma Book 1 finally concluded, and the translator announced that a fully compiled PDF has been added to the repo (>>531175375)

Ransei visits the land of heists in her latest video! (>>531087798)

Wrestling Kino wrapped up with one last stream (>>531081043)

Dolls leaked the team doc as “OC” (>>531120638)

Kannya West dropped a new track “All of the Calls” (Great singing anon!)
<https://youtu.be/likSBwXHZ7M>



Domination
Romance of the Cat Kingdoms did not drop in placement across the entire week.

While ZWEI remained top 2 the entire time they came close to dropping to third in the third session of the week, but quickly rose above the bottom two.

R.I.C.H.I and the Pinzu Pumpers traded places for the podium spot with the Pumpers crashing in valuation over the last 3 sessions in what was an underwhelmingly stacked week.



BIRD-BRAINED REPORTER BOWS OUT

GOODBYE... FOR NOW?
BIRD-BRAINED REPORTER SHARES PRODUCTION DETAILS
AND FUTURE PLANS FOR THE PAPER.

Bird-brained reporter Aya Shameimaru here interviewing: myself! It's been a busy two months or so for the league and the newspaper so for this last issue we want to detail what goes into the paper each week: time, the tools and the workflow, and some general meta-posting about the paper. Blogpost begins now.

Initial Motivation

In the leadup to the draft an anon re-posted a progenitor paper that was released before League 5 named the “/mjg/ Review” (>>523535771).



It was very charming, but with the right tools a successor could do better. It's difficult to set type aesthetically in image editors, and the Review lacked the traditional page structure of a typical newspaper. But despite the flaws it was extremely soulful and genuinely well written.

The goal for the newspaper project then was to attempt to do something bigger and better than what came before, to have a professional appearance that would contrast with the retarded subject matter. The project was shaping up to be a fun way

to contribute to /mjg/ and get more involved with league, and after the first issue got such positive reception I was committed to the task.

Time management

Perhaps the biggest surprise after the release of the first issue was how time consuming the paper was to research and write. Each week between 25-35 hours are spent on the paper: roughly 60% is just reading everything that gets posted in the threads and setting up and conducting the interviews for that weeks issue; a further 30% is spent actually writing and editing the paper; and between 10-20% is spent making the crossword or puzzle for that week.

Most weekdays are spent reading the thread after work and taking notes of potential stories or OC that might make it into the paper. The bulk of the writing is done in a sprint over the weekend and parts of Monday to get the freshest perspective on the last week's League happenings.

There were grand aspirations to do a VOD highlights section, but that would probably entail an additional 10-20 hours per week reviewing games and finding an interesting narrative to write for them.

Tools and workflow

There were two constraints that ultimately solidified the software choices for writing the paper: Good typesetting and export to PDF. Using image editors for the project was out of the question and traditional word processors and LaTeX weren't powerful

enough, were too slow, or had usability drawbacks.

In the end Adobe InDesign was selected. InDesign has many newspaper templates available to steal – which were modified for use with the paper (available on request). It's an incredibly powerful tool and it's a shame it's an Adobe product.

Another major constraint was that while the newspaper was going to be released in high DPI the image edits were usually not. The newspaper filter masked most image artifacts while looking appropriate, which was a nice coincidence that allowed for more flexibility in what images could be used for the paper. Gimp 2.x was used to achieve this (3.x is so fucking bad, non destructive filters are terrible).

In a typical week the last issue's project file is copied and modified, template pages that look like they'll have enough type space to fit the text for the imagined article are selected, and then the layout is tweaked and text is edited to get it all to fit together nicely.

Articles are written directly into the InDesign Type boxes and are not drafted outside of the program. Bafflingly there is no integrated spellcheck, and as the software is pirated plugins are unavailable.

Future of the Paper?

The paper will be on indefinite hiatus post-league. While I'd like to continue it in the future it's been hell to sink that much of my free time every week into the project.

I've worked almost entirely alone writing, editing, making image edits and puzzles, conducting interviews, and releasing the paper.

Maybe >next league a paper team can be formed or enough willing slaves will gather topics from the thread so I don't have to read everything. I'm also happy to provide all files and fonts to another anon to carry the torch. Who knows for arts and crafts though.

Despite all that it's been a genuine blast. Thanks to the puzzles and stats anons, the TO and league jannies, and all of the interview subjects and league participants for making the project possible.



This weeks news has been brought to you by Aya Shameimaru.

Sayonara /mjg/...