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Subject: Video game anime

Posted by [david.shallcross](#) on Wed, 06 Mar 2013 17:24:16 GMT

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From Newsgroup: rec.arts.anime.misc

I seem to be playing video games a lot recently.  
There has been much anime based on video games,  
over the years. What do people think are the best  
and worst of such anime, ruling out visual novels  
as video games, just for the purposes of this question?  
I'll include pachinko games of the video-assisted sort.

The best I have seen have the various Sakura Wars  
anime, but here a large fraction of the games plays  
more like a visual novel, or maybe a dating sim.

I'm not so sure about worst. Sengoku Otome:  
Momoiro no Paradox was kind of mediocre, and  
was based on a pachinko game. From the one  
episode of the Disgaea anime I saw, it didn't  
look very good.

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Subject: Re: Video game anime

Posted by [Dave Baranyi](#) on Wed, 06 Mar 2013 21:57:10 GMT

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From Newsgroup: rec.arts.anime.misc

david.shallcross@ymail.com wrote:

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> look very good.

>

I'm finding the Ixion Saga DT anime to be a lot of fun to watch. It's apparently based upon an on-line CAPCOM game, but I've never tried the game itself.

I've skimmed the Ixion Saga manga that is being published in Bessatsu Shounen magazine, but it isn't based upon the anime and the story didn't grab me.

Dave Baranyi

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Subject: Re: Video game anime  
Posted by [Salvatore](#) on Wed, 06 Mar 2013 22:30:14 GMT  
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From Newsgroup: rec.arts.anime.misc

I remember playing an imported Super Famicom game of Ranma ½ Hard Battle. It was pretty much a standard Street Fighter game but with Ranma ½ characters.

It's mediocre.

--

Blah blah bleh...

GCS/CM d(-)@>-- s+:- !a C++\$ UBL++++\$ L+\$ W+++\$ w M++ Y++ b++

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Subject: Re: Video game anime  
Posted by [Aje RavenStar](#) on Thu, 07 Mar 2013 00:51:42 GMT  
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From Newsgroup: rec.arts.anime.misc

On 3/6/2013 11:24 AM, david.shallcross@ymail.com wrote:

- > I seem to be playing video games a lot recently.
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- > over the years. What do people think are the best
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> episode of the Disgaea anime I saw, it didn't  
> look very good.  
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I enjoyed the Disgaea anime myself. The big dog in this field, though,  
is ..hack//sign.

(as I was writing this, back of my mind reminded me about Mars Daybreak  
show also being a game. Looked it up, the anime came first, then the  
PS2 game).

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Subject: Re: Video game anime  
Posted by [Stainless Steel Rat](#) on Thu, 07 Mar 2013 04:44:06 GMT  
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From Newsgroup: rec.arts.anime.misc

On Thu, 07 Mar 2013 00:26:55 +0000, adelphi wrote:

> The various Super Robot Wars also showed a lot of Super Robot and Real  
> Robot animes.  
>  
> The really horrid ones were made by Banpresto.

ALL of the Super Robot Wars games were made by Banpresto. Some,  
remarkably, aren't terrible. That's atypical for Banpresto.

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Subject: Re: Video game anime  
Posted by [Stainless Steel Rat](#) on Thu, 07 Mar 2013 05:45:21 GMT  
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From Newsgroup: rec.arts.anime.misc

On Wed, 06 Mar 2013 18:51:42 -0600, Aje RavenStar wrote:

> I enjoyed the Disgaea anime myself. The big dog in this field, though,  
> is ..hack//sign.

dot-Hack technically doesn't count. The TV show isn't an adaptation or spin-off of the games, or vice-versa. They were created, along with the OVA series "Liminality", in parallel as pieces of a single, larger story.

This technicality also applies to the Galaxy Angel franchise.

> (as I was writing this, back of my mind reminded me about Mars Daybreak  
> show also being a game. Looked it up, the anime came first, then the  
> PS2 game).

Game adaptations of anime TV shows are a dime a dozen. The vast majority are made by Banpresto. Most of them stink.

I suppose that's a tautology.

The biggest problems with game to anime adaptations are the same problems that face game to Hollywood film adaptations.

The first is that it is impossible to completely translate an interactive medium (games) into a passive medium (film). What makes a game a game is the gameplay. Take the gameplay out and you don't have a game any more, just a string of cut scenes and loading screens without anything to connect them together. Anyone trying to perform such an adaptation needs to adapt one form to the other. This means changing things. Which pisses off fans. Which leads to the second problem:

Shows and films adapted for games are primarily intended for players and fans of those games. See previous point about pissing off the fans. It's possible to create something that alienates only a very small fraction of the fan base while appealing to the general public (see "Mortal Kombat") but most of the time it simply doesn't work (see "DOOM", anything by Uwe Boll -- on second thought... no. Don't).

Adapting visual novels isn't any easier. Games like "Virtue's Last Reward" have non-linear stories that would be difficult to adapt to a linear format like film. Dating sims with their multiple divergent endings are impossible to adapt in full; they typically cheat by following the path of the fans' most favored objects of affection. There have been a LOT of these lately: Air, Kanon, Clannad, Muv-Luv, Kimi ga, Fate/Zero in the blank, Tsukihime and a slew of others that I can't remember off the top of my head. For a while it seemed like every new show being released was an adaptation of a porn game.

My pick for worst adaptation ever: the Panzer Dragoon OVA. Runner up: the Megami Tensei OVA.

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Subject: Re: Video game anime  
Posted by [rklemic](#) on Sun, 10 Mar 2013 05:51:44 GMT  
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From Newsgroup: rec.arts.anime.misc

On Thu, 7 Mar 2013 05:45:21 +0000 (UTC), Stainless Steel Rat  
<[ratinox@gweep.net](mailto:ratinox@gweep.net)> wrote:

> On Wed, 06 Mar 2013 18:51:42 -0600, Aje RavenStar wrote:  
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>> I enjoyed the Disgaea anime myself. The big dog in this field, though,  
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> adaptation of a porn game.  
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> My pick for worst adaptation ever: the Panzer Dragoon OVA. Runner up: the  
> Megami Tensei OVA.  
Heh. one series that we didn't realize early on that it was really a  
video game based anime was Gundam AGE. We found out when the Gundam  
AGE games came out for the PSP that they pretty much followed the  
anime exactly with extras and that those who finished the game quickly  
found out how the anime ended about 3 weeks early. This wasn't  
surprising since Level 5 was in control of AGE.  
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